



Open Source Used In Intersight Mobile App 1.0.162

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- 1.323 @babel/plugin-transform-unicode-regex 7.14.5**
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- 1.324 ansi-gray 0.1.1**
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1.344 @babel/plugin-proposal-class-properties 7.14.5

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1.345 react-native-iphone-x-helper 1.3.1

- 1.345.1 Available under license
- 1.346 @babel/plugin-transform-unicode-escapes 7.14.5**
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- 1.379 encoding 0.1.13**
 - 1.379.1 Available under license
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- 1.381 fbjs-scripts 1.2.0**
 - 1.381.1 Available under license
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- 1.383 jest-haste-map 24.9.0**
 - 1.383.1 Available under license
- 1.384 @react-navigation/core 5.15.3**

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- 1.391 @babel/helper-replace-supers 7.14.5**
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- 1.393 domelementtype 1.3.1**
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- 1.430 array-slice 0.2.3**
 - 1.430.1 Available under license
- 1.431 asap 2.0.6**
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- 1.432 ansi-wrap 0.1.0**
 - 1.432.1 Available under license
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 - 1.433.1 Available under license
- 1.434 base 0.11.2**
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 - 1.439.1 Available under license
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1.443 arr-union 3.1.0

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1.444 @unimodules/core 5.5.1

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1.448 d3-interpolate 1.4.0

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1.449 babel-plugin-transform-typescript 7.14.6

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1.450 options 0.0.6

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1.451 @babel/plugin-proposal-optional-catch-binding 7.14.5

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1.453 @babel/generator 7.14.5

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1.456 at-least-node 1.0.0

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1.462 compare-urls 2.0.0

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- 1.486 raf 3.4.1**
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- 1.487 object-copy 0.1.0**
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- 1.488 jest-console 24.9.0**
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- 1.489 string-prototype-trimstart 1.0.4**
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- 1.494 nth-check 1.0.2**
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- 1.495 react 16.13.1**
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- 1.496 metro-babel-register 0.59.0**
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- 1.497 destroy 1.0.4**
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- 1.526 fancy-log 1.3.3**
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- 1.527 @babel/plugin-transform-template-literals 7.14.5**
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1.560 mute-stream 0.0.7

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1.573 metro-core 0.59.0

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1.575 @babel/plugin-bugfix-v8-spread-parameters-in-optional-chaining 7.14.5

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1.577 safer-buffer 2.1.2

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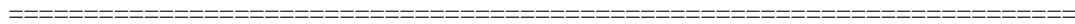
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1.4 @babel/plugin-proposal-private-property-in-object 7.14.5

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1.5 invariant 2.2.4

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1.6 expo-secure-store 9.2.0

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```
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```

```
* /opt/cola/permits/1168297634_1621981549.17/0/expo-secure-store-9-2-0-tgz/package/ios/EXSecureStore/EXSecureStore.m
```

1.7 pkg-up 2.0.0

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1.8 fbemitter 2.1.1

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1.9 @babel/plugin-proposal-json-strings

7.14.5

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1.10 babel-plugin-proposal-dynamic-import

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1.11 type-fest 0.7.1

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1.12 @babel/helpers 7.14.6

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1.13 @babel/helper-remap-async-to-generator 7.14.5

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1.14 @babel/plugin-syntax-dynamic-import

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1.15 path-exists 3.0.0

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1.16 expo-error-recovery 1.3.0

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```

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```
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```

1.17 domutils 1.7.0

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1.18 locate-path 2.0.0

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1.19 find-up 2.1.0

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1.20 @babel/helper-builder-binary-assignment-operator-visitor 7.14.5

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1.21 @babel/plugin-proposal-export-namespace-from 7.14.5

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1.22 fresh 0.5.2

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1.23 stacktrace-parser 0.1.10

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1.24 path-parse 1.0.7

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1.25 snapdragon-util 3.0.1

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1.26 extend-shallow 1.1.4

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1.27 isomorphic-fetch 2.2.1

1.27.1 Available under license :

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isomorphic-fetch [![Build Status](https://travis-ci.org/matthew-andrews/isomorphic-fetch.svg?branch=master)](https://travis-ci.org/matthew-andrews/isomorphic-fetch)

=====

Fetch for node and Browserify. Built on top of [GitHub's WHATWG Fetch polyfill](https://github.com/github/fetch).

Warnings

- This adds `fetch` as a global so that its API is consistent between client and server.
- You must bring your own ES6 Promise compatible polyfill, I suggest [es6-promise](https://github.com/jakearchibald/es6-promise).

For [ease-of-maintenance and backward-compatibility reasons][why polyfill], this library will always be a polyfill. As a "safe" alternative, which does not modify the global, consider [fetch-ponyfill][].

[why polyfill]: <https://github.com/matthew-andrews/isomorphic-fetch/issues/31#issuecomment-149668361>

[fetch-ponyfill]: <https://github.com/qubyte/fetch-ponyfill>

Installation

NPM

```
``sh
```

```
npm install --save isomorphic-fetch es6-promise
```

```
...
```

```
### Bower
```

```
```sh
```

```
bower install --save isomorphic-fetch es6-promise
```

```
```
```

```
## Usage
```

```
```js
```

```
require('es6-promise').polyfill();
```

```
require('isomorphic-fetch');
```

```
fetch('//offline-news-api.herokuapp.com/stories')
```

```
.then(function(response) {
```

```
 if (response.status >= 400) {
```

```
 throw new Error("Bad response from server");
```

```
 }
```

```
 return response.json();
```

```
})
```

```
.then(function(stories) {
```

```
 console.log(stories);
```

```
});
```

```
```
```

```
## License
```

All open source code released by FT Labs is licenced under the MIT licence. Based on [the fine work by](<https://github.com/github/fetch/pull/31>) [**\[jxck\]\(https://github.com/Jxck\)**](https://github.com/Jxck).

Found in path(s):

```
* /opt/cola/permits/1162011754_1620774811.96/0/fis-components-isomorphic-fetch-2-2-1-0-g4801b9c-1-tar-gz/fis-components-isomorphic-fetch-9599403/README.md
```

1.28 ansi-styles 2.2.1

1.28.1 Available under license :

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1.29 blueimp-md 2.18.0

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1.30 core-js 2.6.12

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1.31 hoist-non-react-statics 1.2.0

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1.32 commander 2.20.3

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1.33 end-of-stream 1.4.4

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1.34 expo-keep-awake 8.3.0

1.34.1 Available under license :

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```
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```

Found in path(s):

```
* /opt/cola/permits/1168295230_1621972592.6/0/expo-keep-awake-8-3-0-tgz/package/ios/EXKeepAwake/EXKeepAwake.h
```

```
* /opt/cola/permits/1168295230_1621972592.6/0/expo-keep-awake-8-3-0-tgz/package/ios/EXKeepAwake/EXKeepAwake.m
```

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```

Found in path(s):

```
* /opt/cola/permits/1168295230_1621972592.6/0/expo-keep-awake-8-3-0-tgz/package/android/src/main/java/expo/modules/keepawake/KeepAwakeModule.java
```

1.35 md5-file 3.2.3

1.35.1 Available under license :

```
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```

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1.36 @babel/parser 7.14.7

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1.37 mdn-data 2.0.14

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1.38 types-react-redux 7.1.18

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1.39 is-accessor-descriptor 0.1.6

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1.40 shell-quote 1.6.1

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1.41 split-on-first 1.1.0

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1.44 leven 3.1.0

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1.46 is-negative-zero 2.0.1

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1.48 @babel/template 7.14.5

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1.49 stackframe 1.2.0

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1.52 ansi-regex 4.1.0

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1.54 atob 2.1.2

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1.55 parse-node-version 1.0.1

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1.58 function-bind 1.1.1

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1.60 expo-location 9.0.1

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```

```
* /opt/cola/permits/1168300007_1621973084.81/0/expo-location-9-0-1-tgz/package/ios/EXLocation/EXLocation.h
```

```
* /opt/cola/permits/1168300007_1621973084.81/0/expo-location-9-0-1-tgz/package/android/src/main/java/expo/modules/location/LocationModule.java
```

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```

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* /opt/cola/permits/1168300007_1621973084.81/0/expo-location-9-0-1-tgz/package/android/src/main/java/expo/modules/location/LocationModule.java
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tgz/package/android/src/main/java/expo/modules/location/utils/TimeoutObject.java

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* /opt/cola/permits/1168300007_1621973084.81/0/expo-location-9-0-1-

tgz/package/ios/EXLocation/EXLocationPermissionRequester.h

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Changelog

Unpublished

Breaking changes

New features

Bug fixes

9.0.1 — 2020-10-02

Bug fixes

- Redeliver intent when restarting task service. ([#10410](https://github.com/expo/expo/pull/10410) by [byCedric](https://github.com/byCedric))

9.0.0 — 2020-08-18

Breaking changes

- Add `scope` field in returned value to indicate whether background permissions are granted. Add `android.accuracy` field to determine whether `coarse` or `fine` location permission is granted.

([#9446](https://github.com/expo/expo/pull/9446) by [mczernek](https://github.com/mczernek))

- `getLastKnownPositionAsync` no longer rejects when the last known location is not available – now it returns `null`. ([#9251](https://github.com/expo/expo/pull/9251) by [tsapeta](https://github.com/tsapeta))

- Removed the deprecated `enableHighAccuracy` option of `getCurrentPositionAsync`.

([#9251](https://github.com/expo/expo/pull/9251) by [tsapeta](https://github.com/tsapeta))

- Removed `maximumAge` and `timeout` options from `getCurrentPositionAsync` – it's been Android only and the same behavior can be achieved on all platforms on the JavaScript side.

([#9251](https://github.com/expo/expo/pull/9251) by [tsapeta](https://github.com/tsapeta))

- Made type and enum names more consistent and in line with our standards — they all are now prefixed by `Location`. The most common ones are still accessible without the prefix, but it's not the recommended way.

([#9251](https://github.com/expo/expo/pull/9251) by [@tsapeta](https://github.com/tsapeta))
- `geocodeAsync` and `reverseGeocodeAsync` no longer falls back to Google Maps API on Android.
([#9444](https://github.com/expo/expo/pull/9444) by [@tsapeta](https://github.com/tsapeta))

New features

- Added missing `altitudeAccuracy` to the location object on Android (requires at least Android 8.0).
([#9251](https://github.com/expo/expo/pull/9251) by [@tsapeta](https://github.com/tsapeta))
- Improved support for Web — added missing methods for requesting permissions and getting last known position.
([#9251](https://github.com/expo/expo/pull/9251) by [@tsapeta](https://github.com/tsapeta))
- Added `maxAge` and `requiredAccuracy` options to `getLastKnownPositionAsync`.
([#9251](https://github.com/expo/expo/pull/9251) by [@tsapeta](https://github.com/tsapeta))
- Google Maps Geocoding API can now be used on all platforms with the new `useGoogleMaps` option.
([#9444](https://github.com/expo/expo/pull/9444) by [@tsapeta](https://github.com/tsapeta))
- Added `district`, `subregion` and `timezone` values to reverse-geocoded address object.
([#9444](https://github.com/expo/expo/pull/9444) by [@tsapeta](https://github.com/tsapeta))

Bug fixes

- Fixed different types being used on Web platform. ([#9251](https://github.com/expo/expo/pull/9251) by [@tsapeta](https://github.com/tsapeta))
- `getLastKnownPositionAsync` no longer requests for the current location on iOS and just returns the last known one as it should be. ([#9251](https://github.com/expo/expo/pull/9251) by [@tsapeta](https://github.com/tsapeta))
- Fixed `getCurrentPositionAsync` not resolving on Android when the lowest accuracy is used.
([#9251](https://github.com/expo/expo/pull/9251) by [@tsapeta](https://github.com/tsapeta))
- Fixed `LocationGeocodedAddress` type to reflect the possibility of receiving `null` values.
([#9444](https://github.com/expo/expo/pull/9444) by [@tsapeta](https://github.com/tsapeta))

8.3.0 — 2020-07-16

Bug fixes

- Added some safety checks to prevent `NullPointerException` in background location on Android.
([#8864](https://github.com/expo/expo/pull/8864) by [@mczernek](https://github.com/mczernek))
- Add `isoCountryCode` to `Address` type and reverse lookup. ([#8913](https://github.com/expo/expo/pull/8913) by [@bycedric](https://github.com/bycedric))
- Fix geocoding requests not resolving/rejecting on iOS when the app is in the background or inactive state. It makes it possible to use geocoding in such app states, however it's still discouraged.
([#9178](https://github.com/expo/expo/pull/9178) by [@tsapeta](https://github.com/tsapeta))

8.2.1 — 2020-05-29

This version does not introduce any user-facing changes.

8.2.0 — 2020-05-27

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* /opt/cola/permits/1168300007_1621973084.81/0/expo-location-9-0-1-

tgz/package/ios/EXLocation/TaskConsumers/EXGeofencingTaskConsumer.h

* /opt/cola/permits/1168300007_1621973084.81/0/expo-location-9-0-1-

tgz/package/ios/EXLocation/TaskConsumers/EXLocationTaskConsumer.m

* /opt/cola/permits/1168300007_1621973084.81/0/expo-location-9-0-1-

tgz/package/ios/EXLocation/TaskConsumers/EXLocationTaskConsumer.h

1.61 onetime 2.0.1

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1.62 xpipe 1.0.5

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* /opt/cola/permits/1168294325_1621972901.48/0/metro-react-native-babel-preset-0-59-0-tgz/package/src/passthrough-syntax-plugins.js
* /opt/cola/permits/1168294325_1621972901.48/0/metro-react-native-babel-preset-0-59-0-tgz/package/src/configs/lazy-imports.js
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* /opt/cola/permits/1168294325_1621972901.48/0/metro-react-native-babel-preset-0-59-0-tgz/package/src/configs/main.js
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1.67 @babel/plugin-transform-arrow-functions 7.14.5

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1.68 @babel/plugin-transform-named-capturing-groups-regex 7.14.7

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1.72 resolve 1.20.0

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1.73 bplist-parser 0.2.0

1.73.1 Available under license :

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```
# bplist-parser
```

Binary Mac OS X Plist (property list) parser.

```
## Installation
```

```
```bash
```

```
$ npm install bplist-parser
```

```
```
```

```
## Quick Examples
```

```
````javascript
const bplist = require('bplist-parser');

(async () => {

 const obj = await bplist.parseFile('myPlist.bplist');

 console.log(JSON.stringify(obj));

})();
````
```

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Found in path(s):

* /opt/cola/permits/1161998223_1620774342.65/0/bplist-parser-0-2-0-tgz/package/README.md

1.74 decamelize 1.2.0

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1.75 cliui 5.0.0

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1.76 react-native-localize 1.3.1

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1.77 object-keys 1.1.1

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1.78 react-native-svg 12.1.0

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1.79 pseudomap 1.0.2

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1.82 anymatch 2.0.0

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1.83 compressible 2.0.18

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1.84 is-fullwidth-code-point 3.0.0

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1.85 event-target-shim 5.0.1

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1.86 fbjs 0.8.17

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1.87 signal-exit 3.0.3

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1.88 figures 2.0.0

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1.89 fs-extra 1.0.0

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1.90 @babel/plugin-transform-dotall-regex

7.14.5

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1.91 @babel/plugin-transform-duplicate-keys

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1.92 @babel/plugin-proposal-logical-assignment-operators 7.14.5

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1.93 object-assign 4.1.1

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1.94 to-object-path 0.3.0

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1.95 source-map 0.5.7

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1.98 babel-plugin-syntax-optional-chaining

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1.100 map-visit 1.0.0

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1.101 @babel/plugin-syntax-jsx 7.14.5

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1.102 node-modules-regexp 1.0.0

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1.103 js-base64 2.5.1

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1.104 mime-types 2.1.31

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1.105 regenerate 1.4.2

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1.106 makeerror 1.0.11

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1.107 arr-diff 4.0.0

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1.108 rx-lite-aggregates 4.0.8

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1.109 resolve-url 0.2.1

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1.110 jest-test-result 24.9.0

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1.111 shallow-clone 3.0.1

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1.112 pump 3.0.0

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1.113 @react-native-community/cli-hermes

4.13.0

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1.114 @babel/plugin-transform-typeof-symbol 7.14.5

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1.115 camelcase 5.3.1

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1.116 is-arrayish 0.3.2

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1.117 react-native-iphone-x-helper 1.2.0

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1.118 querystringify 2.2.0

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1.119 bplist-creator 0.0.8

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1.120 @react-native-community/cli-platform-ios 4.13.0

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1.121 restore-cursor 2.0.0

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1.122 absolute-path 0.0.0

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1.123 query-string 5.1.1

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1.124 extend-shallow 2.0.1

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1.125 buffer-alloc-unsafe 1.1.0

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1.126 @babel/plugin-syntax-json-strings 7.8.3

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1.127 is-number 3.0.0

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1.128 url-parse 1.5.1

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1.129 whatwg-fetch 3.6.2

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1.130 pretty-format 25.5.0

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1.131 @react-navigation/routers 5.7.2

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1.133 uglify-es 3.3.9

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1.134 cnakazawa-watch 1.0.4

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1.136 react-native-appearance 0.3.4

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1.137 ip 1.1.5

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1.138 jwt-decode 2.2.0

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1.139 jsesc 2.5.2

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1.140 @babel/helper-function-name 7.14.5

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1.141 repeat-element 1.1.4

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1.142 define-property 0.2.5

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1.143 get-value 2.0.6

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1.144 locate-path 3.0.0

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1.145 object.pick 1.3.0

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1.146 babel-plugin-transform-property-literals

7.14.5

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1.147 esutils 2.0.3

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1.148 make-dir 2.1.0

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1.149 react-native-safe-area-context 3.1.4

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1.150 tmp1 1.0.4

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1.151 expo 39.0.5

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1.152 is-number-object 1.0.5

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1.153 node-fetch 2.6.1

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1.155 object-visit 1.0.1

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1.156 js-tokens 4.0.0

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1.157 cross-spawn 6.0.5

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1.158 @react-native-community/cli-tools

4.13.0

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1.159 Iodash-frompairs 4.0.1

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1.160 chalk 1.1.1

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1.161 regex-not 1.0.2

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1.162 @react-native-community/cli-server-api

4.13.1

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1.163 jest-fake-timers 24.9.0

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1.164 is-accessor-descriptor 1.0.0

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1.165 @babel/helper-plugin-utils 7.14.5

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1.166 errorhandler 1.5.1

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1.167 @egjs/hammerjs 2.0.17

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1.168 remove-trailing-separator 1.1.0

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1.169 pascalcase 0.1.1

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1.170 unpipe 1.0.0

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1.171 tiny-queue 0.2.1

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1.172 @babel/plugin-transform-new-target

7.14.5

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1.173 @babel/plugin-syntax-object-rest-spread 7.8.3

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1.174 clone-deep 4.0.1

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1.175 requires-port 1.0.0

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1.176 array-reduce 0.0.0

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1.177 chalk 2.4.2

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1.178 @babel/helper-module-imports 7.14.5

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1.179 react-native-svg-charts 5.2.0

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1.180 mylib 0.0.0

1.180.1 Available under license :

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1.181 unimodules-file-system-interface 5.3.0

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```

Found in path(s):

```
* /opt/cola/permits/1168293968_1621973016.24/0/unimodules-file-system-interface-5-3-0-tgz/package/ios/UMFileSystemInterface/UMFilePermissionModuleInterface.h
```

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```

Found in path(s):

```
* /opt/cola/permits/1168293968_1621973016.24/0/unimodules-file-system-interface-5-3-0-tgz/package/ios/UMFileSystemInterface/UMFileSystemInterface.h
```

1.182 metro-resolver 0.59.0

1.182.1 Available under license :

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```

```
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```

```
*
```

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```

```
* LICENSE file in the root directory of this source tree.
```

```
*
```

```
* @flow strict
```

```
* @format
```

```

*/

'use strict';

export type Result<+TResolution, +TCandidates> =
  | {|+type: 'resolved', +resolution: TResolution|}
  | {|+type: 'failed', +candidates: TCandidates|};

export type Resolution = FileResolution | {|+type: 'empty'|};

export type AssetFileResolution = $ReadOnlyArray<string>;
export type FileResolution =
  | {|+type: 'sourceFile', +filePath: string|}
  | {|+type: 'assetFiles', +filePaths: AssetFileResolution|};

export type FileAndDirCandidates = {|
  +dir: FileCandidates,
  +file: FileCandidates,
|};

/**
 * This is a way to describe what files we tried to look for when resolving
 * a module name as file. This is mainly used for error reporting, so that
 * we can explain why we cannot resolve a module.
 */
export type FileCandidates =
  // We only tried to resolve a specific asset.
  | {|+type: 'asset', +name: string|}
  // We attempted to resolve a name as being a source file (ex. JavaScript,
  // JSON...), in which case there can be several extensions we tried, for
  // example `/js/foo.ios.js`, `/js/foo.js`, etc. for a single prefix '/js/foo'.
  | {|
    +type: 'sourceFile',
    filePathPrefix: string,
    +candidateExts: $ReadOnlyArray<string>,
  |};

/**
 * Check existence of a single file.
 */
export type DoesFileExist = (filePath: string) => boolean;
export type IsAssetFile = (fileName: string) => boolean;

/**
 * Given a directory path and the base asset name, return a list of all the
 * asset file names that match the given base name in that directory. Return
 * null if there's no such named asset. `platform` is used to identify
 * platform-specific assets, ex. `foo.ios.js` instead of a generic `foo.js`.

```

```

*/
export type ResolveAsset = (
  dirPath: string,
  assetName: string,
  extension: string,
) => ?$ReadOnlyArray<string>;

export type FileContext = {
  +doesFileExist: DoesFileExist,
  +isAssetFile: IsAssetFile,
  +preferNativePlatform: boolean,
  +redirectModulePath: (modulePath: string) => string | false,
  +resolveAsset: ResolveAsset,
  +sourceExts: $ReadOnlyArray<string>,
  ...
};

export type FileOrDirContext = FileContext & {
  /**
   * This should return the path of the "main" module of the specified
   * `package.json` file, after post-processing: for example, applying the
   * 'browser' field if necessary.
   *
   * * FIXME: move the post-processing here. Right now it is
   * located in `node-haste/Package.js`, and fully duplicated in
   * `ModuleGraph/node-haste/Package.js` (!)
   */
  +getPackageMainPath: (packageJsonPath: string) => string,
  ...
};

export type HasteContext = FileOrDirContext & {
  /**
   * Given a name, this should return the full path to the file that provides
   * a Haste module of that name. Ex. for `Foo` it may return `/smth/Foo.js`.
   */
  +resolveHasteModule: (name: string) => ?string,
  /**
   * Given a name, this should return the full path to the package manifest that
   * provides a Haste package of that name. Ex. for `Foo` it may return
   * `/smth/Foo/package.json`.
   */
  +resolveHastePackage: (name: string) => ?string,
  ...
};

export type ModulePathContext = FileOrDirContext & {
  /**

```

```
* Full path of the module that is requiring or importing the module to be
* resolved.
*/
+originModulePath: string,
...
};
```

```
export type ResolutionContext = ModulePathContext &
HasteContext & {
  allowHaste: boolean,
  extraNodeModules: ?{[string]: string, ...},
  originModulePath: string,
  resolveRequest?: ?CustomResolver,
  ...
};
```

```
export type CustomResolver = (
  ResolutionContext,
  string,
  string | null,
  string | null,
) => Resolution;
```

Found in path(s):

```
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/types.js.flow
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```

```
/**
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 *
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 * LICENSE file in the root directory of this source tree.
 *
 * @flow strict
 * @format
 */
```

```
'use strict';
```

```
const formatFileCandidates = require('./formatFileCandidates');
```

```
import type {FileAndDirCandidates} from './types';
```

```
class FailedToResolvePathError extends Error {
  candidates: FileAndDirCandidates;
```

```
  constructor(candidates: FileAndDirCandidates) {
    super(
```

```

    'The module could not be resolved because none of these files exist:\n\n' +
    ` * ${formatFileCandidates(candidates.file)}\n` +
    ` * ${formatFileCandidates(candidates.dir)}`,
  );
  this.candidates = candidates;
}
}

```

```
module.exports = FailedToResolvePathError;
```

Found in path(s):

```
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-
tgz/package/src/FailedToResolvePathError.js.flow
```

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```
/**
```

```
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```

```
*
```

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```

```
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```

```
*
```

```
* @flow strict
```

```
* @format
```

```
*/
```

```
'use strict';
```

```
const formatFileCandidates = require('./formatFileCandidates');
```

```
import type {FileCandidates} from './types';
```

```
class InvalidPackageError extends Error {
```

```
  /**
```

```
   * The file candidates we tried to find to resolve the `main` field of the
```

```
   * package. Ex. `./js/foo/beep(.js|.json)?` if `main` is specifying `./beep`
```

```
   * as the entry point.
```

```
  */
```

```
  fileCandidates: FileCandidates;
```

```
  /**
```

```
   * The `index` file candidates we tried to find to resolve the `main` field of
```

```
   * the package. Ex. `./js/foo/beep/index(.js|.json)?` if `main` is specifying
```

```
   * `./beep` as the entry point.
```

```
  */
```

```
  indexCandidates: FileCandidates;
```

```
  /**
```

```
   * The module path prefix we where trying to resolve. For example `./beep`.
```

```
  */
```

```
  mainPrefixPath: string;
```



```

/**
 * Full path the package we were trying to resolve.
 * Ex. `js/foo/package.json`.
 */
packageJsonPath: string;

constructor(opts: {
  +fileCandidates: FileCandidates,
  +indexCandidates: FileCandidates,
  +mainPrefixPath: string,
  +packageJsonPath: string,
}) {
  super(
    `The package \`${opts.packageJsonPath}\` is invalid because it ` +
    `specifies a `main` module field that could not be resolved ( ` +
    `\`${opts.mainPrefixPath}\`. None of these files exist:\n\n` +
    ` * ${formatFileCandidates(opts.fileCandidates)}\n` +
    ` * ${formatFileCandidates(opts.indexCandidates)} `,
  );
  Object.assign(this, opts);
}
}

```

module.exports = InvalidPackageError;

Found in path(s):

* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/InvalidPackageError.js.flow

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```

/**
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 *
 * strict-local
 * @format
 */

```

Found in path(s):

* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/index.js

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```

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```

```
* LICENSE file in the root directory of this source tree.  
*  
* strict  
* @format  
*/
```

Found in path(s):

```
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/formatFileCandidates.js  
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/FailedToResolvePathError.js  
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/types.js  
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/FailedToResolveNameError.js  
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/InvalidPackageError.js
```

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```

Found in path(s):

```
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/FailedToResolveNameError.js.flow
```

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```
/**
```

```
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```

```
*
```

```
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```

```
* LICENSE file in the root directory of this source tree.
```

```
*
```

```
* @flow
```

```
* @format
```

```
*/
```

```
'use strict';
```

```
const FailedToResolveNameError = require('./FailedToResolveNameError');
```

```
const FailedToResolvePathError = require('./FailedToResolvePathError');
```

```
const InvalidPackageError = require('./InvalidPackageError');
```

```
const formatFileCandidates = require('./formatFileCandidates');
```

```
const isAbsolutePath = require('absolute-path');
```

```
const path = require('path');
```

```
import type {
```

```
  DoesFileExist,
```

```
  FileAndDirCandidates,
```

```
  FileCandidates,
```

```
  FileContext,
```

```

FileOrDirContext,
FileResolution,
HasteContext,
ModulePathContext,
ResolutionContext,
Resolution,
Result,
} from './types';

function resolve(
  context: ResolutionContext,
  moduleName: string,
  platform: string | null,
): Resolution {
  const resolveRequest = context.resolveRequest;
  if (
    !resolveRequest &&
    (isRelativeImport(moduleName) || isAbsolutePath(moduleName))
  ) {
    return resolveModulePath(context, moduleName, platform);
  }

  const realModuleName = context.redirectModulePath(moduleName);

  // exclude
  if (realModuleName === false) {
    return {type: 'empty'};
  }

  const {originModulePath} = context;

  const isDirectImport =
    isRelativeImport(realModuleName) || isAbsolutePath(realModuleName);

  // We disable the direct file loading to let the custom resolvers deal with it
  if (!resolveRequest && isDirectImport) {
    // derive absolute path ../../node_modules/originModuleDir/realModuleName
    const fromModuleParentIdx =
      originModulePath.lastIndexOf('node_modules' + path.sep) + 13;
    const originModuleDir = originModulePath.slice(
      0,
      originModulePath.indexOf(path.sep, fromModuleParentIdx),
    );
    const absPath = path.join(originModuleDir, realModuleName);
    return resolveModulePath(context, absPath, platform);
  }

  // The Haste resolution must occur before the custom resolver because we want

```

```

// to allow overriding imports. It could be part of the custom resolver, but
// that's not the case right now.
if (context.allowHaste && !isDirectImport) {
  const normalizedName = normalizePath(realModuleName);
  const result = resolveHasteName(context, normalizedName, platform);
  if (result.type === 'resolved') {
    return result.resolution;
  }
}

if (resolveRequest) {
  try {
    const resolution = resolveRequest(
      context,
      realModuleName,
      platform,
      moduleName,
    );
    if (resolution) {
      return resolution;
    }
  } catch (error) {}
}

const dirPaths = [];
for (
  let currDir = path.dirname(originModulePath);
  currDir !== '.' && currDir !== path.parse(originModulePath).root;
  currDir = path.dirname(currDir)
) {
  const searchPath = path.join(currDir, 'node_modules');
  dirPaths.push(path.join(searchPath, realModuleName));
}

const extraPaths = [];
const {extraNodeModules} = context;
if (extraNodeModules) {
  let bits = path.normalize(moduleName).split(path.sep);
  let packageName;
  // Normalize packageName and bits for scoped modules
  if (bits.length >= 2 && bits[0].startsWith('@')) {
    packageName = bits.slice(0, 2).join('/');
    bits = bits.slice(1);
  } else {
    packageName = bits[0];
  }
  if (extraNodeModules[packageName]) {
    bits[0] = extraNodeModules[packageName];
  }
}

```

```

    extraPaths.push(path.join.apply(path, bits));
  }
}

const allDirPaths = dirPaths.concat(extraPaths);
for (let i = 0; i < allDirPaths.length; ++i) {
  const realModuleName = context.redirectModulePath(allDirPaths[i]);
  const result = resolveFileOrDir(context, realModuleName, platform);
  if (result.type === 'resolved') {
    return result.resolution;
  }
}
throw new FailedToResolveNameError(dirPaths, extraPaths);
}

/**
 * Resolve any kind of module path, whether it's a file or a directory.
 * For example we may want to resolve './foobar'. The closest
 * `package.json` may define a redirection for this path, for example
 * `~/smth/lib/foobar`, that may be further resolved to
 * `~/smth/lib/foobar/index.ios.js`.
 */
function resolveModulePath(
  context: ModulePathContext,
  toModuleName: string,
  platform: string | null,
): Resolution {
  const modulePath = isAbsolutePath(toModuleName)
    ? resolveWindowsPath(toModuleName)
    : path.join(path.dirname(context.originModulePath), toModuleName);
  const redirectedPath = context.redirectModulePath(modulePath);
  if (redirectedPath === false) {
    return {type: 'empty'};
  }
  const result = resolveFileOrDir(context, redirectedPath, platform);
  if (result.type === 'resolved') {
    return result.resolution;
  }
  throw new FailedToResolvePathError(result.candidates);
}

/**
 * Resolve a module as a Haste module or package. For example we might try to
 * resolve `Foo`, that is provided by file `~/smth/Foo.js`. Or, in the case of
 * a Haste package, it could be `~/smth/Foo/index.js`.
 */
function resolveHasteName(
  context: HasteContext,

```

```

moduleName: string,
platform: string | null,
): Result<FileResolution, void> {
  const modulePath = context.resolveHasteModule(moduleName);
  if (modulePath != null) {
    return resolvedAs({type: 'sourceFile', filePath: modulePath});
  }
  let packageName = moduleName;
  let packageJsonPath = context.resolveHastePackage(packageName);
  while (packageJsonPath == null && packageName && packageName !== '.') {
    packageName = path.dirname(packageName);
    packageJsonPath = context.resolveHastePackage(packageName);
  }
  if (packageJsonPath == null) {
    return failedFor();
  }
  const packageDirPath = path.dirname(packageJsonPath);
  const pathInModule = moduleName.substring(packageName.length + 1);
  const potentialModulePath = path.join(packageDirPath, pathInModule);
  const result = resolveFileOrDir(context, potentialModulePath, platform);
  if (result.type === 'resolved') {
    return result;
  }
  const {candidates} = result;
  const opts = {moduleName, packageName, pathInModule, candidates};
  throw new MissingFileInHastePackageError(opts);
}

```

```

class MissingFileInHastePackageError extends Error {
  candidates: FileAndDirCandidates;
  moduleName: string;
  packageName: string;
  pathInModule: string;

```

```

  constructor(opts: {
    +candidates: FileAndDirCandidates,
    +moduleName: string,
    +packageName: string,
    +pathInModule: string,
  }) {
    super(
      `While resolving module \`${opts.moduleName}\`, ` +
      `the Haste package \`${opts.packageName}\` was found. However the ` +
      `module \`${opts.pathInModule}\` could not be found within ` +
      `the package. Indeed, none of these files exist:\n\n` +
      ` * \`${formatFileCandidates(opts.candidates.file)}\`\n` +
      ` * \`${formatFileCandidates(opts.candidates.dir)}\`,
    );

```

```

    Object.assign(this, opts);
  }
}

/**
 * In the NodeJS-style module resolution scheme we want to check potential
 * paths both as directories and as files. For example, `foo/bar` may resolve
 * to `foo/bar.js` (preferred), but it might also be `foo/bar/index.js`, or
 * even a package directory.
 */
function resolveFileOrDir(
  context: FileOrDirContext,
  potentialModulePath: string,
  platform: string | null,
): Result<FileResolution, FileAndDirCandidates> {
  const dirPath = path.dirname(potentialModulePath);
  const fileNameHint = path.basename(potentialModulePath);
  const fileResult = resolveFile(context, dirPath, fileNameHint, platform);
  if (fileResult.type === 'resolved') {
    return fileResult;
  }
  const dirResult = resolveDir(context, potentialModulePath, platform);
  if (dirResult.type === 'resolved') {
    return dirResult;
  }
  return failedFor({ file: fileResult.candidates, dir: dirResult.candidates });
}

/**
 * Try to resolve a potential path as if it was a directory-based module.
 * Either this is a directory that contains a package, or that the directory
 * contains an index file. If it fails to resolve these options, it returns
 * `null` and fills the array of `candidates` that were tried.
 *
 * For example we could try to resolve `foo/bar`, that would eventually
 * resolve to `foo/bar/lib/index.ios.js` if we're on platform iOS and that
 * `bar` contains a package which entry point is `./lib/index` (or `./lib`).
 */
function resolveDir(
  context: FileOrDirContext,
  potentialDirPath: string,
  platform: string | null,
): Result<FileResolution, FileCandidates> {
  const packageJsonPath = path.join(potentialDirPath, 'package.json');
  if (context.isFileExists(packageJsonPath)) {
    const resolution = resolvePackage(context, packageJsonPath, platform);
    return { resolution, type: 'resolved' };
  }
}

```

```

return resolveFile(context, potentialDirPath, 'index', platform);
}

/**
 * Resolve the main module of a package that we know exist. The resolution
 * itself cannot fail because we already resolved the path to the package.
 * If the `main` of the package is invalid, this is not a resolution failure,
 * this means the package is invalid, and should purposefully stop the
 * resolution process altogether.
 */
function resolvePackage(
  context: FileOrDirContext,
  packageJsonPath: string,
  platform: string | null,
): FileResolution {
  const mainPrefixPath = context.getPackageMainPath(packageJsonPath);
  const dirPath = path.dirname(mainPrefixPath);
  const prefixName = path.basename(mainPrefixPath);
  const fileResult = resolveFile(context, dirPath, prefixName, platform);
  if (fileResult.type === 'resolved') {
    return fileResult.resolution;
  }
  const indexResult = resolveFile(context, mainPrefixPath, 'index', platform);
  if (indexResult.type === 'resolved') {
    return indexResult.resolution;
  }
  throw new InvalidPackageError({
    packageJsonPath,
    mainPrefixPath,
    indexCandidates: indexResult.candidates,
    fileCandidates: fileResult.candidates,
  });
}

/**
 * Given a file name for a particular directory, return a resolution result
 * depending on whether or not we found the corresponding module as a file. For
 * example, we might ask for `foo.png`, that resolves to
 * `['/js/beep/foo.ios.png']`. Or we may ask for `boop`, that resolves to
 * `'/js/boop.android.ts`. On the other hand this function does not resolve
 * directory-based module names: for example `boop` will not resolve to
 * `'/js/boop/index.js` (see `_loadAsDir` for that).
 */
function resolveFile(
  context: FileContext,
  dirPath: string,
  fileName: string,
  platform: string | null,

```



```

): Result<FileResolution, FileCandidates> {
  const {isAssetFile, resolveAsset} = context;
  if (isAssetFile(fileName)) {
    const extension = path.extname(fileName);
    const basename = path.basename(fileName, extension);
    if (!/@\d+(?:\.\d+)?x$/.test(basename)) {
      try {
        const assets = resolveAsset(dirPath, basename, extension);
        if (assets != null) {
          return mapResult(resolvedAs(assets), filePaths => ({
            type: 'assetFiles',
            filePaths,
          }));
        }
      } catch (err) {
        if (err.code === 'ENOENT') {
          return failedFor({type: 'asset', name: fileName});
        }
      }
    }
    return failedFor({type: 'asset', name: fileName});
  }
  const candidateExts = [];
  const filePathPrefix = path.join(dirPath, fileName);
  const sfContext = {...context, candidateExts, filePathPrefix};
  const filePath = resolveSourceFile(sfContext, platform);
  if (filePath != null) {
    return resolvedAs({type: 'sourceFile', filePath});
  }
  return failedFor({type: 'sourceFile', filePathPrefix, candidateExts});
}

type SourceFileContext = SourceFileForAllExtsContext & {
  +sourceExts: $ReadOnlyArray<string>,
  ...
};

/**
 * A particular 'base path' can resolve to a number of possibilities depending
 * on the context. For example `foo/bar` could resolve to `foo/bar.ios.js`, or
 * to `foo/bar.js`. It can also resolve to the bare path `foo/bar` itself, as
 * supported by Node.js resolution. On the other hand it doesn't support
 * `foo/bar.ios`, for historical reasons.
 *
 * Return the full path of the resolved module, `null` if no resolution could
 * be found.
 */
function resolveSourceFile(

```

```

context: SourceFileContext,
platform: ?string,
): ?string {
let filePath = resolveSourceFileForAllExts(context, "");
if (filePath) {
return filePath;
}
const {sourceExts} = context;
for (let i = 0; i < sourceExts.length; i++) {
const ext = `.${sourceExts[i]}`;
filePath = resolveSourceFileForAllExts(context, ext, platform);
if (filePath != null) {
return filePath;
}
}
return null;
}

type SourceFileForAllExtsContext = SourceFileForExtContext & {
+preferNativePlatform: boolean,
...
};

/**
 * For a particular extension, ex. `js`, we want to try a few possibilities,
 * such as `foo.ios.js`, `foo.native.js`, and of course `foo.js`. Return the
 * full path of the resolved module, `null` if no resolution could be found.
 */
function resolveSourceFileForAllExts(
context: SourceFileForAllExtsContext,
sourceExt: string,
platform: ?string,
): ?string {
if (platform != null) {
const ext = `.${platform}${sourceExt}`;
const filePath = resolveSourceFileForExt(context, ext);
if (filePath) {
return filePath;
}
}
if (context.preferNativePlatform) {
const filePath = resolveSourceFileForExt(context, `native${sourceExt}`);
if (filePath) {
return filePath;
}
}
const filePath = resolveSourceFileForExt(context, sourceExt);
return filePath;
}

```

```

}

type SourceFileForExtContext = {
+candidateExts: Array<string>,
+doesFileExist: DoesFileExist,
+filePathPrefix: string,
...
};

/**
 * We try to resolve a single possible extension. If it doesn't exist, then
 * we make sure to add the extension to a list of candidates for reporting.
 */
function resolveSourceFileForExt(
context: SourceFileForExtContext,
extension: string,
): ?string {
const filePath = `${context.filePathPrefix}${extension}`;
if (context.doesFileExist(filePath)) {
return filePath;
}
context.candidateExts.push(extension);
return null;
}

// HasteFS stores paths with backslashes on Windows, this ensures the path is in
// the proper format. Will also add drive letter if not present so `~/root` will
// resolve to `C:\root`. Noop on other platforms.
function resolveWindowsPath(modulePath) {
if (path.sep !== "\\") {
return modulePath;
}
return path.resolve(modulePath);
}

function isRelativeImport(filePath: string) {
return /^[.][.]?(?:[/])$/ .test(filePath);
}

function normalizePath(modulePath) {
if (path.sep === '/') {
modulePath = path.normalize(modulePath);
} else if (path.posix) {
modulePath = path.posix.normalize(modulePath);
}

return modulePath.replace(/\/$/, "");
}

```

```

function resolvedAs<TResolution, TCandidates>(
  resolution: TResolution,
): Result<TResolution, TCandidates> {
  return {type: 'resolved', resolution};
}

function failedFor<TResolution, TCandidates>(
  candidates: TCandidates,
): Result<TResolution, TCandidates> {
  return {type: 'failed', candidates};
}

function mapResult<TResolution, TNewResolution, TCandidates>(
  result: Result<TResolution, TCandidates>,
  mapper: TResolution => TNewResolution,
): Result<TNewResolution, TCandidates> {
  if (result.type === 'failed') {
    return result;
  }
  return {type: 'resolved', resolution: mapper(result.resolution)};
}

```

```
module.exports = resolve;
```

Found in path(s):

* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/resolve.js.flow

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```
/**
```

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```

```
*
```

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```

```
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```

```
*
```

```
* @flow strict-local
```

```
* @format
```

```
*/
```

```
'use strict';
```

```
export type {
```

```
  AssetFileResolution,
```

```
  CustomResolver,
```

```
  DoesFileExist,
```

```
  FileAndDirCandidates,
```

```
  FileCandidates,
```

```
  FileResolution,
```

```

IsAssetFile,
ResolutionContext,
Resolution,
ResolveAsset,
Result,
} from './types';

const Resolver = {
  FailedToResolveNameError: require('./FailedToResolveNameError'),
  FailedToResolvePathError: require('./FailedToResolvePathError'),
  formatFileCandidates: require('./formatFileCandidates'),
  InvalidPackageError: require('./InvalidPackageError'),
  resolve: require('./resolve'),
};

module.exports = Resolver;

```

Found in path(s):

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* @flow strict

* @format

*/

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*

*

* @format

*/

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1.183 sax 1.2.4

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1.184 file-uri-to-path 1.0.0

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1.185 set-blocking 2.0.0

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1.186 react-native-screens 2.10.1

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1.187 util-deprecate 1.0.2

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```
util-deprecate
```

```
=====
```

```
### The Node.js `util.deprecate()` function with browser support
```

In Node.js, this module simply re-exports the `util.deprecate()` function.

In the web browser (i.e. via browserify), a browser-specific implementation of the `util.deprecate()` function is used.

```
## API
```

A `deprecate()` function is the only thing exposed by this module.

```
``` javascript
```

```
// setup:
```

```
exports.foo = deprecate(foo, 'foo() is deprecated, use bar() instead');
```



```
// users see:
foo();
// foo() is deprecated, use bar() instead
foo();
foo();
...

```

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\* /opt/cola/permits/1162001807\_1620776304.13/0/fis-components-util-deprecate-1-0-2-0-geb62f48-1-tar-gz/fis-components-util-deprecate-d252d2b/README.md

# 1.188 jsonify 0.0.0

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# jsonify

This module provides Douglas Crockford's JSON implementation without modifying

any globals.

``stringify`` and ``parse`` are merely exported without respect to whether or not a global ``JSON`` object exists.

[![build status](https://secure.travis-ci.org/substack/jsonify.png)](http://travis-ci.org/substack/jsonify)

# methods

```
``` js
var json = require('jsonify');
```
```

```
json.parse(source, reviver)
```

Return a new javascript object from a parse of the ``source`` string.

If a ``reviver`` function is specified, walk the structure passing each name/value pair to ``reviver.call(parent, key, value)`` to transform the ``value`` before parsing it.

```
json.stringify(value, replacer, space)
```

Return a string representation for ``value``.

If ``replacer`` is specified, walk the structure passing each name/value pair to ``replacer.call(parent, key, value)`` to transform the ``value`` before stringifying it.

If ``space`` is a number, indent the result by that many spaces.

If ``space`` is a string, use ``space`` as the indentation.

# install

With [npm](http://npmjs.org) do:

```
```
npm install jsonify
```
```

To use this module in the browser, check out [browserify](https://github.com/substack/node-browserify).

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# 1.189 fs-extra 2.1.2

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# 1.190 pirates 4.0.1

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## 1.191 types-yargs 15.0.14

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## 1.192 which 1.3.1

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## 1.193 p-try 2.2.0

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## 1.194 @babel/plugin-syntax-class-static-block 7.14.5

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## 1.195 safe-regex 1.1.0

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## 1.196 is-arrayish 0.2.1

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## 1.197 negotiator 0.6.2

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## 1.198 stack-utils 1.0.5

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## 1.199 @babel/plugin-transform-react-jsx-self

### 7.14.5

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## 1.206 @hapi/bourne 1.3.2

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## 1.212 is-callable 1.2.3

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## 1.213 source-map 0.7.3

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### 7.14.5

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## 1.223 @babel/helper-module-transforms

### 7.14.5

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# 1.224 @babel/compat-data 7.14.7

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## 1.227 hoist-non-react-statics 2.5.5

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# 1.229 css-what 3.4.2

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## 1.231 xml doc 1.1.2

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## 1.232 @babel/plugin-proposal-class-static-block 7.14.5

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## 1.234 merge-stream 2.0.0

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## 1.235 is-core-module 2.5.0

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## 1.236 sane 4.1.0

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## 1.237 deepmerge 3.3.0

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## 1.238 buffer-crc32 0.2.13

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## 1.239 @babel/code-frame 7.14.5

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## 1.240 ms 2.1.2

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## 1.241 react-redux 7.2.4

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## 1.242 gensync 1.0.0-beta.2

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# 1.243 @babel/plugin-transform-object-super 7.14.5

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# 1.244 @babel/plugin-syntax-class-properties

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## 1.247 process-nextick-args 2.0.1

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## 1.252 es-to-primitive 1.2.1

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### 4.10.1

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## 1.263 tmp 0.0.33

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```
* /opt/cola/permits/1162004852_1620775200.5/0/bser-2-1-1-2-tgz/package/index.js
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## 1.266 @expo/vector-icons 10.2.1

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5C,GAAIA,EAAQ9O,OA vSG,IAwSb,MAAM,IAAIyJ,UAAU,yCAGtB,KAAM9K,gBAAgB4M,GACpB,OAAO,I  
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,UAAU,yBAGtB,GAAI9K,KAAK2Q,MAAQvD,GAAoBpN,KAAK2Q,MAAQ,EACHd,MAAM,IAAI7F,UAAU,y  
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,EAAE,GAGLgC,KAAK6Q,WAAa7S,EAAE,GAAG8S,MAAM,KAAK7Q,KAAI,SAAUqB,GAC9C,GAAl,WAA WyL,KAAKzL,GAAK,CACvB,IAAIyP,GA AOzP,EACX,GA AIyP,GA AO,GA KA,EAAM3D,EACpB,OOAO2D, EAGX,OOAOzP,KATTtB,KAAK6Q,WAAa,GAapB7Q,KAAKgR,MAAQhT,EAAE,GA KA,EA AE,GAAG8S,M AAM,KAAO,GACtC9Q,KAAKiR,SArHPvT,EAAQwS,MAAQA,EAIChBxS,EAAQwT,MACR,SAAGBf,EAASjN ,GACvB,IAAIiO,EA AIjB,EAAMC,EAASjN,GACvB,OOAOiO,EA AIA,EA AEhB,QAAU,MAGzBzS,EA AQ0T,M ACR,SAAGBjB,EAASjN,GACvB,IAAIvD,EA AIuQ,EAAMC,EA AQI,OOAOc,QAAQ,SAAU,IAAKnO,GACpD,O AAOvD,EA AIA,EA AEwQ,QAAU,MAGzBzS,EA AQkP,OOASA,EA2EjBA,EA AOpN,UAAUyR,OOAS,WAKxB, OAJAjR,KAAKmQ,QAAUnQ,KAAK0Q,MAAQ,IAAM1Q,KAAK2Q,MAAQ,IAAM3Q,KAAK4Q,MACtD5Q,K AAK6Q,WAAWxP,SACIBrB,KAAKmQ,SAAW,IAAMnQ,KAAK6Q,WAAW5P,KAAK,MAEtCjB,KAAKmQ,S AGdvD,EA AOpN,UAAUO,SAAW,WAC1B,OOAOC,KAAKmQ,SAGdvD,EA AOpN,UAAU8R,QAAU,SA AUC, GAMnC,OALA5E,EAAM,iBAaKB3M,KAAKmQ,QAASnQ,KAAKkD,QAASqO,GAC9CA,aAAiB3E,IACrB2E, EA AQ,IAAI3E,EA AO2E,EA AOvR,KAAKkD,UAG1BID,KAAKwR,YAAYD,IAAUvR,KAAKyR,WAAWF,IAGp D3E,EA AOpN,UAAUgS,YAAc,SAAUD,GAKvC,OAJMA,aAAiB3E,IACrB2E,EA AQ,IAAI3E,EA AO2E,EA AOv R,KAAKkD,UAG1BwO,EA AMB1R,KAAK0Q,MAAOa,EA AMb,QACrCgB,EA AMB1R,KAAK2Q,MAAOY,EA AMZ,QACrCe,EA AMB1R,KAAK4Q,MAAOW,EAAMX,QAG9ChE,EA AOpN,UAAUiS,WAAa,SA AUF,GAMtC, GALMA,aAAiB3E,IACrB2E,EA AQ,IAAI3E,EA AO2E,EA AOvR,KAAKkD,UAI7BID,KAAK6Q,WAAWxP,SA A WkQ,EAAMV,WAAWxP,OAC9C,OA AQ,EACH,IAAKrB,KAAK6Q,WAAWxP,QAAUkQ,EAAMV,WAAWxP, OACrD,OOAO,EACF,IAAKrB,KAAK6Q,WAAWxP,SAAWkQ,EAAMV,WAAWxP,OACtD,OOAO,EAGT,IAAI zdD,EA AI,EACR,EAAG,CACD,IAAIgN,EA AI5K,KAAK6Q,WAAWjT,GACpBiN,EA AI0G,EAAMV,WAAWjT,G AEzB,GADA+O,EAAM,qBAAsB/O,EAAGgN,EAAGC,QACxB5F,IAAN2F,QAAyB3F,IAAN4F,EACrB,OOAO, EACF,QAAU5F,IAAN4F,EACT,OOAO,EACF,QAAU5F,IAAN2F,EACT,OA AQ,EACH,GA AIA,IAAMC,EAGf, OAAO6G,EA AMB9G,EAAGC,WA EtBjN,IAGbgP,EA AOpN,UAAUmS,aAAe,SA AUJ,GACICA,aAAiB3E,IACrB 2E,EA AQ,IAAI3E,EA AO2E,EA AOvR,KAAKkD,UAGjC,IAAI tF,EA AI,EACR,EAAG,CACD,IAAIgN,EA AI5K, KAAKgR,MAAMpT,GACfiN,EA AI0G,EAAMP,MAAMpT,GA EpB,GADA+O,EAAM,qBAAsB/O,EAAGgN,EA AGC,QACxB5F,IAAN2F,QAAyB3F,IAAN4F,EACrB,OOAO,EACF,QAAU5F,IAAN4F,EACT,OOAO,EACF,QA AU5F,IAAN2F,EACT,OA AQ,EACH,GA AIA,IAAMC,EAGf,OOAO6G,EA AMB9G,EAAGC,WA EtBjN,IAKbgP, EA AOpN,UAAUoS,IAAM,SA AUC,EAASC,GACxC,OA AQD,GACN,IAAK,WACH7R,KAAK6Q,WAAWxP,OA AS,EACzBrB,KAAK4Q,MAAQ,EACb5Q,KAAK2Q,MAAQ,EACb3Q,KAAK0Q,QACL1Q,KAAK4R,IAAI,MAA OE,GACHB,MACF,IAAK,WACH9R,KAAK6Q,WAAWxP,OAAS,EACzBrB,KAAK4Q,MAAQ,EACb5Q,KAAK2 Q,QACL3Q,KAAK4R,IAAI,MAAOE,GACHB,MACF,IAAK,WAIH9R,KAAK6Q,WAAWxP,OAAS,EACzBrB,K AAK4R,IAAI,QAASE,GACIB9R,KAAK4R,IAAI,MAAOE,GACHB,MAGF,IAAK,aAC4B,IAA3B9R,KAAK6Q, WAAWxP,QACIBrB,KAAK4R,IAAI,QAASE,GA EpB9R,KAAK4R,IAAI,MAAOE,GACHB,MAEF,IAAK,QAKg B,IAAf9R,KAAK2Q,OACU,IAAf3Q,KAAK4Q,OACsB,IAA3B5Q,KAAK6Q,WAAWxP,QACIBrB,KAAK0Q,QA EP1Q,KAAK2Q,MAAQ,EACb3Q,KAAK4Q,MAAQ,EACb5Q,KAAK6Q,WAAa,GACIB,MACF,IAAK,QAKgB,I AAF7Q,KAAK4Q,OA AOc,IAA3B5Q,KAAK6Q,WAAWxP,QACtCrB,KAAK2Q,QAEP3Q,KAAK4Q,MAAQ,EA Cb5Q,KAAK6Q,WAAa,GACIB,MACF,IAAK,QAK4B,IAA3B7Q,KAAK6Q,WAAWxP,QACIBrB,KAAK4Q,QA EP5Q,KAAK6Q,WAAa,GACIB,MAGF,IAAK,MACH,GAA+B,IAA3B7Q,KAAK6Q,WAAWxP,OACIBrB,KAAK 6Q,WAAa,CAAC,OACd,CAEL,IADA,IAAIjT,EA AIoC,KAAK6Q,WAAWxP,SACfzD,GA AK,GACsB,iBAAvBo C,KAAK6Q,WAAWjT,KACzBoC,KAAK6Q,WAAWjT,KACHBA,GA AK,IAGE,IAAPA,GA EFoC,KAAK6Q,WA AWtP,KAAK,GAGrBuQ,IAGE9R,KAAK6Q,WAAW,KAAOiB,EACrBC,MAAM/R,KAAK6Q,WAAW,MACxB7 Q,KAAK6Q,WAAa,CAACiB,EAAY,IAGjC9R,KAAK6Q,WAAa,CAACiB,EAAY,IAGnC,MAEF,QACE,MAAM, IA AI7N,MAAM,+BAAiC4N,GA IrD,OAFA7R,KAAKiR,SACLjR,KAAKyQ,IAAMzQ,KAAKmQ,QACTnQ,MA GTtC,EA AQkU,IACR,SAACzB,EAAS0B,EAASzB,EA AO0B,GACd,iBAAX1B,IACV0B,EA Aa1B,EACbA,OA QnL,GAGV,IACE,OOAO,IAAI2H,EA AOuD,EAASC,GA AOwB,IAAIC,EAASC,GAAY3B,QAC3D,MAAOG,GA CP,OOAO,OAIX5S,EA AQsU,KACR,SA AeC,EA AUC,GACvB,GA AIC,EAAGF,EA AUC,GACf,OOAO,KAEP,IA AIE,EA AKIC,EAAM+B,GACXI,EA AKnC,EAAMgC,GACXI,EAAS,GACb,GA AIF,EAAGvB,WAAWxP,QAAU gR,EAAGxB,WAAWxP,OA AQ,CACHDiR,EAAS,MACT,IAAIC,EAAGb,aAEtB,IAAK,IAAIpT,KAAOiT,EACd,I AAY,UAARjT,GAA2B,UAARA,GAA2B,UAARA,IACpCiT,EAAGjT,KAASKt,EAAGIT,GACjB,OOAOmT,EA



ASnT,EAIItB,OAAOoT,GAIX7U,EAAQgU,mBAAqBA,EAE7B,IAAIc,EAAU,WACd,SAASd,EAAoB9G,EAAGC ,GAC9B,IAAI4H,EAAOD,EAAQzF,KAAKnC,GACpB8H,EAAOF,EAAQzF,KAAKIC,GAOxB,OALI4H,GAAQ C,IACV9H,GAAGA,EAELC,GAAGA,GAGAD,IAAMC,EAAI,EACZ4H,IAASC,GAAS,EACIBA,IAASD,EAAQ, EACIB7H,EAAIC,GAAK,EACT,EAwBN,SAASyG,EAAS1G,EAAGC,EAAGuF,GACtB,OAAO,IAAIxD,EAAOh C,EAAgwF,GAAOkB,QAAQ,IAAI1E,EAAO/B,EAAGuF,IAMcPd,SAASuC,EAAI/H,EAAGC,EAAGuF,GACjB ,OAAOkB,EAAQ1G,EAAGC,EAAGuF,GAAS,EAIhC,SAASwC,EAAIhI,EAAGC,EAAGuF,GACjB,OAAOkB,E AAQ1G,EAAGC,EAAGuF,GAAS,EAIhC,SAAS+B,EAAIvH,EAAGC,EAAGuF,GACjB,OAAgC,IAAzBkB,EAA Q1G,EAAGC,EAAGuF,GAIVB,SAASyC,EAAKjI,EAAGC,EAAGuF,GACIB,OAAgC,IAAzBkB,EAAQ1G,EAAG C,EAAGuF,GAIVB,SAAS0C,EAAKII,EAAGC,EAAGuF,GACIB,OAAOkB,EAAQ1G,EAAGC,EAAGuF,IAAU,E AIjC,SAAS2C,EAAKni,EAAGC,EAAGuF,GACIB,OAAOkB,EAAQ1G,EAAGC,EAAGuF,IAAU,EAIjC,SAAS4 C,EAAKpI,EAAGqI,EAAIpI,EAAGuF,GACtB,OAAQ6C,GACN,IAAK,MAKH,MAJiB,iBAANrI,IACTA,EAAIA ,EAAEuF,SACS,iBAANTf,IACTA,EAAIA,EAAEsF,SACDvF,IAAMC,EAef,IAAK,MAKH,MAJiB,iBAAND,IA CTA,EAAIA,EAAEuF,SACS,iBAANTf,IACTA,EAAIA,EAAEsF,SACDvF,IAAMC,EAef,IAAK,GACL,IAAK,IA CL,IAAK,KACH,OAAOsH,EAAGvH,EAAGC,EAAGuF,GAEIB,IAAK,KACH,OAAOyC,EAAIjI,EAAGC,EAAG uF,GAEnB,IAAK,IACH,OAAOuC,EAAG/H,EAAGC,EAAGuF,GAEIB,IAAK,KACH,OAAO0C,EAAIII,EAAGC, EAAGuF,GAEnB,IAAK,IACH,OAAOwC,EAAGhI,EAAGC,EAAGuF,GAEIB,IAAK,KACH,OAAO2C,EAAInI,E AAGC,EAAGuF,GAEnB,QACE,MAAM,IAAIItF,UAAU,qBAAuBmI,IAKjD,SAASC,EAAyC,EAAMjQ,GAQzB, GAPKA,GAA8B,iBAAZA,IACrBA,EAAU,CACRkN,QAASIN,EACTmN,mBAAmB,IAInB8C,aAagBD,EAAy,C AC9B,GAAIC,EAAK/C,UAAyIN,EAAQkN,MAC3B,OAAO+C,EAEPa,EAAOA,EAAKtU,MAIhB,KAAMmB,g BAAgBkT,GACpB,OAAO,IAAIA,EAAWC,EAAMjQ,GAG9ByJ,EAAM,aAAcwG,EAAMjQ,GAC1BID,KAAKk D,QAAUA,EACfID,KAAKoQ,QAAUIN,EAAQkN,MACvBpQ,KAAKkQ,MAAMiD,GAEPnT,KAAKoT,SAAWC ,EACIBrT,KAAKnB,MAAQ,GAEBmB,KAAKnB,MAAQmB,KAAKsT,SAAWtT,KAAKoT,OAAOjD,QAG3CxD, EAAM,OAAQ3M,MAhKhBtC,EAAQ6V,oBACR,SAA8B3I,EAAGC,GAC/B,OAAO6G,EAAmB7G,EAAGD,IAG /BIN,EAAQgT,MACR,SAAgB9F,EAAGwF,GACjB,OAAO,IAAIxD,EAAOhC,EAAGwF,GAAOM,OAG9BhT,E AAQiT,MACR,SAAgB/F,EAAGwF,GACjB,OAAO,IAAIxD,EAAOhC,EAAGwF,GAAOO,OAG9BjT,EAAQkT, MACR,SAAgBhG,EAAGwF,GACjB,OAAO,IAAIxD,EAAOhC,EAAGwF,GAAOQ,OAG9BIT,EAAQ4T,QAAUA ,EAKIB5T,EAAQ8V,aACR,SAAuB5I,EAAGC,GACxB,OAAOyG,EAAQ1G,EAAGC,GAAG,IAGvBnN,EAAQiU ,aACR,SAAuB/G,EAAGC,EAAGuF,GAC3B,IAAIqD,EAAW,IAAI7G,EAAOhC,EAAGwF,GACzBsD,EAAW,IA AI9G,EAAO/B,EAAGuF,GAC7B,OAAOqD,EAASnC,QAAQoC,IAAaD,EAAS9B,aAAa+B,IAG7DhW,EAAQiW, SACR,SAAmB/I,EAAGC,EAAGuF,GACvB,OAAOkB,EAAQzG,EAAGD,EAAGwF,IAGvB1S,EAAQkW,KACR, SAAe9T,EAAMsQ,GACnB,OAAOtQ,EAAK8T,MAAK,SAAUhJ,EAAGC,GAC5B,OAAOnN,EAAQiU,aAAa/G, EAAGC,EAAGuF,OAIItC1S,EAAQmW,MACR,SAAgB/T,EAAMsQ,GACpB,OAAOtQ,EAAK8T,MAAK,SAAUh J,EAAGC,GAC5B,OAAOnN,EAAQiU,aAAa9G,EAAGD,EAAGwF,OAIItC1S,EAAQiV,GAAGA,EAKbjV,EAAQ kV,GAAGA,EAKblV,EAAQyU,GAAGA,EAKbzU,EAAQmV,IAAMA,EAKdnV,EAAQoV,IAAMA,EAKdpV,EA AQqV,IAAMA,EAKdrV,EAAQsV,IAAMA,EA0CdtV,EAAQwV,WAAaA,EAmCrB,IAAIG,EAAM,GAiGV,SAA SS,EAAO5J,EAAOhH,GAQRb,GAPKA,GAA8B,iBAAZA,IACrBA,EAAU,CACRkN,QAASIN,EACTmN,mBAA mB,IAInBnG,aAAiB4J,EACnB,OAAI5J,EAAMkG,UAAyIN,EAAQkN,OAC1BIG,EAAMmG,sBAAwBnN,EAA QmN,kBACjCnG,EAEA,IAAI4J,EAAM5J,EAAMuG,IAAKvN,GAIHc,GAAIgh,aAAiBgJ,EACnB,OAAO,IAAIY ,EAAM5J,EAAMrL,MAAOqE,GAGhC,KAAMID,gBAAgB8T,GACpB,OAAO,IAAIA,EAAM5J,EAAOhH,GAgB IB,GAbAID,KAAKkD,QAAUA,EACfID,KAAKoQ,QAAUIN,EAAQkN,MACvBpQ,KAAKqQ,oBAAsBnN,EAA QmN,kBAGnCrQ,KAAKyQ,IAAMvG,EACXIK,KAAK+T,IAAM7J,EAAM4G,MAAM,cAAc7Q,KAAI,SAAUiK, GACjD,OAAOIK,KAAKgU,WAAW9J,EAAMqG,UAC5BvQ,MAAMqH,QAAO,SAAUpJ,GAExB,OAAOA,EAA EoD,WAGNrB,KAAK+T,IAAI1S,OACZ,MAAM,IAAIyJ,UAAU,yBAA2BZ,GAGjDIK,KAAKiR,SA8EP,SAASg D,EAAeC,EAAhR,GAKnC,IAJA,IAAI4C,GAAS,EACTqO,EAAuBD,EAAyPI,QACnCsI,EAAiBD,EAAqBE,M AEnCvO,GAAUqO,EAAqB9S,QACpCyE,EAASqO,EAAqBG,OAAM,SAAUC,GAC5C,OAAOH,EAAeI,WAAW D,EAAiBrR,MAGpDkR,EAAiBD,EAAqBE,MAGxC,OAAOvO,EA6BT,SAAS2O,EAAKnT,GACZ,OAAQA,GA A2B,MAArBA,EAAGoT,eAAgC,MAAPpT,EAuM5C,SAASqT,EAAeC,EACTBC,EAAMC,EAAIC,EAAIC,EAAI C,EAAKC,EACvBC,EAAIC,EAAIC,EAAIC,EAAIC,EAAIC,EAAKC,GAuBrB,QArBEX,EADEJ,EAAIK,GACC,GACEL,

EAAIM,GACN,KAAOD,EAAK,OACVL,EAAIO,GACN,KAAOF,EAAK,IAAMC,EAAK,KAeVb,KAAOF,GAeD ,KAXbM,EADEV,EAaiW,GACD,GACIX,EAaiY,GACR,MAAQD,EAAK,GAak,OACdX,EAaiA,GACR,IAAM F,EAAK,MAAQc,EAAK,GAak,KACzBE,EACJ,KAAOH,EAAK,IAAMC,EAAK,IAAMC,EAAK,IAAMC,EAE xC,KAAOJ,IAGW5E,OAYb3B,SAASkF,EAAS1B,EAAK5D,EAASjN,GAC9B,IAAK,IAAIIf,EAai,EAAGA,EA AImW,EAai1S,OAAQzD,IAC9B,IAAKmW,EAaiNw,GAAGmP,KAAKoD,GACf,OAAO,EAIX,GAaiA,EAaQ U,WAAWxP,SAAW6B,EAaQmN,kBAAmB,CAM3D,IAAKzS,EAai,EAAGA,EAaiMw,EAai1S,OAAQzD,IAE 1B,GADA+O,EAAMoH,EAaiNw,GAAGwV,QACTW,EAaiNw,GAAGwV,SAAWC,GaiIBU,EAaiNw,GAAGw V,OAAOvC,WAAWxP,OAAS,EAAG,CACvC,IAAIqU,EAau3B,EAaiNw,GAAGwV,OACrB,GAaiSc,EAaQh F,QAAUP,EAaQO,OAC1BgF,EAaQ/E,QAAUR,EAaQQ,OAC1B+E,EAaQ9E,QAAUT,EAaQS,MAC5B,OAA O,EAMb,OAAO,EAGT,OAAO,EAiT,SAAS+E,EAAWxF,EAASjG,EAaOhH,GACIC,IACEgH,EAaQ,IAAI4J,EA AM5J,EAaOhH,GACzB,MAAOoN,GACP,OAAO,EAET,OAAOpG,EAAM6C,KAAKoD,GA6HpB,SAASyF,EA ASzF,EAASjG,EAaO2L,EAAM3S,GAItC,IAAI4S,EAAMC,EAaOC,EAAM7C,EAAM8C,EAC7B,OAJA9F,EAa U,IAAIvD,EAaOuD,EAASjN,GAC9BgH,EAaQ,IAAI4J,EAAM5J,EAaOhH,GAGjB2S,GACN,IAAK,IACHC,E AAOnd,EACPoD,EAaQhD,EACriD,EAaOpD,EACPO,EAaO,IACP8C,EAaQ,KACR,MACF,IAAK,IACHH,E AAOID,EACPmD,EAaQjD,EACRkD,EAaOrD,EACPQ,EAaO,IACP8C,EAaQ,KACR,MACF,QACE,MAAM,IA AIInL,UAAU,yCAIxB,GAai6K,EAaUxF,EAASjG,EAaOhH,GAC5B,OAAO,EAAMT,IAAK,IAAIIf,EAai,EAa GA,EAaiSm,EAAM6J,IAAI1S,SAAUzD,EAAG,CACzC,IAAI5W,EAaChK,EAAM6J,IAaiNw,GAExBsY,EAaO ,KACPC,EAAM,KaiBV,GAfAjC,EAAYzO,SAaQ,SAAU2Q,GACxBA,EAaWhD,SAAWC,IACxB+C,EAaA,IA AIID,EAaW,YAE9BgD,EAaOA,GAaQE,EACfD,EAAMA,GAaOC,EACTN,EAaKM,EAaWhD,OAAQ8C,EA AK9C,OAAQIQ,GACvCgT,EAaOE,EACEJ,EAaKI,EAaWhD,OAAQ+C,EAai/C,OAAQIQ,KAC7CiT,EAAMC, MAMNF,EAaK5C,WAAaH,GAaQ+C,EAaK5C,WAAa2C,EAC9C,OAAO,EAKT,KAAME,EAai7C,UAAy6C, EAai7C,WAAaH,IACn4C,EAAM5F,EAASgG,EAai/C,QACrB,OAAO,EACF,GAai+C,EAai7C,WAAa2C,GA ASD,EAaK7F,EAASgG,EAai/C,QACrD,OAAO,EAGX,OAAO,EAatBTF,EAaW1T,UAAU0Q,MAAQ,SAAUiD ,GACrC,IAAIzU,EAaiSb,KAAKkD,QAAQkN,MAAQ9C,EAAGxO,EAaE8Q,iBAAMbTc,EAAGxO,EAaE+Q,Y ACtD7R,EAaiMv,EAaK3C,MAAM9R,GAEnB,IAAKV,EACH,MAAM,IAAI8M,UAAU,uBAAYbqI,GAG/CnT, KAAKsT,cAAoBrO,IAATjH,EAaE,GAaMBA,EAaE,GAak,GACtB,MAaiBgC,KAAKsT,WACpT,KAAKsT,S AAW,IAIbtV,EAaE,GAGLgC,KAAKoT,OAAS,IAAIxG,EAaO5O,EAaE,GAaiGc,KAAKkD,QAAQkN,OAF5C pQ,KAAKoT,OAASC,GAMIBH,EAaW1T,UAAUO,SAAW,WAC9B,OAAOC,KAAKnB,OAGdqU,EAaW1T,U AAUuN,KAAO,SAAUoD,GAGpC,GAFAxD,EAAM,kBAAMbWd,EAASnQ,KAAKkD,QAAQkN,OAE3CpQ,KA AKoT,SAAWC,GAaOID,IAAYkD,EACrC,OAAO,EAGT,GAauB,iBAAZID,EACT,IACEA,EAaU,IAAIvD,EAa OuD,EAASnQ,KAAKkD,SACnC,MAAOoN,GACP,OAAO,EAIX,OAAO0C,EAai7C,EAASnQ,KAAKsT,SAAUt T,KAAKoT,OAAQpT,KAAKkD,UAGvDgQ,EAaW1T,UAAUgV,WAAa,SAAUrB,EAAMjQ,GACHD,KAAMiQ, aAAgBD,GACpB,MAAM,IAAIpI,UAAU,4BAUtB,IAAIuL,EAeJ,GATKnT,GAA8B,iBAAZA,IACrBA,EAaU,C ACRkN,QAASIN,EACTmN,mBAAMb,IAMD,KAAIBrQ,KAAKsT,SACP,MAAMb,KAAfT,KAAKnB,QAGTw X,EAaW,IAAIvC,EAAMX,EAaKtU,MAAOqE,GAC1ByS,EAaU3V,KAAKnB,MAAOwX,EAaUnT,IACIC,GA AsB,KAAIBiQ,EAaKG,SACd,MAAMb,KAAfH,EAaKtU,QAGTwX,EAaW,IAAIvC,EAAM9T,KAAKnB,MAA OqE,GAC1ByS,EAaUxC,EAaKC,OAAQiD,EAaUnT,IAG1C,IAAIoT,IACiB,OAAIBtW,KAAKsT,UAAuC,MA AIBtT,KAAKsT,UACb,OAAIBH,EAaKG,UAAuC,MAAIBH,EAaKG,UAC9BiD,IACiB,OAAIBvW,KAAKsT,U AAuC,MAAIBtT,KAAKsT,UACb,OAAIBH,EAaKG,UAAuC,MAAIBH,EAaKG,UAC9BkD,EAaaxW,KAAKoT ,OAAOjD,UAAyGd,EAaKC,OAAOjD,QACjDsG,IACiB,OAAIBzW,KAAKsT,UAAuC,OAAIBtT,KAAKsT,UA Cb,OAAIBH,EAaKG,UAAuC,OAAIBH,EAaKG,UAC9BoD,EACF1D,EAaiHt,KAAKoT,OAAQ,IAAKD,EAa KC,OAAQIQ,KACf,OAAIBID,KAAKsT,UAAuC,MAAIBtT,KAAKsT,YACd,OAAIBH,EAaKG,UAAuC,MAAIB H,EAaKG,UAC9BqD,EACF3D,EAaiHt,KAAKoT,OAAQ,IAAKD,EAaKC,OAAQIQ,KACf,OAAIBID,KAAKs T,UAAuC,MAAIBtT,KAAKsT,YACd,OAAIBH,EAaKG,UAAuC,MAAIBH,EAaKG,UAEIC,OAAOgD,GAA2B C,GAC/BC,GAACc,GACfC,GAA8BC,GAGICjZ,EAaQoW,MAAQA,EA8ChBA,EAAMtU,UAAUyR,OAAS,WA IvB,OAHAjR,KAAKkK,MAAQIK,KAAK+T,IAAI9T,KAAI,SAAU2W,GACIC,OAAOA,EAAM3V,KAAK,KAA KsP,UACtBtP,KAAK,MAAMsP,OACPvQ,KAAKkK,OAGd4J,EAAMtU,UAAUO,SAAW,WACzB,OAAOC,KA AKkK,OAGd4J,EAAMtU,UAAUwU,WAAa,SAAU9J,GACrC,IAAIkG,EAaQpQ,KAAKkD,QAAQkN,MACzBIG

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KsK,EAAKT,QAe7B,GAAlS,EAAKP,aAAeO,EAAKT,OAAlO,WAAlC,OAAlO,EAAlV,MAAMqT,EAAlK,  
WAAYM,EAAlK,WAAAM,EAAKP,YAG3D,OAAlO,EAAlV,CAAa/V,IAEnBgV,EAAM7R,OAAlOqI,KAAKx  
L,GACIByV,EAASC,UAAW,GAGfV,EAAlBT,IACE,MAAMvE,EAAla,GAAlQ,oGACrByf,EAAlVf,EAAlWf,  
YAAlcF,EAAlCnc,EAAlOD,QAAlU,CACfSD,SACAlD,KAAKzd,EAAlQyd,EAAMC,EAAlQJ,EAAlQ/c,GAC7BA,E  
AAlS,GAAlld,EAAMxd,EAAlQyd,EAAMC,EAAlQJ,EAAlQ/c,GAChdge,EAAlGd,KAAKzd,EAAlQyd,EAAMC,EA  
AlQJ,EAAlQ/c,IAE7Csd,gBACAG,WACAS,OAAlOb,EAAlQH,GACTG,EAAlOrd,OAAlS,GAAlIod,EAAlQC,EAAlQH  
,GACnCc,EAAGE,OAAlOb,EAAlQH,KAG3B,MAAlO5b,GACPhF,EAAlOD,QAAlU,CACfSD,SACAlD,KAAlMD,E



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,UAA6B,IAAnB15C,EAAE,EAAEtN,EAAEH,EAAE8N,EAAE,KAAKJ,EAAEL,IAAI,CAAC,IAAIpM,EAAEyM,  
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EAAEA,EAAE0b,KAAK,CAACorC,UAAUpmD,EAAEqmD,KAAK,EAAErIB,IAAIIn0B,EAAEm0B,IAAIslB,QA

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AEA,EAAEo7C,MAAM,MAC/P,SAASI,GAAGz7C,EAAEC,EAAE5M,EAAEC,GAAG,IAAIyE,EAAEiI,EAAE08B,UAAU3kC,EAAE6zB,MAAMv4B,EAAE0E,EAAEsjD,MAAMr7C,EAAEq+B,cAAActmC,EAAES,KAAKmiD,GAAGhB,GAAG35C,GAAG,IAAIM,EAAEL,EAAEm7C,YAAY,iBAAkB96C,GAAG,OAAOA,EAAEvI,EAAE8zB,QAAQytB,GAAGh5C,IAAIA,EAAE82C,GAAGn3C,GAAG82C,GAAGrQB,GAAED,QAAQ10B,EAAE8zB,QAAQmrB,GAAGh3C,EAAEM,IAAIvI,EAAEsjD,MAAMr7C,EAAEq+B,cAA2C,mBAA7B/9B,EAAEL,EAAEy7C,4BAAiDd,GAAG56C,EAAEC,EAAEK,EAAEjN,GAAG0E,EAAEsjD,MAAMr7C,EAAEq+B,eAAe,mBAAoBp+B,EAAEy7C,0BAA0B,mBAAoB3jD,EAAE4jD,yBAAyB,mBAAoB5jD,EAAE6jD,2BAA2B,mBAAoB7jD,EAAE8jD,qBAAqB57C,EAAEII,EAAEsjD,MACrf,mBAAoBtjD,EAAE8jD,oBAAoB9jD,EAAE8jD,qBAAqB,mBAAoB9jD,EAAE6jD,2BAA2B7jD,EAAE6jD,4BAA4B37C,IAAIII,EAAEsjD,OAAOR,GAAGrvB,oBAAoBzzB,EAAEA,EAAEsjD,MAAM,MAAMb,GAAGx6C,EAAE3M,EAAE0E,EAAEzE,GAAGyE,EAAEsjD,MAAMr7C,EAAEq+B,eAAe,mBAAoBtmC,EAAE+jD,oBAAoB97C,EAAEm+B,OAAO,GAC5R,SAAS4d,GAAG/7C,EAAEC,EAAE5M,GAAW,GAAG,QAAX2M,EAAE3M,EAAEs5B,MAAiB,mBAAoB3sB,GAAG,iBAAkBA,EAAE,CAAC,GAAG3M,EAAE65B,OAAO,CAAY,GAAX75B,EAAEA,EAAE65B,OAAO,CAAC,GAAG,IAAI75B,EAAEyhC,IAAI,MAAMz7B,MAAM6xB,EAAE,MAAM,IAAI53B,EAAED,EAAEqC,UAAU,IAAIppC,EAAE,MAAM+F,MAAM6xB,EAAE,IAAIrB,IAAI,IAAIjI,EAAE,GAAGiI,EAAE,OAG,OAAOC,GAAG,OAAOA,EAAE0sB,KAAK,mBAAoB1sB,EAAE0sB,KAAK1sB,EAAE0sB,IAAIqvB,aAAajkD,EAASKI,EAAE0sB,MAAI1sB,EAAE,SAASD,GAAG,IAAIC,EAAE3M,EAAEkF,KAAKyH,IAAI06C,KAAK16C,EAAE3M,EAAEkF,KAAK,IAAI,OAAOwH,SAASC,EAAEII,GAAGKI,EAAEII,GAAGiI,IAAKg8C,WAAWjkD,EAASKI,GAAE,GAAG,iBAAkBD,EAAE,MAAM3G,MAAM6xB,EAAE,MAAM,IAAI73B,EAAE65B,OAAO,MAAM7zB,MAAM6xB,EAAE,IAAIrB,IAAK,OAAOA,EAChe,SAASi8C,GAAGj8C,EAAEC,GAAuC,MAApCD,EAAEtM,OAAOkB,UAAUO,SAAShC,KAAK8M,GAAAS5G,MAAM6xB,EAAE,GAAG,oBAAoBlrB,EAAE,qBAAqBtM,OAAOkH,KAAKqF,GAAG5J,KAAK,MAAM,IAAI2J,IAAK,SAASK8C,GAAGI8C,GAAiB,OAAOC,EAAfD,EAAEwvB,OAAexvB,EAAEuvB,UAC5L,SAAS4sB,GAAGn8C,GAAG,SAASC,EAAEA,EAAE5M,GAAG,GAAG2M,EAAE,CAAC,IAAI1M,EAAE2M,EAAEm8C,UAAU,OAAO9oD,GAAG2M,EAAEm8C,UAAU,CAAC/oD,GAAG4M,EAAEk+B,OAAO,IAAI7qC,EAAEqD,KAAKtD,IAAI,SAASA,EAAEA,EAAEC,GAAG,IAAI0M,EAAE,OAAO,KAAK,KAAK,OAAO1M,GAAG2M,EAAE5M,EAAEC,GAAGA,EAAEA,EAAEorC,QAAQ,OAAO,KAAK,SAASprC,EAAE0M,EAAEC,GAAG,IAAID,EAAE,IAAImlB,IAAI,OAAOllB,GAAG,OAAOA,EAAE1L,IAAIyL,EAAEmJ,IAAIJ,EAAE1L,IAAI0L,GAAGD,EAAEmJ,IAAIJ,EAAE1D,MAAM0D,GAAGA,EAAEA,EAAEy+B,QAAQ,OAAO1+B,EAAE,SAASjI,EAAEiI,EAAEC,GAAc,OAAncD,EAAEq8C,GAAGr8C,EAAEC,IAAK1D,MAAM,EAAEyD,EAAE0+B,QAAQ,KAAy1+B,EAAE,SAASM,EAAEL,EAAE5M,EAAEC,GAAa,OAAV2M,EAAE1D,MAAMjJ,EAAM0M,EAA4B,QAAjB1M,EAAE2M,EAAEg+B,YAA6B3qC,EAAEA,EAAEiJ,OAAQIJ,GAAG4M,EAAEk+B,OAAO,EAAE9qC,GAAAGC,GAAE2M,EAAEk+B,OAAO,EAAS9qC,GAAPFA,EAASf,SAASqN,EAAET,GAC/c,OADkdD,GAAG,OAC/eC,EAAEg+B,YAAYh+B,EAAEk+B,OAAO,GAAU1+B,EAAE,SAASU,EAAEX,EAAEC,EAAE5M,EAAEC,GAAAG,OAAO2M,GAAG,IAAIA,EAAE60B,MAAW70B,EAAEq8C,GAAGjpD,EAAE2M,EAAE7L,KAAKb,I AAK4qC,OAAOI+B,EAAEC,KAAEA,EAAEII,EAAEKI,EAAE5M,IAAK6qC,OAAOI+B,EAASC,GAAE,SAASc,EAAEf,EAAEC,EAAE5M,EAAEC,GAAG,IAAIgN,EAAEjN,EAAEKH,KAAK,OAAO+F,IAAI6yB,EAAU//B,EAAE4M,EAAEC,EAAE5M,EAAEu4B,MAAMmB,SAASz5B,EAAED,EAAEkB,KAAQ,OAAO0L,IAAIA,EAAEs8C,cAAcj8C,GAAG,iBAAkBA,GAAG,OAAOA,GAAGA,EAAE2sB,WAAW2G,GAAIsoB,GAAG57C,KAAKL,EAAE1F,QAAajH,EAAEyE,EAAEKI,EAAE5M,EAAEu4B,QAASe,IAAIovB,GAAG/7C,EAAEC,EAAE5M,GAAGC,EAAE4qC,OAAOI+B,EAAE1M,KAAEA,EAAEkpD,GAAGnpD,EAAEKH,KAAKIH,EAAEKb,IAAIIB,EAAEu4B,MAAM,KAAK5rB,EAAE7L,KAAKb,IAAKq5B,IAAIovB,GAAG/7C,EAAEC,EAAE5M,GAAGC,EAAE4qC,OAAOI+B,EAAS1M,GAAE,SAASL,EAAE+M,EAAEC,EAAE5M,EAAEC,GAAG,OAAO2M,GAAG,IAAIA,EAAE60B,KAAK70B,EAAEy8B,UAAU8G,gBAC3fnwC,EAAEmwC,eAAevjC,EAAEy8B,UAAU+f,iBAAiBppD,EAAEopD,iBAAsBx8C,EAAEy8C,GAAGrpD,EAAE2M,EAAE7L,KAAKb,IAAK4qC,OAAOI+B,EAAEC,KAAEA,EAAEII,EAAEKI,EAAE5M,EAAE05B,UAAU,KAAMmR,OAAOI+B,EAASC,GAAE,SAAS7M,EAAE4M,EAAEC,EAAE5M,EAAEC,EAAEgN,GAAG,OAAO2M,GAAG,IAAIA,EAAE60B,MAAW70B,EAAE08C,GAAGtpD,EAAE2M,EAAE7L,KAAKb,EAAEgN,IAAK49B,OAAOI+B,EAAEC,KAAEA,EAAEII,EAAEKI,EAAE5M,IAAK6qC,OAAOI+B,EAASC,GAAE,SAAS4qB,EAAE7qB,EAAEC,EAAE5M,GAAG,GAAG,iBAAkB4M

,GAAG,iBAakBA,EAAE,OAAOA,EAAEq8C,GAAG,GAAGr8C,EAAED,EAAE7L,KAAKd,IAAK6qC,OAAOI+B,EAAEC,EAAE,GAAG,iBAakBA,GAAG,OAAOA,EAAE,CAAC,OAAOA,EAAEgtB,UAAU,KAAKgG,EAAG,OAAO5/B,EAAEmpD,GAAGv8C,EAAE1F,KAAK0F,EAAE1L,IAAI0L,EAAE2rB,MAAM,KAAK5rB,EAAE7L,KAAKd,IAAKs5B,IAAIovB,GAAG/7C,EAAE,KAAKC,GAAG5M,EAAE6qC,OAAOI+B,EAAE3M,EAAE,KAAK6/B,EAAG,OAAOjzB,EACjgBy8C,GAAGz8C,EAAED,EAAE7L,KAAKd,IAAK6qC,OAAOI+B,EAAEC,EAAE,KAAK2zB,EAAiB,OAAOI,EAAE7qB,GAAE1M,EAAAnB2M,EAAEuvB,OAAmBvvB,EAAEsvB,UAAUI8B,GAAG,GAAGsjC,GAAG12B,IAAIo0B,EAAGp0B,GAAG,OAAOA,EAAE08C,GAAG18C,EAAED,EAAE7L,KAAKd,EAAE,OAAQ6qC,OAAOI+B,EAAEC,EAAEg8C,GAAGj8C,EAAEC,GAAG,OAAO,KAAK,SAAS/L,EAAE8L,EAAEC,EAAE5M,EAAEC,GAAG,IAAIyE,EAAE,OAAOkI,EAAEA,EAAE1L,IAAI,KAAK,GAAG,iBAakBIB,GAAG,iBAakBA,EAAE,OAAO,OAAO0E,EAAE,KAAK4I,EAAEX,EAAEC,EAAE,GAAG5M,EAAEC,GAAG,GAAG,iBAakBD,GAAG,OAAOA,EAAE,CAAC,OAAOA,EAAE45B,UAAU,KAAKgG,EAAG,OAAO5/B,EAAEKbB,MAAMwD,EAAEgJ,EAAEf,EAAEC,EAAE5M,EAAEC,GAAG,KAAK,KAAK4/B,EAAG,OAAO7/B,EAAEKbB,MAAMwD,EAAE9E,EAAE+M,EAAEC,EAAE5M,EAAEC,GAAG,KAAK,KAAKsgC,EAAG,OAAiB1/B,EAAE8L,EAAEC,GAAdII,EAAE1E,EAAEm8B,OAAcn8B,EAAEk8B,UAAUj8B,GAAG,GAAGqjC,GAAGtjC,IAAIghC,EAAGhhC,GAAG,OAAO,OAAO0E,EAAE,KACHf3E,EAAE4M,EAAEC,EAAE5M,EAAEC,EAAE,MAAM2oD,GAAGj8C,EAAE3M,GAAG,OAAO,KAAK,SAASS,EAAEKm,EAAEC,EAAE5M,EAAEC,EAAEyE,GAAG,GAAG,iBAakBzE,GAAG,iBAakBA,EAAE,OAAwBqN,EAAEV,EAAAnBD,EAAEA,EAAEnM,IAAIR,IAAI,KAAW,GAAGC,EAAEyE,GAAG,GAAG,iBAakBzE,GAAG,OAAOA,EAAE,CAAC,OAAOA,EAAE25B,UAAU,KAAKgG,EAAG,OAA2ClyB,EAAEd,EAAAtCD,EAAEA,EAAEnM,IAAI,OAAOP,EAAEiB,IAAIIB,EAAEC,EAAEiB,MAAM,KAAWjB,EAAEyE,GAAG,KAAKm7B,EAAG,OAA2CjgC,EAAEgN,EAAAtCD,EAAEA,EAAEnM,IAAI,OAAOP,EAAEiB,IAAIIB,EAAEC,EAAEiB,MAAM,KAAWjB,EAAEyE,GAAG,KAAK67B,EAAiB,OAAO9/B,EAAEKm,EAAEC,EAAE5M,GAAEiN,EAAvBhN,EAAEk8B,OAAuB18B,EAAEi8B,UAAUx3B,GAAG,GAAG4+B,GAAGrjC,IAAI+gC,EAAG/gC,GAAG,OAAwBF,EAAE6M,EAAAnBD,EAAEA,EAAEnM,IAAIR,IAAI,KAAWC,EAAEyE,EAAE,MAAMkkD,GAAGh8C,EAAE3M,GAAG,OAAO,KAAK,SAASmB,EAAEsD,EAAE2I,EAAEC,EAAEI,GAAG,IAAI,IAAI9N,EAAE,KAAKm4B,EAAE,KAAKV,EAAEhqB,EAAEtN,EAAEsN,EAAE,EAAE4pB,EACnf,KAAK,OAAOI,GAAGt3B,EAAEuN,EAAEIK,OAAOrD,IAAI,CAACs3B,EAAEnuB,MAAMnJ,GAAGk3B,EAAEI,EAAEA,EAAE,MAAMJ,EAAEI,EAAEgU,QAAQ,IAAIjqC,EAAEP,EAAE6D,EAAE2yB,EAAE/pB,EAAEvN,GAAG2N,GAAG,GAAG,OAAOtM,EAAE,CAAC,OAAOi2B,IAAIA,EAAEJ,GAAG,MAAMtqB,GAAG0qB,GAAG,OAAOj2B,EAAEwpC,WAAWh+B,EAAEII,EAAE2yB,GAAGhqB,EAAEJ,EAAE7L,EAAEiM,EAAEtN,GAAG,OAAOg4B,EAAEn4B,EAAEwB,EAAE22B,EAAEsT,QAAQjqC,EAAE22B,EAAE32B,EAAEi2B,EAAEJ,EAAE,GAAGI3B,IAAIuN,EAAEIK,OAAO,OAAOpD,EAAE0E,EAAE2yB,GAAGz3B,EAAE,GAAG,OAAOy3B,EAAE,CAAC,KAAKt3B,EAAEuN,EAAEIK,OAAOrD,IAAkB,QAAAs3B,EAAEG,EAAE9yB,EAAE4I,EAAEvN,GAAG2N,MAAcL,EAAEJ,EAAEoqB,EAAEhqB,EAAEtN,GAAG,OAAOg4B,EAAEn4B,EAAEy3B,EAAEU,EAAEsT,QAAQhU,EAAEU,EAAEV,GAAG,OAAOz3B,EAAE,IAAIy3B,EAAEp3B,EAAEyE,EAAE2yB,GAAGt3B,EAAEuN,EAAEIK,OAAOrD,IAAsB,QAAIBk3B,EAAEx2B,EAAE42B,EAAE3yB,EAAE3E,EAAEuN,EAAEvN,GAAG2N,MAAcf,GAAG,OAAOsQB,EAAE2T,WAAWvT,EAAExG,OAAO,OAAOoG,EAAE/1B,IAAIInB,EAAEk3B,EAAE/1B,KAAKmM,EAAEJ,EAAEgqB,EAAE5pB,EAAEtN,GAAG,OAAOg4B,EAAEn4B,EAAEq3B,EAAEc,EAAEsT,QAAQpU,EAAEc,EAAEd,GACle,OADqetqB,GAAG0qB,EAAE7vB,SAAQ,SAASmF,GAAG,OAAOC,EAAEII,EAC5gBiI,MAAY/M,EAAE,SAASsT,EAAExO,EAAE2I,EAAEC,EAAEI,GAAG,IAAI9N,EAAEohC,EAAG1zB,GAAG,GAAG,mBAAoB1N,EAAE,MAAMoG,MAAM6xB,EAAE,MAAkB,GAAG,OAAfvqB,EAAE1N,EAAEE,KAAKwN,IAAc,MAAMtH,MAAM6xB,EAAE,MAAM,IAAI,IAAI93B,EAAEH,EAAE,KAAKy3B,EAAEhqB,EAAE4pB,EAAE5pB,EAAE,EAAE0qB,EAAE,KAAK32B,EAAEKm,EAAEmO,OAAO,OAAO4b,IAAIj2B,EAAE8d,KAAK+X,IAAI71B,EAAEKm,EAAEmO,OAAO,CAAC4b,EAAEnuB,MAAM+tB,GAAGc,EAAEV,EAAEA,EAAE,MAAMU,EAAEV,EAAEgU,QAAQ,IAAIIn4B,EAAErS,EAAE6D,EAAE2yB,EAAEj2B,EAAER,MAAM8M,GAAG,GAAG,OAAOwF,EAAE,CAAC,OAAOmKB,IAAIA,EAAEU,GAAG,MAAMprB,GAAG0qB,GAAG,OAAOnKB,EAAE03B,WAAWh+B,EAAEII,EAAE2yB,GAAGhqB,EAAEJ,EAAEiG,EAAE7F,EAAE4pB,GAAG,OAAOI3B,EAAEH,EAAEsT,EAAEnT,EAAEsRc,QAAQn4B,EAAEnT,EAAEmT,EAAEmKB,EAAEU,EAAE,GAAG32B,EAAE8d,KAAK,OAAOIf,EAAE0E,EAAE2yB,GAAGz3B,EAAE,GAAG,OAAOy3B,EAAE,

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/uE,QAGF0uE,EAAM9/D,IAAIzS,EA AI6sB,OACT,CACL,MAAM6ID,EA AaL,EAAW/1E,GAC9BA,IAEAA,IAE

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Mn9E, KAAKy0B, UAA Y0oD, EAAMn9E, MAIrcs9E, EAAGBjjD, aAAe, WAAjC, YACV, KCnawB, MDoaxB, ICna+

B,4BDoa7B,OAAO,KACT,KC/aqB,MDgbrB,IC/a4B,yBDgb1B,MAAQ,YAAW8iD,EAAMj6B,cAAc/mD,MACzC ,KC5akB,MD6alB,IC5ayB,sBD6avB,MAAO,QACT,QAGE,OAAO,QAOfu/E,gBACAR,sBACAO,kBACA8B,sBA 9VuD,CACvDC,QAAS,EACTC,cAAe,EACfC,UAAW,EACXC,WAA,Y,OEtHb,IACIC,GACAC,GACAC,GACA C,GACAC,GACAC,GACAC,GCUA/wE,GDjBAGxE,GAAgB,EASpB,SAASC,MCSF,SAASC,GACdriF,EACA2C, EACA2iF,GAEA,QAAex+E,IAAXqN,GAEF,IACE,MAAMrO,QACN,MAAOixB,GACP,MAAM1kB,EAAQ0kB, EAAEiK,MAAM5uB,OAAOC,MAAM,gBACnC8B,GAAU9B,GAASA,EAAM,IAAO,GAIPc,MAAO,KAAO8B, GAASnU,EDvBzBolF,GAAYG,oBAAqB,EC0BjC,IAAIC,IAAU,EAOP,SAASC,GACdpiF,EACA+9B,EACAk6B, GAGA,IAAKj4D,GAAMmiF,GACT,MAAO,GAUT,IAAIE,EA EJ,MAAMC,EAA4B7/E,MAAMq7B,kBAExCr7B, MAAMq7B,uBAAoBr6B,EAE1B0+E,IAAU,EAOV,MAAMI,EAAqBtqB,EAAqBpiC,QACHDoiC,EAAqBpiC,QA AU,KD9D1B,WACL,GAAsB,IAAlBisD,GAAqB,CAEvBP,GAAU16E,QAAQ6E,IACIB81E,GAAW36E,QAAQu5 D,KACnBqhB,GAAW56E,QAAQ6gE,KACnBga,GAAY76E,QAAQC,MACpB66E,GAAY96E,QAAQ27E,MACp BZ,GAAqB/6E,QAAQ47E,eAC7BZ,GAAeh7E,QAAQ67E,SAEvB,MAAM1tD,EAAQ,CACZ2J,cAAc,EACd3hC, YAA,Y,EACZK,MAAO0kF,GACP5iB,UAAU,GAGZriE,OAAO6tE,iBAAiB9jE,QAAS,CAC/Bu5D,KAAMprC,E ACNtpB,IAAKspB,EACL0yC,KAAM1yC,EACNluB,MAAOkuB,EACPwtD,MAAOxtD,EACPytD,eAAgBztD,EA ChB0tD,SAAU1tD,IAId8sD,KCKCAa,GAEA,IAEE,GAAI5kD,EA AW,CAEb,MAAM6kD,EAAO,WACX,MAAM ngF,SAUR,GAPA3F,OAAOC,eAAe6lF,EA AK5kF,UAAW,QAAS,CAC7CuU,IAAK,WAGH,MAAM9P,WAGa,iB AAZmoB,SAAwBA,QAAQmT,UAAW,CAGpD,IACEnT,QAAQmT,UAAU6kD,EAAM,IACxB,MAAOlvD,GAC P2uD,EAAU3uD,EAEZ9I,QAAQmT,UAAU/9B,EA AI,GA AI4iF,OACrB,CACL,IACEA,EA AKmF,OACL,MAA Om3B,GACP2uD,EAAU3uD,EAEZ1zB,EAAGzD,KA AKqmF,EA AK5kF,gBAEV,CACL,IACE,MAAMyE,QAC N,MAAOixB,GACP2uD,EAAU3uD,EAEZ1zB,KA EF,MAAO6iF,GAEP,GA AIA,GA AUR,GA AmC,iBAAjBQ,EA AOIID,MAAOB,CAGzD,MAAMmlD,EAACD,EAAOIID,MAAMruB,MAAM,MACjCyzE,EAAeV,EAAQ1kD,MA AMruB,MAAM,MACzC,IAAIInR,EA AI2kF,EAAYjF,OAAS,EACzBpD,EA AIsmF,EA AalJF,OAAS,EAC9B,KAA O1B,GA AK,GA AK1B,GA AK,GA AKqmF,EAAY3kF,KAAO4kF,EA AatmF,IAOzDA,IAEF,KAAO0B,GA AK,GA AK1B,GA AK,EAAG0B,IA AK1B,IAG5B,GA AIqmF,EAAY3kF,KAAO4kF,EA AatmF,GA AI,CAMtC,GAAU,IAA N0B,GA AiB,IAAN1B,EACb,GAKE,GAJA0B,IACA1B,IAGIA,EA AI,GA AKqmF,EAAY3kF,KAAO4kF,EA Aatm F,GA AI,CAS/C,MAPc,KAAOqmF,EAAY3kF,GAAG0R,QAAQ,WAA,Y,eASnD1R,GA AK,GA AK1B,GA AK,GA E1B,QAtFR,QA2FE01F,IAAU,EA EV1/E,MAAMq7B,kBAAoBwkD,EAE1BrqB,EAAqBpiC,QAAU0sD,EDhI5B, WAEL,GADAT,KACsB,IAAIBA,GAAqB,CAEvB,MAAM9sD,EAAQ,CACZ2J,cAAc,EACd3hC,YAA,Y,EACZmi E,UAAU,GAGZriE,OAAO6tE,iBAAiB9jE,QAAS,CAC/B6E,IAAK,IAAIspB,EAAO33B,MAAOkkF,IACvBnhB, KAAM,IAAIprC,EAAO33B,MAAOmkF,IACxB9Z,KAAM,IAAI1yC,EAAO33B,MAAOokF,IACxB36E,MAAO,IA AIkuB,EAAO33B,MAAOqkF,IACzBc,MAAO,IAAIxtD,EAAO33B,MAAOskF,IACzBc,eAAgB,IAAIztD,EAAO 33B,MAAOukF,IACICc,SAAU,IAAI1tD,EAAO33B,MAAOwkF,MAI5BC,GAAgB,GACIBj7E,QAAQC,MACN,g FC0GFk8E,GAGF,MAAMrmF,EAAOqD,EA AKa,EAAGg+B,aAAeh+B,EAAGrD,KAAO,GAO9C,OANuBA,EA AOqIF,GAA8BrIF,GAAQ,GAKB/D,SAASsmF,GACdjF,EACAV,EACA2iF,EACAhqB,GAEA,OAAOmqB,GAA6 BpiF,GA AI,EAAO4iD,GCPMjD,SAASirB,GACPC,EACAC,EACAnrB,GAEA,MAAM,cACJ4nB,EADI,cAEJM,E AFI,kBAGJO,EAHI,sBAIJC,EAJI,kBAKJf,EALI,uBAMJM,EANI,oBAOJO,EAPI,WAQJhIB,EARI,eASJ+jB,GAC E2D,EAQJ,OAAQC,EAAelID,KACrB,KA AK2hD,EACH,OAAOmC,GAA8BoB,EA Aez/E,MACtD,KA AKw8E,E ACH,OAAO6B,GAA8B,QACvC,KA AKtB,EACH,OAAOsB,GAA8B,YACvC,KA AKrB,EACH,OAAOqB,GAA8 B,gBACvC,KA AKpC,EACL,KA AKM,EACL,KA AKO,EACH,OAAOwC,GACLG,EA Aez/E,KAdkC,EADnD,EAK BEs0D,GA EJ,KA AKwD,EACH,OAAOwnB,GACLG,EA Aez/E,KA AK60B,OArB6B,EADnD,EAYBEy/B,GA EJ,K AAkunB,EACH,ODOIC,SACL6D,EACA/jF,EACA2iF,EACAhqB,GAEA,OAAOmqB,GAA6BiB,GAAM,EAAMp rB,GC1IrCqrB,CACLF,EA Aez/E,KA5BkC,EADnD,EAGCEs0D,GA EJ,QACE,MAAO,IAIN,SAASsrB,GACdJ,EA CAC,EACAnrB,GAEA,IACE,IAAIml,EAAO,GACPzzC,EAAOy2D,EACX,GACEhjB,GAAQ8iB,GAACc,EAAY x2D,EAAMsrC,GACxCtrC,EAAOA,EA AK2a,aACL3a,GACT,OAAOyzC,EACP,MAAO1sC,GACP,MAAO,6BA A+BA,EA EVN,QAAU,KAAOuN,EA AEiK,OCIF/D,MAAM6lD,GAA0B,CAAC,QAAS,QAAS,QAI7CC,GA Ae,o BAGfC,GAA0B,iBAYhC,MAAMC,GAQF,IAAIp1D,IAER,IAAIq1D,GA AwB/8E,QACxBg9E,GAAuB,GAC3B,IA AK,MAAMriE,KAAU3a,QACnBg9E,GAAqBriE,GAAU3a,QAAQ2a,GAGzC,IAAIsiE,GA AiC,KAiB9B,SAAS C,GACdC,EACAC,GAEA,MAAM,qBACJhsB,EADI,gBAEJM,EA FI,wBAGJnB,EAHI,QAIJzoD,GACEq1E,EAG

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W,EAAYyZ,GACxC,MAAM29C,EAoBf,EAAMbzgI,IAAIoqE,GACxB,MAArBo3D,GACFA,EAkBG,yBAAY  
B99C,IAyD7C1rB,kBarDF,SAA2BiS,EAAYv3C,EAAM6pC,GAC3C,MAAMkIE,EAaezc,EAkwb,cAAcv2D,G  
ACICxxC,EAU/F,EAAK+F,QACfipG,EAACd,EAALwG,IAAIImB,GAC/BivG,EACqB,MAAZBlpG,EAQ4R,e  
AAOD,MAAJC5R,EAQ4R,cAAc0T,QAGpD2jF,GAAGBC,EAQVD,GAAeC,GACxBF,EAavxG,OAAOwC,GA  
FpB+uG,EAAnjH,IAAIoU,GAInB,MAAM2uG,EAoBf,EAAMbzgI,IAAIoqE,GACxB,MAArBo3D,GACFA,EA  
AkBO,sBAAsBlvG,EAAM6pC,IAuChDpE,sBAnCF,SAA+B8R,EAAYv3C,GACzC,MAAM2uG,EAoBf,EAAM  
BzgI,IAAIoqE,GACxB,MAArBo3D,GACFA,EAkBQ,0BAA0BnvG,KAmChDhzB,OAAOC,eACL4D,EACA,iC  
ACC,CAGCg+B,cAAcm/E,EACd9gH,YAAy,EACZC,IAAG,IACmmlH,IC7Sf8c,CAAY9+H,QAIz,IAAIusB,GA  
AsB,KACTbwyG,GAAMC,GACnCC,GAA8B,GAC9BC,GAAC15G,MAoBtC,IAAI2vD,GAAGC,KACHCC,GAAs  
B,KACTbjmD,GAAO,KAEX,MAAMpkB,GAAM,IAAIF,IAAS3E,QAAQ6E,IAAI,sBAAUbF,GAe5D,SAAS8zH,  
KACPtM,eBAAU,KACK,OAATlpC,IACFA,GAAGnG,YAGThnC,GAAO,KAuBT,SAAS83F,GACP/L,GAEA,I  
ACqC,IAAnCA,EAAB0B,eACW,OAA5B1B,EAABv8G,OAEBJ,OAAO,EAGT,MAAM,OAACA,GAAUu8G,EA  
EjB,OFiBqE,OAA9DggB,GEjBkV8H,EAQO6iE,SAAU9D,IAG5C,SAASvX,GACP/nH,EACA+7G,GAEA,MAA  
M,OAACv8G,GAAUu8G,EACF,OAAXv8G,EACF88H,GAAa98H,EAQO6iE,SAAU7iE,EAQO8iE,WAAy9D,I





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!window.atob;\n});\n\nvar getTarget = function (target, parent) {\n if (parent){\n return\n parent.querySelector(target);\n }\n return document.querySelector(target);\n};\n\nvar getElement = (function (fn)\n {\n var memo = {};\n return function(target, parent) {\n // If passing function in options, then use it for\n resolve \"head\" element.\n // Useful for Shadow Root style i.e.\n // {\n // insertInto:\n function () { return document.querySelector(\"#foo\").shadowRoot }\n // }\n if (typeof target ===\n 'function') {\n return target();\n }\n if (typeof memo[target] === \"undefined\")\n {\n var styleTarget = getTarget.call(this, target, parent);\n // Special case to return head of iframe instead of\n iframe itself\n if (window.HTMLIFrameElement && styleTarget instanceof window.HTMLIFrameElement)\n {\n try {\n // This will throw an exception if access to iframe is blocked\n // due to cross-origin\n restrictions\n styleTarget = styleTarget.contentDocument.head;\n } catch(e) {\n styleTarget =\n null;\n }\n memo[target] = styleTarget;\n }\n return memo[target];\n }\n });\n\n var singleton =\n null;\n var singletonCounter = 0;\n var stylesInsertedAtTop = [];\n var fixUrls =\n require(\"./urls\");\n\n module.exports = function(list, options) {\n if (typeof DEBUG !== \"undefined\" &&\n DEBUG) {\n if (typeof document !== \"object\")\n throw new Error(\"The style-loader cannot be used in a non-\n browser environment\");\n }\n options = options || {};\n options.attrs = typeof options.attrs === \"object\" ?\n options.attrs : {};\n // Force single-tag solution on IE6-9, which has a hard limit on the # of <style>\n tags it\n will allow on a page\n if (!options.singleton && typeof options.singleton !== \"boolean\")\n options.singleton =\n isOldIE();\n // By default, add <style> tags to the <head> element\n if (!options.insertInto)\n options.insertInto\n = \"head\";\n // By default, add <style> tags to the bottom of the target\n if (!options.insertAt)\n options.insertAt =\n \"bottom\";\n var styles = listToStyles(list, options);\n addStylesToDom(styles, options);\n return function\n update (newList) {\n var mayRemove = [];\n for (var i = 0; i < styles.length; i++) {\n var item =\n styles[i];\n var domStyle = stylesInDom[item.id];\n domStyle.refs--\n ;\n mayRemove.push(domStyle);\n }\n if (newList) {\n var newStyles = listToStyles(newList,\n options);\n addStylesToDom(newStyles, options);\n }\n for (var i = 0; i < mayRemove.length; i++)\n {\n var domStyle = mayRemove[i];\n if (domStyle.refs === 0) {\n for (var j = 0; j <\n domStyle.parts.length; j++)\n domStyle.parts[j]();\n }\n delete\n stylesInDom[domStyle.id];\n }\n }\n function addStylesToDom (styles, options) {\n for (var i = 0; i\n < styles.length; i++) {\n var item = styles[i];\n var domStyle = stylesInDom[item.id];\n if (domStyle)\n {\n domStyle.refs++;\n for (var j = 0; j < domStyle.parts.length; j++)\n {\n domStyle.parts[j](item.parts[j]);\n }\n for (; j < item.parts.length; j++)\n {\n domStyle.parts.push(addStyle(item.parts[j],\n options));\n }\n }\n else {\n var parts =\n [];\n for (var j = 0; j < item.parts.length; j++)\n {\n parts.push(addStyle(item.parts[j],\n options));\n }\n stylesInDom[item.id] = {id: item.id, refs: 1, parts: parts};\n }\n }\n }\n function\n listToStyles (list, options) {\n var styles = [];\n var newStyles = {};\n for (var i = 0; i < list.length; i++) {\n var\n item = list[i];\n var id = options.base ? item[0] + options.base : item[0];\n var css = item[1];\n var media =\n item[2];\n var sourceMap = item[3];\n var part = {css: css, media: media, sourceMap:\n sourceMap};\n if (!newStyles[id])\n styles.push(newStyles[id] = {id: id, parts: [part]});\n else\n newStyles[id].parts.push(part);\n }\n return styles;\n }\n function insertStyleElement (options, style) {\n var\n target = getElement(options.insertInto)\n if (!target) {\n throw new Error(\"Couldn't find a style target. This\n probably means that the value for the 'insertInto' parameter is\n invalid.\");\n }\n var\n lastStyleElementInsertedAtTop = stylesInsertedAtTop[stylesInsertedAtTop.length - 1];\n if (options.insertAt ===\n \"top\") {\n if (!lastStyleElementInsertedAtTop)\n target.insertBefore(style, target.firstChild);\n else\n if (lastStyleElementInsertedAtTop.nextSibling)\n target.insertBefore(style,\n lastStyleElementInsertedAtTop.nextSibling);\n else\n target.appendChild(style);\n }\n else if (options.insertAt ===\n \"bottom\") {\n target.appendChild(style);\n }\n else if (typeof options.insertAt === \"object\" &&\n options.insertAt.before) {\n var nextSibling =\n getElement(options.insertAt.before,\n target);\n target.insertBefore(style, nextSibling);\n }\n else {\n throw new Error(\"[Style Loader] Invalid

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value for parameter 'insertAt' ('options.insertAt') found.\n Must be 'top', 'bottom', or Object.\n\n (https://github.com/webpack-contrib/style-loader#insertat)\n\nfunction removeStyleElement (style)\n {\n if (style.parentNode === null) return false;\n style.parentNode.removeChild(style);\n var idx =\n stylesInsertedAtTop.indexOf(style);\n if (idx >= 0) {\n stylesInsertedAtTop.splice(idx, 1);\n }\n }\n\nfunction\n createStyleElement (options) {\n var style = document.createElement("style");\n if (options.attrs.type ===\n undefined) {\n options.attrs.type = "text/css";\n }\n if (options.attrs.nonce === undefined) {\n var nonce =\n getNonce();\n if (nonce) {\n options.attrs.nonce = nonce;\n }\n }\n taddAttrs(style,\n options.attrs);\n insertStyleElement(options, style);\n return style;\n }\n\nfunction createLinkElement (options)\n {\n var link = document.createElement("link");\n if (options.attrs.type === undefined) {\n options.attrs.type =\n "text/css";\n }\n options.attrs.rel = "stylesheet";\n insertStyleElement(options,\n link);\n return link;\n }\n\nfunction addAttrs (el, attrs) {\n Object.keys(attrs).forEach(function (key)\n {\n el.setAttribute(key, attrs[key]);\n });\n }\n\nfunction getNonce() {\n if (typeof __webpack_nonce__ ===\n 'undefined') {\n return null;\n }\n return __webpack_nonce__;\n }\n\nfunction addStyle (obj, options) {\n var\n style, update, remove, result;\n // If a transform function was defined, run it on the css\n if (options.transform\n && obj.css) {\n result = typeof options.transform === 'function'\n ? options.transform(obj.css)\n : options.transform.default(obj.css);\n if (result) {\n // If transform returns a value, use that instead of the\n // original css.\n // This allows running runtime transformations on the css.\n obj.css = result;\n } else {\n // If the transform function returns a falsy value, don't add this css.\n // This allows conditional loading of\n css\n return function () {\n // noop\n }\n }\n if (options.singleton) {\n var styleIndex =\n singletonCounter++;\n style = singleton || (singleton = createStyleElement(options));\n update =\n applyToSingletonTag.bind(null, style, styleIndex, false);\n remove = applyToSingletonTag.bind(null, style,\n styleIndex, true);\n } else if ((obj.sourceMap && typeof URL === "function" && typeof\n URL.createObjectURL === "function" && typeof URL.revokeObjectURL === "function" && typeof\n Blob === "function" && typeof btoa === "function")) {\n style =\n createLinkElement(options);\n update = updateLink.bind(null, style, options);\n remove = function ()\n {\n removeStyleElement(style);\n URL.revokeObjectURL(style.href);\n }\n else\n {\n style = createStyleElement(options);\n update = applyToTag.bind(null, style);\n remove = function ()\n {\n removeStyleElement(style);\n }\n }\n update(obj);\n return function updateStyle (newObj) {\n if\n (\n newObj.css === obj.css\n && newObj.media === obj.media\n && newObj.sourceMap === obj.sourceMap\n) {\n return;\n }\n update(obj =\n newObj);\n } else {\n remove();\n }\n var\n replaceText = (function () {\n var\n textStore =\n [];\n return function (index, replacement) {\n textStore[index] = replacement;\n return\n textStore.filter(Boolean).join("\\n");\n }\n })();\n function applyToSingletonTag (style, index, remove, obj) {\n var\n css = remove ? "" : obj.css;\n if (style.styleSheet) {\n style.styleSheet.cssText = replaceText(index, css);\n } else {\n var\n cssNode = document.createTextNode(css);\n var\n childNodes = style.childNodes;\n if\n (\n childNodes[index])\n style.removeChild(childNodes[index]);\n if (childNodes.length)\n style.insertBefore(cssNode,\n childNodes[index]);\n else\n style.appendChild(cssNode);\n }\n }\n function applyToTag (style, obj) {\n var\n css = obj.css;\n var\n media = obj.media;\n if (media) {\n style.setAttribute("media",\n media);\n }\n if (style.styleSheet)\n style.styleSheet.cssText =\n css;\n else {\n while (style.firstChild)\n style.removeChild(style.firstChild);\n style.appendChild(document.createTextNode(css));\n }\n }\n function updateLink (link, options, obj) {\n var\n css = obj.css;\n var\n sourceMap = obj.sourceMap;\n if\n (\n convertToAbsoluteUrls isn't\n defined, but sourcemaps are\n enabled\n and there is no publicPath\n defined then lets\n turn\n convertToAbsoluteUrls\n on by default. Otherwise\n default to the\n convertToAbsoluteUrls\n option\n directly\n *\n var\n autoFixUrls =\n options.convertToAbsoluteUrls\n === undefined && sourceMap;\n if\n (\n options.convertToAbsoluteUrls\n || autoFixUrls\n) {\n css = fixUrls(css);\n }\n if (sourceMap) {\n //\n http://stackoverflow.com/a/26603875\n css += "\\n/*# sourceMappingURL=data:application/json;base64,\" +\n btoa(unescape(encodeURIComponent(JSON.stringify(sourceMap)))) +\n \" */\";\n }\n var\n blob = new Blob([css],
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{ type: 'text/css' });\n\n\tvar oldSrc = link.href;\n\n\tlink.href = URL.createObjectURL(blob);\n\n\tif(oldSrc)
URL.revokeObjectURL(oldSrc);\n\n\t", "\nvar content = require('!!../../../../../node_modules/css-
loader/index.js??ref--5-1!/SettingsShared.css');\n\n\tif(typeof content === 'string') content = [[module.id, content,
]]; \n\n\tvar transform;\n\n\tinsertInto;\n\n\n\n\tvar options = {"hmr":true}\n\n\toptions.transform =
transform\n\n\toptions.insertInto = undefined;\n\n\tvar update = require('!!../../../../../node_modules/style-
loader/lib/addStyles.js')(content, options);\n\n\tif(content.locals) module.exports = content.locals;\n\n\tif(module.hot)
{\n\n\t\tmodule.hot.accept('!!../../../../../node_modules/css-loader/index.js??ref--5-1!/SettingsShared.css', function()
{\n\n\t\t\tvar newContent = require('!!../../../../../node_modules/css-loader/index.js??ref--5-
1!/SettingsShared.css');\n\n\t\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent,
]]; \n\n\t\t\tvar locals = (function(a, b) {\n\n\t\t\t\tvar key, idx = 0;\n\n\t\t\t\tfor(key in a) {\n\n\t\t\t\t\tif(!b || a[key] !== b[key])
return false;\n\n\t\t\t\t\tidx++;\n\n\t\t\t\t}\n\n\t\t\t\tfor(key in b) idx--;\n\n\t\t\t\treturn idx === 0;\n\n\t\t\t}(content.locals,
newContent.locals));\n\n\t\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules
locals.);\n\n\t\t\t\tupdate(newContent);\n\n\t\t});\n\n\t\tmodule.hot.dispose(function() { update(); });\n\n\t", "\nvar content =
require('!!../../../../../node_modules/css-loader/index.js??ref--5-1!/SidebarCommitInfo.css');\n\n\tif(typeof content
=== 'string') content = [[module.id, content,]]; \n\n\tvar transform;\n\n\tinsertInto;\n\n\n\n\tvar options =
{"hmr":true}\n\n\toptions.transform = transform\n\n\toptions.insertInto = undefined;\n\n\tvar update =
require('!!../../../../../node_modules/style-loader/lib/addStyles.js')(content, options);\n\n\tif(content.locals)
module.exports = content.locals;\n\n\tif(module.hot) {\n\n\t\tmodule.hot.accept('!!../../../../../node_modules/css-
loader/index.js??ref--5-1!/SidebarCommitInfo.css', function() {\n\n\t\t\tvar newContent =
require('!!../../../../../node_modules/css-loader/index.js??ref--5-1!/SidebarCommitInfo.css');\n\n\t\t\tif(typeof
newContent === 'string') newContent = [[module.id, newContent,]];\n\n\t\t\tvar locals = (function(a, b) {\n\n\t\t\t\tvar
key, idx = 0;\n\n\t\t\t\tfor(key in a) {\n\n\t\t\t\t\tif(!b || a[key] !== b[key]) return
false;\n\n\t\t\t\t\tidx++;\n\n\t\t\t\t}\n\n\t\t\t\tfor(key in b) idx--;\n\n\t\t\t\treturn idx === 0;\n\n\t\t\t}(content.locals,
newContent.locals));\n\n\t\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules
locals.);\n\n\t\t\t\tupdate(newContent);\n\n\t\t});\n\n\t\tmodule.hot.dispose(function() { update(); });\n\n\t", "\nvar content =
require('!!../../../../../node_modules/css-loader/index.js??ref--5-1!/shared.css');\n\n\tif(typeof content === 'string')
content = [[module.id, content,]]; \n\n\tvar transform;\n\n\tinsertInto;\n\n\n\n\tvar options =
{"hmr":true}\n\n\toptions.transform = transform\n\n\toptions.insertInto = undefined;\n\n\tvar update =
require('!!../../../../../node_modules/style-loader/lib/addStyles.js')(content, options);\n\n\tif(content.locals)
module.exports = content.locals;\n\n\tif(module.hot) {\n\n\t\tmodule.hot.accept('!!../../../../../node_modules/css-
loader/index.js??ref--5-1!/shared.css', function() {\n\n\t\t\tvar newContent =
require('!!../../../../../node_modules/css-loader/index.js??ref--5-1!/shared.css');\n\n\t\t\tif(typeof newContent ===
'string') newContent = [[module.id, newContent,]];\n\n\t\t\tvar locals = (function(a, b) {\n\n\t\t\t\tvar key, idx =
0;\n\n\t\t\t\tfor(key in a) {\n\n\t\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\n\t\t\t\t\tidx++;\n\n\t\t\t\t}\n\n\t\t\t\tfor(key in b) idx-
-;\n\n\t\t\t\treturn idx === 0;\n\n\t\t\t}(content.locals, newContent.locals));\n\n\t\t\tif(!locals) throw new Error('Aborting
CSS HMR due to changed css-modules
locals.);\n\n\t\t\t\tupdate(newContent);\n\n\t\t});\n\n\t\tmodule.hot.dispose(function() { update(); });\n\n\t", "use
strict";\n\n\tfunction checkDCE() {\n\n\t\t/* global __REACT_DEVTOOLS_GLOBAL_HOOK__ */\n\n\t\tif (\n\n\t\t\ttypeof
__REACT_DEVTOOLS_GLOBAL_HOOK__ === 'undefined' ||\n\n\t\t\ttypeof
__REACT_DEVTOOLS_GLOBAL_HOOK__.checkDCE !== 'function'\n\n\t\t) {\n\n\t\t\treturn;\n\n\t\t}\n\n\t\tif
(process.env.NODE_ENV !== 'production') {\n\n\t\t\t// This branch is unreachable because this function is only called\n
// in production, but the condition is true only in development.\n\n\t\t\t// Therefore if the branch is still here, dead code
elimination wasn't\n\n\t\t\t// properly applied.\n\n\t\t\t// Don't change the message. React DevTools relies on it. Also make
sure\n\n\t\t\t// this message doesn't occur elsewhere in this function, or it will cause\n\n\t\t\t// a false positive.\n\n\t\t\tthrow new
Error('^_^');\n\n\t\t}\n\n\t\ttry {\n\n\t\t\t// Verify that the code above has been dead code eliminated (DCE'd).\n\n\t\t\t
__REACT_DEVTOOLS_GLOBAL_HOOK__.checkDCE(checkDCE);\n\n\t\t} catch (err) {\n\n\t\t\t// DevTools shouldn't
crash React, no matter what.\n\n\t\t\t// We should still report in case we break this code.\n\n\t\t\tconsole.error(err);\n\n\t\t}\n\n\t}\n\n\tif (process.env.NODE_ENV === 'production') {\n\n\t\t// DCE check should happen before ReactDOM bundle

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executes so that\n // DevTools can report bad minification during injection.\n checkDCE();\n module.exports =
require('./cjs/react-dom.production.min.js');\n} else {\n module.exports = require('./cjs/react-
dom.development.js');\n}\n", "\nvar content = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-
1!/InspectedElementSharedStyles.css\");\n\nif(typeof content === 'string') content = [[module.id, content,
""]];\n\nvar transform;\nvar insertInto;\n\n\nvar options = {\n hmr: true\n}\n\noptions.transform =
transform\n\noptions.insertInto = undefined;\n\n\nvar update = require(\"!!../../../../../node_modules/style-
loader/lib/addStyles.js\")(content, options);\n\n\nif(content.locals) module.exports = content.locals;\n\n\nif(module.hot)
{\n \nmodule.hot.accept(\"!!../../../../../node_modules/css-loader/index.js??ref--5-
1!/InspectedElementSharedStyles.css\", function() {\n \n\t\tvar newContent =
require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-
1!/InspectedElementSharedStyles.css\");\n\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id,
newContent, ""]];\n\n\n\t\tvar locals = (function(a, b) {\n \n\t\t\t\tvar key, idx = 0;\n\n\t\t\t\tfor(key in a) {\n \n\t\t\t\t\tif(!b ||
a[key] !== b[key]) return false;\n\n\t\t\t\t\tidx++;\n\n\t\t\t\t}\n\n\t\t\t\tfor(key in b) idx--;\n\n\t\t\t\treturn idx ===
0;\n\n\t\t\t}(content.locals, newContent.locals));\n\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed
css-modules locals.);\n\n\n\t\tupdate(newContent);\n\n\t\t};\n\n\n\t\tmodule.hot.dispose(function() { update(); });\n\n}", "\nvar
content = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!/KeyValue.css\");\n\n\nif(typeof content
=== 'string') content = [[module.id, content, ""]];\n\n\nvar transform;\nvar insertInto;\n\n\nvar options =
{\n hmr: true\n}\n\noptions.transform = transform\n\noptions.insertInto = undefined;\n\n\nvar update =
require(\"!!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\n\nif(content.locals)
module.exports = content.locals;\n\n\nif(module.hot) {\n \nmodule.hot.accept(\"!!../../../../../node_modules/css-
loader/index.js??ref--5-1!/KeyValue.css\", function() {\n \n\t\tvar newContent =
require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!/KeyValue.css\");\n\n\n\t\tif(typeof newContent
=== 'string') newContent = [[module.id, newContent, ""]];\n\n\n\t\tvar locals = (function(a, b) {\n \n\t\t\t\tvar key, idx =
0;\n\n\t\t\t\tfor(key in a) {\n \n\t\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\n\t\t\t\t\tidx++;\n\n\t\t\t\t}\n\n\t\t\t\tfor(key in b) idx-
-;\n\n\t\t\t\treturn idx === 0;\n\n\t\t\t}(content.locals, newContent.locals));\n\n\n\t\tif(!locals) throw new Error('Aborting
CSS HMR due to changed css-modules
locals.);\n\n\n\t\tupdate(newContent);\n\n\t\t};\n\n\n\t\tmodule.hot.dispose(function() { update(); });\n\n}", "\nvar content =
require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!/SnapshotCommitList.css\");\n\n\nif(typeof
content === 'string') content = [[module.id, content, ""]];\n\n\nvar transform;\nvar insertInto;\n\n\nvar options =
{\n hmr: true\n}\n\noptions.transform = transform\n\noptions.insertInto = undefined;\n\n\nvar update =
require(\"!!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\n\nif(content.locals)
module.exports = content.locals;\n\n\nif(module.hot) {\n \nmodule.hot.accept(\"!!../../../../../node_modules/css-
loader/index.js??ref--5-1!/SnapshotCommitList.css\", function() {\n \n\t\tvar newContent =
require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!/SnapshotCommitList.css\");\n\n\n\t\tif(typeof
newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\n\t\tvar locals = (function(a, b) {\n \n\t\t\t\tvar
key, idx = 0;\n\n\t\t\t\tfor(key in a) {\n \n\t\t\t\t\tif(!b || a[key] !== b[key]) return
false;\n\n\t\t\t\t\tidx++;\n\n\t\t\t\t}\n\n\t\t\t\tfor(key in b) idx--;\n\n\t\t\t\treturn idx === 0;\n\n\t\t\t}(content.locals,
newContent.locals));\n\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules
locals.);\n\n\n\t\tupdate(newContent);\n\n\t\t};\n\n\n\t\tmodule.hot.dispose(function() { update(); });\n\n}", "\nvar content =
require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!/Profiler.css\");\n\n\nif(typeof content ===
'string') content = [[module.id, content, ""]];\n\n\nvar transform;\nvar insertInto;\n\n\nvar options =
{\n hmr: true\n}\n\noptions.transform = transform\n\noptions.insertInto = undefined;\n\n\nvar update =
require(\"!!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\n\nif(content.locals)
module.exports = content.locals;\n\n\nif(module.hot) {\n \nmodule.hot.accept(\"!!../../../../../node_modules/css-
loader/index.js??ref--5-1!/Profiler.css\", function() {\n \n\t\tvar newContent =
require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!/Profiler.css\");\n\n\n\t\tif(typeof newContent
=== 'string') newContent = [[module.id, newContent, ""]];\n\n\n\t\tvar locals = (function(a, b) {\n \n\t\t\t\tvar
key, idx = 0;\n\n\t\t\t\tfor(key in a) {\n \n\t\t\t\t\tif(!b || a[key] !== b[key]) return
false;\n\n\t\t\t\t\tidx++;\n\n\t\t\t\t}\n\n\t\t\t\tfor(key in b) idx-
-;\n\n\t\t\t\treturn idx === 0;\n\n\t\t\t}(content.locals, newContent.locals));\n\n\n\t\tif(!locals) throw new Error('Aborting
CSS HMR due to changed css-modules

```





```

_resolve;\n var _dataType;\n\n document.addEventListener(\"paste\", function(e) {\n if (_intercept) {\n
_intercept = false;\n e.preventDefault();\n var resolve = _resolve;\n _resolve = null;\n
resolve(e.clipboardData.getData(_dataType));\n }\n });\n\n return function(dataType) {\n return new
Promise(function(resolve, reject) {\n _intercept = true;\n _resolve = resolve;\n _dataType = dataType ||
\"text/plain\";\n try {\n if (!document.execCommand(\"paste\")) {\n _intercept = false;\n
reject(new Error(\"Unable to paste. Pasting only works in Internet Explorer at the moment.\")); \n
}\n
catch (e) {\n _intercept = false;\n reject(new Error(e));\n }\n });\n });\n\n // Handle IE
behaviour.\n if (typeof ClipboardEvent === \"undefined\" &&\n typeof window.clipboardData !== \"undefined\"
&&\n typeof window.clipboardData.setData !== \"undefined\") {\n\n /*! promise-polyfill 2.0.1 *\n
(function(a){function b(a,b){return function(){a.apply(b,arguments)}}function c(a){if(\"object\"!==typeof this)throw
new TypeError(\"Promises must be constructed via new\");if(\"function\"!==typeof a)throw new TypeError(\"not a
function\");this._state=null,this._value=null,this._deferreds=[],i(a,b(e,this),b(f,this))}function d(a){var b=this;return
null===this._state?void this._deferreds.push(a):void j(function(){var
c=b._state?a.onFulfilled:a.onRejected;if(null===c)return void(b._state?a.resolve:a.reject)(b._value);var
d;try{d=c(b._value)}catch(e){return void a.reject(e)}a.resolve(d)}}function e(a){try{if(a===this)throw new
TypeError(\"A promise cannot be resolved with itself.\");if(a&&(\"object\"===typeof a||\"function\"===typeof a)){var
c=a.then;if(\"function\"===typeof c)return void
i(b(c,a),b(e,this),b(f,this))}this._state=!0,this._value=a,g.call(this)}catch(d){f.call(this,d)}}function
f(a){this._state=!1,this._value=a,g.call(this)}function g(){for(var
a=0,b=this._deferreds.length;b>a;a++)d.call(this,this._deferreds[a]);this._deferreds=null}function
h(a,b,c,d){this.onFulfilled=\"function\"===typeof a?a:null,this.onRejected=\"function\"===typeof
b?b:null,this.resolve=c,this.reject=d}function i(a,b,c){var
d=!1;try{a(function(a){d||(d=!0,b(a))},function(a){d||(d=!0,c(a))})}catch(e){if(d)return;d=!0,c(e)} }var
j=c.immediateFn||\"function\"===typeof
setImmediate&&setImmediate||function(a){setTimeout(a,1)},k=Array.isArray||function(a){return\"[object
Array]\"===Object.prototype.toString.call(a)};c.prototype[\"catch\"]=function(a){return
this.then(null,a)},c.prototype.then=function(a,b){var e=this;return new c(function(c,f){d.call(e,new
h(a,b,c,f))}),c.all=function(){var
a=Array.prototype.slice.call(1===arguments.length&&k(arguments[0])?arguments[0]:arguments);return new
c(function(b,c){function d(f,g){try{if(g&&(\"object\"===typeof g||\"function\"===typeof g)){var
h=g.then;if(\"function\"===typeof h)return void h.call(g,function(a){d(f,a)},c)}a[f]=g,0===--
e&&b(a)}catch(i){c(i)}}if(0===a.length)return b([]);for(var
e=a.length,f=0;f<a.length;f++)d(f,a[f])}),c.resolve=function(a){return a&&\"object\"===typeof
a&&a.constructor===c?a:new c(function(b){b(a)}),c.reject=function(a){return new
c(function(b,c){c(a)}),c.race=function(a){return new c(function(b,c){for(var
d=0,e=a.length;e>d;d++)a[d].then(b,c)}),\"undefined\"!==typeof
module&&module.exports?module.exports=c:a.Promise||(a.Promise=c)})(this);\n\n clipboard.copy =
function(data) {\n return new Promise(function(resolve, reject) {\n // IE supports string and URL types:
https://msdn.microsoft.com/en-us/library/ms536744(v=vs.85).aspx\n // We only support the string type for
now.\n if (typeof data !== \"string\" && !(\"text/plain\" in data)) {\n throw new Error(\"You must provide
a text/plain type.\");\n }\n\n var strData = (typeof data === \"string\" ? data : data[\"text/plain\"]);\n var
copySucceeded = window.clipboardData.setData(\"Text\", strData);\n if (copySucceeded) {\n resolve();\n
} else {\n reject(new Error(\"Copying was rejected.\")); \n }\n });\n\n clipboard.paste =
function() {\n return new Promise(function(resolve, reject) {\n var strData =
window.clipboardData.getData(\"Text\");\n if (strData) {\n resolve(strData);\n } else {\n // The
user rejected the paste request.\n reject(new Error(\"Pasting was rejected.\")); \n }\n });\n\n return
clipboard;\n});\n\n,\"nvar content = require(\"!./.././.././../node_modules/css-loader/index.js??ref--5-
1!/Element.css\");\n\nif(typeof content === 'string') content = [[module.id, content, \"]];\n\nvar transform;\nvar

```



```
{\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n module.hot.accept(\"!../../../../../node_modules/css-loader/index.js??ref--5-1!/TabBar.css\", function() {\n var newContent = require(\"!../../../../../node_modules/css-loader/index.js??ref--5-1!/TabBar.css\");\n\n if(typeof newContent === 'string') newContent = [[module.id, newContent,]];\n\n var locals = (function(a, b) {\n var key, idx = 0;\n\n for(key in a) {\n if(!b || a[key] !== b[key]) return false;\n\n idx++;\n }\n\n for(key in b) idx--;\n\n return idx === 0;\n })(content.locals, newContent.locals);\n\n if(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.);\n\n update(newContent);\n });\n module.hot.dispose(function() { update(); });\n}\n\nvar content = require(\"!../../../../../node_modules/css-loader/index.js??ref--5-1!/Tree.css\");\n\nif(typeof content === 'string') content = [[module.id, content,]];\n\nvar transform;\nvar insertInto;\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n module.hot.accept(\"!../../../../../node_modules/css-loader/index.js??ref--5-1!/Tree.css\", function() {\n var newContent = require(\"!../../../../../node_modules/css-loader/index.js??ref--5-1!/Tree.css\");\n\n if(typeof newContent === 'string') newContent = [[module.id, newContent,]];\n\n var locals = (function(a, b) {\n var key, idx = 0;\n\n for(key in a) {\n if(!b || a[key] !== b[key]) return false;\n\n idx++;\n }\n\n for(key in b) idx--;\n\n return idx === 0;\n })(content.locals, newContent.locals);\n\n if(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.);\n\n update(newContent);\n });\n module.hot.dispose(function() { update(); });\n}\n\nvar content = require(\"!../../../../../node_modules/css-loader/index.js??ref--5-1!/InspectedElement.css\");\n\nif(typeof content === 'string') content = [[module.id, content,]];\n\nvar transform;\nvar insertInto;\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n module.hot.accept(\"!../../../../../node_modules/css-loader/index.js??ref--5-1!/InspectedElement.css\", function() {\n var newContent = require(\"!../../../../../node_modules/css-loader/index.js??ref--5-1!/InspectedElement.css\");\n\n if(typeof newContent === 'string') newContent = [[module.id, newContent,]];\n\n var locals = (function(a, b) {\n var key, idx = 0;\n\n for(key in a) {\n if(!b || a[key] !== b[key]) return false;\n\n idx++;\n }\n\n for(key in b) idx--;\n\n return idx === 0;\n })(content.locals, newContent.locals);\n\n if(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.);\n\n update(newContent);\n });\n module.hot.dispose(function() { update(); });\n}\n\nvar content = require(\"!../../../../../node_modules/css-loader/index.js??ref--5-1!/UnsupportedBridgeProtocolDialog.css\");\n\nif(typeof content === 'string') content = [[module.id, content,]];\n\nvar transform;\nvar insertInto;\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n module.hot.accept(\"!../../../../../node_modules/css-loader/index.js??ref--5-1!/UnsupportedBridgeProtocolDialog.css\", function() {\n var newContent = require(\"!../../../../../node_modules/css-loader/index.js??ref--5-1!/UnsupportedBridgeProtocolDialog.css\");\n\n if(typeof newContent === 'string') newContent = [[module.id, newContent,]];\n\n var locals = (function(a, b) {\n var key, idx = 0;\n\n for(key in a) {\n if(!b || a[key] !== b[key]) return false;\n\n idx++;\n }\n\n for(key in b) idx--;\n\n return idx === 0;\n })(content.locals, newContent.locals);\n\n if(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.);\n\n update(newContent);\n });\n module.hot.dispose(function() { update(); });\n}\n\n'use strict';\n\nif (process.env.NODE_ENV === 'production') {\n module.exports = require('./cjs/react-is.production.min.js');\n} else {\n module.exports = require('./cjs/react-is.development.js');\n}\n\nvar content = require(\"!../../../../../node_modules/css-loader/index.js??ref--5-1!/LayoutViewer.css\");\n\nif(typeof content
```





```

require("../..../node_modules/style-loader/lib/addStyles.js")(content, options);\n\nif(content.locals)
module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept("../..../node_modules/css-
loader/index.js??ref--5-1!/Tooltip.css", function() {\n\t\tvar newContent = require("../..../node_modules/css-
loader/index.js??ref--5-1!/Tooltip.css");\n\t\tif(typeof newContent === 'string') newContent = [[module.id,
newContent, "]];\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b ||
a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\t\t\tfor(key in b) idx--;\n\t\t\treturn idx ===
0;\n\t\t}(content.locals, newContent.locals));\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed
css-modules locals.);\n\t\tupdate(newContent);\n\t});\n\tmodule.hot.dispose(function() { update();
});\n}", "module.exports = require(\"path\");", "exports = module.exports = SemVer\n\nvar debug\n/* istanbul ignore
next */\nif (typeof process === 'object' &&\n process.env &&\n process.env.NODE_DEBUG &&\n
\\bsemver\\b/i.test(process.env.NODE_DEBUG)) {\n debug = function () {\n var args =
Array.prototype.slice.call(arguments, 0)\n args.unshift('SEMVER')\n console.log.apply(console, args)\n }\n}
else {\n debug = function () {} \n}\n\n// Note: this is the semver.org version of the spec that it implements\n// Not
necessarily the package version of this code.\nexports.SEMVER_SPEC_VERSION = '2.0.0'\n\nvar
MAX_LENGTH = 256\nvar MAX_SAFE_INTEGER = Number.MAX_SAFE_INTEGER ||\n /* istanbul ignore
next */ 9007199254740991\n\n// Max safe segment length for coercion.\nvar
MAX_SAFE_COMPONENT_LENGTH = 16\n\n// The actual regexps go on exports.re\nvar re = exports.re =
[]\nvar src = exports.src = []\nvar t = exports.tokens = {}\nvar R = 0\n\nfunction tok (n) {\n t[n] = R++\n}\n\n// The
following Regular Expressions can be used for tokenizing,\n// validating, and parsing SemVer version strings.\n\n//
Numeric Identifier\n// A single `0`, or a non-zero digit followed by zero or more
digits.\n\ntok('NUMERICIDENTIFIER')\nsrc[t.NUMERICIDENTIFIER] = '0|[1-
9]\\\\d*'\n\ntok('NUMERICIDENTIFIERLOOSE')\nsrc[t.NUMERICIDENTIFIERLOOSE] = '[0-9]+' \n\n// ## Non-
numeric Identifier\n// Zero or more digits, followed by a letter or hyphen, and then zero or\n// more letters, digits, or
hyphens.\n\ntok('NONNUMERICIDENTIFIER')\nsrc[t.NONNUMERICIDENTIFIER] = '\\\\d*[a-zA-Z-][a-zA-Z0-
9-]*' \n\n// ## Main Version\n// Three dot-separated numeric
identifiers.\n\ntok('MAINVERSION')\nsrc[t.MAINVERSION] = '(' + src[t.NUMERICIDENTIFIER] + ')\\\\\\\\.' +\n
src[t.NUMERICIDENTIFIER] + ')\\\\\\\\.' +\n
src[t.NUMERICIDENTIFIER] + ')\\\\\\\\.' +\n
src[t.NUMERICIDENTIFIERLOOSE] + ')\\\\\\\\.' +\n
src[t.NUMERICIDENTIFIERLOOSE] + ')\\\\\\\\.' +\n
src[t.NUMERICIDENTIFIERLOOSE] + ')\\\\\\\\.' +\n
src[t.NUMERICIDENTIFIERLOOSE] + ')'\n\n// ## Pre-release Version Identifier\n// A numeric identifier, or a non-
numeric identifier.\n\ntok('PRERELEASEIDENTIFIER')\nsrc[t.PRERELEASEIDENTIFIER] = '(?:' +
src[t.NUMERICIDENTIFIER] +\n
'|' + src[t.NONNUMERICIDENTIFIER] +
')'\n\ntok('PRERELEASEIDENTIFIERLOOSE')\nsrc[t.PRERELEASEIDENTIFIERLOOSE] = '(?:' +
src[t.NUMERICIDENTIFIERLOOSE] +\n
'|' + src[t.NONNUMERICIDENTIFIER] +
)'\n\n// ## Pre-release Version\n// Hyphen, followed by one or more dot-separated pre-release version\n//
identifiers.\n\ntok('PRERELEASE')\nsrc[t.PRERELEASE] = '(?:-' + src[t.PRERELEASEIDENTIFIER] +\n
'?:\\\\\\\\.' + src[t.PRERELEASEIDENTIFIER] +
')*)'\n\ntok('PRERELEASELOOSE')\nsrc[t.PRERELEASELOOSE] = '(?:-' +
src[t.PRERELEASEIDENTIFIERLOOSE] +\n
'?:\\\\\\\\.' + src[t.PRERELEASEIDENTIFIERLOOSE] +
')*)'\n\n// ## Build Metadata Identifier\n// Any combination of digits, letters, or
hyphens.\n\ntok('BUILDMETHODIDENTIFIER')\nsrc[t.BUILDMETHODIDENTIFIER] = '[0-9A-Za-z-]+' \n\n// ## Build Metadata\n// Plus sign, followed by one or more period-separated build metadata\n// identifiers.\n\ntok('BUILD')\nsrc[t.BUILD] = '(?:\\\\\\\\.+(' + src[t.BUILDMETHODIDENTIFIER] +\n
'?:\\\\\\\\.' + src[t.BUILDMETHODIDENTIFIER] + ')*)'\n\n// ## Full
Version String\n// A main version, followed optionally by a pre-release version and\n// build metadata.\n\n// Note
that the only major, minor, patch, and pre-release sections of\n// the version string are capturing groups. The build
metadata is not a\n// capturing group, because it should not ever be used in version\n//
comparison.\n\ntok('FULL')\n\ntok('FULLPLAIN')\nsrc[t.FULLPLAIN] = 'v?' + src[t.MAINVERSION] +\n
src[t.PRERELEASE] + '?' +\n
src[t.BUILD] + '?'\n\nsrc[t.FULL] = '^' + src[t.FULLPLAIN] + '$'\n\n// like

```

full, but allows v1.2.3 and =1.2.3, which people do sometimes.\n// also, 1.0.0alpha1 (prerelease without the hyphen) which is pretty\n// common in the npm registry.\n

```

tok('LOOSEPLAIN')\nsrc[t.LOOSEPLAIN] = '[v=\\\\s]* +
src[t.MAINVERSIONLOOSE] +\n src[t.PRERELEASELOOSE] + '?' +\n src[t.BUILD] +
?' \n\tok('LOOSE')\nsrc[t.LOOSE] = '^' + src[t.LOOSEPLAIN] + '$\n\tok('GTLT')\nsrc[t.GTLT] =
'(?<|>)?=\n// Something like \"2.*\" or \"1.2.x\".\n// Note that \"x.x\" is a valid xRange identifier, meaning \"any
version\"\n// Only the first item is strictly
required.\n\tok('XRANGEIDENTIFIERLOOSE')\nsrc[t.XRANGEIDENTIFIERLOOSE] =
src[t.NUMERICIDENTIFIERLOOSE] + '|x|X|\\\\|*'\n\tok('XRANGEIDENTIFIER')\nsrc[t.XRANGEIDENTIFIER]
= src[t.NUMERICIDENTIFIER] + '|x|X|\\\\|*'\n\tok('XRANGEPLAIN')\nsrc[t.XRANGEPLAIN] = '[v=\\\\s]*(' +
src[t.XRANGEIDENTIFIER] + ')' +\n '(?:\\\\.(+ src[t.XRANGEIDENTIFIER] + ') +\n
(?:\\\\.(+ src[t.XRANGEIDENTIFIER] + ') +\n '(?:' + src[t.PRERELEASE] + ')?' +\n
src[t.BUILD] + '?' +\n ')?'\n\tok('XRANGEPLAINLOOSE')\nsrc[t.XRANGEPLAINLOOSE] =
'[v=\\\\s]*(' + src[t.XRANGEIDENTIFIERLOOSE] + ') +\n '(?:\\\\.(+
src[t.XRANGEIDENTIFIERLOOSE] + ') +\n '(?:' + src[t.PRERELEASELOOSE] + ')?' +\n
src[t.BUILD] + '?' +\n ')?'\n\tok('XRANGE')\nsrc[t.XRANGE] = '^' + src[t.GTLT] + '\\\\s*' + src[t.XRANGEPLAIN] +
'$'\n\tok('XRANGELOOSE')\nsrc[t.XRANGELOOSE] = '^' + src[t.GTLT] + '\\\\s*' +
src[t.XRANGEPLAINLOOSE] + '$'\n// Coercion.\n// Extract anything that could conceivably be a part of a valid
semver\tok('COERCE')\nsrc[t.COERCE] = '^([\\\\\\\\d])' +\n '(\\\\d{1, +
MAX_SAFE_COMPONENT_LENGTH +'})' +\n '(?:\\\\.(\\\\d{1, +
MAX_SAFE_COMPONENT_LENGTH +'})?)?' +\n '(?:\\\\.(\\\\d{1, +
MAX_SAFE_COMPONENT_LENGTH +'})?)?' +\n
'?$|^[\\\\\\\\d]'\n\tok('COERCERTL')\nsrc[t.COERCERTL] = new RegExp(src[t.COERCE], 'g')\n// Tilde ranges.\n//
Meaning is \"reasonably at or greater than\"\n\tok('LONETILDE')\nsrc[t.LONETILDE] =
'(?>~>?)'\n\tok('TILDETRIM')\nsrc[t.TILDETRIM] = '(\\\\s*)' + src[t.LONETILDE] + '\\\\s+' +\nsrc[t.TILDETRIM] =
new RegExp(src[t.TILDETRIM], 'g')\nvar tildeTrimReplace = '$1~'\n\tok('TILDE')\nsrc[t.TILDE] = '^' +
src[t.LONETILDE] + src[t.XRANGEPLAIN] + '$'\n\tok('TILDELOOSE')\nsrc[t.TILDELOOSE] = '^' +
src[t.LONETILDE] + src[t.XRANGEPLAINLOOSE] + '$'\n// Caret ranges.\n// Meaning is \"at least and
backwards compatible with\"\n\tok('LONECARET')\nsrc[t.LONECARET] =
'(?\\\\^)' +\n '(\\\\s*)' + src[t.LONECARET] +
'\\\\s+' +\n src[t.LONECARET] = new RegExp(src[t.LONECARET], 'g')\nvar caretTrimReplace =
'$1^\n\tok('CARET')\nsrc[t.CARET] = '^' + src[t.LONECARET] + src[t.XRANGEPLAIN] +
'$'\n\tok('CARETLOOSE')\nsrc[t.CARETLOOSE] = '^' + src[t.LONECARET] + src[t.XRANGEPLAINLOOSE] +
'$'\n// A simple gt/lteq thing, or just \"\" to indicate \"any
version\"\n\tok('COMPARATORLOOSE')\nsrc[t.COMPARATORLOOSE] = '^' + src[t.GTLT] + '\\\\s*' +
src[t.LOOSEPLAIN] + '$|^'\n\tok('COMPARATOR')\nsrc[t.COMPARATOR] = '^' + src[t.GTLT] + '\\\\s*' +
src[t.FULLPLAIN] + '$|^'\n// An expression to strip any whitespace between the gtlteq and the thing\n// it
modifies, so that '> 1.2.3' ==> '>1.2.3'\n\tok('COMPARATORTRIM')\nsrc[t.COMPARATORTRIM] = '(\\\\s*)' +
src[t.GTLT] +\n '\\\\s*' + src[t.LOOSEPLAIN] + '|' + src[t.XRANGEPLAIN] + ')'\n// this one has to
use the /g flag\nsrc[t.COMPARATORTRIM] = new RegExp(src[t.COMPARATORTRIM], 'g')\nvar
comparatorTrimReplace = '$1$2$3'\n// Something like '1.2.3 - 1.2.4'\n// Note that these all use the loose form,
because they'll be\n// checked against either the strict or loose comparator form\n//
later.\n\tok('HYPHENRANGE')\nsrc[t.HYPHENRANGE] = '^\\\\s*' + src[t.XRANGEPLAIN] + ')' +\n
'\\\\s+-\\\\s+' +\n '(' + src[t.XRANGEPLAIN] + ')' +\n
'\\\\s*$'\n\tok('HYPHENRANGELOOSE')\nsrc[t.HYPHENRANGELOOSE] = '^\\\\s*' +
src[t.XRANGEPLAINLOOSE] + ')' +\n '\\\\s+-\\\\s+' +\n
'\\\\s*' +\n src[t.XRANGEPLAINLOOSE] + ')' +\n '\\\\s*$'\n// Star ranges basically just allow anything at
all.\n\tok('STAR')\nsrc[t.STAR] = '(<|>)?=?' +\n '\\\\s*\\\\|*'\n// Compile to actual regexp objects.\n// All are flag-free,

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unless they were created above with a flag.\nfor (var i = 0; i < R; i++) {\n debug(i, src[i])\n if (!re[i]) {\n re[i] =
new RegExp(src[i])\n }\n}\n\nexports.parse = parse\nfunction parse (version, options) {\n if (!options || typeof
options !== 'object') {\n options = {\n loose: !!options,\n includePrerelease: false\n }\n }\n if (version
instanceof SemVer) {\n return version\n }\n if (typeof version !== 'string') {\n return null\n }\n if
(version.length > MAX_LENGTH) {\n return null\n }\n var r = options.loose ? re[t.LOOSE] : re[t.FULL]\n if
(!r.test(version)) {\n return null\n }\n try {\n return new SemVer(version, options)\n } catch (er) {\n return
null\n }\n}\n\nexports.valid = valid\nfunction valid (version, options) {\n var v = parse(version, options)\n return v
? v.version : null\n}\n\nexports.clean = clean\nfunction clean (version, options) {\n var s =
parse(version.trim().replace(/^[=v]+/, ''), options)\n return s ? s.version : null\n}\n\nexports.SemVer =
SemVer\n\nfunction SemVer (version, options) {\n if (!options || typeof options !== 'object') {\n options = {\n
loose: !!options,\n includePrerelease: false\n }\n }\n if (version instanceof SemVer) {\n if (version.loose
=== options.loose) {\n return version\n } else {\n version = version.version\n }\n } else if (typeof version
!== 'string') {\n throw new TypeError('Invalid Version: ' + version)\n }\n if (version.length > MAX_LENGTH)
{\n throw new TypeError('version is longer than ' + MAX_LENGTH + ' characters')\n }\n if (!(this instanceof
SemVer)) {\n return new SemVer(version, options)\n }\n debug('SemVer', version, options)\n this.options =
options\n this.loose = !!options.loose\n\n var m = version.trim().match(options.loose ? re[t.LOOSE] :
re[t.FULL])\n if (!m) {\n throw new TypeError('Invalid Version: ' + version)\n }\n this.raw = version\n //
these are actually numbers\n this.major = +m[1]\n this.minor = +m[2]\n this.patch = +m[3]\n if (this.major >
MAX_SAFE_INTEGER || this.major < 0) {\n throw new TypeError('Invalid major version')\n }\n if (this.minor >
MAX_SAFE_INTEGER || this.minor < 0) {\n throw new TypeError('Invalid minor version')\n }\n if
(this.patch > MAX_SAFE_INTEGER || this.patch < 0) {\n throw new TypeError('Invalid patch version')\n }\n //
numberify any prerelease numeric ids\n if (!m[4]) {\n this.prerelease = []\n } else {\n this.prerelease =
m[4].split('.').map(function (id) {\n if (/^[0-9]+$/.test(id)) {\n var num = +id\n if (num >= 0 && num <
MAX_SAFE_INTEGER) {\n return num\n }\n }\n return id\n })\n }\n this.build = m[5] ?
m[5].split('.') : []\n this.format()\n}\n\nSemVer.prototype.format = function () {\n this.version = this.major + '.' +
this.minor + '.' + this.patch\n if (this.prerelease.length) {\n this.version += '-' + this.prerelease.join('.')\n }\n return
this.version\n}\n\nSemVer.prototype.toString = function () {\n return this.version\n}\n\nSemVer.prototype.compare
= function (other) {\n debug('SemVer.compare', this.version, this.options, other)\n if (!(other instanceof SemVer))
{\n other = new SemVer(other, this.options)\n }\n return this.compareMain(other) ||
this.comparePre(other)\n}\n\nSemVer.prototype.compareMain = function (other) {\n if (!(other instanceof
SemVer)) {\n other = new SemVer(other, this.options)\n }\n return compareIdentifiers(this.major, other.major)
||\n compareIdentifiers(this.minor, other.minor) ||\n compareIdentifiers(this.patch,
other.patch)\n}\n\nSemVer.prototype.comparePre = function (other) {\n if (!(other instanceof SemVer)) {\n other
= new SemVer(other, this.options)\n }\n // NOT having a prerelease is > having one\n if (this.prerelease.length
&& !other.prerelease.length) {\n return -1\n } else if (!this.prerelease.length && other.prerelease.length) {\n
return 1\n } else if (!this.prerelease.length && !other.prerelease.length) {\n return 0\n }\n var i = 0\n do {\n
var a = this.prerelease[i]\n var b = other.prerelease[i]\n debug('prerelease compare', i, a, b)\n if (a ===
undefined && b === undefined) {\n return 0\n } else if (b === undefined) {\n return 1\n } else if (a ===
undefined) {\n return -1\n } else if (a === b) {\n continue\n } else {\n return compareIdentifiers(a, b)\n
 }\n } while (++i)\n}\n\nSemVer.prototype.compareBuild = function (other) {\n if (!(other instanceof SemVer)) {\n
other = new SemVer(other, this.options)\n }\n var i = 0\n do {\n var a = this.build[i]\n var b =
other.build[i]\n debug('prerelease compare', i, a, b)\n if (a === undefined && b === undefined) {\n return 0\n
 } else if (b === undefined) {\n return 1\n } else if (a === undefined) {\n return -1\n } else if (a === b)
{\n continue\n } else {\n return compareIdentifiers(a, b)\n }\n } while (++i)\n}\n\n// preminor will bump
the version up to the next minor release, and immediately\n// down to pre-release. premajor and prepatch work the
same way.\nSemVer.prototype.inc = function (release, identifier) {\n switch (release) {\n case 'premajor':\n this.prerelease.length = 0\n this.patch = 0\n this.minor = 0\n this.major++\n this.inc('pre', identifier)\n break\n case 'preminor':\n this.prerelease.length = 0\n this.patch = 0\n this.minor++\n this.inc('pre',

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identifier)\n break\n case 'prepatch':\n // If this is already a prerelease, it will bump to the next version\n //
drop any prereleases that might already exist, since they are not\n // relevant at this point.\n
this.prerelease.length = 0\n this.inc('patch', identifier)\n this.inc('pre', identifier)\n break\n // If the input is
a non-prerelease version, this acts the same as\n // prepatch.\n case 'prerelease':\n if (this.prerelease.length
=== 0) {\n this.inc('patch', identifier)\n }\n this.inc('pre', identifier)\n break\n\n case 'major':\n // If
this is a pre-major version, bump up to the same major version.\n // Otherwise increment major.\n // 1.0.0-5
bumps to 1.0.0\n // 1.1.0 bumps to 2.0.0\n if (this.minor !== 0 ||\n this.patch !== 0 ||\n
this.prerelease.length === 0) {\n this.major++\n }\n this.minor = 0\n this.patch = 0\n this.prerelease
= []\n break\n case 'minor':\n // If this is a pre-minor version, bump up to the same minor version.\n //
Otherwise increment minor.\n // 1.2.0-5 bumps to 1.2.0\n // 1.2.1 bumps to 1.3.0\n if (this.patch !== 0 ||
this.prerelease.length === 0) {\n this.minor++\n }\n this.patch = 0\n this.prerelease = []\n break\n
case 'patch':\n // If this is not a pre-release version, it will increment the patch.\n // If it is a pre-release it will
bump up to the same patch version.\n // 1.2.0-5 patches to 1.2.0\n // 1.2.0 patches to 1.2.1\n if
(this.prerelease.length === 0) {\n this.patch++\n }\n this.prerelease = []\n break\n // This probably
shouldn't be used publicly.\n // 1.0.0 \"pre\" would become 1.0.0-0 which is the wrong direction.\n case 'pre':\n
if (this.prerelease.length === 0) {\n this.prerelease = [0]\n } else {\n var i = this.prerelease.length\n
while (--i >= 0) {\n if (typeof this.prerelease[i] === 'number') {\n this.prerelease[i]++\n i = -2\n
}\n }\n if (i === -1) {\n // didn't increment anything\n this.prerelease.push(0)\n }\n }\n
if (identifier) {\n // 1.2.0-beta.1 bumps to 1.2.0-beta.2,\n // 1.2.0-beta.foo blz or 1.2.0-beta bumps to 1.2.0-
beta.0\n if (this.prerelease[0] === identifier) {\n if (isNaN(this.prerelease[1])) {\n this.prerelease =
[identifier, 0]\n }\n } else {\n this.prerelease = [identifier, 0]\n }\n }\n break\n\n
default:\n throw new Error('invalid increment argument: ' + release)\n }\n this.format()\n this.raw =
this.version\n return this\n}\n\n\nexports.inc = inc\nfunction inc (version, release, loose, identifier) {\n if (typeof
(loose) === 'string') {\n identifier = loose\n loose = undefined\n }\n\n try {\n return new SemVer(version,
loose).inc(release, identifier).version\n } catch (er) {\n return null\n }\n}\n\n\nexports.diff = diff\nfunction diff
(version1, version2) {\n if (eq(version1, version2)) {\n return null\n } else {\n var v1 = parse(version1)\n var
v2 = parse(version2)\n var prefix = \"\n if (v1.prerelease.length || v2.prerelease.length) {\n prefix = 'pre'\n
var defaultResult = 'prerelease'\n }\n for (var key in v1) {\n if (key === 'major' || key === 'minor' || key ===
'patch') {\n if (v1[key] !== v2[key]) {\n return prefix + key\n }\n }\n }\n return defaultResult //
may be undefined\n }\n}\n\n\nexports.compareIdentifiers = compareIdentifiers\nvar numeric = /^[0-9]+$/\nfunction
compareIdentifiers (a, b) {\n var anum = numeric.test(a)\n var bnum = numeric.test(b)\n\n if (anum && bnum) {\n
a = +a\n b = +b\n }\n\n return a === b ? 0\n : (anum && !bnum) ? -1\n : (bnum && !anum) ? 1\n : a < b ?
-1\n : 1\n}\n\n\nexports.rcompareIdentifiers = rcompareIdentifiers\nfunction rcompareIdentifiers (a, b) {\n return
compareIdentifiers(b, a)\n}\n\n\nexports.major = major\nfunction major (a, loose) {\n return new SemVer(a,
loose).major\n}\n\n\nexports.minor = minor\nfunction minor (a, loose) {\n return new SemVer(a,
loose).minor\n}\n\n\nexports.patch = patch\nfunction patch (a, loose) {\n return new SemVer(a,
loose).patch\n}\n\n\nexports.compare = compare\nfunction compare (a, b, loose) {\n return new SemVer(a,
loose).compare(new SemVer(b, loose))\n}\n\n\nexports.compareLoose = compareLoose\nfunction compareLoose (a,
b) {\n return compare(a, b, true)\n}\n\n\nexports.compareBuild = compareBuild\nfunction compareBuild (a, b, loose)
{\n var versionA = new SemVer(a, loose)\n var versionB = new SemVer(b, loose)\n return
versionA.compare(versionB) || versionA.compareBuild(versionB)\n}\n\n\n\nexports.rcompare = rcompare\nfunction
rcompare (a, b, loose) {\n return compare(b, a, loose)\n}\n\n\n\nexports.sort = sort\nfunction sort (list, loose) {\n return
list.sort(function (a, b) {\n return exports.compareBuild(a, b, loose)\n })\n}\n\n\n\nexports.rsort = rsort\nfunction
rsort (list, loose) {\n return list.sort(function (a, b) {\n return exports.compareBuild(b, a, loose)\n })\n}\n\n\n\nexports.gt =
gt\nfunction gt (a, b, loose) {\n return compare(a, b, loose) > 0\n}\n\n\n\nexports.lt = lt\nfunction lt (a, b, loose) {\n
return compare(a, b, loose) < 0\n}\n\n\n\nexports.eq = eq\nfunction eq (a, b, loose) {\n return compare(a, b, loose) ===
0\n}\n\n\n\nexports.neq = neq\nfunction neq (a, b, loose) {\n return compare(a, b, loose) !== 0\n}\n\n\n\nexports.gte =
gte\nfunction gte (a, b, loose) {\n return compare(a, b, loose) >= 0\n}\n\n\n\nexports.lte = lte\nfunction lte (a, b, loose)

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{\n return compare(a, b, loose) <= 0\n}\n\nexports.cmp = cmp\nfunction cmp (a, op, b, loose) {\n switch (op) {\n
case '===':\n if (typeof a === 'object')\n a = a.version\n if (typeof b === 'object')\n b = b.version\n
return a === b\n case '!==':\n if (typeof a === 'object')\n a = a.version\n if (typeof b === 'object')\n
b = b.version\n return a !== b\n case '':\n case '=':\n case '===':\n return eq(a, b, loose)\n\n case '!':\n
return neq(a, b, loose)\n\n case '>':\n return gt(a, b, loose)\n\n case '>=':\n return gte(a, b, loose)\n\n
case '<':\n return lt(a, b, loose)\n\n case '<=':\n return lte(a, b, loose)\n\n default:\n throw new
TypeError('Invalid operator: ' + op)\n }\n}\n\nexports.Comparator = Comparator\nfunction Comparator (comp,
options) {\n if (!options || typeof options !== 'object') {\n options = {\n loose: !!options,\n
includePrerelease: false\n }\n }\n\n if (comp instanceof Comparator) {\n if (comp.loose === !!options.loose)
{\n return comp\n } else {\n comp = comp.value\n }\n }\n\n if (!(this instanceof Comparator)) {\n
return new Comparator(comp, options)\n }\n\n debug('comparator', comp, options)\n this.options = options\n
this.loose = !!options.loose\n this.parse(comp)\n\n if (this.semver === ANY) {\n this.value = ""\n } else {\n
this.value = this.operator + this.semver.version\n }\n\n debug('comp', this)\n\n\nvar ANY =
{\n\nComparator.prototype.parse = function (comp) {\n var r = this.options.loose ? re[t.COMPARATORLOOSE] :
re[t.COMPARATOR]\n var m = comp.match(r)\n\n if (!m) {\n throw new TypeError('Invalid comparator: ' +
comp)\n }\n\n this.operator = m[1] !== undefined ? m[1] : ""\n if (this.operator === '=') {\n this.operator = ""
}\n\n // if it literally is just '>' or '<' then allow anything.\n if (!m[2]) {\n this.semver = ANY\n } else {\n
this.semver = new SemVer(m[2], this.options.loose)\n }\n}\n\nComparator.prototype.toString = function () {\n
return this.value\n}\n\nComparator.prototype.test = function (version) {\n debug('Comparator.test', version,
this.options.loose)\n\n if (this.semver === ANY || version === ANY) {\n return true\n }\n\n if (typeof version
=== 'string') {\n try {\n version = new SemVer(version, this.options)\n } catch (er) {\n return false\n }\n
}\n\n return cmp(version, this.operator, this.semver, this.options)\n}\n\nComparator.prototype.intersects = function
(comp, options) {\n if (!(comp instanceof Comparator)) {\n throw new TypeError('a Comparator is required')\n
}\n\n if (!options || typeof options !== 'object') {\n options = {\n loose: !!options,\n
includePrerelease: false\n }\n }\n\n var rangeTmp\n\n if (this.operator === "") {\n if (this.value === "") {\n
return true\n }\n\n rangeTmp = new Range(comp.value, options)\n return satisfies(this.value, rangeTmp, options)\n
}\n\n if (comp.operator === "") {\n if (comp.value === "") {\n return true\n }\n\n rangeTmp = new Range(this.value,
options)\n return satisfies(comp.semver, rangeTmp, options)\n }\n\n var sameDirectionIncreasing =\n (this.operator
=== '>=' || this.operator === '>') &&\n (comp.operator === '>=' || comp.operator === '>')\n var
sameDirectionDecreasing =\n (this.operator === '<=' || this.operator === '<') &&\n (comp.operator === '<=' ||
comp.operator === '<')\n var sameSemVer = this.semver.version === comp.semver.version\n var
differentDirectionsInclusive =\n (this.operator === '>=' || this.operator === '<=') &&\n (comp.operator
=== '>=' || comp.operator === '<=')\n var oppositeDirectionsLessThan =\n cmp(this.semver, '<', comp.semver,
options) &&\n ((this.operator === '>=' || this.operator === '>') &&\n (comp.operator === '<=' || comp.operator
=== '<'))\n var oppositeDirectionsGreaterThan =\n cmp(this.semver, '>', comp.semver, options) &&\n ((this.operator
=== '<=' || this.operator === '<') &&\n (comp.operator === '>=' || comp.operator === '>'))\n\n return
sameDirectionIncreasing || sameDirectionDecreasing ||\n (sameSemVer && differentDirectionsInclusive) ||\n
oppositeDirectionsLessThan || oppositeDirectionsGreaterThan\n}\n\n\nexports.Range = Range\nfunction Range
(range, options) {\n if (!options || typeof options !== 'object') {\n options = {\n loose: !!options,\n
includePrerelease: false\n }\n }\n\n\n if (range instanceof Range) {\n if (range.loose === !!options.loose &&\n
range.includePrerelease === !!options.includePrerelease) {\n return range\n } else {\n return new
Range(range.raw, options)\n }\n }\n\n\n if (range instanceof Comparator) {\n return new Range(range.value,
options)\n }\n\n\n if (!(this instanceof Range)) {\n return new Range(range, options)\n }\n\n\n this.options =
options\n this.loose = !!options.loose\n this.includePrerelease = !!options.includePrerelease\n\n // First, split based
on boolean or |\n this.raw = range\n this.set = range.split(/\\s*\\|\\|\\s*/).map(function (range) {\n return
this.parseRange(range.trim())\n }, this).filter(function (c) {\n // throw out any that are not relevant for whatever
reason\n return c.length\n })\n\n\n if (!this.set.length) {\n throw new TypeError('Invalid SemVer Range: ' +
range)\n }\n\n\n this.format()\n}\n\n\nRange.prototype.format = function () {\n this.range = this.set.map(function

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(comps) {\n return comps.join(' ').trim()\n }},join('').trim()\n return this.range\n}\n\nRange.prototype.toString =
function () {\n return this.range\n}\n\nRange.prototype.parseRange = function (range) {\n var loose =
this.options.loose\n range = range.trim()\n // `1.2.3 - 1.2.4` => `>=1.2.3 <=1.2.4`\n var hr = loose ?
re[t.HYPHENRANGELOOSE] : re[t.HYPHENRANGE]\n range = range.replace(hr, hyphenReplace)\n\n debug('hyphen replace', range)\n // `> 1.2.3 < 1.2.5` => `>1.2.3 <1.2.5`\n range =
range.replace(re[t.COMPARATORTRIM], comparatorTrimReplace)\n debug('comparator trim', range,
re[t.COMPARATORTRIM])\n\n // `~ 1.2.3` => `~1.2.3`\n range = range.replace(re[t.TILDETRIM],
tildeTrimReplace)\n\n // `^ 1.2.3` => `^1.2.3`\n range = range.replace(re[t.CARETTRIM], caretTrimReplace)\n\n // normalize spaces\n range = range.split(/\s+/).join(' ')\n\n // At this point, the range is completely trimmed and\n // ready to be split into comparators.\n\n var compRe = loose ? re[t.COMPARATORLOOSE] :
re[t.COMPARATOR]\n var set = range.split(' ').map(function (comp) {\n return parseComparator(comp,
this.options)\n }, this).join(' ').split(/\s+/)\n if (this.options.loose) {\n // in loose mode, throw out any that are not
valid comparators\n set = set.filter(function (comp) {\n return !!comp.match(compRe)\n })\n }\n set =
set.map(function (comp) {\n return new Comparator(comp, this.options)\n }, this)\n\n return
set\n}\n\nRange.prototype.intersects = function (range, options) {\n if (!(range instanceof Range)) {\n throw new
TypeError('a Range is required')\n }\n\n return this.set.some(function (thisComparators) {\n return (\n
isSatisfiable(thisComparators, options) &&\n range.set.some(function (rangeComparators) {\n return (\n
isSatisfiable(rangeComparators, options) &&\n thisComparators.every(function (thisComparator) {\n
return rangeComparators.every(function (rangeComparator) {\n return
thisComparator.intersects(rangeComparator, options)\n })\n })\n })\n })\n})\n\n// take a
set of comparators and determine whether there\n// exists a version which can satisfy it\nfunction isSatisfiable
(comparators, options) {\n var result = true\n var remainingComparators = comparators.slice()\n var
testComparator = remainingComparators.pop()\n\n while (result && remainingComparators.length) {\n result =
remainingComparators.every(function (otherComparator) {\n return testComparator.intersects(otherComparator,
options)\n })\n testComparator = remainingComparators.pop()\n }\n\n return result\n}\n\n// Mostly just for
testing and legacy API reasons\nexports.toComparators = toComparators\nfunction toComparators (range, options)
{\n return new Range(range, options).set.map(function (comp) {\n return comp.map(function (c) {\n return
c.value\n }).join(' ').trim().split(' ')\n })\n}\n\n// comprised of xranges, tildes, stars, and gtl's at this point.\n//
already replaced the hyphen ranges\n// turn into a set of JUST comparators.\nfunction parseComparator (comp,
options) {\n debug('comp', comp, options)\n comp = replaceCaret(comp, options)\n debug('caret', comp)\n comp =
replaceTildes(comp, options)\n debug('tildes', comp)\n comp = replaceXRanges(comp, options)\n debug('xrange',
comp)\n comp = replaceStars(comp, options)\n debug('stars', comp)\n return comp\n}\n\nfunction
isX (id) {\n return !id || id.toLowerCase() === 'x' || id === '*'\n}\n\n// ~, ~> --> * (any, kinda silly)\n// ~2, ~2.x,
~2.x.x, ~>2, ~>2.x ~>2.x.x --> >=2.0.0 <3.0.0\n// ~2.0, ~2.0.x, ~>2.0, ~>2.0.x --> >=2.0.0 <2.1.0\n// ~1.2, ~1.2.x,
~>1.2, ~>1.2.x --> >=1.2.0 <1.3.0\n// ~1.2.3, ~>1.2.3 --> >=1.2.3 <1.3.0\n// ~1.2.0, ~>1.2.0 --> >=1.2.0
<1.3.0\nfunction replaceTildes (comp, options) {\n return comp.trim().split(/\s+/).map(function (comp) {\n return
replaceTilde(comp, options)\n }).join(' ')\n}\n\nfunction replaceTilde (comp, options) {\n var r = options.loose ?
re[t.TILDELOOSE] : re[t.TILDE]\n return comp.replace(r, function (_, M, m, p, pr) {\n debug('tilde', comp, _, M,
m, p, pr)\n var ret\n\n if (isX(M)) {\n ret = "\n } else if (isX(m)) {\n ret = '>=' + M + '.0.0 <' + (+M + 1)
+ '.0.0\n } else if (isX(p)) {\n // ~1.2 == >=1.2.0 <1.3.0\n ret = '>=' + M + '.' + m + '.0 <' + M + '.' + (+m +
1) + '.0\n } else if (pr) {\n debug('replaceTilde pr', pr)\n ret = '>=' + M + '.' + m + '.' + p + '-' + pr +\n
' <' + M + '.' + (+m + 1) + '.0\n } else {\n // ~1.2.3 == >=1.2.3 <1.3.0\n ret = '>=' + M + '.' + m + '.' + p +\n
' <' + M + '.' + (+m + 1) + '.0\n }\n\n debug('tilde return', ret)\n return ret\n })\n}\n\n// ^ --> * (any, kinda
silly)\n// ^2, ^2.x, ^2.x.x --> >=2.0.0 <3.0.0\n// ^2.0, ^2.0.x --> >=2.0.0 <3.0.0\n// ^1.2, ^1.2.x --> >=1.2.0 <2.0.0\n//
^1.2.3 --> >=1.2.3 <2.0.0\n// ^1.2.0 --> >=1.2.0 <2.0.0\nfunction replaceCaret (comp, options) {\n return
comp.trim().split(/\s+/).map(function (comp) {\n return replaceCaret(comp, options)\n }).join(' ')\n}\n\nfunction
replaceCaret (comp, options) {\n debug('caret', comp, options)\n var r = options.loose ? re[t.CARETLOOSE] :
re[t.CARET]\n return comp.replace(r, function (_, M, m, p, pr) {\n debug('caret', comp, _, M, m, p, pr)\n var

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ret\n\n if (isX(M)) {\n ret = "\n } else if (isX(m)) {\n ret = '>=' + M + '.0.0' + (+M + 1) + '.0.0'\n } else
if (isX(p)) {\n if (M === '0') {\n ret = '>=' + M + '.' + m + '.0' + M + '.' + (+m + 1) + '.0'\n } else {\n
ret = '>=' + M + '.' + m + '.0' + (+M + 1) + '.0.0'\n }\n } else if (pr) {\n debug('replaceCaret pr', pr)\n if
(M === '0') {\n if (m === '0') {\n ret = '>=' + M + '.' + m + '.' + p + '-' + pr +\n ' <' + M + '.' + m +
'.' + (+p + 1)\n } else {\n ret = '>=' + M + '.' + m + '.' + p + '-' + pr +\n ' <' + M + '.' + (+m + 1) +
'.0'\n }\n } else {\n ret = '>=' + M + '.' + m + '.' + p + '-' + pr +\n ' <' + (+M + 1) + '.0.0'\n }\n
} else {\n debug('no pr')\n if (M === '0') {\n if (m === '0') {\n ret = '>=' + M + '.' + m + '.' + p +\n
' <' + M + '.' + m + '.' + (+p + 1)\n } else {\n ret = '>=' + M + '.' + m + '.' + p +\n ' <' + M + '.' +
(+m + 1) + '.0'\n }\n } else {\n ret = '>=' + M + '.' + m + '.' + p +\n ' <' + (+M + 1) + '.0.0'\n
}\n }\n\n debug('caret return', ret)\n return ret\n })\n\nfunction replaceXRanges (comp, options) {\n
debug('replaceXRanges', comp, options)\n return comp.split(/s+/).map(function (comp) {\n return
replaceXRRange(comp, options)\n }).join(' ')\n\nfunction replaceXRRange (comp, options) {\n comp =
comp.trim()\n var r = options.loose ? re[t.XRANGELOOSE] : re[t.XRANGE]\n return comp.replace(r, function
(ret, gtl, M, m, p, pr) {\n debug('xRange', comp, ret, gtl, M, m, p, pr)\n var xM = isX(M)\n var xm = xM ||
isX(m)\n var xp = xm || isX(p)\n var anyX = xp\n\n if (gtl === '=' && anyX) {\n gtl = "\n }\n\n // if
we're including prereleases in the match, then we need\n // to fix this to -0, the lowest possible prerelease value\n
pr = options.includePrerelease ? '-0' : "\n\n if (xM) {\n if (gtl === '>' || gtl === '<') {\n // nothing is
allowed\n ret = '<0.0.0-0'\n } else {\n // nothing is forbidden\n ret = '*'\n }\n } else if (gtl &&
anyX) {\n // we know patch is an x, because we have any x at all.\n // replace X with 0\n if (xm) {\n m
= 0\n }\n p = 0\n\n if (gtl === '>') {\n // >1 => >=2.0.0\n // >1.2 => >=1.3.0\n // >1.2.3 => >=
1.2.4\n gtl = '>='\n if (xm) {\n M = +M + 1\n m = 0\n p = 0\n } else {\n m = +m
+ 1\n p = 0\n }\n } else if (gtl === '<=') {\n // <=0.7.x is actually <0.8.0, since any 0.7.x should\n
// pass. Similarly, <=7.x is actually <8.0.0, etc.\n gtl = '<'\n if (xm) {\n M = +M + 1\n } else
{\n m = +m + 1\n }\n }\n\n ret = gtl + M + '.' + m + '.' + p + pr\n } else if (xm) {\n ret = '>=' +
M + '.0.0' + pr + ' <' + (+M + 1) + '.0.0' + pr\n } else if (xp) {\n ret = '>=' + M + '.' + m + '.0' + pr +\n
' <' + M + '.' + (+m + 1) + '.0' + pr\n }\n\n debug('xRange return', ret)\n\n return ret\n })\n\n// Because * is AND-
ed with everything else in the comparator,\n// and " means "any version", just remove the *s entirely.\nfunction
replaceStars (comp, options) {\n debug('replaceStars', comp, options)\n // Looseness is ignored here. star is always
as loose as it gets!\n return comp.trim().replace(re[t.STAR], "")\n\n// This function is passed to
string.replace(re[t.HYPHENRANGE])\n// M, m, patch, prerelease, build\n// 1.2 - 3.4.5 => >=1.2.0 <=3.4.5\n// 1.2.3
- 3.4 => >=1.2.0 <3.5.0 Any 3.4.x will do\n// 1.2 - 3.4 => >=1.2.0 <3.5.0\nfunction hyphenReplace ($0,\n from, fM,
fm, fp, fpr, fb,\n to, tM, tm, tp, tpr, tb) {\n if (isX(fM)) {\n from = "\n } else if (isX(fm)) {\n from = '>=' + fM +
'.0.0'\n } else if (isX(fp)) {\n from = '>=' + fM + '.' + fm + '.0'\n } else {\n from = '>=' + from\n }\n\n if
(isX(tM)) {\n to = "\n } else if (isX(tm)) {\n to = '<' + (+tM + 1) + '.0.0'\n } else if (isX(tp)) {\n to = '<' + tM +
'.' + (+tm + 1) + '.0'\n } else if (tpr) {\n to = '<=' + tM + '.' + tm + '.' + tp + '-' + tpr\n } else {\n to = '<=' + to\n
}\n\n return (from + ' ' + to).trim()\n\n// if ANY of the sets match ALL of its comparators, then
pass\nRange.prototype.test = function (version) {\n if (!version) {\n return false\n }\n\n if (typeof version ===
'string') {\n try {\n version = new SemVer(version, this.options)\n } catch (er) {\n return false\n }\n
}\n\n for (var i = 0; i < this.set.length; i++) {\n if (testSet(this.set[i], version, this.options)) {\n return true\n
}\n }\n\n return false\n\nfunction testSet (set, version, options) {\n for (var i = 0; i < set.length; i++) {\n if
(!set[i].test(version)) {\n return false\n }\n }\n\n if (version.prerelease.length && !options.includePrerelease)
{\n // Find the set of versions that are allowed to have prereleases\n // For example, ^1.2.3-pr.1 desugars to
>=1.2.3-pr.1 <2.0.0\n // That should allow `1.2.3-pr.2` to pass.\n // However, `1.2.4-alpha.notready` should NOT
be allowed,\n // even though it's within the range set by the comparators.\n for (i = 0; i < set.length; i++) {\n
debug(set[i].semver)\n if (set[i].semver === ANY) {\n continue\n }\n\n if
(set[i].semver.prerelease.length > 0) {\n var allowed = set[i].semver\n if (allowed.major === version.major
&&\n allowed.minor === version.minor &&\n allowed.patch === version.patch) {\n return
true\n }\n }\n }\n\n // Version has a -pre, but it's not one of the ones we like.\n return false\n }\n\n
}

```

```

return true\n}\n\nexports.satisfies = satisfies\nfunction satisfies (version, range, options) {\n try {\n range = new
Range(range, options)\n } catch (er) {\n return false\n }\n return range.test(version)\n}\n\nexports.maxSatisfying
= maxSatisfying\nfunction maxSatisfying (versions, range, options) {\n var max = null\n var maxSV = null\n try
{\n var rangeObj = new Range(range, options)\n } catch (er) {\n return null\n }\n versions.forEach(function (v)
{\n if (rangeObj.test(v)) {\n // satisfies(v, range, options)\n if (!max || maxSV.compare(v) === -1) {\n //
compare(max, v, true)\n max = v\n maxSV = new SemVer(max, options)\n }\n }\n })\n return
max\n}\n\nexports.minSatisfying = minSatisfying\nfunction minSatisfying (versions, range, options) {\n var min =
null\n var minSV = null\n try {\n var rangeObj = new Range(range, options)\n } catch (er) {\n return null\n
}\n versions.forEach(function (v) {\n if (rangeObj.test(v)) {\n // satisfies(v, range, options)\n if (!min ||
minSV.compare(v) === 1) {\n // compare(min, v, true)\n min = v\n minSV = new SemVer(min,
options)\n }\n }\n })\n return min\n}\n\nexports.minVersion = minVersion\nfunction minVersion (range,
loose) {\n range = new Range(range, loose)\n var minver = new SemVer('0.0.0')\n if (range.test(minver)) {\n
return minver\n }\n minver = new SemVer('0.0.0-0')\n if (range.test(minver)) {\n return minver\n }\n minver =
null\n for (var i = 0; i < range.set.length; ++i) {\n var comparators = range.set[i]\n comparators.forEach(function (comparator) {\n // Clone to avoid manipulating the comparator's semver object.\n var compver = new SemVer(comparator.semver.version)\n switch (comparator.operator) {\n case '>':\n if (compver.prerelease.length === 0) {\n compver.patch++\n } else {\n compver.prerelease.push(0)\n }\n compver.raw = compver.format()\n /* fallthrough */\n case
':\n case '>=':\n if (!minver || gt(minver, compver)) {\n minver = compver\n }\n break\n case '<':\n case '<=':\n /* Ignore maximum versions */\n break\n /* istanbul ignore next */\n default:\n throw new Error('Unexpected operation: ' + comparator.operator)\n }\n })\n }\n if (minver
&& range.test(minver)) {\n return minver\n }\n }\n }\n return null\n}\n\nexports.validRange = validRange\nfunction
validRange (range, options) {\n try {\n // Return '*' instead of '' so that truthiness works.\n // This will throw if
it's invalid anyway\n return new Range(range, options).range || '*'\n } catch (er) {\n return null\n }\n}\n\n//
Determine if version is less than all the versions possible in the range\nexports.ltr = ltr\nfunction ltr (version, range,
options) {\n return outside(version, range, '<', options)\n}\n\n// Determine if version is greater than all the versions
possible in the range.\nexports.gtr = gtr\nfunction gtr (version, range, options) {\n return outside(version, range, '>',
options)\n}\n\nexports.outside = outside\nfunction outside (version, range, hilo, options) {\n version = new
SemVer(version, options)\n range = new Range(range, options)\n var gtfn, ltfn, ltfn, comp, ecomp\n switch
(hilo) {\n case '>':\n gtfn = gt\n ltfn = lte\n ltfn = lt\n comp = '>'\n ecomp = '>='\n break\n
 case '<':\n gtfn = lt\n ltfn = gte\n ltfn = gt\n comp = '<'\n ecomp = '<='\n break\n
 default:\n throw new TypeError('Must provide a hilo val of "<" or ">"')\n }\n // If it satisfies the range it is not outside\n
if (satisfies(version, range, options)) {\n return false\n }\n // From now on, variable terms are as if we're in
\"gtr\" mode.\n // but note that everything is flipped for the \"ltr\" function.\n for (var i = 0; i < range.set.length;
++i) {\n var comparators = range.set[i]\n var high = null\n var low = null\n comparators.forEach(function (comparator) {\n if (comparator.semver === ANY) {\n comparator = new Comparator('>=0.0.0')\n }\n high = high || comparator\n low = low || comparator\n if (gtfn(comparator.semver, high.semver, options)) {\n high = comparator\n } else if (ltfn(comparator.semver, low.semver, options)) {\n low = comparator\n }\n })\n }\n // If the edge version comparator has a operator then our version\n // isn't outside it\n if
(high.operator === comp || high.operator === ecomp) {\n return false\n }\n // If the lowest version
comparator has an operator and our version\n // is less than it then it isn't higher than the range\n if
((!low.operator || low.operator === comp) && ltfn(version, low.semver)) {\n return false\n } else if
(low.operator === ecomp && ltfn(version, low.semver)) {\n return false\n }\n return
true\n}\n\nexports.prerelease = prerelease\nfunction prerelease (version, options) {\n var parsed = parse(version,
options)\n return (parsed && parsed.prerelease.length) ? parsed.prerelease : null\n}\n\nexports.intersects =
intersects\nfunction intersects (r1, r2, options) {\n r1 = new Range(r1, options)\n r2 = new Range(r2, options)\n
return r1.intersects(r2)\n}\n\nexports.coerce = coerce\nfunction coerce (version, options) {\n if (version instanceof
SemVer) {\n return version\n }\n if (typeof version === 'number') {\n version = String(version)\n }\n if

```



```

insertInto;\n\n\nvar options = {"hmr":true}\noptions.transform = transform\noptions.insertInto =
undefined;\n\nvar update = require("!../../../../../node_modules/style-loader/lib/addStyles.js")(content,
options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot)
{\n\tmodule.hot.accept("!../../../../../node_modules/css-loader/index.js??ref--5-1!/Toggle.css", function() {\n\t\tvar
newContent = require("!../../../../../node_modules/css-loader/index.js??ref--5-1!/Toggle.css");\n\t\tif(typeof
newContent === 'string') newContent = [[module.id, newContent, "]];\n\t\tvar locals = (function(a, b) {\n\t\t\tvar
key, idx = 0;\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return
false;\n\t\t\t\tidx++;\n\t\t\t}\n\t\t\tfor(key in b) idx--;\n\t\t\treturn idx === 0;\n\t\t}(content.locals,
newContent.locals));\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules
locals.');

```



```

=== 'string') content = [[module.id, content, "]];
\n\nvar transform;
\n\nvar insertInto;
\n\n\nvar options =
{"hmr":true}
\n\noptions.transform = transform
\n\noptions.insertInto = undefined;
\n\nvar update =
require("../..../..../node_modules/style-loader/lib/addStyles.js")(content, options);
\n\nif(content.locals)
module.exports = content.locals;
\n\nif(module.hot) {
\n\tmodule.hot.accept("../..../..../node_modules/css-loader/index.js??ref--5-1!/Updaters.css", function() {
\n\t\tvar newContent =
require("../..../..../node_modules/css-loader/index.js??ref--5-1!/Updaters.css");
\n\t\tif(typeof newContent
=== 'string') newContent = [[module.id, newContent, "]];
\n\t\tvar locals = (function(a, b) {
\n\t\t\tvar key, idx = 0;
\n\t\t\tfor(key in a) {
\n\t\t\t\tif(!b || a[key] !== b[key]) return false;
\n\t\t\t\tidx++;
\n\t\t\t}
\n\t\t\tfor(key in b) idx--;
\n\t\t\treturn idx === 0;
\n\t\t}(content.locals, newContent.locals));
\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules
locals.');
```

\n\t\tupdate(newContent);
\n\t});
\n\tmodule.hot.dispose(function() { update(); });
\n}", "use strict";
\n\nconst zlib = require('zlib');
\n\nconst bufferUtil = require('./buffer-util');
\n\nconst Limiter = require('./limiter');
\n\nconst { kStatusCode, NOOP } = require('./constants');
\n\nconst TRAILER = Buffer.from([0x00, 0x00, 0xff, 0xff]);
\n\nconst kPerMessageDeflate = Symbol('permessage-deflate');
\n\nconst kTotalLength = Symbol('total-length');
\n\nconst kCallback = Symbol('callback');
\n\nconst kBuffers = Symbol('buffers');
\n\nconst kError = Symbol('error');
\n\n/\n\n// We limit zlib concurrency, which prevents severe memory fragmentation\n\n// as documented in https://github.com/nodejs/node/issues/8871#issuecomment-250915913\n\n// and https://github.com/websockets/ws/issues/1202\n\n/\n\n// Intentionally global; it's the global thread pool that's an issue.
\n\nlet zlibLimiter;
\n\n/\*\*
 \* permessage-deflate implementation.
 \*/
class PerMessageDeflate {
 /\*\*
 \* Creates a PerMessageDeflate instance.
 \* @param {Object} options Configuration options
 \* @param {Boolean} options.serverNoContextTakeover Request/accept disabling
 \* of server context takeover
 \* @param {Boolean} options.clientNoContextTakeover Advertise/acknowledge
 \* disabling of client context takeover
 \* @param {(Boolean|Number)} options.serverMaxWindowBits Request/confirm the
 \* use of a custom server window size
 \* @param {(Boolean|Number)} options.clientMaxWindowBits Advertise support
 \* for, or request, a custom client window size
 \* @param {Object} options.zlibDeflateOptions Options to pass to zlib on deflate
 \* @param {Object} options.zlibInflateOptions Options to pass to zlib on inflate
 \* @param {Number} options.threshold Size (in bytes) below which messages
 \* should not be compressed
 \* @param {Number} options.concurrencyLimit The number of concurrent calls to
 \* zlib
 \* @param {Boolean} isServer Create the instance in either server or client
 \* mode
 \* @param {Number} maxPayload The maximum allowed message length
 \*/
 constructor(options, isServer, maxPayload) {
 this.\_maxPayload = maxPayload | 0;
 this.\_options = options || {};
 this.\_threshold = this.\_options.threshold !== undefined ? this.\_options.threshold : 1024;
 this.\_isServer = !!isServer;
 this.\_deflate = null;
 this.\_inflate = null;
 this.params = null;
\n\n if (!zlibLimiter) {
 const concurrency = this.\_options.concurrencyLimit !== undefined ? this.\_options.concurrencyLimit : 10;
 zlibLimiter = new Limiter(concurrency);
 }
 }
\n\n /\*\*
 \* @type {String}
 \*/
 static get extensionName() {
 return 'permessage-deflate';
 }
\n\n /\*\*
 \* Create an extension negotiation offer.
 \* @return {Object} Extension parameters
 \*/
 offer() {
 const params = {};\n\n if (this.\_options.serverNoContextTakeover) {\n params.server\_no\_context\_takeover = true;\n }\n\n if (this.\_options.clientNoContextTakeover) {\n params.client\_no\_context\_takeover = true;\n }\n\n if (this.\_options.serverMaxWindowBits) {\n params.server\_max\_window\_bits = this.\_options.serverMaxWindowBits;\n }\n\n if (this.\_options.clientMaxWindowBits) {\n params.client\_max\_window\_bits = this.\_options.clientMaxWindowBits;\n }\n\n else if (this.\_options.clientMaxWindowBits === null) {\n params.client\_max\_window\_bits = true;\n }\n\n return params;\n }
\n\n /\*\*
 \* Accept an extension negotiation offer/response.
 \* @param {Array} configurations The extension negotiation offers/reponse
 \* @return {Object} Accepted configuration
 \*/
 accept(configurations) {
 configurations = this.normalizeParams(configurations);\n\n this.params = this.\_isServer ? this.acceptAsServer(configurations) : this.acceptAsClient(configurations);\n\n return this.params;\n }
\n\n /\*\*
 \* Releases all resources used by the extension.
 \*/
 cleanup() {
 if (this.\_inflate)

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{\n this._inflate.close();\n this._inflate = null;\n }\n\n if (this._deflate) {\n if (this._deflate[kCallback])\n {\n this._deflate[kCallback]();\n }\n\n this._deflate.close();\n this._deflate = null;\n }\n }\n\n /**\n * Accept an extension negotiation offer.\n * @param {Array} offers The extension negotiation offers\n * @return {Object} Accepted configuration\n * @private\n */\n acceptAsServer(offers) {\n const opts =\n this._options;\n const accepted = offers.find((params) => {\n if (\n (opts.serverNoContextTakeover ===\n false &&\n params.server_no_context_takeover) ||\n (params.server_max_window_bits &&\n (opts.serverMaxWindowBits === false ||\n (typeof opts.serverMaxWindowBits === 'number' &&\n opts.serverMaxWindowBits > params.server_max_window_bits)))\n) {\n return false;\n }\n\n return true;\n });\n\n if (!accepted) {\n throw new Error('None of the extension offers can be accepted');\n }\n\n if\n (opts.serverNoContextTakeover) {\n accepted.server_no_context_takeover = true;\n }\n\n if\n (opts.clientNoContextTakeover) {\n accepted.client_no_context_takeover = true;\n }\n\n if (typeof\n opts.serverMaxWindowBits === 'number') {\n accepted.server_max_window_bits =\n opts.serverMaxWindowBits;\n }\n\n if (typeof opts.clientMaxWindowBits === 'number') {\n accepted.client_max_window_bits = opts.clientMaxWindowBits;\n }\n } else if (\n accepted.client_max_window_bits === true ||\n opts.clientMaxWindowBits === false\n) {\n delete\n accepted.client_max_window_bits;\n }\n\n return accepted;\n }\n\n /**\n * Accept the extension negotiation\n response.\n * @param {Array} response The extension negotiation response\n * @return {Object} Accepted\n configuration\n * @private\n */\n acceptAsClient(response) {\n const params = response[0];\n\n if (\n this._options.clientNoContextTakeover === false &&\n params.client_no_context_takeover\n) {\n throw\n new Error('Unexpected parameter \"client_no_context_takeover\"');\n }\n\n if\n (!params.client_max_window_bits) {\n if (typeof this._options.clientMaxWindowBits === 'number') {\n params.client_max_window_bits = this._options.clientMaxWindowBits;\n }\n } else if (\n this._options.clientMaxWindowBits === false ||\n (typeof this._options.clientMaxWindowBits === 'number'\n &&\n params.client_max_window_bits > this._options.clientMaxWindowBits)\n) {\n throw new Error(\n 'Unexpected or invalid parameter \"client_max_window_bits\"');\n }\n\n return params;\n }\n\n /**\n * Normalize parameters.\n * @param {Array} configurations The extension negotiation offers/reponse\n * @return {Array} The offers/response with normalized parameters\n * @private\n */\n normalizeParams(configurations) {\n configurations.forEach((params) => {\n Object.keys(params).forEach((key) => {\n let value = params[key];\n\n if (value.length > 1) {\n throw\n new Error('Parameter \"${key}\" must have only a single value');\n }\n\n value = value[0];\n\n if (key\n === 'client_max_window_bits') {\n if (value !== true) {\n const num = +value;\n\n if\n (!Number.isInteger(num) || num < 8 || num > 15) {\n throw new TypeError(\n `Invalid value for\n parameter \"${key}\": ${value}`\n);\n value = num;\n } else if (!this._isServer) {\n throw new TypeError(\n `Invalid value for parameter \"${key}\":\n ${value}`\n);\n }\n }\n } else if (key === 'server_max_window_bits') {\n const num = +value;\n\n if (!Number.isInteger(num) ||\n num < 8 || num > 15) {\n throw new TypeError(\n `Invalid value for parameter \"${key}\":\n ${value}`\n);\n value = num;\n } else if (\n key === 'client_no_context_takeover'\n ||\n key === 'server_no_context_takeover'\n) {\n if (value !== true) {\n throw new\n TypeError(\n `Invalid value for parameter \"${key}\":\n ${value}`\n);\n }\n } else {\n throw new Error('Unknown parameter \"${key}\"');\n }\n\n params[key] = value;\n });\n });\n\n return configurations;\n })\n\n /**\n * Decompress data. Concurrency limited.\n * @param {Buffer} data\n Compressed data\n * @param {Boolean} fin Specifies whether or not this is the last fragment\n * @param\n {Function} callback Callback\n * @public\n */\n decompress(data, fin, callback) {\n zlibLimiter.add((done) => {\n this._decompress(data, fin, (err, result) => {\n done();\n callback(err, result);\n });\n });\n }\n\n /**\n * Compress data. Concurrency limited.\n * @param {Buffer} data Data to compress\n * @param\n {Boolean} fin Specifies whether or not this is the last fragment\n * @param {Function} callback Callback\n * @public\n */\n compress(data, fin, callback) {\n zlibLimiter.add((done) => {\n this._compress(data, fin, (err,

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result) => {\n done();\n if (err || result) {\n callback(err, result);\n }\n});\n\n}

/**\n * Decompress data.\n * @param {Buffer} data Compressed data\n * @param {Boolean} fin Specifies whether or not this is the last fragment\n * @param {Function} callback Callback\n * @private\n */\n _decompress(data, fin, callback) {\n const endpoint = this._isServer ? 'client' : 'server';\n\n if (!this._inflate) {\n const key = `${endpoint}_max_window_bits`;\n const windowBits =\n typeof this.params[key] !==\n 'number'\n ? zlib.Z_DEFAULT_WINDOWBITS\n : this.params[key];\n\n this._inflate =\n zlib.createInflateRaw({\n ...this._options.zlibInflateOptions,\n windowBits\n });\n\n this._inflate[kPerMessageDeflate] = this;\n this._inflate[kTotalLength] = 0;\n this._inflate[kBuffers] = [];\n\n this._inflate.on('error', inflateOnError);\n this._inflate.on('data', inflateOnData);\n }\n\n this._inflate[kCallback] = callback;\n\n this._inflate.write(data);\n if (fin) this._inflate.write(TRAILER);\n\n this._inflate.flush(() => {\n const err = this._inflate[kError];\n\n if (err) {\n this._inflate.close();\n this._inflate = null;\n callback(err);\n return;\n }\n\n const data = bufferUtil.concat(\n this._inflate[kBuffers],\n this._inflate[kTotalLength]\n);\n\n if (fin &&\n this.params[`${endpoint}_no_context_takeover`]) {\n this._inflate.close();\n this._inflate = null;\n } else {\n this._inflate[kTotalLength] = 0;\n this._inflate[kBuffers] = [];\n }\n\n callback(null, data);\n });\n}\n\n/**\n * Compress data.\n * @param {Buffer} data Data to compress\n * @param {Boolean} fin Specifies whether or not this is the last fragment\n * @param {Function} callback Callback\n * @private\n */\n _compress(data, fin, callback) {\n const endpoint = this._isServer ? 'server' : 'client';\n\n if (!this._deflate) {\n const key = `${endpoint}_max_window_bits`;\n const windowBits =\n typeof this.params[key] !==\n 'number'\n ? zlib.Z_DEFAULT_WINDOWBITS\n : this.params[key];\n\n this._deflate =\n zlib.createDeflateRaw({\n ...this._options.zlibDeflateOptions,\n windowBits\n });\n\n this._deflate[kTotalLength] = 0;\n this._deflate[kBuffers] = [];\n\n // An `error` event is emitted, only\n // on Node.js < 10.0.0, if the\n // `zlib.DeflateRaw` instance is closed while data is being processed.\n // This can\n // happen if `PerMessageDeflate#cleanup()` is called at the wrong\n // time due to an abnormal WebSocket\n // closure.\n // this._deflate.on('error', NOOP);\n this._deflate.on('data', deflateOnData);\n }\n\n this._deflate[kCallback] = callback;\n\n this._deflate.write(data);\n this._deflate.flush(zlib.Z_SYNC_FLUSH, ()\n=> {\n if (!this._deflate) {\n // This `if` statement is only needed for Node.js < 10.0.0 because as of\n // commit https://github.com/nodejs/node/commit/5e3f5164, the flush\n // callback is no longer called if the\n // deflate stream is closed while\n // data is being processed.\n // return;\n }\n\n let data =\n bufferUtil.concat(\n this._deflate[kBuffers],\n this._deflate[kTotalLength]\n);\n\n if (fin) data =\n data.slice(0, data.length - 4);\n\n // Ensure that the callback will not be called again in\n // `PerMessageDeflate#cleanup()`.\n // this._deflate[kCallback] = null;\n\n if (fin &&\n this.params[`${endpoint}_no_context_takeover`]) {\n this._deflate.close();\n this._deflate = null;\n } else {\n this._deflate[kTotalLength] = 0;\n this._deflate[kBuffers] = [];\n }\n\n callback(null, data);\n});\n}\n\nmodule.exports = PerMessageDeflate;\n\n/**\n * The listener of the `zlib.DeflateRaw` stream `data` event.\n * @param {Buffer} chunk A chunk of data\n * @private\n */\nfunction deflateOnData(chunk) {\n this[kBuffers].push(chunk);\n this[kTotalLength] += chunk.length;\n}\n\n/**\n * The listener of the\n * `zlib.InflateRaw` stream `data` event.\n * @param {Buffer} chunk A chunk of data\n * @private\n */\nfunction inflateOnData(chunk) {\n this[kTotalLength] += chunk.length;\n\n if (\n this[kPerMessageDeflate]._maxPayload\n < 1 ||\n this[kTotalLength] <= this[kPerMessageDeflate]._maxPayload\n) {\n this[kBuffers].push(chunk);\n return;\n }\n\n this[kError] = new RangeError('Max payload size exceeded');\n this[kError][kStatusCode] =\n 1009;\n this.removeListener('data', inflateOnData);\n this.reset();\n}\n\n/**\n * The listener of the `zlib.InflateRaw`\n * stream `error` event.\n * @param {Error} err The emitted error\n * @private\n */\nfunction inflateOnError(err) {\n // There is no need to call `Zlib#close()` as the handle is automatically\n // closed when an error is\n // emitted.\n // this[kPerMessageDeflate]._inflate = null;\n err[kStatusCode] = 1007;\n\n this[kCallback](err);\n}\n\nconst { EMPTY_BUFFER } = require('./constants');\n\n/**\n * Merges\n * an array of buffers into a new buffer.\n * @param {Buffer[]} list The array of buffers to concat\n * @param\n * {Number} totalLength The total length of buffers in the list\n * @return {Buffer} The resulting buffer\n */

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@public\n *\nfunction concat(list, totalLength) {\n if (list.length === 0) return EMPTY_BUFFER;\n if (list.length === 1) return list[0];\n const target = Buffer.allocUnsafe(totalLength);\n let offset = 0;\n for (let i = 0; i < list.length; i++) {\n const buf = list[i];\n target.set(buf, offset);\n offset += buf.length;\n }\n if (offset < totalLength) return target.slice(0, offset);\n return target;\n}\n\n/**\n * Masks a buffer using the given mask.\n *\n * @param {Buffer} source The buffer to mask\n * @param {Buffer} mask The mask to use\n * @param {Buffer} output The buffer where to store the result\n * @param {Number} offset The offset at which to start writing\n * @param {Number} length The number of bytes to mask.\n * @public\n *\nfunction _mask(source, mask, output, offset, length) {\n for (let i = 0; i < length; i++) {\n output[offset + i] = source[i] ^ mask[i & 3];\n }\n}\n\n/**\n * Unmasks a buffer using the given mask.\n *\n * @param {Buffer} buffer The buffer to unmask\n * @param {Buffer} mask The mask to use\n * @public\n *\nfunction _unmask(buffer, mask) {\n // Required until https://github.com/nodejs/node/issues/9006 is resolved.\n const length = buffer.length;\n for (let i = 0; i < length; i++) {\n buffer[i] ^= mask[i & 3];\n }\n}\n\n/**\n * Converts a buffer to an `ArrayBuffer`.\n *\n * @param {Buffer} buf The buffer to convert\n * @return {ArrayBuffer} Converted buffer\n * @public\n *\nfunction toArrayBuffer(buf) {\n if (buf.byteLength === buf.buffer.byteLength) {\n return buf.buffer;\n }\n return buf.buffer.slice(buf.byteOffset, buf.byteOffset + buf.byteLength);\n}\n\n/**\n * Converts `data` to a `Buffer`.\n *\n * @param {*} data The data to convert\n * @return {Buffer} The buffer\n * @throws {TypeError}\n * @public\n *\nfunction toBuffer(data) {\n toBuffer.readOnly = true;\n if (Buffer.isBuffer(data)) return data;\n let buf;\n if (data instanceof ArrayBuffer) {\n buf = Buffer.from(data);\n } else if (ArrayBuffer.isView(data)) {\n buf = viewToBuffer(data);\n } else {\n buf = Buffer.from(data);\n toBuffer.readOnly = false;\n }\n return buf;\n}\n\n/**\n * Converts an `ArrayBuffer` view into a buffer.\n *\n * @param {(DataView|TypedArray)} view The view to convert\n * @return {Buffer} Converted view\n * @private\n *\nfunction viewToBuffer(view) {\n const buf = Buffer.from(view.buffer);\n if (view.byteLength !== view.buffer.byteLength) {\n return buf.slice(view.byteOffset, view.byteOffset + view.byteLength);\n }\n return buf;\n}\n\ntry {\n const bufferUtil = require('bufferutil');\n const bu = bufferUtil.BufferUtil || bufferUtil;\n module.exports = {\n concat,\n mask(source, mask, output, offset, length) {\n if (length < 48) _mask(source, mask, output, offset, length);\n else bu.mask(source, mask, output, offset, length);\n },\n toArrayBuffer,\n toBuffer,\n unmask(buffer, mask) {\n if (buffer.length < 32) _unmask(buffer, mask);\n else bu.unmask(buffer, mask);\n }\n }; \n} catch (e) { \n // istanbul ignore next\n module.exports = {\n concat,\n mask: _mask,\n toArrayBuffer,\n toBuffer,\n unmask: _unmask\n }; \n}\n\n",\n nvar content = require("!!../../../../../node_modules/css-loader/index.js??ref--5-1!/EditableValue.css");\n nif(typeof content === 'string') content = [[module.id, content, "]];\n nvar transform;\n nvar insertInto;\n nvar options = {"hmr":true}\n noptions.transform = transform\n noptions.insertInto = undefined;\n nvar update = require("!!../../../../../node_modules/style-loader/lib/addStyles.js")(content, options);\n nif(content.locals) module.exports = content.locals;\n nif(module.hot) {\n module.hot.accept("!!../../../../../node_modules/css-loader/index.js??ref--5-1!/EditableValue.css", function() {\n module.hot.invalidate();\n nvar newContent = require("!!../../../../../node_modules/css-loader/index.js??ref--5-1!/EditableValue.css");\n nif(typeof newContent === 'string') newContent = [[module.id, newContent, "]];\n nvar locals = (function(a, b) {\n nfor(key in a) {\n nif(b[key] !== a[key]) return false;\n }\n nfor(key in b) {\n nif(a[key] !== b[key]) return false;\n }\n return true;\n })(content.locals, newContent.locals);\n nif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.);\n nupdate(newContent);\n });\n module.hot.dispose(function() { update(); });\n },\n nvar content = require("!!../../../../../node_modules/css-loader/index.js??ref--5-1!/NewArrayValue.css");\n nif(typeof content === 'string') content = [[module.id, content, "]];\n nvar transform;\n nvar insertInto;\n nvar options = {"hmr":true}\n noptions.transform = transform\n noptions.insertInto = undefined;\n nvar update = require("!!../../../../../node_modules/style-loader/lib/addStyles.js")(content, options);\n nif(content.locals) module.exports = content.locals;\n nif(module.hot) {\n module.hot.accept("!!../../../../../node_modules/css-loader/index.js??ref--5-1!/NewArrayValue.css", function() {\n module.hot.invalidate();\n nvar newContent = require("!!../../../../../node_modules/css-loader/index.js??ref--5-1!/NewArrayValue.css");\n nif(typeof newContent === 'string') newContent = [[module.id, newContent, "]];\n nvar locals = (function(a, b) {\n

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this._extensions);\n this._receiver = receiver;\n this._socket = socket;\n\n receiver[kWebSocket] = this;\n socket[kWebSocket] = this;\n\n receiver.on('conclude', receiverOnConclude);\n receiver.on('drain',\n receiverOnDrain);\n receiver.on('error', receiverOnError);\n receiver.on('message', receiverOnMessage);\n receiver.on('ping', receiverOnPing);\n receiver.on('pong', receiverOnPong);\n\n socket.setTimeout(0);\n socket.setNoDelay();\n\n if (head.length > 0) socket.unshift(head);\n\n socket.on('close', socketOnClose);\n socket.on('data', socketOnData);\n socket.on('end', socketOnEnd);\n socket.on('error', socketOnError);\n\n this.readyState = WebSocket.OPEN;\n this.emit('open');\n }\n\n /**\n * Emit the `close` event.\n *\n * @private\n */\n emitClose() {\n this.readyState = WebSocket.CLOSED;\n\n if (!this._socket) {\n this.emit('close', this._closeCode, this._closeMessage);\n return;\n }\n\n if\n (this._extensions[PerMessageDeflate.extensionName]) {\n this._extensions[PerMessageDeflate.extensionName].cleanup();\n }\n\n this._receiver.removeAllListeners();\n this.emit('close', this._closeCode, this._closeMessage);\n }\n\n /**\n * Start a closing handshake.\n *\n * +-----+ +-----+ +-----+|\n * - -|ws.close()|-->|close frame|-->|ws.close()|- -|\n * | +-----+\n * + +-----+ +-----+ |\n * |\n * CLOSING |ws.close()|<--|close\n frame|<--+-----+ CLOSING|\n * +-----+ +-----+ |\n * | | | +---+ |\n * * +-----+>|fin| - - -|\n * | +---+ | +---+|\n * - - - -|fin|<-----+\n * +-----+|\n * +---+|\n * * @param {Number} code Status code explaining why the connection is\n closing\n * @param {String} data A string explaining why the connection is closing\n * @public\n */\n close(code, data) {\n if (this.readyState === WebSocket.CLOSED) return;\n if (this.readyState ===\n WebSocket.CONNECTING) {\n const msg = 'WebSocket was closed before the connection was established';\n return abortHandshake(this, this._req, msg);\n }\n\n if (this.readyState === WebSocket.CLOSING) {\n if\n (this._closeFrameSent && this._closeFrameReceived) this._socket.end();\n return;\n }\n\n this.readyState =\n WebSocket.CLOSING;\n this._sender.close(code, data, !this._isServer, (err) => {\n //\n // This error is\n handled by the `error` listener on the socket. We only\n // want to know if the close frame has been sent here.\n //\n if (err) return;\n\n this._closeFrameSent = true;\n if (this._closeFrameReceived) this._socket.end();\n\n });\n\n //\n // Specify a timeout for the closing handshake to complete.\n //\n this._closeTimer =\n setTimeout(\n this._socket.destroy.bind(this._socket),\n closeTimeout\n);\n }\n\n /**\n * Send a ping.\n *\n * @param {*} data The data to send\n * @param {Boolean} mask Indicates whether or not to mask `data`\n * @param {Function} cb Callback which is executed when the ping is sent\n * @public\n */\n ping(data, mask,\n cb) {\n if (this.readyState === WebSocket.CONNECTING) {\n throw new Error('WebSocket is not open:\n readyState 0 (CONNECTING)');\n }\n\n if (typeof data === 'function') {\n cb = data;\n data = mask =\n undefined;\n } else if (typeof mask === 'function') {\n cb = mask;\n mask = undefined;\n }\n\n if (typeof data ===\n 'number') data = data.toString();\n\n if (this.readyState !== WebSocket.OPEN) {\n sendAfterClose(this, data, cb);\n return;\n }\n\n if (mask === undefined) mask = !this._isServer;\n\n this._sender.ping(data || EMPTY_BUFFER, mask, cb);\n }\n\n /**\n * Send a pong.\n *\n * @param {*} data The data to send\n * @param {Boolean} mask Indicates whether or not to mask `data`\n * @param {Function} cb\n Callback which is executed when the pong is sent\n * @public\n */\n pong(data, mask, cb) {\n if\n (this.readyState === WebSocket.CONNECTING) {\n throw new Error('WebSocket is not open: readyState 0\n (CONNECTING)');\n }\n\n if (typeof data === 'function') {\n cb = data;\n data = mask = undefined;\n } else if (typeof mask === 'function') {\n cb = mask;\n mask = undefined;\n }\n\n if (typeof data ===\n 'number') data = data.toString();\n\n if (this.readyState !== WebSocket.OPEN) {\n sendAfterClose(this, data,\n cb);\n return;\n }\n\n if (mask === undefined) mask = !this._isServer;\n\n this._sender.pong(data ||\n EMPTY_BUFFER, mask, cb);\n }\n\n /**\n * Send a data message.\n *\n * @param {*} data The message to\n send\n * @param {Object} options Options object\n * @param {Boolean} options.compress Specifies whether or\n not to compress\n * @param {Boolean} options.binary Specifies whether `data` is binary or text\n * @param {Boolean} options.fin Specifies whether the fragment is the last one\n * @param {Boolean} options.mask Specifies whether or not to mask `data`\n * @param {Function} cb Callback which is executed when data is\n written out\n * @public\n */\n send(data, options, cb) {\n if (this.readyState === WebSocket.CONNECTING)

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{\n throw new Error('WebSocket is not open: readyState 0 (CONNECTING)');\n }
\n\n if (typeof options ===
'function') {\n cb = options;\n options = {};\n }\n\n if (typeof data === 'number') data =
data.toString();\n\n if (this.readyState !== WebSocket.OPEN) {\n sendAfterClose(this, data, cb);\n return;\n
}\n\n const opts = {\n binary: typeof data !== 'string',\n mask: !this._isServer,\n compress: true,\n fin:
true,\n ...options\n };
\n\n if (!this._extensions[PerMessageDeflate.extensionName]) {\n opts.compress =
false;\n }\n\n this._sender.send(data || EMPTY_BUFFER, opts, cb);\n }\n\n /**\n * Forcibly close the
connection.\n *
 * @public\n */
\n terminate() {\n if (this.readyState === WebSocket.CLOSED) return;\n if
(this.readyState === WebSocket.CONNECTING) {\n const msg = 'WebSocket was closed before the connection
was established';\n return abortHandshake(this, this._req, msg);\n }\n\n if (this._socket) {\n this.readyState
= WebSocket.CLOSING;\n this._socket.destroy();\n }\n }\n\n\nreadyStates.forEach((readyState, i) => {\n
WebSocket[readyState] = i;\n});\n\n\n// Add the `onopen`, `onerror`, `onclose`, and `onmessage` attributes.\n// See
https://html.spec.whatwg.org/multipage/comms.html#the-websocket-interface\n\n\n[\'open\', \'error\', \'close\',
\'message\'].forEach((method) => {\n Object.defineProperty(WebSocket.prototype, `on${method}`, {\n /**\n *
Return the listener of the event.\n *
 * @return {(Function|undefined)} The event listener or `undefined`\n *
 * @public\n */
\n get() {\n const listeners = this.listeners(method);\n for (let i = 0; i < listeners.length; i++)
{\n if (listeners[i]._listener) return listeners[i]._listener;\n }\n\n return undefined;\n },\n /**\n * Add
a listener for the event.\n *
 * @param {Function} listener The listener to add\n *
 * @public\n */
\n set(listener) {\n const listeners = this.listeners(method);\n for (let i = 0; i < listeners.length; i++) {\n
 //\n // Remove only the listeners added via `addEventListener`.\n //\n if (listeners[i]._listener)
this.removeListener(method, listeners[i]);\n }\n this.addEventListener(method, listener);\n }\n
});\n});\n\nWebSocket.prototype.addEventListener =
addEventListener;\n\nWebSocket.prototype.removeEventListener = removeEventListener;\n\n\nmodule.exports =
WebSocket;\n\n\n/**\n * Initialize a WebSocket client.\n *
 * @param {WebSocket} websocket The client to
initialize\n *
 * @param {(String|url.URL)} address The URL to which to connect\n *
 * @param {String} protocols The
subprotocols\n *
 * @param {Object} options Connection options\n *
 * @param {(Boolean|Object)}
options.perMessageDeflate Enable/disable\n *
 * permessage-deflate\n *
 * @param {Number}
options.handshakeTimeout Timeout in milliseconds for the\n *
 * handshake request\n *
 * @param {Number}
options.protocolVersion Value of the `Sec-WebSocket-Version`\n *
 * header\n *
 * @param {String} options.origin
Value of the `Origin` or\n *
 * `Sec-WebSocket-Origin` header\n *
 * @param {Number} options.maxPayload The
maximum allowed message size\n *
 * @param {Boolean} options.followRedirects Whether or not to follow
redirects\n *
 * @param {Number} options.maxRedirects The maximum number of redirects allowed\n *
 * @private\n
 */
\n function initAsClient(websocket, address, protocols, options) {\n const opts = {\n protocolVersion:
protocolVersions[1],\n maxPayload: 100 * 1024 * 1024,\n perMessageDeflate: true,\n followRedirects: false,\n
 maxRedirects: 10,\n ...options,\n createConnection: undefined,\n socketPath: undefined,\n hostname:
undefined,\n protocol: undefined,\n timeout: undefined,\n method: undefined,\n auth: undefined,\n host:
undefined,\n path: undefined,\n port: undefined\n };
\n\n if (!protocolVersions.includes(opts.protocolVersion))
{\n throw new RangeError(`Unsupported protocol version: ${opts.protocolVersion}` +\n ` (supported
versions: ${protocolVersions.join(', ')}\n`);\n }\n\n let parsedUrl;\n\n if (address instanceof URL) {\n
 parsedUrl = address;\n websocket.url = address.href;\n } else {\n parsedUrl = new URL(address);\n
 websocket.url = address;\n }\n\n const isUnixSocket = parsedUrl.protocol === 'ws+unix:';\n\n if (!parsedUrl.host
&& (!isUnixSocket || !parsedUrl.pathname)) {\n throw new Error(`Invalid URL: ${websocket.url}`);\n }\n\n
const isSecure =\n parsedUrl.protocol === 'wss:' || parsedUrl.protocol === 'https:';\n const defaultPort = isSecure
? 443 : 80;\n const key = randomBytes(16).toString('base64');\n const get = isSecure ? https.get : http.get;\n let
perMessageDeflate;\n\n opts.createConnection = isSecure ? tlsConnect : netConnect;\n opts.defaultPort =
opts.defaultPort || defaultPort;\n opts.port = parsedUrl.port || defaultPort;\n opts.host =
parsedUrl.hostname.startsWith('[')\n ? parsedUrl.hostname.slice(1, -1)\n : parsedUrl.hostname;\n opts.headers =
{\n 'Sec-WebSocket-Version': opts.protocolVersion,\n 'Sec-WebSocket-Key': key,\n Connection: 'Upgrade',\n
Upgrade: 'websocket',\n ...opts.headers\n };
\n opts.path = parsedUrl.pathname + parsedUrl.search;\n opts.timeout

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= opts.handshakeTimeout;\n\n if (opts.perMessageDeflate) {\n perMessageDeflate = new PerMessageDeflate(\n opts.perMessageDeflate !== true ? opts.perMessageDeflate : {},\n false,\n opts.maxPayload\n);\n opts.headers['Sec-WebSocket-Extensions'] = format({\n [PerMessageDeflate.extensionName]:\n perMessageDeflate.offer()\n });\n } if (protocols) {\n opts.headers['Sec-WebSocket-Protocol'] = protocols;\n }\n if (opts.origin) {\n if (opts.protocolVersion < 13) {\n opts.headers['Sec-WebSocket-Origin'] =\n opts.origin;\n } else {\n opts.headers.Origin = opts.origin;\n } }\n if (parsedUrl.username ||\n parsedUrl.password) {\n opts.auth = `${parsedUrl.username}:${parsedUrl.password}`;\n }\n if (isUnixSocket)\n {\n const parts = opts.path.split(':');\n opts.socketPath = parts[0];\n opts.path = parts[1];\n }\n let req =\n (websocket._req = get(opts));\n if (opts.timeout) {\n req.on('timeout', () => {\n abortHandshake(websocket,\n req, 'Opening handshake has timed out');\n });\n }\n req.on('error', (err) => {\n if (websocket._req.aborted)\n return;\n req = websocket._req = null;\n websocket.readyState = WebSocket.CLOSING;\n websocket.emit('error', err);\n websocket.emitClose();\n });\n req.on('response', (res) => {\n const location =\n res.headers.location;\n const statusCode = res.statusCode;\n if ((\n location &&\n opts.followRedirects\n &&\n statusCode >= 300 &&\n statusCode < 400\n)) {\n if (++websocket._redirects >\n opts.maxRedirects) {\n abortHandshake(websocket, req, 'Maximum redirects exceeded');\n return;\n }\n req.abort();\n const addr = new URL(location, address);\n initAsClient(websocket, addr,\n protocols, options);\n } else if (!websocket.emit('unexpected-response', req, res)) {\n abortHandshake(\n websocket,\n req,\n `Unexpected server response: ${res.statusCode}`\n);\n }\n });\n req.on('upgrade', (res, socket, head) => {\n websocket.emit('upgrade', res);\n //\n // The user may have closed\n the connection from a listener of the `upgrade`\n // event.\n if (websocket.readyState !==\n WebSocket.CONNECTING) return;\n req = websocket._req = null;\n const digest = createHash('sha1')\n .update(key + GUID)\n .digest('base64');\n if (res.headers['sec-websocket-accept'] !== digest) {\n abortHandshake(websocket, socket, 'Invalid Sec-WebSocket-Accept header');\n return;\n }\n const\n serverProt = res.headers['sec-websocket-protocol'];\n const protList = (protocols || "").split(/, */);\n let\n protError;\n if (!protocols && serverProt) {\n protError = 'Server sent a subprotocol but none was\n requested';\n } else if (protocols && !serverProt) {\n protError = 'Server sent no subprotocol';\n } else if\n (serverProt && !protList.includes(serverProt)) {\n protError = 'Server sent an invalid subprotocol';\n }\n if\n (protError) {\n abortHandshake(websocket, socket, protError);\n return;\n }\n if (serverProt)\n websocket.protocol = serverProt;\n if (perMessageDeflate) {\n try {\n const extensions =\n parse(res.headers['sec-websocket-extensions']);\n if (extensions[PerMessageDeflate.extensionName]) {\n perMessageDeflate.accept(extensions[PerMessageDeflate.extensionName]);\n websocket._extensions[\n PerMessageDeflate.extensionName\n] = perMessageDeflate;\n }\n } catch (err) {\n abortHandshake(\n websocket,\n socket,\n 'Invalid Sec-WebSocket-Extensions header'\n);\n return;\n }\n }\n websocket.setSocket(socket, head, opts.maxPayload);\n });\n\n /**\n * Create a\n * `net.Socket` and initiate a connection.\n * @param {Object} options Connection options\n * @return\n * {net.Socket} The newly created socket used to start the connection\n * @private\n */\n function netConnect(options)\n {\n options.path = options.socketPath;\n return net.connect(options);\n }\n\n /**\n * Create a `tls.TLSSocket` and\n initiate a connection.\n * @param {Object} options Connection options\n * @return {tls.TLSSocket} The newly\n created socket used to start the connection\n * @private\n */\n function tlsConnect(options)\n {\n options.path =\n undefined;\n if (!options.servername && options.servername !== "")\n {\n options.servername = options.host;\n }\n return tls.connect(options);\n }\n\n /**\n * Abort the handshake and emit an error.\n * @param\n * {WebSocket} websocket The WebSocket instance\n * @param {\n (http.ClientRequest|net.Socket)} stream The\n request to abort or the\n * socket to destroy\n * @param {String} message The error message\n * @private\n */\n function abortHandshake(websocket, stream, message)\n {\n websocket.readyState = WebSocket.CLOSING;\n const err = new Error(message);\n Error.captureStackTrace(err, abortHandshake);\n if (stream.setHeader)\n {\n stream.abort();\n stream.once('abort', websocket.emitClose.bind(websocket));\n websocket.emit('error', err);\n }\n else\n {\n stream.destroy(err);\n stream.once('error', websocket.emit.bind(websocket, 'error'));\n stream.once('close', websocket.emitClose.bind(websocket));\n }\n }\n\n /**\n * Handle cases where the `ping()`

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`pong()`, or `send()` methods are called\n * when the `readyState` attribute is `CLOSING` or `CLOSED`.\n *\n * @param {WebSocket} websocket The WebSocket instance\n * @param {*} data The data to send\n * @param {Function} cb Callback\n * @private\n */\nfunction sendAfterClose(websocket, data, cb) {\n if (data) {\n const\n length = toBuffer(data).length;\n\n //\n // The `_bufferedAmount` property is used only when the peer is a client\n and\n // the opening handshake fails. Under these circumstances, in fact, the\n // `setSocket()` method is not\n called, so the `_socket` and `_sender`\n // properties are set to `null`.\n //\n if (websocket._socket)\n websocket._sender._bufferedBytes += length;\n else websocket._bufferedAmount += length;\n }\n\n if (cb) {\n const err = new Error(\n `WebSocket is not open: readyState ${websocket.readyState}` +\n `(${readyStates[websocket.readyState]})`\n);\n cb(err);\n }\n}\n\n/**\n * The listener of the `Receiver`\n * `conclude` event.\n *\n * @param {Number} code The status code\n * @param {String} reason The reason for\n closing\n *\n * @private\n */\nfunction receiverOnConclude(code, reason) {\n const websocket =\n this[kWebSocket];\n\n websocket._socket.removeListener('data', socketOnData);\n\n websocket._socket.resume();\n\n websocket._closeFrameReceived = true;\n websocket._closeMessage = reason;\n websocket._closeCode = code;\n\n if (code === 1005) websocket.close();\n else websocket.close(code,\n reason);\n}\n\n/**\n * The listener of the `Receiver` `drain` event.\n *\n * @private\n */\nfunction\n receiverOnDrain() {\n this[kWebSocket]._socket.resume();\n}\n\n/**\n * The listener of the `Receiver` `error`\n * event.\n *\n * @param {(RangeError|Error)} err The emitted error\n *\n * @private\n */\nfunction receiverOnError(err)\n {\n const websocket = this[kWebSocket];\n\n websocket._socket.removeListener('data', socketOnData);\n\n websocket.readyState = WebSocket.CLOSING;\n websocket._closeCode = err[kStatusCode];\n\n websocket.emit('error', err);\n websocket._socket.destroy();\n}\n\n/**\n * The listener of the `Receiver` `finish`\n * event.\n *\n * @private\n */\nfunction receiverOnFinish() {\n this[kWebSocket].emitClose();\n}\n\n/**\n * The\n listener of the `Receiver` `message` event.\n *\n * @param {(String|Buffer|ArrayBuffer|Buffer[])} data The\n message\n *\n * @private\n */\nfunction receiverOnMessage(data) {\n this[kWebSocket].emit('message',\n data);\n}\n\n/**\n * The listener of the `Receiver` `ping` event.\n *\n * @param {Buffer} data The data included in\n the ping frame\n *\n * @private\n */\nfunction receiverOnPing(data) {\n const websocket = this[kWebSocket];\n\n websocket.pong(data, !websocket._isServer, NOOP);\n websocket.emit('ping', data);\n}\n\n/**\n * The listener of\n the `Receiver` `pong` event.\n *\n * @param {Buffer} data The data included in the pong frame\n *\n * @private\n */\nfunction receiverOnPong(data) {\n this[kWebSocket].emit('pong', data);\n}\n\n/**\n * The listener of the\n `net.Socket` `close` event.\n *\n * @private\n */\nfunction socketOnClose() {\n const websocket =\n this[kWebSocket];\n\n this.removeListener('close', socketOnClose);\n this.removeListener('end',\n socketOnEnd);\n\n websocket.readyState = WebSocket.CLOSING;\n\n //\n // The close frame might not have\n been received or the `end` event emitted,\n // for example, if the socket was destroyed due to an error. Ensure that\n the\n // `receiver` stream is closed after writing any remaining buffered data to\n // it. If the readable side of the\n socket is in flowing mode then there is no\n // buffered data as everything has been already written and\n `readable.read()`\n // will return `null`. If instead, the socket is paused, any possible buffered\n // data will be read\n as a single chunk and emitted synchronously in a single\n // `data` event.\n //\n websocket._socket.read();\n\n websocket._receiver.end();\n this.removeListener('data', socketOnData);\n this[kWebSocket] = undefined;\n\n clearTimeout(websocket._closeTimer);\n\n if (\n websocket._receiver._writableState.finished ||\n websocket._receiver._writableState.errorEmitted\n) {\n websocket.emitClose();\n } else {\n websocket._receiver.on('error', receiverOnFinish);\n websocket._receiver.on('finish', receiverOnFinish);\n }\n}\n\n/**\n * The listener of the `net.Socket` `data` event.\n *\n * @param {Buffer} chunk A chunk of data\n *\n * @private\n */\nfunction socketOnData(chunk) {\n if (!this[kWebSocket]._receiver.write(chunk)) {\n this.pause();\n }\n}\n\n/**\n * The listener of the `net.Socket` `end` event.\n *\n * @private\n */\nfunction\n socketOnEnd() {\n const websocket = this[kWebSocket];\n\n websocket.readyState = WebSocket.CLOSING;\n\n websocket._receiver.end();\n this.end();\n}\n\n/**\n * The listener of the `net.Socket` `error` event.\n *\n * @private\n */\nfunction\n socketOnError() {\n const websocket = this[kWebSocket];\n\n this.removeListener('error',\n socketOnError);\n this.on('error', NOOP);\n\n if (websocket) {\n websocket.readyState =\n WebSocket.CLOSING;\n this.destroy();\n }\n}\n\n", "module.exports = require(\"events\");", "module.exports =

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require('https');", "use strict";\n\nconst { Writable } = require('stream');\n\nconst PerMessageDeflate =
require('./permessage-deflate');\n\nconst {\n BINARY_TYPES,\n EMPTY_BUFFER,\n kStatusCode,\n kWebSocket\n} = require('./constants');\n\nconst { concat, toArrayBuffer, unmask } = require('./buffer-util');\n\nconst {
 isValidStatusCode, isValidUTF8 } = require('./validation');\n\n\nconst GET_INFO = 0;\n\nconst
GET_PAYLOAD_LENGTH_16 = 1;\n\nconst GET_PAYLOAD_LENGTH_64 = 2;\n\nconst GET_MASK = 3;\n\nconst
GET_DATA = 4;\n\nconst INFLATING = 5;\n\n\n/**\n * HyBi Receiver implementation.\n *\n * @extends
stream.Writable\n *\n * @class Receiver extends Writable {\n * /**\n * Creates a Receiver instance.\n *\n * @param
{String} binaryType The type for binary data\n *\n * @param {Object} extensions An object containing the negotiated
extensions\n *\n * @param {Number} maxPayload The maximum allowed message length\n *\n *\n
constructor(binaryType, extensions, maxPayload) {\n super();\n\n this._binaryType = binaryType ||
BINARY_TYPES[0];\n\n this[kWebSocket] = undefined;\n\n this._extensions = extensions || {};\n\n this._maxPayload = maxPayload | 0;\n\n this._bufferedBytes = 0;\n\n this._buffers = [];\n\n this._compressed =
false;\n\n this._payloadLength = 0;\n\n this._mask = undefined;\n\n this._fragmented = 0;\n\n this._masked =
false;\n\n this._fin = false;\n\n this._opcode = 0;\n\n this._totalPayloadLength = 0;\n\n this._messageLength = 0;\n\n
 this._fragments = [];\n\n this._state = GET_INFO;\n\n this._loop = false;\n\n }\n\n /**\n * Implements
`Writable.prototype._write()`. \n *\n * @param {Buffer} chunk The chunk of data to write\n *\n * @param {String}
encoding The character encoding of `chunk`\n *\n * @param {Function} cb Callback\n *\n *\n _write(chunk, encoding,
cb) {\n if (this._opcode === 0x08 && this._state === GET_INFO) return cb();\n\n this._bufferedBytes +=
chunk.length;\n\n this._buffers.push(chunk);\n\n this.startLoop(cb);\n\n }\n\n /**\n * Consumes `n` bytes from the
buffered data.\n *\n * @param {Number} n The number of bytes to consume\n *\n * @return {Buffer} The
consumed bytes\n *\n * @private\n *\n *\n consume(n) {\n this._bufferedBytes -= n;\n\n if (n ===
this._buffers[0].length) return this._buffers.shift();\n\n if (n < this._buffers[0].length) {\n const buf =
this._buffers[0];\n\n this._buffers[0] = buf.slice(n);\n\n return buf.slice(0, n);\n }\n\n const dst =
Buffer.allocUnsafe(n);\n\n do {\n const buf = this._buffers[0];\n\n const offset = dst.length - n;\n\n if (n >=
buf.length) {\n dst.set(this._buffers.shift(), offset);\n } else {\n dst.set(new Uint8Array(buf.buffer,
buf.byteOffset, n), offset);\n\n this._buffers[0] = buf.slice(n);\n }\n\n n -= buf.length;\n } while (n >
0);\n\n return dst;\n\n }\n\n /**\n * Starts the parsing loop.\n *\n * @param {Function} cb Callback\n *\n *
@private\n *\n *\n startLoop(cb) {\n let err;\n\n this._loop = true;\n\n do {\n switch (this._state) {\n case
GET_INFO:\n err = this.getInfo();\n break;\n case GET_PAYLOAD_LENGTH_16:\n err =
this.getPayloadLength16();\n break;\n case GET_PAYLOAD_LENGTH_64:\n err =
this.getPayloadLength64();\n break;\n case GET_MASK:\n this.getMask();\n break;\n case
GET_DATA:\n err = this.getData(cb);\n break;\n default:\n // `INFLATING`\n this._loop =
false;\n return;\n }\n } while (this._loop);\n\n cb(err);\n\n }\n\n /**\n * Reads the first two bytes of a
frame.\n *\n * @return {(RangeError|undefined)} A possible error\n *\n * @private\n *\n *\n getInfo() {\n if
(this._bufferedBytes < 2) {\n this._loop = false;\n return;\n }\n\n const buf = this.consume(2);\n\n if
((buf[0] & 0x30) !== 0x00) {\n this._loop = false;\n return error(RangeError, 'RSV2 and RSV3 must be clear',
true, 1002);\n }\n\n const compressed = (buf[0] & 0x40) === 0x40;\n\n if (compressed &&
!this._extensions[PerMessageDeflate.extensionName]) {\n this._loop = false;\n return error(RangeError,
'RSV1 must be clear', true, 1002);\n }\n\n this._fin = (buf[0] & 0x80) === 0x80;\n\n this._opcode = buf[0] &
0x0f;\n\n this._payloadLength = buf[1] & 0x7f;\n\n if (this._opcode === 0x00) {\n if (compressed) {\n this._loop =
false;\n return error(RangeError, 'RSV1 must be clear', true, 1002);\n }\n\n if
(!this._fragmented) {\n this._loop = false;\n return error(RangeError, 'invalid opcode 0', true, 1002);\n }\n\n this._opcode = this._fragmented;\n } else if (this._opcode === 0x01 || this._opcode === 0x02) {\n if
(this._fragmented) {\n this._loop = false;\n return error(RangeError, `invalid opcode ${this._opcode}`, true,
1002);\n }\n\n this._compressed = compressed;\n } else if (this._opcode > 0x07 && this._opcode < 0x0b) {\n if
(!this._fin) {\n this._loop = false;\n return error(RangeError, 'FIN must be set', true, 1002);\n }\n\n if
(compressed) {\n this._loop = false;\n return error(RangeError, 'RSV1 must be clear', true,
1002);\n }\n\n if (this._payloadLength > 0x7d) {\n this._loop = false;\n return error(\n

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RangeError,\n `invalid payload length ${this._payloadLength}`,\n true,\n 1002\n);\n }\n }
else {\n this._loop = false;\n return error(RangeError, `invalid opcode ${this._opcode}`, true, 1002);\n }\n\n if (!this._fin && !this._fragmented) this._fragmented = this._opcode;\n this._masked = (buf[1] & 0x80) ===
0x80;\n\n if (this._payloadLength === 126) this._state = GET_PAYLOAD_LENGTH_16;\n else if
(this._payloadLength === 127) this._state = GET_PAYLOAD_LENGTH_64;\n else return this.haveLength();\n }\n\n /**\n * Gets extended payload length (7+16).\n *\n * @return {(RangeError|undefined)} A possible
error\n * @private\n */\n getPayloadLength16() {\n if (this._bufferedBytes < 2) {\n this._loop = false;\n return;\n }\n\n this._payloadLength = this.consume(2).readUInt16BE(0);\n return this.haveLength();\n }\n\n /**\n * Gets extended payload length (7+64).\n *\n * @return {(RangeError|undefined)} A possible error\n *
@param\n */\n getPayloadLength64() {\n if (this._bufferedBytes < 8) {\n this._loop = false;\n return;\n }\n\n const buf = this.consume(8);\n const num = buf.readUInt32BE(0);\n\n // The maximum safe integer
in JavaScript is 2^53 - 1. An error is returned\n // if payload length is greater than this number.\n // if (num >
Math.pow(2, 53 - 32) - 1) {\n this._loop = false;\n return error(\n RangeError,\n 'Unsupported
WebSocket frame: payload length > 2^53 - 1',\n false,\n 1009\n);\n }\n\n this._payloadLength =
num * Math.pow(2, 32) + buf.readUInt32BE(4);\n return this.haveLength();\n }\n\n /**\n * Payload length has
been read.\n *\n * @return {(RangeError|undefined)} A possible error\n * @private\n */\n haveLength() {\n if (this._payloadLength && this._opcode < 0x08) {\n this._totalPayloadLength += this._payloadLength;\n if
(this._totalPayloadLength > this._maxPayload && this._maxPayload > 0) {\n this._loop = false;\n return
error(RangeError, 'Max payload size exceeded', false, 1009);\n }\n }\n\n if (this._masked) this._state =
GET_MASK;\n else this._state = GET_DATA;\n }\n\n /**\n * Reads mask bytes.\n *\n * @private\n */\n getMask() {\n if (this._bufferedBytes < 4) {\n this._loop = false;\n return;\n }\n\n this._mask =
this.consume(4);\n this._state = GET_DATA;\n }\n\n /**\n * Reads data bytes.\n *\n * @param {Function}
cb Callback\n * @return {(Error|RangeError|undefined)} A possible error\n * @private\n */\n getData(cb) {\n let data = EMPTY_BUFFER;\n\n if (this._payloadLength) {\n if (this._bufferedBytes < this._payloadLength)
{\n this._loop = false;\n return;\n }\n\n data = this.consume(this._payloadLength);\n if
(this._masked) unmask(data, this._mask);\n }\n\n if (this._opcode > 0x07) return this.controlMessage(data);\n\n if (this._compressed) {\n this._state = INFLATING;\n this.decompress(data, cb);\n return;\n }\n\n if
(data.length) {\n // This message is not compressed so its length is the sum of the payload\n // length of
all fragments.\n // this._messageLength = this._totalPayloadLength;\n this._fragments.push(data);\n }\n\n return this.dataMessage();\n }\n\n /**\n * Decompresses data.\n *\n * @param {Buffer} data
Compressed data\n * @param {Function} cb Callback\n * @private\n */\n decompress(data, cb) {\n const
perMessageDeflate = this._extensions[PerMessageDeflate.extensionName];\n\n perMessageDeflate.decompress(data, this._fin, (err, buf) => {\n if (err) return cb(err);\n\n if (buf.length) {\n this._messageLength +=
buf.length;\n if (this._messageLength > this._maxPayload && this._maxPayload > 0)
{\n return cb(\n error(RangeError, 'Max payload size exceeded', false, 1009)\n);\n }\n\n this._fragments.push(buf);\n }\n\n const er = this.dataMessage();\n if (er) return
cb(er);\n\n this.startLoop(cb);\n });\n }\n\n /**\n * Handles a data message.\n *\n * @return {(Error|undefined)} A
possible error\n * @private\n */\n dataMessage() {\n if (this._fin) {\n const messageLength =
this._messageLength;\n const fragments = this._fragments;\n\n this._totalPayloadLength = 0;\n this._messageLength = 0;\n this._fragmented = 0;\n this._fragments = [];\n\n if (this._opcode === 2) {\n let data;\n\n if (this._binaryType === 'nodebuffer') {\n data =
concat(fragments, messageLength);\n }
else if (this._binaryType === 'arraybuffer') {\n data = toArrayBuffer(concat(fragments, messageLength));\n }
else {\n data = fragments;\n }\n\n this.emit('message', data);\n } else {\n const buf =
concat(fragments, messageLength);\n\n if (!IsValidUTF8(buf)) {\n this._loop = false;\n return
error(Error, 'invalid UTF-8 sequence', true, 1007);\n }\n\n this.emit('message', buf.toString());\n }\n }\n\n this._state = GET_INFO;\n }\n\n /**\n * Handles a control message.\n *\n * @param {Buffer} data
Data to handle\n * @return {(Error|RangeError|undefined)} A possible error\n * @private\n */\n controlMessage(data) {\n if (this._opcode === 0x08) {\n this._loop = false;\n if (data.length === 0) {\n

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this.emit('conclude', 1005, '');\n this.end();\n } else if (data.length === 1) {\n return error(RangeError,\n'invalid payload length 1', true, 1002);\n } else {\n const code = data.readUInt16BE(0);\n\n if\n(!isValidStatusCode(code)) {\n return error(RangeError, `invalid status code ${code}`, true, 1002);\n }\n\n const buf = data.slice(2);\n\n if (!isValidUTF8(buf)) {\n return error(Error, 'invalid UTF-8 sequence',\ntrue, 1007);\n }\n\n this.emit('conclude', code, buf.toString());\n this.end();\n }\n } else if\n(this._opcode === 0x09) {\n this.emit('ping', data);\n } else {\n this.emit('pong', data);\n }\n\n this._state\n= GET_INFO;\n }\n}\n\nmodule.exports = Receiver;\n\n/**\n * Builds an error object.\n * @param\n {Error|RangeError} ErrorCtor The error constructor\n * @param {String} message The error message\n * @param {Boolean} prefix Specifies whether or not to add a default prefix to\n * `message`\n * @param\n {Number} statusCode The status code\n * @return {(Error|RangeError)} The error\n * @private\n */\nfunction\nerror(ErrorCtor, message, prefix, statusCode) {\n const err = new ErrorCtor(\n prefix ? `Invalid WebSocket\nframe: ${message}` : message\n);\n\n Error.captureStackTrace(err, error);\n err[kStatusCode] = statusCode;\n\n return err;\n}\n\n","module.exports = require('stream');","use strict";\n\ntry {\n const isValidUTF8 = require('utf-8-\nvalidate');\n\n exports.isValidUTF8 =\n typeof isValidUTF8 === 'object'\n ?\nisValidUTF8.Validation.isValidUTF8 // utf-8-validate@<3.0.0\n : isValidUTF8;\n} catch (e) /* istanbul ignore\nnext */ {\n exports.isValidUTF8 = () => true;\n}\n\n/**\n * Checks if a status code is allowed in a close frame.\n * @param\n {Number} code The status code\n * @return {Boolean} `true` if the status code is valid, else `false`\n * @public\n */\nexports.isValidStatusCode = (code) => {\n return (\n (code >= 1000 &&\n code <= 1013\n&&\n code !== 1004 &&\n code !== 1005 &&\n code !== 1006) ||\n (code >= 3000 &&\n code <= 4999)\n);\n};\n\n","use strict";\n\nconst { randomFillSync } = require('crypto');\n\nconst PerMessageDeflate =\nrequire('./permessage-deflate');\n\nconst { EMPTY_BUFFER } = require('./constants');\n\nconst { isValidStatusCode } =\nrequire('./validation');\n\nconst { mask: applyMask, toBuffer } = require('./buffer-util');\n\nconst mask =\nBuffer.alloc(4);\n\n/**\n * HyBi Sender implementation.\n */\n\nclass Sender {\n /**\n * Creates a Sender\n instance.\n * @param {net.Socket} socket The connection socket\n * @param {Object} extensions An\n object containing the negotiated extensions\n */\n constructor(socket, extensions) {\n this._extensions =\n extensions || {};\n this._socket = socket;\n this._firstFragment = true;\n this._compress = false;\n\n this._bufferedBytes = 0;\n this._deflating = false;\n this._queue = [];\n }\n\n /**\n * Frames a piece of data\n according to the HyBi WebSocket protocol.\n * @param {Buffer} data The data to frame\n * @param\n {Object} options Options object\n * @param {Number} options.opcode The opcode\n * @param {Boolean}\n options.readOnly Specifies whether `data` can be modified\n * @param {Boolean}\n options.fin Specifies whether\n or not to set the FIN bit\n * @param {Boolean}\n options.mask Specifies whether or not to mask `data`\n * @param\n {Boolean} options.rsv1 Specifies whether or not to set the RSV1 bit\n * @return {Buffer[]} The framed\n data as a list of `Buffer` instances\n * @public\n */\n static frame(data, options) {\n const merge =\n options.mask &&\n options.readOnly;\n\n let offset = options.mask ? 6 : 2;\n let payloadLength = data.length;\n\n if (data.length >= 65536) {\n offset += 8;\n payloadLength = 127;\n } else if (data.length > 125) {\n offset += 2;\n payloadLength = 126;\n }\n\n const target = Buffer.allocUnsafe(merge ? data.length + offset :\noffset);\n\n target[0] = options.fin ? options.opcode | 0x80 : options.opcode;\n if (options.rsv1) target[0] |=\n0x40;\n\n target[1] = payloadLength;\n\n if (payloadLength === 126) {\n target.writeUInt16BE(data.length,\n2);\n } else if (payloadLength === 127) {\n target.writeUInt32BE(0, 2);\n target.writeUInt32BE(data.length,\n6);\n }\n\n if (!options.mask) return [target, data];\n\n randomFillSync(mask, 0, 4);\n\n target[1] |= 0x80;\n target[offset - 4] = mask[0];\n target[offset - 3] = mask[1];\n target[offset - 2] = mask[2];\n target[offset - 1] =\nmask[3];\n\n if (merge) {\n applyMask(data, mask, target, offset, data.length);\n return [target];\n }\n\n applyMask(data, mask, data, 0, data.length);\n return [target, data];\n }\n\n /**\n * Sends a close message to the\n other peer.\n * @param\n {(Number|undefined)} code The status code component of the body\n * @param\n {String} data The message component of the body\n * @param {Boolean} mask Specifies whether or not to mask\n the message\n * @param {Function} cb Callback\n * @public\n */\n close(code, data, mask, cb) {\n let\nbuf;\n\n if (code === undefined) {\n buf = EMPTY_BUFFER;\n } else if (typeof code !== 'number' ||\n!isValidStatusCode(code)) {\n throw new TypeError('First argument must be a valid error code number');\n }\n }

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else if (data === undefined || data === "") {\n buf = Buffer.allocUnsafe(2);\n buf.writeUInt16BE(code, 0);\n } else {\n buf = Buffer.allocUnsafe(2 + Buffer.byteLength(data));\n buf.writeUInt16BE(code, 0);\n buf.write(data, 2);\n }\n if (this._deflating) {\n this.enqueue([this.doClose, buf, mask, cb]);\n } else {\n this.doClose(buf, mask, cb);\n }\n /**\n * Frames and sends a close message.\n *\n * @param {Buffer} data The message to send\n * @param {Boolean} mask Specifies whether or not to mask `data`\n * @param {Function} cb Callback\n * @private\n */\n doClose(data, mask, cb) {\n this.sendFrame(\n Sender.frame(data, {\n fin: true,\n rsv1: false,\n opcode: 0x08,\n mask,\n readOnly: false\n }),\n cb\n);\n }\n /**\n * Sends a ping message to the other peer.\n *\n * @param {*} data The message to send\n * @param {Boolean} mask Specifies whether or not to mask `data`\n * @param {Function} cb Callback\n * @public\n */\n ping(data, mask, cb) {\n const buf = toBuffer(data);\n if (this._deflating) {\n this.enqueue([this.doPing, buf, mask, toBuffer.readOnly, cb]);\n } else {\n this.doPing(buf, mask,\n toBuffer.readOnly, cb);\n }\n }\n /**\n * Frames and sends a ping message.\n *\n * @param {*} data The message to send\n * @param {Boolean} mask Specifies whether or not to mask `data`\n * @param {Boolean} readOnly Specifies whether `data` can be modified\n * @param {Function} cb Callback\n * @private\n */\n doPing(data, mask, readOnly, cb) {\n this.sendFrame(\n Sender.frame(data, {\n fin: true,\n rsv1: false,\n opcode: 0x09,\n mask,\n readOnly\n }),\n cb\n);\n }\n /**\n * Sends a pong message to the other peer.\n *\n * @param {*} data The message to send\n * @param {Boolean} mask Specifies whether or not to mask `data`\n * @param {Function} cb Callback\n * @public\n */\n pong(data, mask, cb) {\n const buf = toBuffer(data);\n if (this._deflating) {\n this.enqueue([this.doPong, buf, mask,\n toBuffer.readOnly, cb]);\n } else {\n this.doPong(buf, mask, toBuffer.readOnly, cb);\n }\n }\n /**\n * Frames and sends a pong message.\n *\n * @param {*} data The message to send\n * @param {Boolean} mask Specifies whether or not to mask `data`\n * @param {Boolean} readOnly Specifies whether `data` can be modified\n * @param {Function} cb Callback\n * @private\n */\n doPong(data, mask, readOnly, cb) {\n this.sendFrame(\n Sender.frame(data, {\n fin: true,\n rsv1: false,\n opcode: 0x0a,\n mask,\n readOnly\n }),\n cb\n);\n }\n /**\n * Sends a data message to the other peer.\n *\n * @param {*} data The message to send\n * @param {Object} options Options object\n * @param {Boolean} options.compress Specifies whether or not to compress `data`\n * @param {Boolean} options.binary Specifies whether `data` is binary or text\n * @param {Boolean} options.fin Specifies whether the fragment is the last one\n * @param {Boolean} options.mask Specifies whether or not to mask `data`\n * @param {Function} cb Callback\n * @public\n */\n send(data, options, cb) {\n const buf = toBuffer(data);\n const perMessageDeflate = this._extensions[PerMessageDeflate.extensionName];\n let opcode = options.binary ? 2 : 1;\n let rsv1 = options.compress;\n if (this._firstFragment) {\n this._firstFragment = false;\n if (rsv1 && perMessageDeflate) {\n rsv1 = buf.length >= perMessageDeflate._threshold;\n }\n this._compress = rsv1;\n } else {\n rsv1 = false;\n opcode = 0;\n }\n if (options.fin) this._firstFragment = true;\n if (perMessageDeflate) {\n const opts = {\n fin: options.fin,\n rsv1,\n opcode,\n mask: options.mask,\n readOnly: toBuffer.readOnly\n };\n if (this._deflating) {\n this.enqueue([this.dispatch, buf, this._compress, opts, cb]);\n } else {\n this.dispatch(buf, this._compress, opts, cb);\n }\n } else {\n this.sendFrame(\n Sender.frame(buf, {\n fin: options.fin,\n rsv1: false,\n opcode,\n mask: options.mask,\n readOnly: toBuffer.readOnly\n }),\n cb\n);\n }\n }\n /**\n * Dispatches a data message.\n *\n * @param {Buffer} data The message to send\n * @param {Boolean} compress Specifies whether or not to compress `data`\n * @param {Object} options Options object\n * @param {Number} options.opcode The opcode\n * @param {Boolean} options.readOnly Specifies whether `data` can be modified\n * @param {Boolean} options.fin Specifies whether or not to set the FIN bit\n * @param {Boolean} options.mask Specifies whether or not to mask `data`\n * @param {Boolean} options.rsv1 Specifies whether or not to set the RSV1 bit\n * @param {Function} cb Callback\n * @private\n */\n dispatch(data, compress, options, cb) {\n if (!compress) {\n this.sendFrame(Sender.frame(data, options), cb);\n return;\n }\n const perMessageDeflate = this._extensions[PerMessageDeflate.extensionName];\n this._deflating = true;\n perMessageDeflate.compress(data, options.fin, (_, buf) => {\n this._deflating = false;\n }

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options.readOnly = false;\n this.sendFrame(Sender.frame(buf, options, cb);\n this.dequeue();\n });\n}\n\n/**\n * Executes queued send operations.\n * *\n * @private\n */\n dequeue() {\n while (!this._deflating &&\n this._queue.length) {\n const params = this._queue.shift();\n this._bufferedBytes -= params[1].length;\n Reflect.apply(params[0], this, params.slice(1));\n }\n}\n\n/**\n * Enqueues a send operation.\n * *\n * @param {Array} params Send operation parameters.\n * @private\n */\n enqueue(params) {\n this._bufferedBytes += params[1].length;\n this._queue.push(params);\n}\n\n/**\n * Sends a frame.\n * *\n * @param {Buffer[]} list The frame to send\n * @param {Function} cb Callback\n * @private\n */\n sendFrame(list, cb) {\n if (list.length === 2) {\n this._socket.cork();\n this._socket.write(list[0]);\n this._socket.write(list[1], cb);\n this._socket.uncork();\n } else {\n this._socket.write(list[0], cb);\n }\n}\n\nmodule.exports = Sender;\n", "use strict";\n\n/\n\n// Allowed token characters:\n\n/\n\n/ '!', '#', '$', '%', '&', "'", '*',\n'+', '-',\n\n/\n\n/ '\n\n/ '!', '0-9', 'A-Z', '\n\n/ '\n\n/ '\n\n/ '\n\n/ 'a-z', '|', '~\n\n/\n\n/ tokenChars[32] === 0 // '\n\n/ tokenChars[33] === 1 // '!'\n\n/\n\n/ tokenChars[34] === 0 // '\n\n/ ...'\n\n/\n\n/ prettier-ignore\n\nconst tokenChars = [\n 0,\n 0, 0, // 0 - 15\n 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, // 16 - 31\n 0, 1, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 0, // 32 -\n 47\n 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0, // 48 - 63\n 0, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, // 64 - 79\n 1, 1,\n 1, 1, 1, 1, 1, 1, 1, 1, 0, 0, 0, 1, 1, // 80 - 95\n 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, // 96 - 111\n 1, 1, 1, 1, 1, 1,\n 1, 1, 1, 1, 1, 0, 1, 0, 1, 0 // 112 - 127\n];\n\n/**\n * Adds an offer to the map of extension offers or a parameter to the\n * map of\n * parameters.\n * *\n * @param {Object} dest The map of extension offers or parameters\n * @param\n * {String} name The extension or parameter name\n * @param {(Object|Boolean|String)} elem The extension\n * parameters or the\n * parameter value\n * @private\n */\n function push(dest, name, elem) {\n if (dest[name] ===\n undefined) dest[name] = [elem];\n else dest[name].push(elem);\n}\n\n/**\n * Parses the `Sec-WebSocket-\n * Extensions` header into an object.\n * *\n * @param {String} header The field value of the header\n * @return\n * {Object} The parsed object\n * @public\n */\n function parse(header) {\n const offers = Object.create(null);\n if\n (header === undefined || header === "") return offers;\n let params = Object.create(null);\n let mustUnescape =\n false;\n let isEscaping = false;\n let inQuotes = false;\n let extensionName;\n let paramName;\n let start = -1;\n let end = -1;\n let i = 0;\n for (; i < header.length; i++) {\n const code = header.charCodeAt(i);\n if\n (extensionName === undefined) {\n if (end === -1 && tokenChars[code] === 1) {\n if (start === -1) start =\n i;\n } else if (code === 0x20 /* ' */ || code === 0x09 /* '\n\n' */) {\n if (end === -1 && start !== -1) end = i;\n } else if (code === 0x3b /* ';' */ || code === 0x2c /* ',' */) {\n if (start === -1) {\n throw new\n SyntaxError(`Unexpected character at index ${i}`);\n }\n if (end === -1) end = i;\n const name =\n header.slice(start, end);\n if (code === 0x2c) {\n push(offers, name, params);\n params =\n Object.create(null);\n } else {\n extensionName = name;\n }\n start = end = -1;\n } else {\n throw new SyntaxError(`Unexpected character at index ${i}`);\n }\n } else if (paramName === undefined)\n {\n if (end === -1 && tokenChars[code] === 1) {\n if (start === -1) start = i;\n } else if (code === 0x20 ||\n code === 0x09) {\n if (end === -1 && start !== -1) end = i;\n } else if (code === 0x3b || code === 0x2c) {\n if (start === -1) {\n throw new SyntaxError(`Unexpected character at index ${i}`);\n }\n if (end\n === -1) end = i;\n push(params, header.slice(start, end), true);\n if (code === 0x2c) {\n push(offers,\n extensionName, params);\n params = Object.create(null);\n extensionName = undefined;\n }\n start = end = -1;\n } else if (code === 0x3d /* '=' */ && start !== -1 && end === -1) {\n paramName =\n header.slice(start, i);\n start = end = -1;\n } else {\n throw new SyntaxError(`Unexpected character at\n index ${i}`);\n }\n } else {\n /\n\n // The value of a quoted-string after unescaping must conform to the\n // token ABNF, so only token characters are valid.\n // Ref: https://tools.ietf.org/html/rfc6455#section-9.1\n /\n\n if (isEscaping) {\n if (tokenChars[code] !== 1) {\n throw new SyntaxError(`Unexpected character\n at index ${i}`);\n }\n if (start === -1) start = i;\n else if (!mustUnescape) mustUnescape = true;\n isEscaping = false;\n } else if (inQuotes) {\n if (tokenChars[code] === 1) {\n if (start === -1) start =\n i;\n } else if (code === 0x22 /* '\"' */ && start !== -1) {\n inQuotes = false;\n end = i;\n } else if\n (code === 0x5c /* '\\ ' */) {\n isEscaping = true;\n } else {\n throw new SyntaxError(`Unexpected\n character at index ${i}`);\n }\n } else if (code === 0x22 && header.charCodeAt(i - 1) === 0x3d) {\n inQuotes = true;\n } else if (end === -1 && tokenChars[code] === 1) {\n if (start === -1) start = i;\n }\n }\n }\n}

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else if (start !== -1 && (code === 0x20 || code === 0x09)) {\n if (end === -1) end = i;\n } else if (code ===
0x3b || code === 0x2c) {\n if (start === -1) {\n throw new SyntaxError(`Unexpected character at index
${i}`);\n }\n if (end === -1) end = i;\n let value = header.slice(start, end);\n if (mustUnescape)
{\n value = value.replace(/\\\\g, "");\n mustUnescape = false;\n }\n push(params, paramName,
value);\n if (code === 0x2c) {\n push(offers, extensionName, params);\n params =
Object.create(null);\n extensionName = undefined;\n }\n paramName = undefined;\n start = end
= -1;\n } else {\n throw new SyntaxError(`Unexpected character at index ${i}`);\n }\n}\n\n if
(start === -1 || inQuotes) {\n throw new SyntaxError('Unexpected end of input');\n}\n\n if (end === -1) end =
i;\n const token = header.slice(start, end);\n if (extensionName === undefined) {\n push(offers, token, params);\n
} else {\n if (paramName === undefined) {\n push(params, token, true);\n } else if (mustUnescape) {\n
push(params, paramName, token.replace(/\\\\g, ""));\n } else {\n push(params, paramName, token);\n }\n
push(offers, extensionName, params);\n}\n\n return offers;\n}\n\n/**\n * Builds the `Sec-WebSocket-Extensions`
header field value.\n * @param {Object} extensions The map of extensions and parameters to format\n *
@return {String} A string representing the given object\n * @public\n */\nfunction format(extensions) {\n return
Object.keys(extensions)\n .map((extension) => {\n let configurations = extensions[extension];\n if
(!Array.isArray(configurations)) configurations = [configurations];\n return configurations\n .map((params)
=> {\n return [extension]\n .concat(\n Object.keys(params).map((k) => {\n let values
= params[k];\n if (!Array.isArray(values)) values = [values];\n return values\n .map((v)
=> (v === true ? k : `${k}=${v}`))\n .join('; ');\n })\n).join('; ');\n })\n .join(', ');\n })\n .join(', ');\n}\n\nmodule.exports = { format, parse };\n", "module.exports =
require('util');", "use strict"\n\n// A linked list to keep track of recently-used-ness\nconst Yallist =
require('yallist')\n\nconst MAX = Symbol('max')\nconst LENGTH = Symbol('length')\nconst
LENGTH_CALCULATOR = Symbol('lengthCalculator')\nconst ALLOW_STALE = Symbol('allowStale')\nconst
MAX_AGE = Symbol('maxAge')\nconst DISPOSE = Symbol('dispose')\nconst NO_DISPOSE_ON_SET =
Symbol('noDisposeOnSet')\nconst LRU_LIST = Symbol('lruList')\nconst CACHE = Symbol('cache')\nconst
UPDATE_AGE_ON_GET = Symbol('updateAgeOnGet')\n\nconst naiveLength = () => 1\n\n// lruList is a yallist
where the head is the youngest\n// item, and the tail is the oldest. the list contains the Hit\n// objects as the
entries.\n// Each Hit object has a reference to its Yallist.Node. This\n// never changes.\n//\n// cache is a Map (or
PseudoMap) that matches the keys to\n// the Yallist.Node object.\n\nclass LRUCache {\n constructor (options) {\n
if (typeof options === 'number')\n options = { max: options }\n if (!options)\n options = {}\n if
(options.max && (typeof options.max !== 'number' || options.max < 0))\n throw new TypeError('max must be a
non-negative number')\n // Kind of weird to have a default max of Infinity, but oh well.\n const max =
this[MAX] = options.max || Infinity\n const lc = options.length || naiveLength\n
this[LENGTH_CALCULATOR] = (typeof lc !== 'function') ? naiveLength : lc\n this[ALLOW_STALE] =
options.stale || false\n if (options.maxAge && typeof options.maxAge !== 'number')\n throw new
TypeError('maxAge must be a number')\n this[MAX_AGE] = options.maxAge || 0\n this[DISPOSE] =
options.dispose\n this[NO_DISPOSE_ON_SET] = options.noDisposeOnSet || false\n
this[UPDATE_AGE_ON_GET] = options.updateAgeOnGet || false\n this.reset()\n }\n\n // resize the cache when
the max changes.\n set max (mL) {\n if (typeof mL !== 'number' || mL < 0)\n throw new TypeError('max must
be a non-negative number')\n this[MAX] = mL || Infinity\n trim(this)\n }\n get max () {\n return
this[MAX]\n }\n set allowStale (allowStale) {\n this[ALLOW_STALE] = !!allowStale\n }\n get allowStale ()
{\n return this[ALLOW_STALE]\n }\n set maxAge (mA) {\n if (typeof mA !== 'number')\n throw new
TypeError('maxAge must be a non-negative number')\n this[MAX_AGE] = mA\n trim(this)\n }\n get
maxAge () {\n return this[MAX_AGE]\n }\n\n // resize the cache when the lengthCalculator changes.\n set
lengthCalculator (IC) {\n if (typeof IC !== 'function')\n IC = naiveLength\n if (IC !==
this[LENGTH_CALCULATOR]) {\n this[LENGTH_CALCULATOR] = IC\n this[LENGTH] = 0\n this[LRU_LIST].forEach(hit => {\n hit.length = this[LENGTH_CALCULATOR](hit.value, hit.key)\n
this[LENGTH] += hit.length\n })\n }\n trim(this)\n }\n get lengthCalculator () { return

```

```
this[LENGTH_CALCULATOR] }\n\n get length () { return this[LENGTH] }\n\n get itemCount () { return this[LRU_LIST].length }\n\n\n rforEach (fn, thisp) {\n thisp = thisp || this\n for (let walker = this[LRU_LIST].tail; walker !== null;) {\n const prev = walker.prev\n forEachStep(this, fn, walker, thisp)\n walker = prev\n }\n }\n\n\n forEach (fn, thisp) {\n thisp = thisp || this\n for (let walker = this[LRU_LIST].head; walker !== null;) {\n const next = walker.next\n forEachStep(this, fn, walker, thisp)\n walker = next\n }\n }\n\n\n keys () {\n return this[LRU_LIST].toArray().map(k => k.key)\n }\n\n\n values () {\n return this[LRU_LIST].toArray().map(k => k.value)\n }\n\n\n\n reset () {\n if (this[DISPOSE] &&\n this[LRU_LIST] &&\n this[LRU_LIST].length) {\n this[LRU_LIST].forEach(hit => this[DISPOSE](hit.key, hit.value))\n }\n }\n\n\n this[CACHE] = new Map() // hash of items by key\n this[LRU_LIST] = new Yallist() // list of items in order of use recency\n this[LENGTH] = 0 // length of items in the list\n }\n\n\n\n dump () {\n return this[LRU_LIST].map(hit => {\n isStale(this, hit) ? false : {\n k: hit.key,\n v: hit.value,\n e: hit.now + (hit.maxAge || 0)\n }\n }).toArray().filter(h => h)\n }\n\n\n\n dumpLru () {\n return this[LRU_LIST]\n }\n\n\n\n set (key, value, maxAge) {\n maxAge = maxAge || this[MAX_AGE]\n if (maxAge && typeof maxAge !== 'number')\n throw new TypeError('maxAge must be a number')\n const now = maxAge ? Date.now() : 0\n const len = this[LENGTH_CALCULATOR](value, key)\n if (this[CACHE].has(key)) {\n if (len > this[MAX]) {\n del(this, this[CACHE].get(key))\n return false\n }\n const node = this[CACHE].get(key)\n const item = node.value\n // dispose of the old one before overwriting\n // split out into 2 ifs for better coverage tracking\n if (this[DISPOSE]) {\n if (!this[NO_DISPOSE_ON_SET])\n this[DISPOSE](key, item.value)\n }\n item.now = now\n item.maxAge = maxAge\n item.value = value\n this[LENGTH] += len - item.length\n item.length = len\n this.get(key)\n trim(this)\n return true\n }\n const hit = new Entry(key, value, len, now, maxAge)\n // oversized objects fall out of cache automatically.\n if (hit.length > this[MAX]) {\n if (this[DISPOSE])\n this[DISPOSE](key, value)\n return false\n }\n this[LENGTH] += hit.length\n this[LRU_LIST].unshift(hit)\n this[CACHE].set(key, this[LRU_LIST].head)\n trim(this)\n return true\n }\n\n\n\n has (key) {\n if (!this[CACHE].has(key)) return false\n const hit = this[CACHE].get(key).value\n return !isStale(this, hit)\n }\n\n\n\n get (key) {\n return get(this, key, true)\n }\n\n\n\n peek (key) {\n return get(this, key, false)\n }\n\n\n\n pop () {\n const node = this[LRU_LIST].tail\n if (!node)\n return null\n del(this, node)\n return node.value\n }\n\n\n\n del (key) {\n del(this, this[CACHE].get(key))\n }\n\n\n\n load (arr) {\n // reset the cache\n this.reset()\n const now = Date.now()\n // A previous serialized cache has the most recent items first\n for (let l = arr.length - 1; l >= 0; l--) {\n const hit = arr[l]\n const expiresAt = hit.e || 0\n if (expiresAt === 0)\n // the item was created without expiration in a non aged cache\n this.set(hit.k, hit.v)\n else {\n const maxAge = expiresAt - now\n // dont add already expired items\n if (maxAge > 0) {\n this.set(hit.k, hit.v, maxAge)\n }\n }\n }\n }\n\n\n\n prune () {\n this[CACHE].forEach((value, key) => get(this, key, false))\n }\n\n\n\n\n const get = (self, key, doUse) => {\n const node = self[CACHE].get(key)\n if (node) {\n const hit = node.value\n if (isStale(self, hit))\n del(self, node)\n if (!self[ALLOW_STALE])\n return undefined\n } else {\n if (doUse) {\n if (self[UPDATE_AGE_ON_GET])\n node.value.now = Date.now()\n self[LRU_LIST].unshiftNode(node)\n }\n }\n return hit.value\n }\n }\n\n\n\n\n const isStale = (self, hit) => {\n if (!hit || (!hit.maxAge && !self[MAX_AGE]))\n return false\n const diff = Date.now() - hit.now\n return hit.maxAge ? diff > hit.maxAge : self[MAX_AGE] && (diff > self[MAX_AGE])\n }\n\n\n\n\n const trim = self => {\n if (self[LENGTH] > self[MAX]) {\n for (let walker = self[LRU_LIST].tail; self[LENGTH] > self[MAX] && walker !== null;) {\n // We know that we're about to delete this one, and also\n // what the next least recently used key will be, so just\n // go ahead and set it now.\n const prev = walker.prev\n del(self, walker)\n walker = prev\n }\n }\n }\n\n\n\n\n const del = (self, node) => {\n if (node) {\n const hit = node.value\n if (self[DISPOSE])\n self[DISPOSE](hit.key, hit.value)\n self[LENGTH] -= hit.length\n self[CACHE].delete(hit.key)\n self[LRU_LIST].removeNode(node)\n }\n }\n\n\n\n\n class Entry {\n constructor (key, value, length, now, maxAge) {\n this.key = key\n this.value = value\n this.length = length\n this.now = now\n this.maxAge = maxAge || 0\n }\n }\n\n\n\n\n const forEachStep = (self, fn, node, thisp) => {\n let hit = node.value\n if (isStale(self, hit)) {\n del(self, node)\n if (!self[ALLOW_STALE])\n hit = undefined\n }\n if
```

```
(hit)\n fn.call(thisp, hit.value, hit.key, self)\n}\n\nmodule.exports = LRUCache\n","use strict';\n\nconst
WebSocket = require('./lib/websocket');\n\nWebSocket.createWebSocketStream =
require('./lib/stream');\n\nWebSocket.Server = require('./lib/websocket-server');\n\nWebSocket.Receiver =
require('./lib/receiver');\n\nWebSocket.Sender = require('./lib/sender');\n\nmodule.exports = WebSocket;\n","use
strict';\n\nif (process.env.NODE_ENV === 'production') {\n module.exports = require('./cjs/react-debug-
tools.production.min.js');\n} else {\n module.exports = require('./cjs/react-debug-tools.development.js');\n}\n","use
strict';\n\nvar matchOperatorsRe = /[\\|\\{\\}\\}\\^$+*?\\.]/g;\n\nmodule.exports = function (str) {\n if (typeof str !==
'string') {\n throw new TypeError('Expected a string');\n }\n return str.replace(matchOperatorsRe,
'\\\\\\\\$&');\n};\n","nvar content = require('!!../.././././node_modules/css-loader/index.js??ref--5-
1!/Icon.css');\n\nif (typeof content === 'string') content = [[module.id, content, "]];\n\nvar transform;\n\nvar
insertInto;\n\n\nvar options = {"hmr": true}\n\noptions.transform = transform\n\noptions.insertInto =
undefined;\n\nvar update = require('!!../.././././node_modules/style-loader/lib/addStyles.js')(content,
options);\n\nif (content.locals) module.exports = content.locals;\n\nif (module.hot)
{\n module.hot.accept('!!../.././././node_modules/css-loader/index.js??ref--5-1!/Icon.css', function() {\n tvar
newContent = require('!!../.././././node_modules/css-loader/index.js??ref--5-1!/Icon.css');\n\n if (typeof
newContent === 'string') newContent = [[module.id, newContent, "]];\n\n tvar locals = (function(a, b) {\n tvar
key, idx = 0;\n tfor (key in a) {\n if (!b || a[key] !== b[key]) return
false;\n }\n tidx++;\n tfor (key in b) {\n idx--;\n }\n treturn idx === 0;\n })(content.locals,
newContent.locals));\n\n if (!locals) throw new Error('Aborting CSS HMR due to changed css-modules
locals.);\n\n tupdate(newContent);\n });\n\n module.hot.dispose(function() { update(); });\n}","**\n * lodash
(Custom Build) <https://lodash.com/>\n * Build: `lodash modularize exports="npm" -o .`\n * Copyright jQuery
Foundation and other contributors <https://jquery.org/>\n * Released under MIT license
<https://lodash.com/license>\n * Based on Underscore.js 1.8.3 <http://underscorejs.org/LICENSE>\n * Copyright
Jeremy Ashkenas, DocumentCloud and Investigative Reporters & Editors\n * \n * Used as the `TypeError`
message for `Functions` methods. *\nvar FUNC_ERROR_TEXT = 'Expected a function';\n\n** Used as
references for various `Number` constants. *\nvar NAN = 0 / 0;\n\n** `Object#toString` result references. *\nvar
symbolTag = '[object Symbol]';\n\n** Used to match leading and trailing whitespace. *\nvar reTrim =
/^\s+|\s+$/;\n\n** Used to detect bad signed hexadecimal string values. *\nvar reIsBadHex = /^[+-]0x[0-9a-
f]+$/i;\n\n** Used to detect binary string values. *\nvar reIsBinary = /^0b[01]+$/i;\n\n** Used to detect octal
string values. *\nvar reIsOctal = /^0o[0-7]+$/i;\n\n** Built-in method references without a dependency on `root`.
*\nvar freeParseInt = parseInt;\n\n** Detect free variable `global` from Node.js. *\nvar freeGlobal = typeof global
=== 'object' && global && global.Object === Object && global;\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\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 objectToString =
objectProto.toString;\n\n** Built-in method references for those with the same name as other `lodash` methods.
*\nvar nativeMax = Math.max,\n nativeMin = Math.min;\n\n**\n * Gets the timestamp of the number of
milliseconds that have elapsed since\n * the Unix epoch (1 January 1970 00:00:00 UTC).\n * \n * @static\n *
@memberOf _\n * @since 2.4.0\n * @category Date\n * @returns {number} Returns the timestamp.\n *
@example\n * \n * _defer(function(stamp) {\n * console.log(_.now() - stamp);\n * }, _.now());\n * // => Logs the
number of milliseconds it took for the deferred invocation.\n *\nvar now = function() {\n return
root.Date.now();\n};\n\n**\n * Creates a debounced function that delays invoking `func` until after `wait` \n *
milliseconds have elapsed since the last time the debounced function was\n * invoked. The debounced function
comes with a `cancel` method to cancel\n * delayed `func` invocations and a `flush` method to immediately invoke
them.\n * Provide `options` to indicate whether `func` should be invoked on the\n * leading and/or trailing edge of
the `wait` timeout. The `func` is invoked\n * with the last arguments provided to the debounced function.
Subsequent\n * calls to the debounced function return the result of the last `func`\n * invocation.\n * \n * **Note:**
```

If ``leading`` and ``trailing`` options are ``true``, ``func`` is invoked on the trailing edge of the timeout only if the debounced function is invoked more than once during the ``wait`` timeout. If ``wait`` is ``0`` and ``leading`` is ``false``, ``func`` invocation is deferred until to the next tick, similar to ``setTimeout`` with a timeout of ``0``. See [David Corbacho's article](https://css-tricks.com/debouncing-throttling-explained-examples/) for details over the differences between ``_.debounce`` and ``_.throttle``.

```

@static @memberOf _ @since 0.1.0
@category Function
@param {Function} func The function to debounce.
@param {number} [wait=0] The number of milliseconds to delay.
@param {Object} [options={}] The options object.
@param {boolean} [options.leading=false] Specify invoking on the leading edge of the timeout.
@param {number} [options.maxWait] The maximum time `func` is allowed to be delayed before it's invoked.
@param {boolean} [options.trailing=true] Specify invoking on the trailing edge of the timeout.
@returns {Function} Returns the new debounced function.
@example
// Avoid costly calculations while the window size is in flux.
jQuery(window).on('resize', _.debounce(calculateLayout, 150));
// Invoke `sendMail` when clicked, debouncing subsequent calls.
jQuery(element).on('click', _.debounce(sendMail, 300, {
 'leading': true,
 'trailing': false
}));
// Ensure `batchLog` is invoked once after 1 second of debounced calls.
var source = new EventSource('/stream');
jQuery(source).on('message', debounced);
// Cancel the trailing debounced invocation.
jQuery(window).on('popstate', debounced.cancel);
function debounce(func, wait, options) {
 var lastArgs,
 lastThis,
 maxWait,
 result,
 timerId,
 lastCallTime,
 lastInvokeTime = 0,
 leading = false,
 maxing = false,
 trailing = true;

 if (typeof func != 'function') {
 throw new TypeError(FUNC_ERROR_TEXT);
 }
 wait = toNumber(wait) || 0;
 if (isObject(options)) {
 leading = !!options.leading;
 maxing = 'maxWait' in options;
 maxWait = maxing ? nativeMax(toNumber(options.maxWait) || 0, wait) : maxWait;
 trailing = 'trailing' in options ? !!options.trailing : trailing;
 }

 function invokeFunc(time) {
 var args = lastArgs,
 thisArg = lastThis;

 lastArgs = undefined;
 lastInvokeTime = time;
 result = func.apply(thisArg, args);
 return result;
 }

 function leadingEdge(time) {
 // Reset any `maxWait` timer.
 lastInvokeTime = time;
 // Start the timer for the trailing edge.
 timerId = setTimeout(timerExpired, wait);
 // Invoke the leading edge.
 return leading ? invokeFunc(time) : result;
 }

 function remainingWait(time) {
 var timeSinceLastCall = time - lastCallTime,
 timeSinceLastInvoke = time - lastInvokeTime,
 result = wait - timeSinceLastCall;

 return maxing ? nativeMin(result, maxWait - timeSinceLastInvoke) : result;
 }

 function shouldInvoke(time) {
 var timeSinceLastCall = time - lastCallTime,
 timeSinceLastInvoke = time - lastInvokeTime;

 // Either this is the first call, activity has stopped and we're at the
 // trailing edge, the system time has gone backwards and we're treating
 // it as the trailing edge, or we've hit the `maxWait` limit.
 return (lastCallTime === undefined || (timeSinceLastCall >= wait) ||
 (timeSinceLastCall < 0) || (maxing && timeSinceLastInvoke >= maxWait));
 }

 function timerExpired() {
 var time = now();
 if (shouldInvoke(time)) {
 return trailingEdge(time);
 }
 // Restart the timer.
 timerId = setTimeout(timerExpired, remainingWait(time));
 }

 function trailingEdge(time) {
 timerId = undefined;

 // Only invoke if we have `lastArgs` which means
 // `func` has been
 // debounced at least once.
 if (trailing && lastArgs) {
 return invokeFunc(time);
 }
 lastArgs = lastThis = undefined;
 return result;
 }

 function cancel() {
 if (timerId !== undefined) {
 clearTimeout(timerId);
 }
 lastInvokeTime = 0;
 lastArgs = lastCallTime = lastThis = timerId = undefined;
 }

 function flush() {
 return timerId === undefined ? result : trailingEdge(now());
 }

 function debounced() {
 var time = now(),
 isInvoking = shouldInvoke(time);

 lastArgs = arguments;
 lastThis = this;
 lastCallTime = time;

 if (isInvoking) {
 if (timerId === undefined) {
 return leadingEdge(lastCallTime);
 }
 if (maxing) {
 // Handle invocations in a tight loop.
 timerId = setTimeout(timerExpired, wait);
 return invokeFunc(lastCallTime);
 }
 }
 if (timerId === undefined) {
 timerId = setTimeout(timerExpired, wait);
 }
 return result;
 }
 debounced.cancel = cancel;
 debounced.flush = flush;
 return debounced;
}

```

Creates a throttled function that only invokes ``func`` at most once per every ``wait`` milliseconds. The throttled function comes with a ``cancel`` method to cancel delayed ``func`` invocations and a ``flush`` method to immediately invoke them. Provide ``options`` to indicate

whether `func` should be invoked on the leading and/or trailing edge of the `wait` timeout. The `func` is invoked with the last arguments provided to the throttled function. Subsequent calls to the throttled function return the result of the last `func` invocation.

**Note:** If `leading` and `trailing` options are `true`, `func` is invoked on the trailing edge of the timeout only if the throttled function is invoked more than once during the `wait` timeout.

If `wait` is `0` and `leading` is `false`, `func` invocation is deferred until the next tick, similar to `setTimeout` with a timeout of `0`. See [David Corbacho's article](https://css-tricks.com/debouncing-throttling-explained-examples/) for details over the differences between `\_.throttle` and `\_.debounce`.

**@static @memberOf \_ @since 0.1.0 @category Function @param {Function} func** The function to throttle. **@param {number} [wait=0]** The number of milliseconds to throttle invocations to. **@param {Object} [options={}]** The options object. **@param {boolean} [options.leading=true]** Specify invoking on the leading edge of the timeout. **@param {boolean} [options.trailing=true]** Specify invoking on the trailing edge of the timeout. **@returns {Function}** Returns the new throttled function.

**@example**

```
// Avoid excessively updating the position while scrolling.
_.throttle(updatePosition, 100);
// Invoke `renewToken` when the click event is fired, but not more than
once every 5 minutes.
var throttled = _.throttle(renewToken, 300000, { 'trailing': false });
jQuery(element).on('click', throttled);
// Cancel the trailing throttled invocation.
jQuery(window).on('popstate', throttled.cancel);

function throttle(func, wait, options) {
 var leading = true,
 trailing = true;

 if (typeof func != 'function') {
 throw new TypeError(FUNC_ERROR_TEXT);
 }
 if (isObject(options)) {
 leading = 'leading' in options ? !!options.leading : leading;
 trailing = 'trailing' in options ? !!options.trailing : trailing;
 }

 return debounce(func, wait, {
 'leading': leading,
 'maxWait': wait,
 'trailing': trailing
 });
}

_.checksIf`value` is the [language type](http://www.ecma-international.org/ecma-262/7.0/#sec-ecmascript-language-types) of `Object`. (e.g. arrays, functions, objects, regexes, `new Number(0)`, and `new String(')`)
_.static @memberOf _ @since 0.1.0 @category Lang @param {*} value The value to check. @returns {boolean} Returns `true` if `value` is an object, else `false`.
@example
_.isObject({}); // => true
_.isObject([1, 2, 3]); // => true
.isObject(.noop); // => true
_.isObject(null); // => false

function isObject(value) {
 var type = typeof value;
 return !!value && (type == 'object' || type == 'function');
}

_.checksIf`value` is object-like. A value is object-like if it's not `null` and has a `typeof` result of "object".
_.static @memberOf _ @since 4.0.0 @category Lang @param {*} value The value to check. @returns {boolean} Returns `true` if `value` is object-like, else `false`.
@example
_.isObjectLike({}); // => true
_.isObjectLike([1, 2, 3]); // => true
.isObjectLike(.noop); // => false
_.isObjectLike(null); // => false

function isObjectLike(value) {
 return !!value && typeof value == 'object';
}

_.checksIf`value` is classified as a `Symbol` primitive or object.
_.static @memberOf _ @since 4.0.0 @category Lang @param {*} value The value to check. @returns {boolean} Returns `true` if `value` is a symbol, else `false`.
@example
_.isSymbol(Symbol.iterator); // => true
_.isSymbol('abc'); // => false

function isSymbol(value) {
 return typeof value == 'symbol' ||
 (isObjectLike(value) && objectToString.call(value) == symbolTag);
}

_.Converts `value` to a number.
_.static @memberOf _ @since 4.0.0 @category Lang @param {*} value The value to process. @returns {number} Returns the number.
@example
_.toNumber(3.2); // => 3.2
_.toNumber(Number.MIN_VALUE); // => 5e-324
_.toNumber(Infinity); // => Infinity
_.toNumber('3.2'); // => 3.2

function toNumber(value) {
 if (typeof value == 'number') {
 return value;
 }
 if (isSymbol(value)) {
 return NAN;
 }
 if (isObject(value)) {
 var other = typeof value.valueOf == 'function' ? value.valueOf() : value;
 value = isObject(other) ? (other + '') : other;
 }
 if (typeof value != 'string') {
 return value === 0 ? value : +value;
 }
 value = value.replace(reTrim, '');
 var isBinary = reIsBinary.test(value);
 return (isBinary || reIsOctal.test(value)) ? freeParseInt(value.slice(2), isBinary ? 2 : 8) : (reIsBadHex.test(value) ? NAN : +value);
}

module.exports = throttle;
var content = require("!!.././././node_modules/css-loader/index.js??ref--5-1!/ButtonIcon.css");
if(typeof content === 'string') content = [[module.id, content, "]];
var transform;
var insertInto;
var options =
```

```
{\ "hmr":true }\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update =
require("!!.../node_modules/style-loader/lib/addStyles.js")(content, options);\n\nif(content.locals)
module.exports = content.locals;\n\nif(module.hot) {\n\nmodule.hot.accept("!!.../node_modules/css-
loader/index.js??ref--5-1!/ButtonIcon.css", function() {\n\n\tvar newContent =
require("!!.../node_modules/css-loader/index.js??ref--5-1!/ButtonIcon.css");\n\n\tif(typeof newContent
=== 'string') newContent = [[module.id, newContent, "]];\n\n\tvar locals = (function(a, b) {\n\n\t\tvar key, idx =
0;\n\n\t\t\tfor(key in a) {\n\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\n\t\t\t\tidx++;\n\n\t\t\t}\n\n\t\t\tfor(key in b) idx-
-;\n\n\t\t\treturn idx === 0;\n\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting
CSS HMR due to changed css-modules
locals.');
```









```

varend.index - 1;\n }\n }\n return getVar(null, "", varname);\n }\n }\n // finalize
parsed arguments\n .reduce(function(prev, arg){\n if (arg === undefined){\n return prev;\n }\n
return prev.concat(arg);\n },[]);\n function getVar (_, pre, key) {\n var r = typeof env === 'function' ?
env(key) : env[key];\n if (r === undefined && key !== "")\n r = "";\n else if (r === undefined)\n
r = '$';\n if (typeof r === 'object') {\n return pre + TOKEN + JSON.stringify(r) + TOKEN;\n }\n
else return pre + r;\n }\n }\n /** @license React vundefined\n * react.production.min.js\n *\n * Copyright (c)
Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n *\n *use strict;var l=require("\object-
assign"),m=60103,p=60106,exports.Fragment=60107,exports.StrictMode=60108,exports.Profiler=60114;var
q=60109,r=60110,t=60112,exports.Suspense=60113,exports.SuspenseList=60120;var
u=60115,v=60116,exports.unstable_DebugTracingMode=60129,exports.unstable_LegacyHidden=60131,exports.un
stable_Cache=60132;nif("function"===typeof Symbol&&Symbol.for){var
w=Symbol.for;m=w("\react.element");p=w("\react.portal");exports.Fragment=w("\react.fragment");exports.Strict
Mode=w("\react.strict_mode");exports.Profiler=w("\react.profiler");q=w("\react.provider");r=w("\react.context");
t=w("\react.forward_ref");exports.Suspense=w("\react.suspense");exports.SuspenseList=w("\react.suspense_list");
u=w("\react.memo");v=w("\react.lazy");exports.unstable_DebugTracingMode=w("\react.debug_trace_mode");exp
orts.unstable_LegacyHidden=w("\react.legacy_hidden");\nexports.unstable_Cache=w("\react.cache")}var
x="function"===typeof Symbol&&Symbol.iterator;function y(a){if(null===a||"object"!==typeof a)return
null;a=x&&a[x]||a["@@iterator"];return"function"===typeof a?a:null}\nfunction z(a){for(var
b="https://reactjs.org/docs/error-
decoder.html?invariant="+a,c=1;c<arguments.length;c++)b+="&args[="+encodeURIComponent(arguments[c]);r
eturn"Minified React error #" +a+"; visit "+b+" for the full message or use the non-minified dev environment for
full errors and additional helpful warnings."}var
A={isMounted:function(){return!1},enqueueForceUpdate:function(){},enqueueReplaceState:function(){},enqueueS
etState:function(){}},B={}\nfunction
C(a,b,c){this.props=a;this.context=b;this.refs=B;this.updater=c||A}C.prototype.isReactComponent={};C.prototype.s
etState=function(a,b){if("object"!==typeof a&&"function"!==typeof a&&null!=a)throw
Error(z(85));this.updater.enqueueSetState(this,a,b,"setState");}C.prototype.forceUpdate=function(a){this.updater.e
nqueueForceUpdate(this,a,"forceUpdate");}function D(){ }D.prototype=C.prototype;function
E(a,b,c){this.props=a;this.context=b;this.refs=B;this.updater=c||A}var F=E.prototype=new
D;\nF.constructor=E;(F,C.prototype);F.isPureReactComponent=!0;var
G=Array.isArray,H=Object.prototype.hasOwnProperty,I={current:null},J={key:!0,ref:!0,__self:!0,__source:!0};\nfnu
nction K(a,b,c){var e,d={},k=null,h=null;if(null!=b)for(e in void 0!==b.ref&&(h=b.ref),void
0!==b.key&&(k=""+b.key),b)H.call(b,e)&&J.hasOwnProperty(e)&&(d[e]=b[e]);var g=arguments.length-
2;if(1===g)d.children=c;else if(1<g){for(var
f=Array(g),n=0;n<g;n++)f[n]=arguments[n+2];d.children=f}if(a&&a.defaultProps)for(e in g=a.defaultProps,g)void
0===d[e]&&(d[e]=g[e]);return {$$typeof:m,type:a,key:k,ref:h,props:d,_owner:I.current}}\nfunction
L(a,b){return {$$typeof:m,type:a.type,key:b.ref:a.ref,props:a.props,_owner:a._owner}}function
M(a){return"object"===typeof a&&null!=a&&a.$$typeof===m}function escape(a){var
b={"=":"=","&":"&","<":"<",">":">"};return"$"+a.replace(/[/=]/g,function(a){return b[a]})}var N=/\+/g;function
O(a,b){return"object"===typeof a&&null!=a&&null!=a.key?escape(""+a.key):b.toString(36)}\nfunction
P(a,b,c,e,d){var k=typeof a;if("undefined"===k||"boolean"===k)a=null;var h=!1;if(null===a)h=!0;else
switch(k){case "string":case "number":h=!0;break;case "object":switch(a.$$typeof){case m:case
p:h=!0}}if(h)return
h=a,d=d(h),a="====e?"+h+O(h,0):e,G(d)?(c="","",null!=a&&(c=a.replace(N,"$&^")+""),P(d,b,c,"",function(a)
{return
a})):null!=d&&(M(d)&&(d=L(d,c+(!d.key||h&&h.key===d.key?"":(""+d.key).replace(N,"$&^")+""))+a),b.pu
sh(d)),1;h=0;e="====e?"+h+O(h,0):e;if(G(a))for(var g=0;g<a.length;g++){k=na[g];var

```

```

f=e+O(k,g);h+=P(k,b,c,f,d)}else if(f=y(a),"function"===typeof
f)for(a=f.call(a),g=0;!(k=a.next()).done;)k=k.value,f=e+O(k,g++),h+=P(k,b,c,f,d);else if("\object"===k)throw
b="\"+a,Error(z(31, "[object Object]"===b?"object with keys {"+Object.keys(a).join(",")+"}":b));return
h}function Q(a,b,c){if(null==a)return a;var e=[],d=0;P(a,e,"\","\",function(a){return b.call(c,a,d++)});return
e}\nfunction R(a){if(-1===a._status){var
b=a._result;b=b();a._status=0;a._result=b;b.then(function(b){0===a._status&&(b=b.default,a._status=1,a._result=b)
},function(b){0===a._status&&(a._status=2,a._result=b)})}if(1===a._status)return a._result;throw a._result;}var
S={current:null},T={transition:0},U={ReactCurrentDispatcher:S,ReactCurrentBatchConfig:T,ReactCurrentOwner:I
,IsSomeRendererActing:{current:!1},assign:l};\nexports.Children={map:Q,forEach:function(a,b,c){Q(a,function(){
b.apply(this,arguments)},c)},count:function(a){var b=0;Q(a,function(){b++});return b},toArray:function(a){return
Q(a,function(a){return a})||[]},only:function(a){if(!M(a))throw Error(z(143));return
a}};exports.Component=C;exports.PureComponent=E;exports.__SECRET_INTERNALS_DO_NOT_USE_OR_Y
OU_WILL_BE_FIRED=U;\nexports.cloneElement=function(a,b,c){if(null===a||void 0===a)throw
Error(z(267,a));var e=l({},a.props),d=a.key,k=a.ref,h=a._owner;if(null!=b){void
0!==(b.ref&&(k=b.ref,h=I.current));void 0!==(b.key&&(d="\"+b.key));if(a.type&&a.type.defaultProps)var
g=a.type.defaultProps;for(f in b)H.call(b,f)&&!J.hasOwnProperty(f)&&(e[f]=void 0===b[f]&&void
0!==(g?g[f]:b[f]))}var f=arguments.length-2;if(1===f)e.children=c;else if(1<f){g=Array(f);for(var
n=0;n<f;n++)g[n]=arguments[n+2];e.children=g}return {$$typeof:m,type:a.type,\nkey:d,ref:k,props:e,_owner:h}};e
xports.createContext=function(a){a={$$typeof:r,_currentValue:a,_currentValue2:a,_threadCount:0,Provider:null,Co
nsumer:null};a.Provider={$$typeof:q,_context:a};return
a.Consumer=a};exports.createElement=K;exports.createFactory=function(a){var b=K.bind(null,a);b.type=a;return
b};exports.createRef=function(){return {current:null}};exports.forwardRef=function(a){return {$$typeof:t,render:a}
};exports.isValidElement=M;\nexports.lazy=function(a){return {$$typeof:v,_payload:{_status:-
1,_result:a},_init:R}};exports.memo=function(a,b){return {$$typeof:u,type:a,compare:void
0===b?null:b}};exports.startTransition=function(a){var
b=T.transition;T.transition=1;try{a()}finally{T.transition=b}};exports.unstable_createMutableSource=function(a,b)
{return {_getVersion:b,_source:a,_workInProgressVersionPrimary:null,_workInProgressVersionSecondary:null}};e
xports.unstable_getCacheForType=function(a){return
S.current.getCacheForType(a)};\nexports.unstable_useCacheRefresh=function(){return
S.current.useCacheRefresh()};exports.unstable_useMutableSource=function(a,b,c){return
S.current.useMutableSource(a,b,c)};exports.unstable_useOpaqueIdentifier=function(){return
S.current.useOpaqueIdentifier()};exports.useCallback=function(a,b){return
S.current.useCallback(a,b)};exports.useContext=function(a){return
S.current.useContext(a)};exports.useDebugValue=function(){return
S.current.useDeferredValue(a)};\nexports.useEffect=function(a,b){return
S.current.useEffect(a,b)};exports.useImperativeHandle=function(a,b,c){return
S.current.useImperativeHandle(a,b,c)};exports.useLayoutEffect=function(a,b){return
S.current.useLayoutEffect(a,b)};exports.useMemo=function(a,b){return
S.current.useMemo(a,b)};exports.useReducer=function(a,b,c){return
S.current.useReducer(a,b,c)};exports.useRef=function(a){return
S.current.useRef(a)};exports.useState=function(a){return
S.current.useState(a)};exports.useTransition=function(){return
S.current.useTransition()};\nexports.version="\17.0.3-experimental-965fb8be6";\n"/** @license React
vundefined\n * react-dom.production.min.js\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This
source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source
tree.\n */\n\n Modernizr 3.0.0pre (Custom Build) | MIT\n'use strict';var p=require("\object-
assign"),aa=require("\react"),ba=require("\scheduler");function w(a){for(var b="\https://reactjs.org/docs/error-
decoder.html?invariant="+a,c=1;c<arguments.length;c++)b+="&args[]="+encodeURIComponent(arguments[c]);r

```

```
return`Minified React error #`+a+`; visit `+b+` for the full message or use the non-minified dev environment for
full errors and additional helpful warnings.`}var ca=new Set,da={};function
ea(a,b){fa(a,b);fa(a+`Capture`,b)}\nfunction fa(a,b){da[a]=b;for(a=0;a<b.length;a++)ca.add(b[a])}\nvar
ha=!(`undefined`===typeof window||`undefined`===typeof window.document||`undefined`===typeof
window.document.createElement),ia=Object.prototype.hasOwnProperty,ja=/^[A-Z_a-z\u00C0-\u00D6\u00D8-
\u00F6\u00F8-\u02FF\u0370-\u037D\u037F-\u1FFF\u200C-\u200D\u2070-\u218F\u2C00-\u2FEF\u3001-
\uD7FF\uF900-\uFDCF\uFDF0-\uFFFD]:[A-Z_a-z\u00C0-\u00D6\u00D8-\u00F6\u00F8-\u02FF\u0370-
\u037D\u037F-\u1FFF\u200C-\u200D\u2070-\u218F\u2C00-\u2FEF\u3001-\u00D7FF\uF900-
\uFDCF\uFDF0-\uFFFD]-.0-9\u00B7\u0300-\u036F\u203F-\u2040]*$/,ka={n:{},la={}};function
na(a){if(ia.call(la,a))return!0;if(ia.call(ka,a))return!1;if(ja.test(a))return la[a]!=!0;ka[a]=!0;return!1}function
oa(a,b,c,d){if(null!==c&&0===c.type)return!1;switch(typeof b){case `function`:case `symbol`:return!0;case
`boolean`:if(d)return!1;if(null===c)return!c.acceptsBooleans;a=a.toLowerCase().slice(0,5);return`data-
`!==(a&&`aria-`)!==a;default:return!1}}\nfunction pa(a,b,c,d){if(null===b||`undefined`===typeof
b||oa(a,b,c,d))return!0;if(d)return!1;if(null===c)switch(c.type){case 3:return!b;case 4:return!1===b;case 5:return
isNaN(b);case 6:return isNaN(b)||1>b}return!1}function
y(a,b,c,d,e,f,g){this.acceptsBooleans=2===b||3===b||4===b;this.attributeName=d;this.attributeNamespace=e;this.m
ustUseProperty=c;this.propertyName=a;this.type=b;this.sanitizeURL=f;this.removeEmptyString=g}var
A={};\n`children dangerouslySetInnerHTML defaultValue defaultChecked innerHTML
suppressContentEditableWarning suppressHydrationWarning style`.split(` `).forEach(function(a){A[a]=new
y(a,0,!1,a,null,!1,!1)});[`acceptCharset`,`accept-
charset`,`className`,`class`,`htmlFor`,`for`,`http-equiv`,`http-equiv`]].forEach(function(a){var
b=a[0];A[b]=new
y(b,1,!1,a[1],null,!1,!1)});[`contentEditable`,`draggable`,`spellCheck`,`value`].forEach(function(a){A[a]=ne
w
y(a,2,!1,a.toLowerCase(),null,!1,!1)});\n[`autoReverse`,`externalResourcesRequired`,`focusable`,`preserveAlp
ha`].forEach(function(a){A[a]=new y(a,2,!1,a,null,!1,!1)});`allowFullScreen async autoFocus autoPlay controls
default defer disabled disablePictureInPicture disableRemotePlayback formNoValidate hidden loop noModule
noValidate open playsInline readOnly required reversed scoped seamless itemScope`.split(`
`).forEach(function(a){A[a]=new
y(a,3,!1,a.toLowerCase(),null,!1,!1)});\n[`checked`,`multiple`,`muted`,`selected`].forEach(function(a){A[a]=
new y(a,3,!0,a,null,!1,!1)});[`capture`,`download`].forEach(function(a){A[a]=new
y(a,4,!1,a,null,!1,!1)});[`cols`,`rows`,`size`,`span`].forEach(function(a){A[a]=new
y(a,6,!1,a,null,!1,!1)});[`rowSpan`,`start`].forEach(function(a){A[a]=new
y(a,5,!1,a.toLowerCase(),null,!1,!1)});var qa=/[-:;]([a-z])/g;function ra(a){return a[1].toUpperCase()}\n`accent-
height alignment-baseline arabic-form baseline-shift cap-height clip-path clip-rule color-interpolation color-
interpolation-filters color-profile color-rendering dominant-baseline enable-background fill-opacity fill-rule flood-
color flood-opacity font-family font-size font-size-adjust font-stretch font-style font-variant font-weight glyph-name
glyph-orientation-horizontal glyph-orientation-vertical horiz-adv-x horiz-origin-x image-rendering letter-spacing
lighting-color marker-end marker-mid marker-start overline-position overline-thickness paint-order panose-1
pointer-events rendering-intent shape-rendering stop-color stop-opacity strikethrough-position strikethrough-
thickness stroke-dasharray stroke-dashoffset stroke-linecap stroke-linejoin stroke-miterlimit stroke-opacity stroke-
width text-anchor text-decoration text-rendering underline-position underline-thickness unicode-bidi unicode-range
units-per-em v-alphabetic v-hanging v-ideographic v-mathematical vector-effect vert-adv-y vert-origin-x vert-
origin-y word-spacing writing-mode xmlns:xlink x-height`.split(` `).forEach(function(a){var
b=a.replace(qa,nra);A[b]=new y(b,1,!1,a,null,!1,!1)});`xlink:actuate xlink:arcrole xlink:role xlink:show xlink:title
xlink:type`.split(` `).forEach(function(a){var b=a.replace(qa,ra);A[b]=new
y(b,1,!1,a,`http://www.w3.org/1999/xlink`,`!1,!1)});[`xml:base`,`xml:lang`,`xml:space`].forEach(function(a){
var b=a.replace(qa,ra);A[b]=new
```

```

y(b,1,!1,a,\"http://www.w3.org/XML/1998/namespace\",!1,!1));[\"tabIndex\", \"crossOrigin\"].forEach(function(a){
A[a]=new y(a,1,!1,a.toLowerCase(),null,!1,!1));\nA.xlinkHref=new
y(\"xlinkHref\",!1,!1,\"xlink:href\", \"http://www.w3.org/1999/xlink\",!0,!1);[\"src\", \"href\", \"action\", \"formAction\"
].forEach(function(a){ A[a]=new y(a,1,!1,a.toLowerCase(),null,!0,!0));\nfunction sa(a,b,c,d){ var
e=A.hasOwnProperty(b)?A[b]:null;var
f=null!==(e?0===e.type:d?!1:(2<b.length)||\"o\"!==(b[0]&&\"O\"!==(b[0]||\"n\"!==(b[1]&&\"N\"!==(b[1]?!1:!0;f|(pa
b,c,e,d)&&(c=null),d|null===e?na(b)&&(null===c?a.removeAttribute(b):a.setAttribute(b,\"\"+c)):e.mustUseProper
ty?a[e.propertyName]=null===c?3===e.type?!1:\"\":(b=e.attributeName,d=e.attributeNamespace,null===c?a.rem
oveAttribute(b):(e=e.type,c=3===e||4===e&&!0===c?\"\": \"\"+c,d?a.setAttributeNS(d,b,c):a.setAttribute(b,c))))}\n
var
ta=aa.__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED,ua=60103,va=60106,wa=60107,x
a=60108,ya=60114,za=60109,Aa=60110,Ba=60112,Ca=60113,Da=60120,Ea=60115,Fa=60116,Ga=60119,Ha=601
28,Ia=60129,Ja=60130,Ka=60131,La=60132;\nif(\"function\"===typeof Symbol&&Symbol.for){ var
B=Symbol.for;ua=B(\"react.element\");va=B(\"react.portal\");wa=B(\"react.fragment\");xa=B(\"react.strict_mode\")
;ya=B(\"react.profiler\");za=B(\"react.provider\");Aa=B(\"react.context\");Ba=B(\"react.forward_ref\");Ca=B(\"react
.suspense\");Da=B(\"react.suspense_list\");Ea=B(\"react.memo\");Fa=B(\"react.lazy\");Ga=B(\"react.scope\");Ha=B
(\"react.opaque.id\");Ia=B(\"react.debug_trace_mode\");Ja=B(\"react.offscreen\");Ka=B(\"react.legacy_hidden\");La
=B(\"react.cache\");\nvar Ma=\"function\"===typeof Symbol&&Symbol.iterator;function
Na(a){if(null===a||\"object\"!==(typeof a)return null;a=Ma&&a[Ma]||a[\"@@iterator\"];return\"function\"===typeof
a?a:null}var Oa;function Pa(a){if(void 0===Oa)try{throw Error();}catch(c){var b=c.stack.trim().match(/\\n *(
at) ?/);Oa=b&&b[1]||\"\"}return\"\\n\"+Oa+a}var Qa=!1;\nfunction Ra(a,b){if(!a|Qa)return\"\";Qa=!0;var
c=Error.prepareStackTrace;Error.prepareStackTrace=void 0;try{if(b)if(b=function(){throw
Error();},Object.defineProperty(b.prototype,\"props\",{set:function(){throw Error();}}),\"object\"===typeof
Reflect&&Reflect.construct){try{Reflect.construct(b,[])}catch(k){var
d=k}Reflect.construct(a,[],b)}else{try{b.call()}catch(k){d=k}a.call(b.prototype)}else{try{throw
Error();}catch(k){d=k}a()}}catch(k){if(k&&d&&\"string\"===typeof k.stack){for(var
e=k.stack.split(\"\\n\"),nf=d.stack.split(\"\\n\"),g=e.length-1,h=f.length-1;1<=g&&0<=h&&e[g]!==f[h];h--
;for(;1<=g&&0<=h;g--,h--)if(e[g]!==f[h]){if(1!==(g|1)===h){do if(g--,h--
,0>h|e[g]!==f[h])return\"\\n\"+e[g].replace(\" at new \",\" at
\");while(1<=g&&0<=h)}break}}finally{Qa=!1,Error.prepareStackTrace=c}return(a?a.displayName|a.name:\"\\
\")?Pa(a):\"\"}\nfunction Sa(a){switch(a.tag){case 5:return Pa(a.type);case 16:return Pa(\"Lazy\");case 13:return
Pa(\"Suspense\");case 19:return Pa(\"SuspenseList\");case 0:case 2:case 15:return a=Ra(a.type,!1),a;case 11:return
a=Ra(a.type.render,!1),a;case 1:return a=Ra(a.type,!0),a;default:return\"\"}}\nfunction Ta(a){if(null===a)return
null;if(\"function\"===typeof a)return a.displayName|a.name|null;if(\"string\"===typeof a)return a;switch(a){case
wa:return\"Fragment\";case va:return\"Portal\";case ya:return\"Profiler\";case xa:return\"StrictMode\";case
Ca:return\"Suspense\";case Da:return\"SuspenseList\";case La:return\"Cache\"}if(\"object\"===typeof
a)switch(a.$typeof){case Aa:return(a.displayName|\"Context\")+\".Consumer\";case
za:return(a._context.displayName|\"Context\")+\".Provider\";case Ba:var
b=a.render;a=a.displayName;\na||(a=b.displayName|b.name|\"\",a=\"\"!==(a?\"ForwardRef(\"+a+\")\"):\"ForwardRef
\");return a;case Ea:return b=a.displayName|null,null!==(b?b:Ta(a.type))|\"Memo\";case
Fa:b=a._payload;a=a._init;try{return Ta(a(b))}catch(c){}}return null}\nfunction Ua(a){ var
b=a.type;switch(a.tag){case 24:return\"Cache\";case 9:return(b.displayName|\"Context\")+\".Consumer\";case
10:return(b._context.displayName|\"Context\")+\".Provider\";case 18:return\"DehydratedFragment\";case 11:return
a=b.render,a=a.displayName|a.name|\"\",b.displayName|(\"\"!==(a?\"ForwardRef(\"+a+\")\"):\"ForwardRef\");case
7:return\"Fragment\";case 5:return b;case 4:return\"Portal\";case 3:return\"Root\";case 6:return\"Text\";case
16:return Ta(b);case 23:return\"LegacyHidden\";case 8:return b===xa?\"StrictMode\": \"n\"Mode\";case
22:return\"Offscreen\";case 12:return\"Profiler\";case 21:return\"Scope\";case 13:return\"Suspense\";case
19:return\"SuspenseList\";case 1:case 0:case 17:case 2:case 14:case 15:if(\"function\"===typeof b)return

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b.displayName||b.name||null;if(\string\===typeof b)return b)return null}function Va(a){switch(typeof a){case
\boolean\:case \number\:case \object\:case \string\:case \undefined\:return a;default:return\}}\nfunction
Wa(a){var
b=a.type;return(a=a.nodeName)&&\input\===a.toLowerCase()&&\checkbox\===b||\radio\===b)\nfunction
Xa(a){var
b=Wa(a)?\checked\:\value\,c=Object.getOwnPropertyDescriptor(a.constructor.prototype,b),d=\"+a[b];if(!a.has
OwnProperty(b)&&\undefined\!==typeof c&&\function\===typeof c.get&&\function\===typeof c.set){var
e=c.get,f=c.set;Object.defineProperty(a,b,{configurable:!0,get:function(){return
e.call(this)},set:function(a){d=\"+a;f.call(this,a)}});Object.defineProperty(a,b,{enumerable:c.enumerable});return{
getValue:function(){return
d},setValue:function(a){d=\"+a},stopTracking:function(){a._valueTracker=\nnull;delete a[b]}}}\nfunction
Ya(a){a._valueTracker||(a._valueTracker=Xa(a))}function Za(a){if(!a)return!1;var
b=a._valueTracker;if(!b)return!0;var c=b.getValue();var
d=\";a&&(d=Wa(a)?a.checked?\true\:\false\":a.value);a=d;return a!==(b.setValue(a,!0):!1)}function
$a(a){a=a||(\undefined\!==typeof document?document:void 0);if(\undefined\===typeof a)return null;try{return
a.activeElement||a.body}catch(b){return a.body}}\nfunction ab(a,b){var c=b.checked;return
p({},b,{defaultChecked:void 0,defaultValue:void 0,value:void
0,checked:null!=c?c:a._wrapperState.initialChecked})}function bb(a,b){var
c=null==b.defaultValue?\":b.defaultValue,d=null!=b.checked?b.checked:b.defaultChecked;c=Va(null!=b.value?b.
value:c);a._wrapperState={initialChecked:d,initialValue:c,controlled:\checkbox\===b.type||\radio\===b.type?nu
ll!=b.checked:null!=b.value}}function cb(a,b){b=b.checked;null!=b&&sa(a,\checked\",b,!1)\nfunction
db(a,b){cb(a,b);var
c=Va(b.value),d=b.type;if(null!=c)if(\number\===d){if(0===c&&\\"===a.value||a.value!=c)a.value=\"+c}else
a.value!=+\"+c&&(a.value=\"+c);else
if(\submit\===d||\reset\===d){a.removeAttribute(\value\);return}b.hasOwnProperty(\value\)?eb(a,b.type,c):
b.hasOwnProperty(\defaultValue\)&&eb(a,b.type,Va(b.defaultValue));null==b.checked&&null!=b.defaultChecke
d&&(a.defaultChecked=!b.defaultChecked)}\nfunction
fb(a,b,c){if(b.hasOwnProperty(\value\)||b.hasOwnProperty(\defaultValue\)){var
d=b.type;if(!(\submit\!=d&&\reset\!=d||void
0!=b.value&&null!=b.value))return;b=\"+a._wrapperState.initialValue;c||b===a.value||(a.value=b);a.defaultVal
ue=b}c=a.name;\\"!=c&&(a.name=\");a.defaultChecked=!a._wrapperState.initialChecked;\\"!=c&&(a.name
=c)}\nfunction
eb(a,b,c){if(\number\!=b||$a(a.ownerDocument)!=a)null==c?a.defaultValue=\"+a._wrapperState.initialValue:
a.defaultValue!=+\"+c&&(a.defaultValue=\"+c)}var gb=Array.isArray;\nfunction
hb(a,b,c,d){a=a.options;if(b){b={};for(var
e=0;e<c.length;e++)b[\"+c[e]]=!0;for(c=0;c<a.length;c++)e=b.hasOwnProperty(\"+a[c].value),a[c].selected!=
=e&&(a[c].selected=e),e&&d&&(a[c].defaultSelected=!0)}else{c=\"+Va(c);b=null;for(e=0;e<a.length;e++){if(a[
e].value===c){a[e].selected=!0;d&&(a[e].defaultSelected=!0);return}null!=b||a[e].disabled||(b=a[e])}null!=b&&(
b.selected=!0)}\nfunction ib(a,b){if(null!=b.dangerouslySetInnerHTML)throw Error(w(91));return
p({},b,{value:void 0,defaultValue:void 0,children:\"+a._wrapperState.initialValue})}function jb(a,b){var
c=b.value;if(null==c){c=b.children;b=b.defaultValue;if(null!=c){if(null!=b)throw
Error(w(92));if(gb(c)){if(!(1>=c.length))throw
Error(w(93));c=c[0]}b=c}null==b&&(b=\");c=b}a._wrapperState={initialValue:Va(c)}\nfunction kb(a,b){var
c=Va(b.value),d=Va(b.defaultValue);null!=c&&(c=\"+c,c!==(a.value&&(a.value=c),null==b.defaultValue&&a.def
aultValue!=c&&(a.defaultValue=c));null!=d&&(a.defaultValue=\"+d)}function lb(a){var
b=a.textContent;b===a._wrapperState.initialValue&&\\"!=b&&null!=b&&(a.value=b)}function
mb(a){switch(a){case \svg\:return\http://www.w3.org/2000/svg\";case
\math\:return\http://www.w3.org/1998/Math/MathML\";default:return\http://www.w3.org/1999/xhtml\"}}\nfunction

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tion nb(a,b){return
null==a||"http://www.w3.org/1999/xhtml"===a?mb(b):"http://www.w3.org/2000/svg"===a&&"foreignObject"
===b?"http://www.w3.org/1999/xhtml":a}\nvar ob,pb=function(a){return"undefined"!==typeof
MSApp&&MSApp.execUnsafeLocalFunction?function(b,c,d,e){MSApp.execUnsafeLocalFunction(function(){retu
rn a(b,c,d,e)}}:a}(function(a,b){if("http://www.w3.org/2000/svg"!==a.namespaceURI||"innerHTML"in
a)a.innerHTML=b;else{ob=ob||document.createElement("div");ob.innerHTML="<svg>" +b.valueOf().toString()+
"</svg>";for(b=ob.firstChild;a.firstChild;)a.removeChild(a.firstChild);for(;b.firstChild;)a.appendChild(b.firstChild
)});\nfunction qb(a,b){if(b){var
c=a.firstChild;if(c&&c===a.lastChild&&3===c.nodeType){c.nodeValue=b;return}}a.textContent=b}\nvar
rb={animationIterationCount:!0,aspectRatio:!0,borderImageOutset:!0,borderImageSlice:!0,borderImageWidth:!0,bo
xFlex:!0,boxFlexGroup:!0,boxOrdinalGroup:!0,columnCount:!0,columns:!0,flex:!0,flexGrow:!0,flexPositive:!0,flex
Shrink:!0,flexNegative:!0,flexOrder:!0,gridArea:!0,gridRow:!0,gridRowEnd:!0,gridRowSpan:!0,gridRowStart:!0,gridC
olumn:!0,gridColumnEnd:!0,gridColumnSpan:!0,gridColumnStart:!0,fontWeight:!0,lineClamp:!0,lineHeight:!0,opa
city:!0,order:!0,orphans:!0,tabSize:!0,widows:!0,zIndex:!0,\nzoom:!0,fillOpacity:!0,floodOpacity:!0,stopOpacity:
0,strokeDasharray:!0,strokeDashoffset:!0,strokeMiterlimit:!0,strokeOpacity:!0,strokeWidth:!0},sb=["Webkit","ms
","Moz","O"];Object.keys(rb).forEach(function(a){sb.forEach(function(b){b=b+a.charAt(0).toUpperCase()+a.su
bstring(1);rb[b]=rb[a]}));function tb(a,b,c){return null==b||"boolean"===typeof
b||" "===b?"":c||"number"!==typeof
b||0===b||rb.hasOwnProperty(a)&&rb[a]?(" "+b).trim():b+"\px"}\nfunction ub(a,b){a=a.style;for(var c in
b)if(b.hasOwnProperty(c)){var d=0===c.indexOf("--
"),e=tb(c,b[c],d);"float"===c&&(c="cssFloat");d?a.setProperty(c,e):a[c]=e}var
vb=p({menuitem:!0},{area:!0,base:!0,br:!0,col:!0,embed:!0,hr:!0,img:!0,input:!0,keygen:!0,link:!0,meta:!0,param:!0
,source:!0,track:!0,wbr:!0});\nfunction
wb(a,b){if(b){if(vb[a]&&(null!=b.children||null!=b.dangerouslySetInnerHTML))throw
Error(w(137),a);if(null!=b.dangerouslySetInnerHTML){if(null!=b.children)throw
Error(w(60));if(!("object"===typeof b.dangerouslySetInnerHTML&&"__html"in
b.dangerouslySetInnerHTML))throw Error(w(61));if(null!=b.style&&"object"!==typeof b.style)throw
Error(w(62));}}\nfunction xb(a,b){if(-1===a.indexOf("-"))return"string"===typeof b.is;switch(a){case
"annotation-xml":case"color-profile":case"font-face":case"font-face-src":case"font-face-uri":case"font-
face-format":case"font-face-name":case"missing-glyph":return!1;default:return!0}}function
yb(a){a=a.target||a.srcElement||window;a.correspondingUseElement&&(a=a.correspondingUseElement);return
3===a.nodeType?a.parentNode:a}var zb=null,Ab=null,Bb=null;\nfunction
Cb(a){if(a=Db(a)){if("function"!==typeof zb)throw Error(w(280));var
b=a.stateNode;b&&(b=Eb(b),zb(a.stateNode,a.type,b))}}function Fb(a){Ab?Bb?Bb.push(a):Bb=[a]:Ab=a}function
Gb(){if(Ab){var a=Ab,b=Bb;Bb=Ab=null;Cb(a);if(b)for(a=0;a<b.length;a++)Cb(b[a])}function Hb(a,b){return
a(b)}function Ib(a,b,c,d,e){return a(b,c,d,e)}function Jb(){var Kb=Hb,Lb=!1,Mb=!1;function
Nb(){if(null!==Ab||null!==Bb)Jb(),Gb()}\nfunction Ob(a,b,c){if(Mb)return a(b,c);Mb=!0;try{return
Kb(a,b,c)}finally{Mb=!1,Nb()}}\nfunction Pb(a,b){var c=a.stateNode;if(null===c)return null;var
d=Eb(c);if(null===d)return null;c=d[b];a.switch(b){case"onClick":case"onClickCapture":case
"onDoubleClick":case"onDoubleClickCapture":case"onMouseDown":case"onMouseDownCapture":case
"onMouseMove":case"onMouseMoveCapture":case"onMouseUp":case"onMouseUpCapture":case
"onMouseEnter":(d=!d.disabled)||("button"===a.type,d=!("input"===a.type||"select"===a.type||"textarea"===a.type));a
=!d;break a;default:a=!1}if(a)return null;if(c&&"function"!==typeof c)throw Error(w(231),b,typeof c);return
c}var Qb=!1;if(ha)try{var
Rb={};Object.defineProperty(Rb,"passive",{get:function(){Qb=!0}});window.addEventListener("test",Rb,Rb);w
indow.removeEventListener("test",Rb,Rb)}catch(a){Qb=!1}function Sb(a,b,c,d,e,f,g,h,k){var
l=Array.prototype.slice.call(arguments,3);try{b.apply(c,l)}catch(m){this.onError(m)}}var
Tb=!1,Ub=null,Vb=!1,Wb=null,Xb={onError:function(a){Tb=!0;Ub=a}};function

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Yb(a,b,c,d,e,f,g,h,k){Tb=!1;Ub=null;Sb.apply(Xb,arguments)}\nfunction
Zb(a,b,c,d,e,f,g,h,k){Yb.apply(this,arguments);if(Tb){if(Tb){var l=Ub;Tb=!1;Ub=null}else throw
Error(w(198));Vb||(Vb=!0,Wb=1)}}function $b(a){var b=a,c=a;if(a.alternate)for(;b.return;)b=b.return;else{a=b;do
b=a,0!==(b.flags&2050)&&(c=b.return),a=b.return}while(a)}return 3===b.tag?c:null}function
ac(a){if(13===a.tag){var
b=a.memoizedState;null===b&&(a=a.alternate,null!==a&&(b=a.memoizedState));if(null!==b)return
b.dehydrated}return null}function bc(a){if($b(a)!==a)throw Error(w(188));}\nfunction cc(a){var
b=a.alternate;if(!b){b=$b(a);if(null===b)throw Error(w(188));return b!==(a?null:a)}for(var c=a,d=b;){var
e=c.return;if(null===e)break;var
f=e.alternate;if(null===f){d=e.return;if(null!==d){c=d;continue}break}if(e.child===f.child){for(f=e.child;f;){if(f===
c)return bc(e),a;if(f===d)return bc(e),b;f=f.sibling}throw
Error(w(188));}if(c.return!==d.return)c=e,d=f;else{for(var
g=!1,h=e.child;h;){if(h===c){g=!0;c=e;d=f;break}if(h===d){g=!0;d=e;c=f;break}h=h.sibling}if(!g){for(h=f.child;h
;){if(h===\n c){g=!0;c=f;d=e;break}if(h===d){g=!0;d=f;c=e;break}h=h.sibling}if(!g)throw
Error(w(189));}if(c.alternate!==d)throw Error(w(190));}if(3!==(c.tag)throw Error(w(188));return
c.stateNode.current===c?a:b}function dc(a){a=cc(a);return null!==(a?ec(a):null)}function
ec(a){if(5===a.tag||6===a.tag)return a;for(a=a.child;null!==a;){var b=ec(a);if(null!==b)return b;a=a.sibling}return
null}function fc(a,b){for(var c=a.alternate;null!==b;){if(b===a||b===c)return!0;b=b.return}return!1}\nvar
gc=ba.unstable_scheduleCallback,hc=ba.unstable_cancelCallback,ic=ba.unstable_shouldYield,jc=ba.unstable_reque
stPaint,D=ba.unstable_now,kc=ba.unstable_getCurrentPriorityLevel,lc=ba.unstable_ImmediatePriority,mc=ba.unsta
ble_UserBlockingPriority,nc=ba.unstable_NormalPriority,oc=ba.unstable_LowPriority,pc=ba.unstable_IdlePriority,
qc=null,rc=null;function sc(a){if(rc&&"function"===typeof
rc.onCommitFiberRoot)try{rc.onCommitFiberRoot(qc,a,void 0,128===(a.current.flags&128))}catch(b){}}\nvar
tc=64,uc=4194304;\nfunction vc(a){switch(a&-a){case 1:return 1;case 2:return 2;case 4:return 4;case 8:return
8;case 16:return 16;case 32:return 32;case 64:case 128:case 256:case 512:case 1024:case 2048:case 4096:case
8192:case 16384:case 32768:case 65536:case 131072:case 262144:case 524288:case 1048576:case 2097152:return
a&4194240;case 4194304:case 8388608:case 16777216:case 33554432:case 67108864:return a&130023424;case
134217728:return 134217728;case 268435456:return 268435456;case 536870912:return 536870912;case
1073741824:return 1073741824;\ndefault:return a}}function wc(a,b){var c=a.pendingLanes;if(0===c)return 0;var
d=0,e=a.suspendedLanes,f=a.pingedLanes,g=c&268435455;if(0!==g){var
h=g&~e,0!==h?d=vc(h):(f&=g,0!==f&&(d=vc(f)))}else
g=c&~e,0!==g?d=vc(g):0!==f&&(d=vc(f));if(0===d)return 0;if(0===b&&!d&&0===(b&e)&&(e=d&-d,f=b&-
b,e>=f||16===e&&0!==(f&4194240)))return
b;0!==(d&4)&&(d|=c&16);b=a.entangledLanes;if(0===b)for(a=a.entanglements,b&=d;0<b;c=31-
xc(b),e=1<<c,d|=a[c],b&=~e;return d)\nfunction yc(a,b){switch(a){case 1:case 2:case 4:return b+250;case 8:case
16:case 32:case 64:case 128:case 256:case 512:case 1024:case 2048:case 4096:case 8192:case 16384:case
32768:case 65536:case 131072:case 262144:case 524288:case 1048576:case 2097152:return b+5E3;case
4194304:case 8388608:case 16777216:case 33554432:case 67108864:return-1;case 134217728:case
268435456:case 536870912:case 1073741824:return-1;default:return-1}}\nfunction zc(a){a=a.pendingLanes&-
1073741825;return 0!==(a?a&1073741824?1073741824:0)}function Ac(a){for(var
b=[],c=0;31>c;c++)b.push(a);return b}function
Bc(a,b,c){a.pendingLanes|=b;536870912===b&&(a.suspendedLanes=0,a.pingedLanes=0);a=a.eventTimes;b=31-
xc(b);a[b]=c}\nfunction Cc(a,b){var
c=a.pendingLanes&~b;a.pendingLanes=b;a.suspendedLanes=0;a.pingedLanes=0;a.expiredLanes&=b;a.mutableRea
dLanes&=b;a.entangledLanes&=b;0===(a.pooledCacheLanes&=b)&&(a.pooledCache=null);b=a.entanglements;var
d=a.eventTimes;for(a=a.expirationTimes;0<c;){var e=31-xc(c),f=1<<e;b[e]=0;d[e]=-1;a[e]=-1;c&=~f}}function
Dc(a,b){var c=a.entangledLanes|=b;for(a=a.entanglements;c;){var d=31-
xc(c),e=1<<d;e&b[a[d]]&b&&(a[d]|=b);c&=~e}}var

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xc=Math.clz32?Math.clz32:Ec,Fc=Math.log,Gc=Math.LN2;\nfunction Ec(a){return 0===a?32:31-
(Fc(a)/Gc|0|0)var E=0;function Hc(a,b){var c=E;try{return E=a,b()}finally{E=c}}function Ic(a){a&=-a;return
1<a?4<a?0!==(a&268435455)?16:536870912:4:1}var
Jc,Kc,Lc,Mc,Nc,Oc,Pc=!1,Qc=[],Rc=null,Sc=null,Tc=null,Uc=new Map,Vc=new Map,Wc=[],Xc=""mousedown
mouseup touchcancel touchend touchstart auxclick dblclick pointercancel pointerdown pointerup dragend dragstart
drop compositionend compositionstart keydown keypress keyup input textInput copy cut paste click change
contextmenu reset submit\`.split(\` \`);\nfunction
Yc(a,b,c,d,e){return{blockedOn:a,domEventName:b,eventSystemFlags:c|16,nativeEvent:e,targetContainers:[d]}}fu
nction
Zc(a,b,c,d,e){a=Yc(a,b,c,d,e);Qc.push(a);if(1===Qc.length)for(;null!==a.blockedOn;){b=Db(a.blockedOn);if(null=
==b)break;Jc(b);if(null===a.blockedOn)$c();else break}}\nfunction ad(a,b){switch(a){case \"focusin\":case
\"focusout\":Rc=null;break;case \"dragger\":case \"dragleave\":Sc=null;break;case \"mouseover\":case
\"mouseout\":Tc=null;break;case \"pointerover\":case \"pointerout\":Uc.delete(b.pointerId);break;case
\"gotpointercapture\":case \"lostpointercapture\":Vc.delete(b.pointerId)}}\nfunction
bd(a,b,c,d,e,f){if(null===a||a.nativeEvent!==f)return
a=Yc(b,c,d,e,f),null!==b&&(b=Db(b),null!==b&&Lc(b)),a;a.eventSystemFlags|=d;b=a.targetContainers,null!==e&
&-1===b.indexOf(e)&&b.push(e);return a}\nfunction cd(a,b,c,d,e){switch(b){case \"focusin\":return
Rc=bd(Rc,a,b,c,d,e,!0);case \"dragger\":return Sc=bd(Sc,a,b,c,d,e,!0);case \"mouseover\":return
Tc=bd(Tc,a,b,c,d,e,!0);case \"pointerover\":var f=e.pointerId;Uc.set(f,bd(Uc.get(f)||null,a,b,c,d,e));return!0;case
\"gotpointercapture\":return f=e.pointerId,Vc.set(f,bd(Vc.get(f)||null,a,b,c,d,e)),!0}return!1}\nfunction dd(a){var
b=ed(a.target);if(null!==b){var
c=$b(b);if(null!==c)if(b=c.tag,13===b){if(b=ac(c),null!==b){a.blockedOn=b,Oc(a.priority,function(){Mc(c)});retur
n}}else
if(3===b&&c.stateNode.hydrate){a.blockedOn=3===c.tag?c.stateNode.containerInfo:null;return}}a.blockedOn=null
}\nfunction fd(a){if(null!==a.blockedOn)return!1;for(var b=a.targetContainers;0<b.length;){var
c=gd(a.domEventName,a.eventSystemFlags,b[0],a.nativeEvent);if(null!==c)return
b=Db(c),null!==b&&Lc(b),a.blockedOn=c,!1;b.shift()}return!0}function hd(a,b,c){fd(a)&&c.delete(b)}\nfunction
$c(){for(Pc=!1;0<Qc.length;){var
a=Qc[0];if(null!==a.blockedOn){a=Db(a.blockedOn);null!==a&&Kc(a);break}for(var
b=a.targetContainers;0<b.length;){var
c=gd(a.domEventName,a.eventSystemFlags,b[0],a.nativeEvent);if(null===c){a.blockedOn=c;break}b.shift()}null==
=a.blockedOn&&Qc.shift()}null!==Rc&&fd(Rc)&&(Rc=null);null!==Sc&&fd(Sc)&&(Sc=null);null!==Tc&&fd(T
c)&&(Tc=null);Uc.forEach(hd);Vc.forEach(hd)}\nfunction
id(a,b){a.blockedOn===b&&(a.blockedOn=null,Pc||(Pc=!0,ba.unstable_scheduleCallback(ba.unstable_NormalPrior
ity,$c))}\nfunction jd(a){function b(b){return id(b,a)}if(0<Qc.length){id(Qc[0],a);for(var
c=1;c<Qc.length;c++){var
d=Qc[c];d.blockedOn===a&&(d.blockedOn=null)}null!==Rc&&id(Rc,a);null!==Sc&&id(Sc,a);null!==Tc&&id(
Tc,a);Uc.forEach(b);Vc.forEach(b);for(c=0;c<Wc.length;c++){d=Wc[c];d.blockedOn===a&&(d.blockedOn=null);fo
r(0<Wc.length&&(c=Wc[0],null===c.blockedOn);dd(c),null===c.blockedOn&&Wc.shift())}var
kd=ta.ReactCurrentBatchConfig,ld=!0;\nfunction md(a,b,c,d){var
e=nd,f=Lb;Lb=!0;try{Ib(e,a,b,c,d)}finally{(Lb=f)||Nb()}}function od(a,b,c,d){var
e=E,f=kd.transition;kd.transition=0;try{E=4,nd(a,b,c,d)}finally{E=e,kd.transition=f}}function nd(a,b,c,d){if(ld){var
e=0===(b&4);if(e&&0<Qc.length&&-1<Xc.indexOf(a))Zc(null,a,b,c,d);else{var
f=gd(a,b,c,d);if(null===f)e&&ad(a,d);else{if(e){if(-
1<Xc.indexOf(a)){Zc(f,a,b,c,d);return}if(cd(f,a,b,c,d))return;ad(a,d)}pd(a,b,d,null,c)}}}\nfunction gd(a,b,c,d){var
e=yb(d);e=ed(e);if(null===e){var f=$b(e);if(null===f)e=null;else{var g=f.tag;if(13===g){e=ac(f);if(null===e)return
e;e=null}else if(3===g){if(f.stateNode.hydrate)return 3===f.tag?f.stateNode.containerInfo:null;e=null}else
f!==e&&(e=null)}pd(a,b,d,e,c);return null}\nfunction qd(a){switch(a){case \"cancel\":case \"click\":case

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"close":case "contextmenu":case "copy":case "cut":case "auxclick":case "dblclick":case "dragend":case
"dragstart":case "drop":case "focusin":case "focusout":case "input":case "invalid":case "keydown":case
"keypress":case "keyup":case "mousedown":case "mouseup":case "paste":case "pause":case "play":case
"pointercancel":case "pointerdown":case "pointerup":case "ratechange":case "reset":case "seeked":case
"submit":case "touchcancel":case "touchend":case "touchstart":case "volumechange":case "change":case
"selectionchange":case "textInput":case "compositionstart":case "compositionend":case
"compositionupdate":case "beforeblur":case "afterblur":case "beforeinput":case "blur":case
"fullscreenchange":case "focus":case "hashchange":case "popstate":case "select":case "selectstart":return
1;case "drag":case "dragenter":case "dragexit":case "dragleave":case "dragover":case "mousemove":case
"mouseout":case "mouseover":case "pointermove":case "pointerout":case "pointerover":case "scroll":case
"toggle":case "touchmove":case "wheel":case "mouseenter":case "mouseleave":case "pointerenter":case
"pointerleave":return 4;\ncase "message":switch(kc()){case lc:return 1;case mc:return 4;case nc:case oc:return
16;case pc:return 536870912;default:return 16}default:return 16} }var rd=null,sd=null,td=null;function
ud(){if(td)return td;var a,b=sd,c=b.length,d,e="value"in
rd?rd.value:rd.textContent,f=e.length;for(a=0;a<c&&b[a]===e[a];a++);var g=c-a;for(d=1;d<=g&&b[c-d]===e[f-
d];d++);return td=e.slice(a,1<d?1-d:void 0)}\nfunction vd(a){var b=a.keyCode;"charCode"in
a?a=a.charCodeAt,0===a&&13===b&&(a=13):a=b;10===a&&(a=13);return 32<=a||13===a?a:0}function
wd(){return!0}function xd(){return!1}\nfunction yd(a){function
b(b,d,e,f,g){this._reactName=b;this._targetInst=e;this.type=d;this.nativeEvent=f;this.target=g;this.currentTarget=null;
for(var c in
a)a.hasOwnProperty(c)&&(b=a[c],this[c]=b?f[f[c]]:this.isDefaultPrevented=(null!=f.defaultPrevented?f.defaultPr
evented:!1===f.returnValue)?wd:xd;this.isPropagationStopped=xd;return
this}p(b.prototype,{preventDefault:function(){this.defaultPrevented=!0;var
a=this.nativeEvent;a&&(a.preventDefault?a.preventDefault():"unknown"!==typeof
a.returnValue&&\n(a.returnValue=!1),this.isDefaultPrevented=wd)},stopPropagation:function(){var
a=this.nativeEvent;a&&(a.stopPropagation?a.stopPropagation():"unknown"!==typeof
a.cancelBubble&&(a.cancelBubble=!0),this.isPropagationStopped=wd)},persist:function(){},isPersistent:wd});retur
n b}\nvar zd={eventPhase:0,bubbles:0,cancelable:0,timeStamp:function(a){return
a.timeStamp||Date.now()},defaultPrevented:0,isTrusted:0},Ad=yd(zd),Bd=p({},zd,{view:0,detail:0}),Cd=yd(Bd),D
d,Ed,Fd,Hd=p({},Bd,{screenX:0,screenY:0,clientX:0,clientY:0,pageX:0,pageY:0,ctrlKey:0,shiftKey:0,altKey:0,met
aKey:0,getModifierState:Gd,button:0,buttons:0,relatedTarget:function(a){return void
0===a.relatedTarget?a.fromElement===a.srcElement?a.toElement:a.fromElement:a.relatedTarget},movementX:fun
ction(a){if("movementX"in a)return a.movementX;a!==Fd&&(Fd&&"mousemove"===a.type?(Dd=a.screenX-
Fd.screenX,Ed=a.screenY-Fd.screenY):Ed=Dd=0,Fd=a);return
Dd},movementY:function(a){return"movementY"in
a?a.movementY:Ed}),Id=yd(Hd),Jd=p({},Hd,{dataTransfer:0}),Kd=yd(Jd),Ld=p({},Bd,{relatedTarget:0}),Md=yd
(Ld),Nd=p({},zd,{animationName:0,elapsedTime:0,pseudoElement:0}),Od=yd(Nd),Pd=p({},zd,{clipboardData:fun
ction(a){return"clipboardData"in
a?a.clipboardData>window.clipboardData}),Qd=yd(Pd),Rd=p({},zd,{data:0}),Sd=yd(Rd),Td={Esc:"Escape",\nSp
acebar:"
",Left:"ArrowLeft",Up:"ArrowUp",Right:"ArrowRight",Down:"ArrowDown",Del:"Delete",Win:"OS",Men
u:"ContextMenu",Apps:"ContextMenu",Scroll:"ScrollLock",MozPrintableKey:"Unidentified"},Ud={8:"Back
space",9:"Tab",12:"Clear",13:"Enter",16:"Shift",17:"Control",18:"Alt",19:"Pause",20:"CapsLock",27:"
Escape",32:"
",33:"PageUp",34:"PageDown",35:"End",36:"Home",37:"ArrowLeft",38:"ArrowUp",39:"ArrowRight",40
:"ArrowDown",45:"Insert",46:"Delete",112:"F1",113:"F2",114:"F3",115:"F4",116:"F5",117:"F6",118:"
F7",\n119:"F8",120:"F9",121:"F10",122:"F11",123:"F12",144:"NumLock",145:"ScrollLock",224:"Meta
"},Vd={Alt:"altKey",Control:"ctrlKey",Meta:"metaKey",Shift:"shiftKey"};function Wd(a){var

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b=this.nativeEvent;return b.getModifierState?b.getModifierState(a):(a=Vd[a])?!b[a]:!1}function Gd(){return
Wd}\nvar Xd=p({},Bd,{key:function(a){if(a.key){var b=Td[a.key]||a.key;if("\Unidentified"!==b)return
b}return"keypress"===a.type?(a=vd(a),13===a?"Enter":String.fromCharCode(a)):"keydown"===a.type||"keyu
p"===a.type?Ud[a.keyCode]||"\Unidentified":\},code:0,location:0,ctrlKey:0,shiftKey:0,altKey:0,metaKey:0,rep
at:0,locale:0,getModifierState:Gd,charCode:function(a){return"keypress"===a.type?vd(a):0},keyCode:function(a)
{return"keydown"===a.type||"keyup"===a.type?a.keyCode:0},which:function(a){return"keypress"===a.type?
vd(a):\`"keydown"===a.type||"keyup"===a.type?a.keyCode:0}),Yd=yd(Xd),Zd=p({},Hd,{pointerId:0,width:0,hei
ght:0,pressure:0,tangentialPressure:0,tiltX:0,tiltY:0,twist:0,pointerType:0,isPrimary:0}),$d=yd(Zd),ae=p({},Bd,{tou
ches:0,targetTouches:0,changedTouches:0,altKey:0,metaKey:0,ctrlKey:0,shiftKey:0,getModifierState:Gd}),be=yd(a
e),ce=p({},zd,{propertyName:0,elapsedTime:0,pseudoElement:0}),de=yd(ce),ee=p({},Hd,{deltaX:function(a){retu
rn"\deltaX"in a?a.deltaX:\`"wheelDeltaX" in a?-a.wheelDeltaX:0}),ndeltaY:function(a){return"\deltaY" in
a?a.deltaY:\`"wheelDeltaY" in a?-a.wheelDeltaY:\`"wheelDelta" in a?-
a.wheelDelta:0},deltaZ:0,deltaMode:0}),fe=yd(ee),ge=[9,13,27,32],he=ha&&\`"CompositionEvent" in
window,ie=null;ha&&\`"documentMode" in document&&(ie=document.documentMode);var
je=ha&&\`"TextEvent" in
window&&!ie,ke=ha&&(he||ie&&8<ie&&11>=ie),le=String.fromCharCode(32),me=!1;\nfunction
ne(a,b){switch(a){case"keyup":return-1===ge.indexOf(b.keyCode);case"keydown":return
229===b.keyCode;case"keypress":case"mousedown":case"focusout":return!0;default:return!1}}function
oe(a){a=a.detail;return"object"===typeof a&&"data" in a?a.data:null}var pe=!1;function qe(a,b){switch(a){case
"compositionend":return oe(b);case"keypress":if(32===b.which)return null;me=!0;return le;case
"textInput":return a=b.data,a===le&&me?null:a;default:return null}}\nfunction
re(a,b){if(pe)return"compositionend"===a||he&&ne(a,b)?(a=ud(),td=sd=rd=null,pe=!1,a):null;switch(a){case
"paste":return null;case
"keypress":if(!(b.ctrlKey||b.altKey||b.metaKey)||b.ctrlKey&&b.altKey){if(b.char&&1<b.char.length)return
b.char;if(b.which)return String.fromCharCode(b.which)}return null;case"compositionend":return
ke&&\`"ko"!===b.locale?null:b.data;default:return null}}\nvar se={color:!0,date:!0,datetime:!0,\`"datetime-
local":!0,email:!0,month:!0,number:!0,password:!0,range:!0,search:!0,tel:!0,text:!0,time:!0,url:!0,week:!0};function
te(a){var
b=a&&a.nodeName&&a.nodeName.toLowerCase();return"input"===b?!se[a.type]:\`"textarea"===b?!0:!1}functi
on ue(a,b,c,d){Fb(d);b=ve(b,\`"onChange");0<b.length&&(c=new
Ad("\`"onChange",\`"change",null,c,d),a.push({event:c,listeners:b}))}var we=null,xe=null;function
ye(a){ze(a,0)}function Ae(a){var b=Be(a);if(Za(b))return a}\nfunction Ce(a,b){if("change"===a)return b}var
De=!1;if(ha){var Ee;if(ha){var Fe="\`"oninput" in document;if(!Fe){var
Ge=document.createElement("div");Ge.setAttribute("oninput",\`"return;\`");Fe="\`"function"===typeof
Ge.oninput}Ee=Fe}else Ee=!1;De=Ee&&(document.documentMode||9<document.documentMode)}function
He(){we&&(we.detachEvent("\`"onpropertychange",Ie),xe=we=null)}function
Ie(a){if("value"===a.propertyName&&Ae(ae)){var
b=[];ue(b,xe,a,yb(a));a=y;e;if(Lb)a(b);else{Lb=!0;try{Hb(a,b)}finally{Lb=!1,Nb()}}}\nfunction
Je(a,b,c){\`"focusin"===a?(He(),we=b,xe=c,we.attachEvent("\`"onpropertychange",Ie)):\`"focusout"===a&&He()}fu
nction Ke(a){if("\`"selectionchange"===a||"keyup"===a||"keydown"===a)return Ae(xe)}function
Le(a,b){if("click"===a)return Ae(b)}function Me(a,b){if("input"===a||"change"===a)return Ae(b)}function
Ne(a,b){return a===b&&(0!==a||1/a===1/b)||a===a&&b===b}var Oe="\`"function"===typeof
Object.is?Object.is:Ne;\nfunction Pe(a,b){if(Oe(a,b))return!0;if("\`"object"!===typeof a||null===a||"\`"object"!===typeof
b||null===b)return!1;var
c=Object.keys(a),d=Object.keys(b);if(c.length!==d.length)return!1;for(d=0;d<c.length;d++)if(!ia.call(b,c[d])||!Oe(a[
c[d]],b[c[d]]))return!1;return!0}function Qe(a){for(;a&&a.firstChild;a=a.firstChild;return a)\nfunction Re(a,b){var
c=Qe(a);a=0;for(var d;c;){if(3===c.nodeType){d=a+c.textContent.length;if(a<=b&&d>=b)return{node:c,offset:b-
a};a=d}a:{for(;c;){if(c.nextSibling){c=c.nextSibling;break a}c=c.parentNode}c=void 0}c=Qe(c)}function

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Se(a,b){return a&&b?a===b?!0:a&&3===a.nodeType?!1:b&&3===b.nodeType?Se(a,b.parentNode):\"contains\"in
a?a.contains(b):a.compareDocumentPosition?!(a.compareDocumentPosition(b)&16):!1:1}\nfunction Te(){for(var
a=window,b=$a();b instanceof a.HTMLIFrameElement;){try{var c=\"string\"===typeof
b.contentWindow.location.href}catch(d){c=!1}if(c)a=b.contentWindow;else break;b=$a(a.document)}return
b}function Ue(a){var b=a&&a.nodeName&&a.nodeName.toLowerCase();return
b&&(\"input\"===b&&(\"text\"===a.type||\"search\"===a.type||\"tel\"===a.type||\"url\"===a.type||\"password\"===
a.type)||\"textarea\"===b||\"true\"===a.contentEditable)}\nfunction Ve(a){var
b=Te(),c=a.focusedElem,d=a.selectionRange;if(b!==c&&c&&c.ownerDocument&&Se(c.ownerDocument.documen
tElement,c)){if(null!==d&&Ue(c))if(b=d.start,a=d.end,void 0===a&&(a=b),\"selectionStart\"in
c)c.selectionStart=b,c.selectionEnd=Math.min(a,c.value.length);else
if(a=(b=c.ownerDocument||document)&&b.defaultView||window,a.getSelection){a=a.getSelection();var
e=c.textContent.length,f=Math.min(d.start,e);d=void
0===d.end?f:Math.min(d.end,e);!a.extend&&f>d&&(e=d,d=f,f=e);e=Re(c,f);var
g=Re(c,nd);e&&g&&(1!==a.rangeCount||a.anchorNode!==e.node||a.anchorOffset!==e.offset||a.focusNode!==g.no
de||a.focusOffset!==g.offset)&&(b=b.createRange(),b.setStart(e.node,e.offset),a.removeAllRanges(),f>d?(a.addRang
e(b),a.extend(g.node,g.offset)):b.setEnd(g.node,g.offset),a.addRange(b))}b=[];for(a=c;a=a.parentNode;)1===a.no
deType&&b.push({element:a,left:a.scrollLeft,top:a.scrollTop});\"function\"===typeof
c.focus&&c.focus();for(c=0;c<b.length;c++)a=b[c],a.element.scrollLeft=a.left,a.element.scrollTop=a.top}}\nvar
We=ha&&\"documentMode\"in
document&&11>=document.documentMode,Xe=null,Ye=null,Ze=null,$e=!1;\nfunction af(a,b,c){var
d=c.window===c?c.document:9===c.nodeType?c.ownerDocument:$e||null===Xe||Xe!==$a(d)||d=Xe,\"selectionSt
art\"in
d&&Ue(d)?d={start:d.selectionStart,end:d.selectionEnd}:(d=(d.ownerDocument&&d.ownerDocument.defaultView|
>window).getSelection(),d={anchorNode:d.anchorNode,anchorOffset:d.anchorOffset,focusNode:d.focusNode,focus
Offset:d.focusOffset}),Ze&&Pe(Ze,d)||Ze=d,d=ve(Ye,\"onSelect\"),0<d.length&&(b=new
Ad(\"onSelect\",,\"select\",null,b,c),a.push({event:b,listeners:d}),b.target=Xe))}\nfunction bf(a,b){var
c={};c[a.toLowerCase()]=b.toLowerCase();c[\"Webkit\"+a]=\"webkit\"+b;c[\"Moz\"+a]=\"moz\"+b;return c}var
cf={animationend:bf(\"Animation\",,\"AnimationEnd\"),animationiteration:bf(\"Animation\",,\"AnimationIteration\"),
animationstart:bf(\"Animation\",,\"AnimationStart\"),transitionend:bf(\"Transition\",,\"TransitionEnd\"),df={},ef={
};\nha&&(ef=document.createElement(\"div\").style,\"AnimationEvent\"in window||(delete
cf.animationend.animation,delete cf.animationiteration.animation,delete
cf.animationstart.animation),\"TransitionEvent\"in window||delete cf.transitionend.transition);function
ff(a){if(df[a])return df[a];if(!cf[a])return a;var b=cf[a],c;for(c in b)if(b.hasOwnProperty(c)&&c in ef)return
df[a]=b[c];return a}var
gf=ff(\"animationend\"),hf=ff(\"animationiteration\"),jf=ff(\"animationstart\"),kf=ff(\"transitionend\"),lf=new
Map,mf=\"abort auxClick cancel canPlay canPlayThrough click close contextMenu copy cut drag dragEnd
dragEnter dragExit dragLeave dragOver dragStart drop durationChange emptied encrypted ended error
gotPointerCapture input invalid keyDown keyPress keyUp load loadedData loadedMetadata loadStart
lostPointerCapture mouseDown mouseMove mouseOut mouseOver mouseUp paste pause play playing
pointerCancel pointerDown pointerMove pointerOut pointerOver pointerUp progress rateChange reset seeked
seeking stalled submit suspend timeUpdate touchCancel touchEnd touchStart volumeChange scroll toggle
touchMove waiting wheel\".split(\" \");\nfunction nf(a,b){If.set(a,b);ea(b,[a])}for(var of=0;of<mf.length;of++){var
pf=mf[of],qf=pf.toLowerCase(),rf=pf[0].toUpperCase()+pf.slice(1);nf(qf,\"on\"+rf)}nf(gf,\"onAnimationEnd\");nf(h
f,\"onAnimationIteration\");nf(jf,\"onAnimationStart\");nf(\"dblclick\",,\"onDoubleClick\");nf(\"focusin\",,\"onFocus\
\");nf(\"focusout\",,\"onBlur\");nf(kf,\"onTransitionEnd\");fa(\"onMouseEnter\",[\"mouseout\",,\"mouseover\"]);fa(\"o
nMouseLeave\",[\"mouseout\",,\"mouseover\"]);fa(\"onPointerEnter\",[\"pointerout\",,\"pointerover\"]);nfa(\"onPoint
erLeave\",[\"pointerout\",,\"pointerover\"]);ea(\"onChange\",,\"change click focusin focusout input keydown keyup
selectionchange\".split(\" \"));ea(\"onSelect\",,\"focusout contextmenu dragend focusin keydown keyup mousedown

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mouseup selectionchange\").split(\
\");ea(\\"onBeforeInput\",[\"compositionend\",\"keypress\",\"textInput\",\"paste\"]);ea(\\"onCompositionEnd\",\"com
positionend focusout keydown keypress keyup mousedown\").split(\
\");ea(\\"onCompositionStart\",\"compositionstart focusout keydown keypress keyup mousedown\").split(\
\");\nea(\\"onCompositionUpdate\",\"compositionupdate focusout keydown keypress keyup mousedown\").split(\
\");var sf=\"abort canplay canplaythrough durationchange emptied encrypted ended error loadeddata
loadedmetadata loadstart pause play playing progress ratechange seeked seeking stalled suspend timeupdate
volumechange waiting\").split(\ \"),tf=new Set(\\"cancel close invalid load scroll toggle\").split(\
\").concat(sf);\nfunction uf(a,b,c){var d=a.type||\"unknown-event\";a.currentTarget=c;Zb(d,b,void
0,a);a.currentTarget=null}\nfunction ze(a,b){b=0!==(b&4);for(var c=0;c<a.length;c++){var
d=a[c],e=d.event;d=d.listeners;a:{ var f=void 0;if(b)for(var g=d.length-1;0<=g;g--){ var
h=d[g],k=h.instance,l=h.currentTarget;h=h.listener;if(k!==f&&e.isPropagationStopped())break a;uf(e,h,l);f=k} else
for(g=0;g<d.length;g++){h=d[g];k=h.instance;l=h.currentTarget;h=h.listener;if(k!==f&&e.isPropagationStopped())
break a;uf(e,h,l);f=k} } if(Vb)throw a=Wb,Vb=!1,Wb=null,a;}\nfunction F(a,b){var c=b[vf];void
0===c&&(c=b[vf]=new Set);var d=a+\"__bubble\";c.has(d)||(wf(b,a,2,!1),c.add(d))}function xf(a,b,c){var
d=0;b&&(d|=4);wf(c,a,d,b)}var yf=\"_reactListening\"+Math.random().toString(36).slice(2);function
zf(a){if(!a[yf]){a[yf]=!0;ca.forEach(function(b){\"selectionchange\"!==(b&&(tf.has(b)||xf(b,!1,a),xf(b,!0,a)));var
b=9===a.nodeType?a.a.ownerDocument:null===b[b[yf]](b[yf]=!0,xf(\"selectionchange\",!1,b))}}}\nfunction
wf(a,b,c,d){switch(qd(b)){case 1:var e=md;break;case 4:e=od;break;default:e=nd}c=e.bind(null,b,c,a);e=void
0;!Qb||\"touchstart\"!==(b&&\"touchmove\"!==(b&&\"wheel\"!==(b|(e=!0);d?void
0!==(e?a.addEventListener(b,c,{capture:!0,passive:e}):a.addEventListener(b,c,!0):void
0!==(e?a.addEventListener(b,c,{passive:e}):a.addEventListener(b,c,!1))}\nfunction pd(a,b,c,d,e){var
f=d;if(0===(b&1)&&0===(b&2)&&null!==(d)a:for(;;){if(null===d)return;var g=d.tag;if(3===g|4===g){ var
h=d.stateNode.containerInfo;if(h===e||8===h.nodeType&&h.parentNode===e)break;if(4===g)for(g=d.return,null!
==g;){ var
k=g.tag;if(3===k|4===k)if(k=g.stateNode.containerInfo,k===e||8===k.nodeType&&k.parentNode===e)return;g=g
.return}for(;;null!=h;){g=ed(h);if(null===g)return;k=g.tag;if(5===k|6===k){d=f=g;continue
a}h=h.parentNode}}d=d.return}Ob(function(){var d=f,e=yb(c),g=[];na:{ var h=lf.get(a);if(void 0!==(h){ var
k=Ad,n=a;switch(a){case \"keypress\":if(0===vd(c))break a;case \"keydown\":case \"keyup\":k=Yd;break;case
\"focusin\":n=\"focus\";k=Md;break;case \"focusout\":n=\"blur\";k=Md;break;case \"beforeblur\":case
\"afterblur\":k=Md;break;case \"click\":if(2===c.button)break a;case \"auxclick\":case \"dblclick\":case
\"mousedown\":case \"mousemove\":case \"mouseup\":case \"mouseout\":case \"mouseover\":case
\"contextmenu\":k=Id;break;case \"drag\":case \"dragend\":case \"dragenter\":case \"dragexit\":case
\"dragleave\":case \"dragover\":case \"dragstart\":case \"drop\":k=\\nKd;break;case \"touchcancel\":case
\"touchend\":case \"touchmove\":case \"touchstart\":k=be;break;case gf:case hf:case jf:k=Od;break;case
kf:k=de;break;case \"scroll\":k=Cd;break;case \"wheel\":k=fe;break;case \"copy\":case \"cut\":case
\"paste\":k=Qd;break;case \"gotpointercapture\":case \"lostpointercapture\":case \"pointercancel\":case
\"pointerdown\":case \"pointermove\":case \"pointerout\":case \"pointerover\":case \"pointerup\":k=$d}var
v=0!==(b&4),I=!v&&\"scroll\"===a,x=v?null!=h?h+\"Capture\":null:h;v=[];for(var z=d,q>null!=\\nz;){q=z;var
C=q.stateNode;5===q.tag&&null!=C&&(q=C,null!=x&&(C=Pb(z,x),null!=C&&v.push(Af(z,C,q))))};if(I)break;z
=z.return}0<v.length&&(h=new
k(h,n,null,c,e),g.push({event:h,listeners:v})))}if(0===(b&7)){a:{ h=\"mouseover\"===a||\"pointerover\"===a;k=\"m
ouseout\"===a||\"pointerout\"===a;if(h&&0===(b&16)&&(n=c.relatedTarget|c.fromElement)&&(ed(n)||n[Bf]))bre
ak
a;if(k|h){h=e.window===e?e:(h=e.ownerDocument)?h.defaultView|h.parentWindow>window;if(k){if(n=c.relatedT
arget|c.toElement,k=d,n=n?ed(n):null,null!=\\n&&(I=$b(n),n!=I||5!==(n.tag&&6!==(n.tag))n=null} else
k=null,n=d;if(k!==(n){v=Id;C=\"onMouseLeave\";x=\"onMouseEnter\";z=\"mouse\";if(\"pointerout\"===a||\"pointer
over\"===a)v=$d,C=\"onPointerLeave\";x=\"onPointerEnter\";z=\"pointer\";I=null=k?h:Be(k);q=null=n?h:Be(n);

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h=new v(C,z+\leave",k,c,e);h.target=I;h.relatedTarget=q;C=null;ed(e)===d&&(v=new
v(x,z+\enter",n,c,e),v.target=q,v.relatedTarget=I,C=v);I=C;if(k&&n)b:{v=k;x=n;z=0;for(q=v;q=Cf(q))z++;q=0;f
or(C=x;C=Cf(C))q++;for(;0<z-q;)v=Cf(v),z--;for(;0<q-z;)x=\nCf(x),q--;for(;z-
-);{if(v===x||null!==x&&v===x.alternate)break b;v=Cf(v);x=Cf(x)}v=null}else
v=null;null!==k&&Df(g,h,k,v,!1);null!==n&&null!==I&&Df(g,I,n,v,!0)}}a:{h=d?Be(d):window;k=h.nodeName&
&h.nodeName.toLowerCase();if(\select"===k||\input"===k&&\file"===h.type)var T=Ce;else
if(te(h))if(De)T=Me;else{T=Ke;var
Y=Je}else(k=h.nodeName)&&\input"===k.toLowerCase()&&(\checkbox"===h.type||\radio"===h.type)&&(T
=Le);if(T&&(T=T(a,d))){ue(g,T,c,e);break
a}Y&&Y(a,h,d);\focusout"===a&&(Y=h._wrapperState)&&nY.controlled&&\number"===h.type&&eb(h,\nu
mber",h.value)}Y=d?Be(d):window;switch(a){case
\focusin":if(te(Y)||\true"===Y.contentEditable)Xe=Y,Ye=d,Ze=null;break;case
\focusout":Ze=Ye=Xe=null;break;case \mousedown":$e=!0;break;case \contextmenu":case \mouseup":case
\dragend":$e=!1;af(g,c,e);break;case \selectionchange":if(We)break;case \keydown":case
\keyup":af(g,c,e)}var ma;if(he)b:{switch(a){case \compositionstart":var M=\onCompositionStart";break b;case
\compositionend":M=\onCompositionEnd";break b;\ncase
\compositionupdate":M=\onCompositionUpdate";break b}M=void 0}else
pe?ne(a,c)&&(M=\onCompositionEnd")::\keydown"===a&&229===c.keyCode&&(M=\onCompositionStart");
M&&(ke&&\ko"!=c.locale&&(pe||\onCompositionStart"!=M?\onCompositionEnd"===M&&pe&&(ma=ud
())):(rd=e,sd=\value"in rd?rd.value:rd.textContent,pe=!0),Y=ve(d,M),0<Y.length&&(M=new
Sd(M,a,null,c,e),g.push({event:M,listeners:Y}),ma?M.data=ma:(ma=oe(c),null!==ma&&(M.data=ma)));if(ma=je?
qe(a,c):re(a,c))d=ve(d,\onBeforeInput"),0<d.length&&(e=new
Sd(\onBeforeInput",\n"beforeinput",null,c,e),g.push({event:e,listeners:d}),e.data=ma)}ze(g,b)}}function
Af(a,b,c){return{instance:a,listener:b,currentTarget:c}}function ve(a,b){for(var
c=b+\Capture",d=[];null!==a;){var
e=a,f=e.stateNode;5===e.tag&&null!==f&&(e=f,f=Pb(a,c),null!==f&&d.unshift(Af(a,f,e)),f=Pb(a,b),null!==f&&d.pu
sh(Af(a,f,e)));a=a.return}return d}function Cf(a){if(null===a)return null;do a=a.return;while(a&&5!==a.tag);return
a?a:null}\nfunction Df(a,b,c,d,e){for(var f=b._reactName,g=[];null!==c&&c!===d;){var
h=c,k=h.alternate,l=h.stateNode;if(null!==k&&k===d)break;5===h.tag&&null!==l&&(h=l,e?(k=Pb(c,f),null!==k&
&g.unshift(Af(c,k,h))):e||(k=Pb(c,f),null!==k&&g.push(Af(c,k,h))));c=c.return}0!==g.length&&a.push({event:b,list
eners:g})}function Ef(){var Ff=null,Gf=null;function Hf(a,b){switch(a){case \button":case \input":case
\select":case \textarea":return!!b.autoFocus}return!1}\nfunction
If(a,b){return\textarea"===a||\noscript"===a||\string"===typeof b.children||\number"===typeof
b.children||\object"===typeof
b.dangerouslySetInnerHTML&&null!==b.dangerouslySetInnerHTML&&null!==b.dangerouslySetInnerHTML.__ht
ml}var Jf=\function"===typeof setTimeout;setTimeout:void 0,Kf=\function"===typeof
clearTimeout?clearTimeout:void 0,Mf=\function"===typeof
queueMicrotask?queueMicrotask:\undefined"!==typeof Promise?function(a){return
Promise.resolve(null).then(a).catch(Lf)}:Jf;\nfunction Lf(a){setTimeout(function(){throw a;})}function Nf(a,b){var
c=b,d=0;do{var
e=c.nextSibling;a.removeChild(c);if(e&&8===e.nodeType)if(c=e.data,\/$"===c){if(0===d){a.removeChild(e);jd(
b);return}d--}else\$\$"===c&&\$?"===c&&\$!"===c||d++;c=e}while(c);jd(b)}function
Of(a){1===a.nodeType?a.textContent=\":9===a.nodeType&&(a=a.body,null!==a&&(a.textContent=\"))}\nfuncti
on Pf(a){for(;null!==a;a=a.nextSibling){var
b=a.nodeType;if(1===b||3===b)break;if(8===b&&(b=a.data,\$"===b||\$!"===b||\$?"===b))break}return
a}function Qf(a){a=a.previousSibling;for(var b=0;a;){if(8===a.nodeType){var
c=a.data;if(\$"===c||\$!"===c||\$?"===c){if(0===b)return a;b--
}else\$/\$"===c&&b++}a=a.previousSibling}return null}var Rf=0;function

```

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Sf(a){return{ $$typeof:Ha,toString:a,valueOf:a }}\nvar
Tf=Math.random().toString(36).slice(2),Uf="__reactFiber$" + Tf,Vf="__reactProps$" + Tf,Bf="__reactContainer$"
+"\Tf,vf="__reactEvents$" + Tf,function ed(a){var b=a[Uf];if(b)return b;for(var
c=a.parentNode;c){if(b=c[Bf]||c[Uf]){c=b.alternate;if(null!==(b.child||null!==(c&&null!==(c.child)))for(a=Qf(a);null!==(a);){if(c=a[Uf])return c;a=Qf(a)}return b}a=c;a.parentNode}return null}function
Db(a){a=a[Uf]||a[Bf];return!a|5!==(a.tag&&6!==(a.tag&&13!==(a.tag&&3!==(a.tag?null:a))}\nfunction
Be(a){if(5===a.tag|6===a.tag)return a.stateNode;throw Error(w(33));}function Eb(a){return a[Vf]||null}var
Wf=[],Xf=-1;function Yf(a){return{current:a}}function G(a){0>Xf|(a.current=Wf[Xf],Wf[Xf]=null,Xf--)}function
H(a,b){Xf++;Wf[Xf]=a.current;a.current=b}var Zf={},J=Yf(Zf),$f=Yf(!1),ag=Zf;\nfunction bg(a,b){var
c=a.type.contextTypes;if(!c)return Zf;var
d=a.stateNode;if(d&&d.__reactInternalMemoizedUnmaskedChildContext===b)return
d.__reactInternalMemoizedMaskedChildContext;var e={},f;for(f in
c)e[f]=b[f];d&&(a=a.stateNode,a.__reactInternalMemoizedUnmaskedChildContext=b,a.__reactInternalMemoized
MaskedChildContext=e);return e}function cg(a){a=a.childContextTypes;return null!==(a&&void 0!==(a))}function
dg(){G($f);G(J)}function eg(a,b,c){if(J.current!==(Zf))throw Error(w(168));H(J,b);H($f,c)}\nfunction fg(a,b,c){var
d=a.stateNode;b=b.childContextTypes;if("\function"!==typeof d.getChildContext)return
c;d=d.getChildContext();for(var e in d)if(!(e in b))throw Error(w(108,Ua(a)||"Unknown",e));return
p({},c,d)}function
gg(a){a=(a=a.stateNode)&&a.__reactInternalMemoizedMergedChildContext||Zf;ag=J.current;H(J,a);H($f,$f.current
);return!0}\nfunction hg(a,b,c){var d=a.stateNode;if(!d)throw
Error(w(169));c?(a=fg(a,b,ag),d.__reactInternalMemoizedMergedChildContext=a,G($f),G(J),H(J,a)):G($f);H($f,c)}
var ig=null,jg=!1,kg=!1;function lg(){if(!kg&&null!==(ig)){kg=!0;var a=0,b=E;try{var
c=ig;for(E=1;a<c.length;a++){var d=c[a];do d=d(!0);while(null!==(d))}ig=null;jg=!1}catch(e){throw
null!==(ig&&(ig=ig.slice(a+1)),gc(lc,lg),e);}finally{E=b,kg=!1}}return null}var
mg=ta.ReactCurrentBatchConfig;\nfunction ng(a,b){if(a&&a.defaultProps){b=p({},b);a=a.defaultProps;for(var c in
a)void 0===b[c]&&(b[c]=a[c]);return b}return b}var og=Yf(null),pg=null,qg=null,rg=null;function
sg(){rg=qg=pg=null}function tg(a,b,c){H(og,b._currentValue);b._currentValue=c}function ug(a){var
b=og.current;G(og);a._currentValue=b}\nfunction vg(a,b){for(;null!==(a);{var
c=a.alternate;if((a.childLanes&b)===b)if(null===c|(c.childLanes&b)===b)break;else c.childLanes|=b;else
a.childLanes|=b,null!==(c&&(c.childLanes|=b));a=a.return}}}\nfunction wg(a,b,c){var
d=a.child;null!==(d&&(d.return=a));for(;null!==(d);){var e=d.dependencies;if(null!==(e)){var f=d.child;for(var
g=e.firstContext;null!==(g);{if(g.context===b){if(1===d.tag){g=xg(-1,c&-c);g.tag=2;var
h=d.updateQueue;if(null!==(h)){h=h.shared;var
k=h.pending;null===k?g.next=g:(g.next=k.next,k.next=g);h.pending=g}}d.lanes|=c;g=d.alternate;null!==(g&&(g.lan
es|=c);vg(d.return,c);e.lanes|=c;break}g=g.next}}else if(10===d.tag)f=d.type===a.type?null:d.child;else
if(18===d.tag){f=d.return;if(null===\nf)throw
Error(w(341));f.lanes|=c;e=f.alternate;null!==(e&&(e.lanes|=c);vg(f,c);f=d.sibling}else
f=d.child;if(null!==(f))f.return=d;else
for(f=d;null!==(f);){if(f===a){f=null;break}d=f.sibling;if(null!==(d)){d.return=f.return;f=d;break}f=f.return}d=f}}fun
ction
yg(a,b){pg=a;rg=qg=null;a=a.dependencies;null!==(a&&null!==(a.firstContext&&(0!==(a.lanes&b)&&(zg=!0),a.firs
tContext=null))}\nfunction Ag(a){var
b=a._currentValue;if(rg!==(a))if(a={context:a,memoizedValue:b,next:null},null===qg){if(null===pg)throw
Error(w(308));qg=a;pg.dependencies={lanes:0,firstContext:a,responders:null}}else qg=qg.next=a;return b}var
Bg=null,Cg=!1;function
Dg(a){a.updateQueue={baseState:a.memoizedState,firstBaseUpdate:null,lastBaseUpdate:null,shared:{pending:null,i
nterleaved:null,lanes:0},effects:null}}}\nfunction
Eg(a,b){a=a.updateQueue;b.updateQueue===a&&(b.updateQueue={baseState:a.baseState,firstBaseUpdate:a.firstBa

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seUpdate,lastBaseUpdate:a.lastBaseUpdate,shared:a.shared,effects:a.effects)}}function
xg(a,b){return{eventTime:a,lane:b,tag:0,payload:null,callback:null,next:null}}\nfunction Fg(a,b){ var
c=a.updateQueue;null!==(c&&(c=c.shared,null!==(K&&0!==(a.mode&1)?(a=c.interleaved,null===a?(b.next=b,null
===Bg?Bg=[c]:Bg.push(c)):(b.next=a.next,a.next=b),c.interleaved=b):(a=c.pending,null===a?b.next=b:(b.next=a.n
ext,a.next=b),c.pending=b))}function
Gg(a,b,c){b=b.updateQueue;if(null!==(b&&(b=b.shared,0!==(c&4194240)))}{ var
d=b.lanes;d&=a.pendingLanes;c|=d;b.lanes=c;Dc(a,c)}\nfunction Hg(a,b){ var
c=a.updateQueue,d=a.alternate;if(null!==(d&&(d=d.updateQueue,c===d))){ var
e=null,f=null;c=c.firstBaseUpdate;if(null!==(c)){ do{ var
g={eventTime:c.eventTime,lane:c.lane,tag:c.tag,payload:c.payload,callback:c.callback,next:null};null===f?f=f:g:f
=f.next=g;c=c.next}while(null!==(c);null===f?f=f:b=f:f=f.next=b} else
e=f=b;c={baseState:d.baseState,firstBaseUpdate:e,lastBaseUpdate:f,shared:d.shared,effects:d.effects};a.updateQuee
e=c;return a.c.lastBaseUpdate;null===a?c.firstBaseUpdate=b:a.next=\n;b;c.lastBaseUpdate=b}\nfunction
Ig(a,b,c,d){ var e=a.updateQueue;Cg=!1;var
f=e.firstBaseUpdate,g=e.lastBaseUpdate,h=e.shared.pending;if(null!==(h)){ e.shared.pending=null;var
k=h,l=k.next;k.next=null;null===g?f=l:g.next=l;g=k;var
m=a.alternate;null!==(m&&(m=m.updateQueue,h=m.lastBaseUpdate,h!==(g&&(null===h?m.firstBaseUpdate=l:h.ne
xt=l,m.lastBaseUpdate=k)))if(null!==(f){ var u=e.baseState;g=0;m=l=k=null;h=f;do{ var
t=h.lane,r=h.eventTime;if((d&t)===t){ null!==(m&&(m=m.next={eventTime:r,lane:0,tag:h.tag,payload:h.payload,ca
llback:h.callback,\nnext:null});a:{ var n=a,v=h;t=b;r=c;switch(v.tag){ case 1:n=v.payload;if(\"function\"===typeof
n){ u=n.call(r,u,t);break a}u=n;break a;case 3:n.flags=n.flags&-16385|128;case
0:n=v.payload;t=\"function\"===typeof n?n.call(r,u,t):n;if(null===t||void 0===t)break a;u=p({ },u,t);break a;case
2:Cg|=0} null!==(h.callback&&0!==(h.lane&&(a.flags|=64,t=e.effects,null===t?e.effects=[h]:t.push(h))) else
r={eventTime:r,lane:t,tag:h.tag,payload:h.payload,callback:h.callback,next:null},null===m?(l=m=r,k=u):m=m.next
=r,g|=t;\nh=h.next;if(null===h)if(h=e.shared.pending,null===h)break;else
t=h,h=t.next,t.next=null,e.lastBaseUpdate=t,e.shared.pending=null} while(1);null===m&&(k=u);e.baseState=k;e.firs
tBaseUpdate=l;e.lastBaseUpdate=m;b=e.shared.interleaved;if(null!==(b)){ e=b;do
g|=e.lane,e=e.next;while(e!==(b)) else
null===f&&(e.shared.lanes=0);Jg|=g;a.lanes=g;a.memoizedState=u}}\nfunction
Kg(a,b,c){ a=b.effects;b.effects=null;if(null!==(a)for(b=0;b<a.length;b++){ var
d=a[b],e=d.callback;if(null!==(e)){ d.callback=null;d=c;if(\"function\"!==(typeof e)throw
Error(w(191,e));e.call(d)}} var Lg=(new aa.Component).refs;function
Mg(a,b,c,d){ b=a.memoizedState;c=c(d,b);c=null===c||void
0===c?b:p({ },b,c);a.memoizedState=c;0===a.lanes&&(a.updateQueue.baseState=c)}\nvar
Pg={isMounted:function(a){ return(a=a._reactInternals)?$b(a)===a:!1 },enqueueSetState:function(a,b,c){ a=a._reactI
nternals;var d=L(),e=Ng(a),f=xg(d,e);f.payload=b;void
0!==(c&&null!==(c&&(f.callback=c));Fg(a,f);b=Og(a,e,d);null!==(b&&Gg(b,a,e)),enqueueReplaceState:function(a,b,
c){ a=a._reactInternals;var d=L(),e=Ng(a),f=xg(d,e);f.tag=1;f.payload=b;void
0!==(c&&null!==(c&&(f.callback=c));Fg(a,f);b=Og(a,e,d);null!==(b&&Gg(b,a,e)),enqueueForceUpdate:function(a,b)
{ a=a._reactInternals;var c=L(),d=Ng(a),e=xg(c,\nd);e.tag=2;void
0!==(b&&null!==(b&&(e.callback=b));Fg(a,e);b=Og(a,d,c);null!==(b&&Gg(b,a,d))};function
Qg(a,b,c,d,e,f,g){ a=a.stateNode;return\"function\"===typeof
a.shouldComponentUpdate?a.shouldComponentUpdate(d,f,g):b.prototype&&b.prototype.isPureReactComponent?!
Pe(c,d)||!Pe(e,f):!0}\nfunction Rg(a,b,c){ var d=!1,e=Zf;var f=b.contextType;\"object\"===typeof
f&&null!==(f?Ag(f):(e=cg(b)?ag:J.current,d=b.contextTypes,f=(d=null!==(d&&void 0!==(d)?bg(a,e):Zf);b=new
b(c,f);a.memoizedState=null!==(b.state&&void
0!==(b.state?b.state:null;b.updater=Pg;a.stateNode=b;b._reactInternals=a;d&&(a=a.stateNode,a.__reactInternalMem
oizedUnmaskedChildContext=e,a.__reactInternalMemoizedMaskedChildContext=f);return b}\nfunction

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Sg(a,b,c,d){a=b.state;\function\====typeof
b.componentWillReceiveProps&&b.componentWillReceiveProps(c,d);\function\====typeof
b.UNSAFE_componentWillReceiveProps&&b.UNSAFE_componentWillReceiveProps(c,d);b.state!==a&&Pg.enqueueReplaceState(b,b.state,null)}\nfunction Tg(a,b,c,d){var
e=a.stateNode;e.props=c;e.state=a.memoizedState;e.refs=Lg;Dg(a);var f=b.contextType;\object\====typeof
f&&null!==f?e.context=Ag(f):(f=cg(b)?ag:J.current,e.context=bg(a,f));e.state=a.memoizedState;f=b.getDerivedStateFromProps;\function\====typeof f&&(Mg(a,b,f,c),e.state=a.memoizedState);\function\====typeof
b.getDerivedStateFromProps||\function\====typeof e.getSnapshotBeforeUpdate||\function\!====typeof
e.UNSAFE_componentWillMount&&\function\!====typeof
e.componentWillMount|(b=e.state,\n\function\====typeof
e.componentWillMount&&e.componentWillMount(),\function\====typeof
e.UNSAFE_componentWillMount&&e.UNSAFE_componentWillMount(),b!==e.state&&Pg.enqueueReplaceState(e,e.state,null),Ig(a,c,e,d),e.state=a.memoizedState);\function\====typeof
e.componentDidMount&&(a.flags|=4)}\nfunction Ug(a,b,c){a=c.ref;if(null!==a&&\function\!====typeof a&&\object\!====typeof a){if(c._owner){c=c._owner;if(c){if(1!==c.tag)throw Error(w(309));var
d=c.stateNode}if(!d)throw Error(w(147,a));var e="\"+a;if(null!==b&&null!==b.ref&&\function\====typeof b.ref&&b.ref._stringRef===e)return b.ref;b=function(a){var b=d.refs;b===Lg&&(b=d.refs={});null===a?delete
b[e]:b[e]=a};b._stringRef=e;return b}if(\string\!====typeof a)throw Error(w(284));if(!c._owner)throw
Error(w(290,a));}return a}\nfunction Vg(a,b){a=Object.prototype.toString.call(b);throw Error(w(31,\[object
Object]\)====a?"object with keys {\"+Object.keys(b).join(",")+"}":a));}function Wg(a){var b=a._init;return
b(a._payload)}\nfunction Xg(a){function b(b,c){if(a){var
d=b.deletions;null===d?(b.deletions=[c],b.flags|=16):d.push(c)}function c(c,d){if(!a)return
null;for(;null!==d;b(c,d),d=d.sibling;return null}function d(a,b){for(a=new
Map;null!==b;null!==b.key?a.set(b.key,b):a.set(b.index,b),b=b.sibling;return a}function
e(a,b){a=Yg(a,b);a.index=0;a.sibling=null;return a}function f(b,c,d){b.index=d;if(!a)return
c;d=b.alternate;if(null!==d)return d=d.index,d<c?(b.flags|=2,c):d;b.flags|=2;return c}function
g(b){a&&null===\n.b.alternate&&(b.flags|=2);return b}function h(a,b,c,d){if(null===b||6===b.tag)return
b=Zg(c,a.mode,d),b.return=a,b;return a}function i(a,b,c,d){var f=c.type;if(f===wa)return
m(a,b,c.props.children,d,c.key);if(null!==b&&(b.elementType===f||\object\====typeof
f&&null!==f&&f.$typeof===Fa&&Wg(f)===b.type))return
d=e(b,c.props),d.ref=Ug(a,b,c),d.return=a,d;d=$g(c.type,c.key,c.props,null,a.mode,d);d.ref=Ug(a,b,c);d.return=a;return
d}function
l(a,b,c,d){if(null===b||4===b.tag||b.stateNode.containerInfo!==\nc.containerInfo||b.stateNode.implementation!==c.implementation)return
b=ah(c,a.mode,d),b.return=a,b;b=e(b,c.children[0]);b.return=a;return b}function
m(a,b,c,d,f){if(null===b||7===b.tag)return b=bh(c,a.mode,d,f),b.return=a,b;b=e(b,c);b.return=a;return b}function
u(a,b,c){if(\string\====typeof b||\number\====typeof b)return
b=Zg("\"+b,a.mode,c),b.return=a,b;if(\object\====typeof b&&null!==b){switch(b.$typeof){case ua:return
c=$g(b.type,b.key,b.props,null,a.mode,c),c.ref=Ug(a,null,b),c.return=a,c;case va:return
b=\nah(b,a.mode,c),b.return=a,b;case Fa:var d=b._init;return u(a,d(b._payload),c)}if(gb(b)||Na(b))return
b=bh(b,a.mode,c,null),b.return=a,b;Vg(a,b)}return null}function
t(a,b,c,d){var
e=null!==b?b.key:null;if(\string\====typeof c||\number\====typeof c)return
null===e?null:h(a,b,"\"+c,d);if(\object\====typeof c&&null===c){switch(c.$typeof){case ua:return
c.key===e?k(a,b,c,d):null;case va:return c.key===e?l(a,b,c,d):null;case Fa:return
e=c._init,t(a,b,e(c._payload),d)}if(gb(c)||Na(c))return null===e?null:\nm(a,b,c,d,null);Vg(a,c)}return null}function
r(a,b,c,d,e){if(\string\====typeof d||\number\====typeof d)return
a=a.get(c)||null,h(b,a,"\"+d,e);if(\object\====typeof d&&null===d){switch(d.$typeof){case ua:return
a=a.get(null===d.key?c:d.key)||null,k(b,a,d,e);case va:return a=a.get(null===d.key?c:d.key)||null,l(b,a,d,e);case
Fa:var f=d._init;return r(a,b,c,f(d._payload),e)}if(gb(d)||Na(d))return a=a.get(c)||null,m(b,a,d,e,null);Vg(b,d)}return

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null }function n(e,g,h,k){for(var
l=null,z=null,q=g,m=g=0,x=\nnull;null!==(q&&m<h.length;m++){q.index>m?(x=q,q=null):x=q.sibling;var
n=t(e,q,h[m],k);if(null===n){null===q&&(q=x);break }a&&q&&null===n.alternate&&b(e,q);g=f(n,g,m);null===z
?l=n.z.sibling=n;z=n;q=x }if(m===h.length)return
c(e,q,l);if(null===q){for(;m<h.length;m++)q=u(e,h[m],k),null!==(g=f(q,g,m),null===z?l=q.z.sibling=q,z=q);re
turn
l}for(q=d(e,q);m<h.length;m++)x=r(q,e,m,h[m],k),null!==(a&&null!==(x.alternate&&q.delete(null===x.key?
m:x.key),g=f(x,g,m),null===z?l=x.z.sibling=x,z=x);a&&q.forEach(function(a){return b(e,\na)});return l}function
v(e,g,h,k){var l=Na(h);if(\function\!==(typeof l)throw Error(w(150));h=l.call(h);if(null==h)throw
Error(w(151));for(var
m=l=null,q=g,x=g=0,z=null,n=h.next();null!==(q&&!n.done;x++,n=h.next()){q.index>x?(z=q,q=null):z=q.sibling;va
r
v=t(e,q,n.value,k);if(null===v){null===q&&(q=z);break }a&&q&&null===v.alternate&&b(e,q);g=f(v,g,x);null===
m?l=v.m.sibling=v;m=v;q=z }if(n.done)return
c(e,q,l);if(null===q){for(;!n.done;x++,n=h.next())n=u(e,n.value,k),null!==(n&&(g=f(n,g,x),null===m?l=n.\nm.siblin
g=n,m=n);return
l}for(q=d(e,q);!n.done;x++,n=h.next())n=r(q,e,x,n.value,k),null!==(n&&(a&&null!==(n.alternate&&q.delete(null===
n.key?x:n.key),g=f(n,g,x),null===m?l=n.m.sibling=n,m=n);a&&q.forEach(function(a){return b(e,a)});return
l}function I(a,d,f,h){var k=\object\===typeof
f&&null!==(f&&f.type===wa&&null===f.key;k&&(f=f.props.children);if(\object\===typeof
f&&null!==(f){switch(f.$typeof){case ua:a:{var
l=f.key;for(k=d;null!==(k){if(k.key===l){l=f.type;if(l===wa){if(7===k.tag){c(a,k.sibling);\nd=e(k,f.props.children
);d.return=a;a=d;break a } }else if(k.elementType===l||\object\===typeof
l&&null!==(l&&l.$typeof===Fa&&Wg(l)===k.type){c(a,k.sibling);d=e(k,f.props);d.ref=Ug(a,k,f);d.return=a;a=d;
break a }c(a,k);break }else
b(a,k);k=k.sibling }f.type===wa?(d=bh(f.props.children,a.mode,h,f.key),d.return=a,a=d):(h=$g(f.type,f.key,f.props,n
ull,a.mode,h),h.ref=Ug(a,d,f),h.return=a,a=h)}return g(a);case
va:a:{for(k=f.key;null!==(d){if(d.key===k)if(4===d.tag&&d.stateNode.containerInfo===f.containerInfo&&\nd.stat
eNode.implementation===f.implementation){c(a,d.sibling);d=e(d,f.children[[]]);d.return=a;a=d;break
a }else{c(a,d);break }else b(a,d);d=d.sibling }d=ah(f,a.mode,h);d.return=a;a=d}return g(a);case Fa:return
k=f._init,I(a,d,k(f._payload),h)}if(gb(f)return n(a,d,f,h);if(Na(f)return v(a,d,f,h);Vg(a,f)}if(\string\===typeof
f||\number\===typeof f)return
f=\|\+f,null!==(d&&6===d.tag?(c(a,d.sibling),d=e(d,f),d.return=a,a=d):(c(a,d),d=Zg(f,a.mode,h),d.return=a,a=d),g(
a);if(\undefined\===typeof f&&!k)switch(a.tag){case 1:case 0:case 11:case 15:throw
Error(w(152,\nUa(a)||\Component\));}return c(a,d)}return I }var
ch=Xg(!0),dh=Xg(!1),eh={ },fh=Yf(eh),gh=Yf(eh),hh=Yf(eh);function ih(a){if(a===eh)throw Error(w(174));return
a}function jh(a,b){H(hh,b);H(gh,a);H(fh,eh);a=b.nodeType;switch(a){case 9:case
11:b=(b=b.documentElement)?b.namespaceURI:nb(null,\");break;default:a=8===a?b.parentNode:b,b=a.namespac
eURI||null,a=a.tagName,b=nb(b,a)}G(fh);H(fh,b)}function kh(){G(fh);G(gh);G(hh)}\nfunction
lh(a){ih(hh.current);var b=ih(fh.current);var c=nb(b,a.type);b!==(c&&(H(gh,a),H(fh,c))}function
mh(a){gh.current===a&&(G(fh),G(gh))}var N=Yf(0);\nfunction nh(a){for(var b=a;null!==(b){if(13===b.tag){var
c=b.memoizedState;if(null!==(c&&(c=c.dehydrated,null===c||\$\?\"===c.data||\$\!\"===c.data))return b }else
if(19===b.tag&&void 0!==(b.memoizedProps.revealOrder){if(0!==(b.flags&128))return b }else
if(null!==(b.child){b.child.return=b;b=b.child;continue }if(b===a)break;for(;null===b.sibling;){if(null===b.return||b.
return===a)return null;b=b.return }b.sibling.return=b.return;b=b.sibling}return null }var
oh=null,ph=null,qh=!1;\nfunction rh(a,b){var
c=sh(5,null,null,0);c.elementType=\DELETED\";c.stateNode=b;c.return=a;b=a.deletions;null===b?(a.deletions=[c
],a.flags|=16):b.push(c)}\nfunction th(a,b){switch(a.tag){case 5:var

```

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c=a.type;b=1!==(b.nodeType||c.toLowerCase()!==(b.nodeName.toLowerCase()?null:b);return
null!==(b?(a.stateNode=b,!0):!1;case 6:return
b="\\"====a.pendingProps|3!==(b.nodeType?null:b,null!==(b?(a.stateNode=b,!0):!1;case 13:return
b=8!==(b.nodeType?null:b,null!==(b?(a.memoizedState={dehydrated:b,retryLane:1073741824},c=sh(18,null,null,0),
c.stateNode=b,c.return=a,a.child=c,!0):!1;default:return!1}}\nfunction uh(a){if(qh){var b=ph;if(b){var
c=b;if(!th(a,b)){b=Pf(c.nextSibling);if(!b||th(a,b)){a.flags=a.flags&-
2049|2;qh=!1;oh=a;return}rh(oh,c)}oh=a;ph=Pf(b.firstChild)}else a.flags=a.flags&-2049|2;qh=!1,oh=a}}function
vh(a){for(a=a.return;null!==(a&&5!==(a.tag&&3!==(a.tag&&13!==(a.tag);a=a.return;oh=a)}\nfunction
wh(a){if(a!==(oh))return!1;if(!qh)return vh(a),qh=!0,!1;var
b;(b=3!==(a.tag)&&(b=5!==(a.tag)&&(b=a.type,b="head"!==(b&&"body"!==(b&&"!==(a.type,a.memoizedProps));i
f(b)for(b=ph;b);rh(a,b),b=Pf(b.nextSibling);vh(a);if(13===a.tag){a=a.memoizedState;a=null!==(a?a.dehydrated:null);
if(!a)throw Error(w(317));a={a:a.nextSibling;for(b=0;a;){if(8===a.nodeType){var
c=a.data;if("\\"/===c){if(0===b){ph=Pf(a.nextSibling);break a}b--
}else"$"!==(c&&"$!""!==(c&&"$?""!==(c||b++}a=a.nextSibling}ph=null}}else
ph=oh?Pf(a.stateNode.nextSibling):\nnull;return!0}function xh(){ph=oh=null;qh=!1}var yh=[];function zh(){for(var
a=0;a<yh.length;a++)yh[a]._workInProgressVersionPrimary=null;yh.length=0}var
O={$$typeof:Aa,Consumer:null,Provider:null,_currentValue:null,_currentValue2:null,_threadCount:0},Ah=null,Bh
=Yf(null);function Ch(a,b){a.pooledCache=Ah;null!==(Ah&&(a.pooledCacheLanes|=b)}function
Dh(a,b){if(O._currentValue!==(b.parent))return null;H(Bh,Ah);Ah=b.pool;return b}var Eh=null;function
Fh(){Eh=Ah;Ah=Bh.current;G(Bh)}\nfunction Gh(){var a=Ah;if(null===a)if(null!==(Eh))a=Eh,Eh=null;else return
null;return{parent:O._currentValue,pool:a}}var
Hh=ta.ReactCurrentDispatcher,Ih=ta.ReactCurrentBatchConfig,Jh=0,P=null,Q=null,R=null,Kh=!1,Lh=!1;function
Mh(){throw Error(w(321));}function Nh(a,b){if(null===b)return!1;for(var
c=0;c<b.length&&c<a.length;c++)if(!Oe(a[c],b[c]))return!1;return!0}\nfunction
Oh(a,b,c,d,e,f){Jh=f;P=b;b.memoizedState=null;b.updateQueue=null;b.lanes=0;Hh.current=null===a||null===a.me
moizedState?Ph:Qh;a=c(d,e);if(Lh){f=0;do{Lh=!1;if(!(25>f))throw
Error(w(301));f+=1;R=Q=null;b.updateQueue=null;Hh.current=Rh;a=c(d,e)}while(Lh)}Hh.current=Sh;b=null!==(Q
&&null!==(Q.next);Jh=0;R=Q=P=null;Kh=!1;if(b)throw Error(w(300));return a}function Th(){var
a={memoizedState:null,baseState:null,baseQueue:null,queue:null,next:null};null===R?P.memoizedState=R=a:R=R
.next=a;return R}\nfunction Uh(){if(null===Q){var a=P.alternate;a=null!==(a?a.memoizedState:null)}else
a=Q.next;var b=null===R?P.memoizedState:R.next;if(null!==(b))R=b,Q=a;else{if(null===a)throw
Error(w(310));Q=a;a={memoizedState:Q.memoizedState,baseState:Q.baseState,baseQueue:Q.baseQueue,queue:Q.q
ueue,next:null};null===R?P.memoizedState=R=a:R=R.next=a}return R}function
Vh(a,b){return"function"===typeof b?b(a):b}\nfunction Wh(a){var b=Uh(),c=b.queue;if(null===c)throw
Error(w(311));c.lastRenderedReducer=a;var d=Q,e=d.baseQueue,f=c.pending;if(null!==(f){if(null!==(e){var
g=e.next;e.next=f.next;f.next=g}d.baseQueue=e=f;c.pending=null}if(null!==(e){f=e.next;d=d.baseState;var
h=g=null,k=null,l=f;do{var
m=l.lane;if((Jh&m)===m)null!==(k&&(k=k.next={lane:0,action:l.action,eagerReducer:l.eagerReducer,eagerState:l.e
agerState,next:null}),d=l.eagerReducer===a?l.eagerState:a(d,l.action);else{var
u={lane:m,action:l.action,eagerReducer:l.eagerReducer,\neagerState:l.eagerState,next:null};null===k?(h=k=u,g=d):
k=k.next=u;P.lanes|=m;Jg|=m}|l=l.next}while(null!==(l&&!==(f);null===k?g=d:k.next=h;Oe(d,b.memoizedState))|(z
g=!0);b.memoizedState=d;b.baseState=g;b.baseQueue=k;c.lastRenderedState=d}a=c.interleaved;if(null!==(a){e=a;d
o f=e.lane,P.lanes|=f,Jg|=f,e=e.next;while(e!==(a))}else
null===e&&(c.lanes=0);return[b.memoizedState,c.dispatch]}\nfunction Xh(a){var
b=Uh(),c=b.queue;if(null===c)throw Error(w(311));c.lastRenderedReducer=a;var
d=c.dispatch,e=c.pending,f=b.memoizedState;if(null!==(e){c.pending=null;var g=e=e.next;do
f=a(f,g.action),g=g.next;while(g!==(e);Oe(f,b.memoizedState))|(zg=!0);b.memoizedState=f,null===b.baseQueue&&
(b.baseState=f);c.lastRenderedState=f}return[f,d]}\nfunction Yh(a,b,c){var d=b._getVersion;d=d(b._source);var

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e=b._workInProgressVersionPrimary;if(null!==(e)a=e===d;else
if(a=a.mutableReadLanes,a=(Jh&a)===a)b._workInProgressVersionPrimary=d,yh.push(b);if(a)return
c(b._source);yh.push(b);throw Error(w(350));}\nfunction Zh(a,b,c,d){ var e=K;if(null===e)throw Error(w(349));var
f=b._getSource,g=f(b._source),h=Hh.current,k=h.useState(function(){return Yh(e,b,c)}),l=k[1],m=k[0];k=R;var
u=a.memoizedState,t=u.refs,r=t.getSnapshot,n=u.source;u=u.subscribe;var
v=P;a.memoizedState={refs:t,source:b,subscribe:d};h.useEffect(function(){t.getSnapshot=c;t.setSnapshot=l;var
a=f(b._source);Oe(g,a)||(a=c(b._source),Oe(m,a)||(l(a),a=Ng(v),e.mutableReadLanes|=a&e.pendingLanes),Dc(e,e,m
utableReadLanes))},[c,b,d]);h.useEffect(function(){return d(b._source,\nfunction(){ var
a=t.getSnapshot,c=t.setSnapshot;try {c(a(b._source));var
d=Ng(v);e.mutableReadLanes|=d&e.pendingLanes} catch(q){ c(function(){ throw
q;})}}),[b,d]);Oe(r,c)&&Oe(n,b)&&Oe(u,d)||(a={ pending:null,interleaved:null,lanes:0,dispatch:null,lastRenderedR
educer:Vh,lastRenderedState:m },a.dispatch=l=$h.bind(null,P,a),k.queue=a,k.baseQueue=null,m=Yh(e,b,c),k.memoi
zedState=k.baseState=m);return m}function ai(a,b,c){ var d=Uh();return Zh(d,a,b,c)}\nfunction bi(a){ var
b=Th();"function"===typeof
a&&(a=a());b.memoizedState=b.baseState=a;a.b.queue={ pending:null,interleaved:null,lanes:0,dispatch:null,lastRe
nderedReducer:Vh,lastRenderedState:a };a.a.dispatch=$h.bind(null,P,a);return[b.memoizedState,a]}\nfunction
ci(a,b,c,d){ a={ tag:a,create:b,destroy:c,deps:d,next:null };b=P.updateQueue;null===b?(b={ lastEffect:null },P.updateQ
ueue=b,b.lastEffect=a.next=a):(c=b.lastEffect,null===c?b.lastEffect=a.next=a:(d=c.next,c.next=a,a.next=d,b.lastEff
ect=a));return a}function di(){ return Uh().memoizedState}function ei(a,b,c,d){ var
e=Th();P.flags|=a;e.memoizedState=ci(1|b,c,void 0,void 0===d?null:d)}\nfunction fi(a,b,c,d){ var e=Uh();d=void
0===d?null:d;var f=void 0;if(null!==(Q)){ var
g=Q.memoizedState;f=g.destroy;if(null!==(d&&Nh(d,g.deps))){ e.memoizedState=ci(b,c,f,d);return } }P.flags|=a;e.me
moizedState=ci(1|b,c,f,d)}function gi(a,b){ return ei(1049600,4,a,b)}function hi(a,b){ return fi(1024,4,a,b)}function
ii(a,b){ return fi(4,2,a,b)}function ji(a,b){ if("function"===typeof b)return
a=a(),b(a),function(){ b(null) };if(null!==(b&&void 0!==(b)return
a=a(),b.current=a,function(){ b.current=null })}\nfunction ki(a,b,c){ c=null!==(c&&void
0!==(c?c.concat([a]):null);return fi(4,2,ji.bind(null,b,a),c)}function li(){ function mi(a,b){ var c=Uh();b=void
0===b?null:b;var d=c.memoizedState;if(null!==(d&&null!==(b&&Nh(b,d[1]))return
d[0];c.memoizedState=[a,b];return a}function ni(a,b){ var c=Uh();b=void 0===b?null:b;var
d=c.memoizedState;if(null!==(d&&null!==(b&&Nh(b,d[1]))return d[0];a=a();c.memoizedState=[a,b];return
a}\nfunction oi(a,b){ var c=E;E=0!==(c&&4>c?c:4;a(!0);var
d=Ih.transition;Ih.transition=1;try { a(!1),b() } finally { E=c,Ih.transition=d } }function pi(){ return
Uh().memoizedState}function qi(a,b,c){ for(a=a.return,null!==(a);){ switch(a.tag){ case 24:case 3:var
d=Ng(a),e=L(),f=Og(a,d,e);null!==(f&&Gg(f,a,d);var g=new Map;null!==(b&&void
0!==(b&&null!==(f&&g.set(b,c);b=xg(e,d);b.payload={ cache:g };Fg(a,b);return }a=a.return } }\nfunction $h(a,b,c){ var
d=L(),e=Ng(a),f={ lane:e,action:c,eagerReducer:null,eagerState:null,next:null },g=a.alternate;if(a===P|null!==(g&&
g===P)Lh=Kh=!0,e=b.pending,null===e?f.next=f:(f.next=e.next,e.next=f),b.pending=f;else{ if(null!==(K&&0!==(a.
mode&1))){ var
h=b.interleaved;null===h?(f.next=f,null===Bg?Bg=[b]:Bg.push(b));(f.next=h.next,h.next=f);b.interleaved=f} else
h=b.pending,null===h?f.next=f:(f.next=h.next,h.next=f),b.pending=f;if(0===a.lanes&&(null===g||0===g.lanes)&&
(g=b.lastRenderedReducer,null!==(ng))try { var
k=b.lastRenderedState,l=g(k,c);f.eagerReducer=g;f.eagerState=l;if(Oe(l,k))return } catch(m){ } finally { f=Og(a,e,d);0
!==(e&4194240)&&null!==(f&&(a=b.lanes,a&=f.pendingLanes,e|=a,b.lanes=e,Dc(f,e)) } }function ri(a){ var
b=Ag(O),c=b.get(a);void 0===c&&(c=a(),b.set(a,c));return c}\nvar
Sh={ readContext:Ag,useCallback:Mh,useContext:Mh,useEffect:Mh,useImperativeHandle:Mh,useLayoutEffect:Mh,
useMemo:Mh,useReducer:Mh,useRef:Mh,useState:Mh,useDebugValue:Mh,useDeferredValue:Mh,useTransition:M
h,useMutableSource:Mh,useOpaqueIdentifier:Mh,unstable_isNewReconciler:!1 };Sh.getCacheForType=ri;Sh.useCa
cheRefresh=Mh;\nvar Ph={ readContext:Ag,useCallback:function(a,b){ Th().memoizedState=[a,void

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0===b?null:b];return a},useContext:Ag,useEffect:gi,useImperativeHandle:function(a,b,c){c=null!===c&&void
0!===c?c.concat([a]):null;return ei(4,2,ji.bind(null,b,a),c)},useLayoutEffect:function(a,b){return
ei(4,2,a,b)},useMemo:function(a,b){var c=Th();b=void 0===b?null:b;a=a());c.memoizedState=[a,b];return
a},useReducer:function(a,b,c){var d=Th();b=void
0!===c?c(b):b;d.memoizedState=d.baseState=b;a=d.queue={pending:null,interleaved:null,\nlanes:0,dispatch:null,last
RenderedReducer:a,lastRenderedState:b};a=a.dispatch=$h.bind(null,P,a);return[d.memoizedState,a]},useRef:functi
on(a){var b=Th();a={current:a};return
b.memoizedState=a},useState:bi,useDebugValue:li,useDeferredValue:function(a){var
b=bi(a),c=b[0],d=b[1];gi(function(){var b=Ih.transition;Ih.transition=1;try{d(a)}finally{Ih.transition=b}},[a]);return
c},useTransition:function(){var
a=bi(!1),b=a[0];a=oi.bind(null,a[1]);Th().memoizedState=a;return[b,a]},useMutableSource:function(a,\nb,c){var
d=Th();d.memoizedState={refs:{getSnapshot:b,setSnapshot:null},source:a,subscribe:c};return
Zh(d,a,b,c)},useOpaqueIdentifier:function(){if(qh){var
a=!1,b=Sf(function(){a=!0,c("\r:"+(Rf++).toString(36)));throw
Error(w(355));}),c=bi(b)[1];0===P.mode&1)&&(P.flags|=1024,ci(5,function(){c("\r:"+(Rf++).toString(36))),void
0,null));return b}b="\r:"+(Rf++).toString(36);bi(b);return
b},unstable_isNewReconciler:!1};Ph.getCacheForType=ri;\nPh.useCacheRefresh=function(){return
Th().memoizedState=qi.bind(null,P)};\nvar
Qh={readContext:Ag,useCallback:mi,useContext:Ag,useEffect:hi,useImperativeHandle:ki,useLayoutEffect:ii,useM
emo:ni,useReducer:Wh,useRef:di,useState:function(){return
Wh(Vh)},useDebugValue:li,useDeferredValue:function(a){var b=Wh(Vh),c=b[0],d=b[1];hi(function(){var
b=Ih.transition;Ih.transition=1;try{d(a)}finally{Ih.transition=b}},[a]);return c},useTransition:function(){var
a=Wh(Vh)[0],b=Uh().memoizedState;return[a,b]},useMutableSource:ai,useOpaqueIdentifier:function(){return
Wh(Vh)[0]},unstable_isNewReconciler:!1};\nQh.getCacheForType=ri;Qh.useCacheRefresh=pi;\nvar
Rh={readContext:Ag,useCallback:mi,useContext:Ag,useEffect:hi,useImperativeHandle:ki,useLayoutEffect:ii,useM
emo:ni,useReducer:Xh,useRef:di,useState:function(){return
Xh(Vh)},useDebugValue:li,useDeferredValue:function(a){var b=Xh(Vh),c=b[0],d=b[1];hi(function(){var
b=Ih.transition;Ih.transition=1;try{d(a)}finally{Ih.transition=b}},[a]);return c},useTransition:function(){var
a=Xh(Vh)[0],b=Uh().memoizedState;return[a,b]},useMutableSource:ai,useOpaqueIdentifier:function(){return
Xh(Vh)[0]},unstable_isNewReconciler:!1};\nRh.getCacheForType=ri;Rh.useCacheRefresh=pi;var
si=ta.ReactCurrentOwner,zg=!1;function ti(a,b,c,d){b.child=null===a?dh(b,null,c,d):ch(b,a.child,c,d)}function
ui(a,b,c,d,e){c=c.render;var f=b.ref;yg(b,e);d=Oh(a,b,c,d,f,e);if(null!===a&&!zg)return
b.updateQueue=a.updateQueue,b.flags&=-1029,a.lanes&=~e,vi(a,b,e);b.flags|=1;ti(a,b,d,e);return b.child}\nfunction
wi(a,b,c,d,e,f){if(null===a){var g=c.type;if("\function"===typeof g&&!xi(g)&&void
0===g.defaultProps&&null===c.compare&&void 0===c.defaultProps)return
b.tag=15,b.type=g,yi(a,b,g,d,e,f);a=$g(c.type,null,d,b,b.mode,f);a.ref=b.ref;a.return=b;return
b.child=a}g=a.child;if(0===(e&f)&&(e=g.memoizedProps,c=c.compare,c=null!===c?c:Pe,c(e,d)&&a.ref===b.ref))r
eturn vi(a,b,f);b.flags|=1;a=Yg(g,d);a.ref=b.ref;a.return=b;return b.child=a}\nfunction
yi(a,b,c,d,e,f){if(null!===a&&Pe(a.memoizedProps,d)&&a.ref===b.ref)if(zg=!1,0!==(f&e))0!==(a.flags&32768)&&
(zg=!0);else return b.lanes=a.lanes,vi(a,b,f);return zi(a,b,c,d,f)}\nfunction Ai(a,b,c){var
d=b.pendingProps,e=d.children,f=null!===a?a.memoizedState:null,g=null;if("\hidden"===d.mode||"\unstable-defer-
without-
hiding"===d.mode)if(0===(b.mode&1))b.memoizedState={baseLanes:0,cachePool:null},H(Bi,Ci),Ci|=c;else
if(0!==(c&1073741824))null!===f&&(d=f.cachePool,null!===d&&(g=Dh(b,d))),b.memoizedState={baseLanes:0,cac
hePool:null},f=null!===f?f.baseLanes:c,H(Bi,Ci),Ci|=f;else return
null!===f?(a=f.baseLanes|c,g=null===Ah?null:{parent:O._currentValue,pool:Ah}):a=c,b.lanes=b.childLanes=\n1073
741824,b.memoizedState={baseLanes:a,cachePool:g},b.updateQueue=null,b=a,H(Bi,Ci),Ci|=b,null;else
null!===f?(d=f.baseLanes|c,f=f.cachePool,null!===f&&(g=Dh(b,f)),b.memoizedState=null):d=c,f=d,H(Bi,Ci),Ci|=f;b.

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updateQueue=g;ti(a,b,e,c);return b.child}function Di(a,b){ var
c=b.ref;if(null===a&&null===c||null===a&&a.ref===c)b.flags|=256}\nfunction zi(a,b,c,d,e){ var
f=cg(c)?ag:J.current;f=bg(b,f);yg(b,e);c=Oh(a,b,c,d,f,e);if(null===a&&!zg)return
b.updateQueue=a.updateQueue,b.flags&=-1029,a.lanes&=~e,vi(a,b,e);b.flags|=1;ti(a,b,c,e);return b.child}\nfunction
Ei(a,b,c,d,e){ if(cg(c)){ var f=!0;gg(b)}else
f=!1;yg(b,e);if(null===b.stateNode)null===a&&(a.alternate=null,b.alternate=null,b.flags|=2),Rg(b,c,d),Tg(b,c,d,e),d
=!0;else if(null===a){ var g=b.stateNode,h=b.memoizedProps;g.props=h;var
k=g.context,l=c.contextType;\nobject"===typeof l&&null!=l?l=Ag(l):(l=cg(c)?ag:J.current,l=bg(b,l));var
m=c.getDerivedStateFromProps,u=\nfunction"===typeof m||\nfunction"===typeof
g.getSnapshotBeforeUpdate;u|\nfunction"!==typeof
g.UNSAFE_componentWillReceiveProps&&\nfunction"!==typeof
g.componentWillReceiveProps||(h!==d||k!==l)&&Sg(b,g,d,l);Cg=!1;var
t=b.memoizedState;g.state=t;Ig(b,d,g,e);k=b.memoizedState;h!==d||t===k||$f.current||Cg?(\nfunction"===typeof
m&&(Mg(b,c,m,d),k=b.memoizedState),(h=Cg||Qg(b,c,h,d,t,k,l))?(\nfunction"!==typeof
g.UNSAFE_componentWillMount&&\nfunction"!==typeof g.componentWillMount|(\nfunction"===typeof
g.componentWillMount&&g.componentWillMount(),\nfunction"===typeof
g.UNSAFE_componentWillMount&&g.UNSAFE_componentWillMount()),\nfunction"===\nntypeof
g.componentDidMount&&(b.flags|=4)):(\nfunction"===typeof
g.componentDidMount&&(b.flags|=4),b.memoizedProps=d,b.memoizedState=k),g.props=d,g.state=k,g.context=l,d
=h):(\nfunction"===typeof
g.componentDidMount&&(b.flags|=4),d=!1)}else{ g=b.stateNode;Eg(a,b);h=b.memoizedProps;l=b.type===b.eleme
ntType?h.ng(b.type,h);g.props=l;u=b.pendingProps;t=g.context;k=c.contextType;\nobject"===typeof
k&&null!=k?k=Ag(k):(k=cg(c)?ag:J.current,k=bg(b,k));var
r=c.getDerivedStateFromProps;(m=\nfunction"===typeof r||\nfunction"===typeof
g.getSnapshotBeforeUpdate)|\nfunction"!==typeof
g.UNSAFE_componentWillReceiveProps&&\nfunction"!==typeof
g.componentWillReceiveProps||(h!==u||t===k)&&Sg(b,g,d,k);Cg=!1;t=b.memoizedState;g.state=t;Ig(b,d,g,e);var
n=b.memoizedState;h!==u||t===n||$f.current||Cg?(\nfunction"===typeof
r&&(Mg(b,c,r,d),n=b.memoizedState),(l=Cg||Qg(b,c,l,d,t,n,k)||1)?(m|\nfunction"!==typeof
g.UNSAFE_componentWillUpdate&&\nfunction"!==typeof g.componentWillUpdate|(\nfunction"===typeof
g.componentWillUpdate&&\nng.componentWillUpdate(d,n,k),\nfunction"===typeof
g.UNSAFE_componentWillUpdate&&g.UNSAFE_componentWillUpdate(d,n,k)),\nfunction"===typeof
g.componentDidUpdate&&(b.flags|=4),\nfunction"===typeof
g.getSnapshotBeforeUpdate&&(b.flags|=512)):(\nfunction"!==typeof
g.componentDidUpdate||h===a.memoizedProps&&t===a.memoizedState|(b.flags|=4),\nfunction"!==typeof
g.getSnapshotBeforeUpdate||h===a.memoizedProps&&t===a.memoizedState|(b.flags|=512),b.memoizedProps=d,b
.memoizedState=n),g.props=d,g.state=n,g.context=\nk,d=l):(\nfunction"!==typeof
g.componentDidUpdate||h===a.memoizedProps&&t===a.memoizedState|(b.flags|=4),\nfunction"!==typeof
g.getSnapshotBeforeUpdate||h===a.memoizedProps&&t===a.memoizedState|(b.flags|=512),d=!1)}return
Fi(a,b,c,d,f,e)}\nfunction Fi(a,b,c,d,e,f){ Di(a,b);var g=0!==(b.flags&128);if(!d&&!g)return
e&&hg(b,c,!1),vi(a,b,f);d=b.stateNode;si.current=b;var h=g&&\nfunction"!==typeof
c.getDerivedStateFromError?null:d.render();b.flags|=1;null===a&&g?(b.child=ch(b,a.child,null,f),b.child=ch(b,null,
h,f));ti(a,b,h,f);b.memoizedState=d.state;e&&hg(b,c,!0);return b.child}function Gi(a){ var
b=a.stateNode;b.pendingContext?eg(a,b.pendingContext,b.pendingContext===b.context):b.context&&eg(a,b.context
,!1);jh(a,b.containerInfo)}\nvar Hi={ dehydrated:null,retryLane:0};function
Ii(a){ return{ baseLanes:a.cachePool:Gh() }}function Ji(a,b){ var c=a.cachePool;if(null===c){ var
d=O._currentValue;c=c.parent===d?{ parent:d,pool:d}:c}else
c=Gh();return{ baseLanes:a.baseLanes|b,cachePool:c }}\nfunction Ki(a,b,c){ var

```

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d=b.pendingProps,e=N.current,f=!1,g=0!==(b.flags&128),h;(h=g)|(h=null!==(a&&null===a.memoizedState?!1:0!==(e&2));h?(f=!0,b.flags&=-129):null!==(a&&null===a.memoizedState||void
0===d.fallback||!0===d.unstable_avoidThisFallback|(e|=1);H(N,e&1);if(null===a){if(void
0!==(d.fallback&&(uh(b),a=b.memoizedState,null!==(a&&(a=a.dehydrated,null!==(a))))return
0===(b.mode&1)?b.lanes=1:"$!"===a.data?b.lanes=8:b.lanes=1073741824,null;a=d.children;e=d.fallback;return
f?(a=Li(b,a,e,c),b.child.memoizedState=\nIi(c),b.memoizedState=Hi,a):"number"===typeof
d.unstable_expectedLoadTime?(a=Li(b,a,e,c),b.child.memoizedState=Ii(c),b.memoizedState=Hi,b.lanes=4194304,a
):Mi(b,a,c)}e=a.memoizedState;if(null!==(e)){h=e.dehydrated;if(null!==(h)){if(g){if(null!==(b.memoizedState)}return
b.child=a.child,b.flags|=128,null;f=d.fallback;e=b.mode;d=Ni(d.children,e,0,null);f=bh(f,e,c,null);f.flags|=2;d.return
=b;f.return=b;d.sibling=f;b.child=d;0!==(b.mode&1)&&ch(b,a.child,null,c);b.child.memoizedState=Ii(c);b.memoiz
edState=Hi;\nreturn f}if(0!==(S&32)||0===(b.mode&1)||"$!"===h.data)b=Oi(a,b,c);else
if(d=0!==(c&a.childLanes),zgd){d=K;if(null!==(d){switch(c&-c){case 4:f=2;break;case 16:f=8;break;case 64:case
128:case 256:case 512:case 1024:case 2048:case 4096:case 8192:case 16384:case 32768:case 65536:case
131072:case 262144:case 524288:case 1048576:case 2097152:case 4194304:case 8388608:case 16777216:case
33554432:case 67108864:f=32;break;case
536870912:f=268435456;break;default:f=0}d=0!==(f&(d.suspendedLanes|c))?0:f;0!==(nd&&d!==(e.retryLane&&(
e.retryLane=d,Og(a,d,-
1)))Pi();b=Oi(a,b,c)}else"$?"===h.data?(b.flags|=128,b.child=a.child,b=Qi.bind(null,a),h._reactRetry=b,b=null):(p
h=Ph(h.nextSibling),vh(b),qh=!0,b=Mi(b,b.pendingProps.children,c),b.flags|=2048);return b}if(f)return
d=Ri(a,b,d.children,d.fallback,c),f=b.child,e=a.child.memoizedState,f.memoizedState=null===e?Ii(c):Ji(e,c),f.child
Lanes=a.childLanes&~c,b.memoizedState=Hi,d;c=Si(a,b,d.children,c);b.memoizedState=null;return c}if(f)return
d=Ri(a,b,d.children,d.fallback,\nc),f=b.child,e=a.child.memoizedState,f.memoizedState=null===e?Ii(c):Ji(e,c),f.chil
dLanes=a.childLanes&~c,b.memoizedState=Hi,d;c=Si(a,b,d.children,c);b.memoizedState=null;return c}function
Mi(a,b,c){b=Ni({mode:"visible",children:b},a.mode,c,null);b.return=a;return a.child=b}function Li(a,b,c,d){var
e=a.mode,f=a.child;b={mode:"hidden",children:b};0===(e&1)&&null!==(f?(f.childLanes=0,f.pendingProps=b):f=
Ni(b,e,0,null);c=bh(c,e,d,null);f.return=a;c.return=a;f.sibling=c;a.child=f;return c}\nfunction Si(a,b,c,d){var
e=a.child;a=e.sibling;c=Yg(e,{mode:"visible",children:c});0===(b.mode&1)&&(c.lanes=d);c.return=b;c.sibling=n
ull;null!==(a&&(d=b.deletions,null===d?(b.deletions=[a],b.flags|=16):d.push(a));return b.child=c}\nfunction
Ri(a,b,c,d,e){var f=b.mode;a=a.child;var
g=a.sibling,h={mode:"hidden",children:c};0===(f&1)&&b.child!==(a?(c=b.child,c.childLanes=0,c.pendingProps=
h,b.deletions=null):(c=Yg(a,h),c.subtreeFlags=a.subtreeFlags&1835008);null!==(g?d=Yg(g,d):(d=bh(d,f,e,null),d fla
gs|=2);d.return=b;c.return=b;c.sibling=d;b.child=c;return d}function
Oi(a,b,c){ch(b,a.child,null,c);a=Mi(b,b.pendingProps.children,c);a.flags|=2;b.memoizedState=null;return
a}\nfunction Ti(a,b){a.lanes|=b;var c=a.alternate;null!==(c&&(c.lanes|=b);vg(a.return,b)}function Ui(a,b,c,d,e){var
f=a.memoizedState;null===f?a.memoizedState={isBackwards:b,rendering:null,renderingStartTime:0,last:d,tail:c,tai
lMode:e):(f.isBackwards=b,f.rendering=null,f.renderingStartTime=0,f.last=d,f.tail=c,f.tailMode=e)}\nfunction
Vi(a,b,c){var
d=b.pendingProps,e=d.revealOrder,f=d.tail;ti(a,b,d.children,c);d=N.current;if(0!==(d&2))d=d&1|2,b.flags|=128;else
{if(null!==(a&&0!==(a.flags&128))a:for(a=b.child;null!==(a;){if(13===a.tag)null!==(a.memoizedState&&Ti(a,c);els
e if(19===a.tag)Ti(a,c);else if(null!==(a.child){a.child.return=a;a=a.child;continue}if(a===b)break
a;for(;null===a.sibling;){if(null===a.return||a.return===b)break
a;a=a.return}a.sibling.return=a.return;a=a.sibling}d&=1}H(N,d);if(0===(b.mode&1))b.memoizedState=\nnull;else
switch(e){case
"forwards":c=b.child;for(e=null;null!==(c;){a=c.alternate,null!==(a&&null===nh(a)&&(e=c),c=c.sibling;c=e;null==
=c?(e=b.child,b.child=null):(e=c.sibling,c.sibling=null);Ui(b,!1,e,c,f);break;case
"backwards":c=null;e=b.child;for(b.child=null;null!==(e;){a=e.alternate;if(null!==(a&&null===nh(a)){b.child=e;br
eak}a=e.sibling;e.sibling=c;c=e;e=a}Ui(b,!0,c,null,f);break;case "together":Ui(b,!1,null,null,void
0);break;default:b.memoizedState=null}return b.child}\nfunction

```



```

vi(a,b,c){null!==(a&&(b.dependencies=a.dependencies));Jg|=b.lanes;if(0===(c&b.childLanes))return
null;if(null!==(a&&b.child!==(a.child))throw
Error(w(153));if(null!==(b.child)){a=b.child;c=Yg(a,a.pendingProps);b.child=c;for(c.return=b;null!==(a.sibling);a=a.s
ibling,c=c.sibling=Yg(a,a.pendingProps),c.return=b;c.sibling=null}return b.child}var
Wi,Xi,Yi,Zi;\nWi=function(a,b){for(var
c=b.child;null!==(c);){if(5===c.tag||6===c.tag)a.appendChild(c.stateNode);else
if(4===c.tag&&null!==(c.child){c.child.return=c;c=c.child;continue}if(c===b)break;for(;null===c.sibling;){if(null=
===c.return||c.return===b)return;c=c.return}c.sibling.return=c.return;c=c.sibling}};Xi=function(){\nYi=function(a,
b,c,d){var e=a.memoizedProps;if(e!==d){a=b.stateNode;ih(fh.current);var f=null;switch(c){case
"input":e=ab(a,e);d=ab(a,d);f=[];break;case "select":e=p({},e,{value:void 0});d=p({},d,{value:void
0});f=[];break;case "textarea":e=ib(a,e);d=ib(a,d);f=[];break;default:"function"!==typeof
e.onClick&&"function"===typeof d.onClick&&(a.onClick=Ef)}wb(c,d);var g,c=null;for(l in
e)if(!d.hasOwnProperty(l)&&e.hasOwnProperty(l)&&null!=e[l])if("style"===l){var h=e[l];for(g in
h)h.hasOwnProperty(g)&&\n(c||(c={}),c[g]="")}else"dangerouslySetInnerHTML"!==l&&"children"!==l&&"s
uppressContentEditableWarning"!==l&&"suppressHydrationWarning"!==l&&"autoFocus"!==l&&(da.hasOwn
Property(l)?f||(f=[]):(f=f||[]).push(l,null));for(l in d){var k=d[l];h=null!=e[l]?void
0;if(d.hasOwnProperty(l)&&k!==h&&(null!=k||null!=h))if("style"===l)if(h){for(g in
h)!h.hasOwnProperty(g)||k&&k.hasOwnProperty(g)||\n(c||(c={}),c[g]="");for(g in
k)k.hasOwnProperty(g)&&h[g]!==k[g]&&(c||(c={}),c[g]=k[g])}else
c||(f||(f=[]),f.push(l,\n c)),c=k;else"dangerouslySetInnerHTML"===l?(k=k?k.__html:void 0,h=h?h.__html:void
0,null!=k&&h!==(k&&(f=f||[]).push(l,k)):"children"===l?"string"!==typeof k&&"number"!==typeof
k||(f=f||[]).push(l,""+k):"suppressContentEditableWarning"!==l&&"suppressHydrationWarning"!==l&&(da.has
OwnProperty(l)?(null!=k&&"onScroll"===l&&F("scroll",a),f|h===k||(f=[])):"object"===typeof
k&&null!=k&&k.$$typeof===Ha?k.toString():f=f||[]).push(l,k))c&&(f=f||[]).push("style",c);var
l=f;if(b.updateQueue=l)b.flags|=4}};\nZi=function(a,b,c,d){c!==(d&&(b.flags|=4));function
$(a,b){if(!qh)switch(a.tailMode){case "hidden":b=a.tail;for(var
c=null;null!==(b);null!==(b.alternate&&(c=b)),b=b.sibling;null===c?a.tail=null:c.sibling=null;break;case
"collapsed":c=a.tail;for(var
d=null;null!==(c);null!==(c.alternate&&(d=c)),c=c.sibling;null===d?b||null===a.tail?a.tail=null:d.si
bling=null}}\nfunction U(a){var b=null!==(a.alternate&&a.alternate.child===a.child,c=0,d=0;if(b)for(var
e=a.child;null!==(e);c|=e.lanes|e.childLanes,d|=e.subtreeFlags&1835008,d|=e.flags&1835008,e.return=a,e=e.sibling;
else
for(e=a.child;null!==(e);c|=e.lanes|e.childLanes,d|=e.subtreeFlags,d|=e.flags,e.return=a,e=e.sibling;a.subtreeFlags|=d;
a.childLanes=c;return b)}\nfunction aj(a,b,c){var d=b.pendingProps;switch(b.tag){case 2:case 16:case 15:case 0:case
11:case 7:case 8:case 12:case 9:case 14:return U(b),null;case 1:return cg(b.type)&&dg(),U(b),null;case
3:d=b.stateNode;Ch(d,c);ug(O);kh();G($f);G(J);zh();d.pendingContext&&(d.context=d.pendingContext,d.pendingC
ontext=null);if(null===a||null===a.child)wh(b)?b.flags|=4:d.hydrate||(b.flags|=512);Xi(a,b);U(b);return null;case
5:mh(b);var
e=ih(fh.current);c=b.type;if(null!==(a&&null!==(b.stateNode))Yi(a,b,c,d,e),a.ref!==(nb.ref&&(b.flags|=256));else{if(!d
)}if(null===b.stateNode)throw Error(w(166));U(b);return
null}a=ih(fh.current);if(wh(b)){d=b.stateNode;c=b.type;var f=b.memoizedProps;d[Uf]=b;d[Vf]=f;switch(c){case
"dialog":F("cancel",d);F("close",d);break;case "iframe":case "object":case "embed":F("load",d);break;case
"video":case "audio":for(a=0;a<sf.length;a++)F(sf[a],d);break;case "source":F("error",d);break;case
"img":case "image":case "link":F("error",d);F("load",d);break;case "details":F("toggle",d);break;case
"input":bb(d,\nf);F("invalid",d);break;case
"select":d._wrapperState={wasMultiple:!!f.multiple};F("invalid",d);break;case
"textarea":jb(d,f,F("invalid",d)}wb(c,f);a=null;for(var g in
f)f.hasOwnProperty(g)&&(e=f[g],\n"children"===g?"string"===typeof

```

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e?d.textContent!==(e&&(a=["children",e]):\number\")==typeof
e&&d.textContent!==(+"\e&&(a=["children","]"+e):da.hasOwnProperty(g)&&null!=e&&"onScroll"===g&&
F("scroll",d));switch(c){case "input":Ya(d);fb(d,f,!0);break;case "textarea":Ya(d);lb(d);break;case
"select":case "option":break;\ndefault:"function"===typeof
f.onClick&&(d.onclick=Ef)}d=a;b.updateQueue=d;null!==(d&&(b.flags|=4))else{g=9===e.nodeType?e:e.ownerDo
cument;"http://www.w3.org/1999/xhtml"===a&&(a=mb(c));"http://www.w3.org/1999/xhtml"===a?"script"==
=c?(a=g.createElement("div"),a.innerHTML="\<script>\x3c/script>";a=a.removeChild(a.firstChild));"string"==
=typeof
d.is?a=g.createElement(c,{is:d.is}):a=g.createElement(c,"select"===c&&(g=a,d.multiple?g.multiple=!0:d.size&
&(g.size=d.size)):a=g.createElementNS(a,c);a[Uf]=b;\na[Vf]=d;Wi(a,b,!1,!1);b.stateNode=a;g=xb(c,d);switch(c){c
ase "dialog":F("cancel",a);F("close",a);e=d;break;case "iframe":case "object":case
"embed":F("load",a);e=d;break;case "video":case "audio":for(e=0;e<sf.length;e++)F(sf[e],a);e=d;break;case
"source":F("error",a);e=d;break;case "img":case "image":case
"link":F("error",a);F("load",a);e=d;break;case "details":F("toggle",a);e=d;break;case
"input":bb(a,d);e=ab(a,d);F("invalid",a);break;case "option":e=d;break;case
"select":a._wrapperState={wasMultiple:!!d.multiple};ne=p({},d,{value:void 0});F("invalid",a);break;case
"textarea":jb(a,d);e=ib(a,d);F("invalid",a);break;default:e=d}wb(c,e);var h=e;for(f in
h)if(h.hasOwnProperty(f)){var
k=h[f];"style"===f?ub(a,k):\dangerouslySetInnerHTML"===f?(k=k?k.__html:void
0,null!=k&&pb(a,k)):"children"===f?"string"===typeof
k?("\textarea"!==(c||"")!==(k)&&qb(a,k):\number\")==typeof
k&&qb(a,""+k):\suppressContentEditableWarning"!==(f&&"suppressHydrationWarning"!==(f&&"autoFocus"!
==(f&&(da.hasOwnProperty(f)?null!=k&&"onScroll"===f&&F("scroll",\na):null!=k&&sa(a,f,k,g)))switch(c){c
ase "input":Ya(a);fb(a,d,!1);break;case "textarea":Ya(a);lb(a);break;case
"option":null!=d.value&&a.setAttribute("value",+"\e"+Va(d.value));break;case
"select":a.multiple=!!d.multiple;f=d.value;null!=f?hb(a,!d.multiple,f,!1):null!=d.defaultValue&&hb(a,!d.multiple
,d.defaultValue,!0);break;default:"function"===typeof
e.onClick&&(a.onclick=Ef)}Hf(c,d)&&(b.flags|=4)}null!==(b.ref&&(b.flags|=256))U(b);return null;case
6;if(a&&null!=b.stateNode)Zi(a,b,a.memoizedProps,d);\nelse{if("string"!==(typeof
d&&null===b.stateNode)throw
Error(w(166));c=ih(hh.current);ih(fh.current);wh(b)?(d=b.stateNode,c=b.memoizedProps,d[Uf]=b,d.nodeValue!==(c
&&(b.flags|=4)):(d=(9===c.nodeType?c:c.ownerDocument).createTextNode(d),d[Uf]=b,b.stateNode=d)}U(b);retur
n null;case 13:G(N);d=b.memoizedState;if(null!==(d&&null!==(d.dehydrated)){if(null===a){if(!wh(b))throw
Error(w(318));d=b.memoizedState;d=null!==(d?d.dehydrated:null);if(!d)throw Error(w(317));d[Uf]=b}else
xh(),0===(b.flags&128)&&(b.memoizedState=\nnull),b.flags|=4;U(b);return null;if(0!==(b.flags&128))return
b.lanes=c,b;d=null!==(d;c=!1;null===a?void
0!==(b.memoizedProps.fallback&&wh(b):c=null!==(a.memoizedState;d&&!c&&0!==(b.mode&1)&&(null===a&&
0!==(b.memoizedProps.unstable_avoidThisFallback|0)!==(N.current&1)?0===V&&(V=3):Pi());if(d|c)b.flags|=4;U(
b);return null;case 4:return kh(),Xi(a,b),null===a&&zf(b.stateNode.containerInfo),U(b),null;case 10:return
ug(b.type._context),U(b),null;case 17:return cg(b.type)&&dg(),U(b),null;case
19:G(N);f=b.memoizedState;\nif(null===f)return
U(b),null;d=0!==(b.flags&128);g=f.rendering;if(null===g)if(d)$i(f,!1);else{if(0!==(V|null!==(a&&0!==(a.flags&12
8))for(a=b.child;null!==(a);){g=nh(a);if(null!==(g){b.flags|=128;$i(f,!1);d=g.updateQueue;null!==(d&&(b.updateQueu
e=d,b.flags|=4);b.subtreeFlags=0;d=c;for(c=b.child;null!==(c);f=c,a=d,f.flags&=1835010,g=f.alternate,null===g?(f.c
hildLanes=0,f.lanes=a,f.child=null,f.subtreeFlags=0,f.memoizedProps=null,f.memoizedState=null,f.updateQueue=n
ull,f.dependencies=null,f.stateNode=null):\n(f.childLanes=g.childLanes,f.lanes=g.lanes,f.child=g.child,f.subtreeFlag
s=0,f.deletions=null,f.memoizedProps=g.memoizedProps,f.memoizedState=g.memoizedState,f.updateQueue=g.upd
ateQueue,f.type=g.type,a=g.dependencies,f.dependencies=null===a?null:{lanes:a.lanes,firstContext:a.firstContext})}

```

```

,c=c.sibling;H(N,N.current&1|2);return
b.child}a=a.sibling}null!==(f.tail!>D())>bj&&(b.flags|=128,d=!0,$i(f,!1),b.lanes=4194304)}else{if(!d)if(a=nh(g),n
ull!==(a)){if(b.flags|=128,d=!0,c=a.updateQueue,null!==(c&&(b.updateQueue=nc,b.flags|=4),$i(f,!0),null!==(f.tail&
&"hidden"===f.tailMode&&!g.alternate&&!qh)return U(b),null}else 2*D()-
f.renderingStartTime>bj&&1073741824!==(c&&(b.flags|=128,d=!0,$i(f,!1),b.lanes=4194304);f.isBackwards?(g.sibl
ing=b.child,b.child=g):(c=f.last,null!==(c?c.sibling=g:b.child=g,f.last=g))if(null!==(f.tail)return
b=f.tail,f.rendering=b,f.tail=b.sibling,f.renderingStartTime=D(),b.sibling=null,c=N.current,H(N,d?c&1|2:c&1),b;U(
b);return null;case 22:case 23:return
cj(),c=null!==(b.memoizedState,null!==(a&&\nnull!==(a.memoizedState!==(c&&"unstable-defer-without-
hiding"===d.mode&&(b.flags|=4),c&&0==(Ci&1073741824)&&0==(b.mode&1)||U(b),null!==(b.updateQueue&
&Fh(),null;case 24:return ug(O),U(b),null)throw Error(w(156,b.tag));}\nfunction dj(a,b){switch(a.tag){case 1:return
cg(a.type)&&dg(),b=a.flags,b&16384?(a.flags=b&-16385|128,a):null;case
3:Ch(a.stateNode,b);ug(O);kh();G($f);G(J);zh();b=a.flags;if(0!==(b&128))throw Error(w(285));a.flags=b&-
16385|128;return a;case 5:return mh(a),null;case
13:G(N);b=a.memoizedState;if(null!==(b&&null!==(b.dehydrated)){if(null!==(a.alternate)throw
Error(w(340));xh())b=a.flags;return b&16384?(a.flags=b&-16385|128,a):null;case 19:return G(N),null;case 4:return
kh(),null;case 10:return ug(a.type._context),\nnull;case 22:case 23:return
cj(),null!==(a.updateQueue&&Fh(),null;case 24:return ug(O),null;default:return null}}function ej(a,b){try{var
c="",d=b;do c+=Sa(d),d=d.return;while(d);var e=c}catch(f){e="\nError generating stack:
"+f.message+"\n"+f.stack}return{value:a,source:b,stack:e}}function
fj(a,b){try{console.error(b.value)}catch(c){setTimeout(function(){throw c;})}var gj="function"===typeof
WeakMap?WeakMap:Map;\nfunction hj(a,b,c){c=xg(-1,c);c.tag=3;c.payload={element:null};var
d=b.value;c.callback=function(){ij||ij=!0,jj=d;fj(a,b)};return c}\nfunction kj(a,b,c){c=xg(-1,c);c.tag=3;var
d=a.type.getDerivedStateFromError;if("function"===typeof d){var e=b.value;c.payload=function(){fj(a,b);return
d(e)}}var f=a.stateNode;null!==(f&&"function"===typeof
f.componentDidCatch&&(c.callback=function(){"function"!==(typeof d&&(null===lj)?lj=new
Set([this]):lj.add(this),fj(a,b));var
c=b.stack;this.componentDidCatch(b.value,{componentStack:null!==(c?""):});return c}var
mj="function"===typeof WeakSet?WeakSet:Set,W=null;\nfunction nj(a,b){var
c=a.ref;if(null!==(c)if("function"===typeof c)try{c(null)}catch(d){oj(a,b,d)}else c.current=null}var
pj=null,qj=!1;\nfunction rj(a,b){Ff=ld;a=Te();if(Ue(a)){if("selectionStart"in a)var
c={start:a.selectionStart,end:a.selectionEnd};else a:{c=(c=a.ownerDocument)&&c.defaultView||window;var
d=c.getSelection&&c.getSelection();if(d&&0!==(d.rangeCount){c=d.anchorNode;var
e=d.anchorOffset,f=d.focusNode;d=d.focusOffset;try{c.nodeType,f.nodeType}catch(ma){c=null;break a}var
g=0,h=-1,k=-1,l=0,m=0,u=a,t=null;b:for(;;){for(var
r;){u!==(c||0!==(e&&3!==(u.nodeType||(h=g+e);u!==(f||0!==(d&&3!==(u.nodeType||(k=g+d);3===u.nodeType&&(g+
=\nu.nodeType.length);if(null!==(r=u.firstChild))break;t=u;u=r}for(;;){if(u===a)break
b;t===c&&+1===e&&(h=g);t===f&&+m===d&&(k=g);if(null!==(r=u.nextSibling))break;u=t;t=u.parentNode}
u=r}c=-1===h|-1===k?null:{start:h,end:k}}else c=null}c=c||{start:0,end:0}}else
c=null;Gf={focusedElem:a,selectionRange:c};ld=!1;pj=null;for(W=b;null!==(W);){b=W;a=b.deletions;if(null!==(a)fo
r(c=0;c<a.length;c++)fc(a[c],pj)&&(qj=!0);a=b.child;if(0!==(b.subtreeFlags&516)&&null!==(a)a.return=b,W=a;else
for(;null!==(W);){b=W;\ntry{var n=b.alternate,v=b.flags;if(!qj&&null!==(pj){var
I;if(I=13===b.tag){a:{if(null!==(n){var x=n.memoizedState;if(null!==(x)||null!==(x.dehydrated){var
z=b.memoizedState;I=null!==(z&&null!==(z.dehydrated);break
a}}I=!1}I&&fc(b,pj)&&(qj=!0)}if(0!==(v&512))switch(b.tag){case 0:case 11:case 15:break;case
1:if(null!==(n){var
q=n.memoizedProps,C=n.memoizedState,T=b.stateNode,Y=T.getSnapshotBeforeUpdate(b.elementType===b.type?
q:ng(b.type,q),C);T.__reactInternalSnapshotBeforeUpdate=Y}break;case

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3:Of(b.stateNode.containerInfo);\nbreak;case 5:case 6:case 4:case 17:break;default:throw
Error(w(163));} }catch(ma){oj(b,b.return,ma)}a=b.sibling;if(null!==(a)){a.return=b.return;W=a;break }W=b.return } }n
=qj;qj=!1;pj=null;return n}function sj(a,b,c){var d=b.updateQueue;d=null!==(d)?d.lastEffect:null;if(null!==(d)){var
e=d.d.next;do{if((e.tag&a)===a){var f=e.destroy;e.destroy=void 0;if(void 0!==(f)){var
g=b,h=c;try{f()}catch(k){oj(g,h,k)}}}e=e.next}while(e!==(d))}\nfunction
tj(a,b){b=b.updateQueue;b=null!==(b)?b.lastEffect:null;if(null!==(b)){var c=b.next;do{if((c.tag&a)===a){var
d=c.create;c.destroy=d()}c=c.next}while(c!==(b))}\nfunction uj(a,b){for(var
c=null,d=a;){if(5===d.tag){if(null===c){c=d;var e=d.stateNode;if(b)e=e.style,\"function\"===typeof
e.setProperty?e.setProperty(\"display\", \"none\", \"important\"):e.display=\"none\";else{e=d.stateNode;var
f=d.memoizedProps.style;f=void
0!==(f&&null!==(f&&f.hasOwnProperty(\"display\"))?f.display:null;e.style.display=tb(\"display\",f)}}}else
if(6===d.tag)null===c&&(d.stateNode.nodeValue=b?\"\":d.memoizedProps);else
if((22!==(d.tag&&23!==(d.tag||null===d.memoizedState||d===a))&&null!==(d.child)){d.child.return=\nd;d=d.child;co
ntinue}if(d===a)break;for(;null===d.sibling;){if(null===d.return||d.return===a)return;c===d&&(c=null);d=d.retur
n}c===d&&(c=null);d.sibling.return=d.return;d=d.sibling}}\nfunction vj(a,b,c){if(rc&&\"function\"===typeof
rc.onCommitFiberUnmount)try{rc.onCommitFiberUnmount(qc,b)}catch(h){}switch(b.tag){case 0:case 11:case
14:case 15:a=b.updateQueue;if(null!==(a&&(a=a.lastEffect,null!==(a))){var d=a.a.next;do{var
e=d,f=e.destroy;e=e.tag;if(void 0!==(f&&0!==(e&2))){e=b;var
g=c;try{f()}catch(h){oj(e,g,h)}}d=d.next}while(d!==(a))}break;case
1:nj(b,c);a=b.stateNode;if(\"function\"===typeof
a.componentWillUnmount)try{a.props=b.memoizedProps,a.state=b.memoizedState,a.componentWillUnmount()}ca
tch(h){oj(b,\nc,h)}break;case 5:nj(b,c);break;case 4:wj(a,b,c)}function xj(a){var
b=a.alternate;null!==(b&&(a.alternate=null,xj(b));a.child=null;a.deletions=null;a.dependencies=null;a.memoizedPro
ps=null;a.memoizedState=null;a.pendingProps=null;a.sibling=null;a.stateNode=null;a.updateQueue=null}function
yj(a){return 5===a.tag||3===a.tag||4===a.tag}\nfunction zj(a){a:{for(var b=a.return;null!==(b);{if(yj(b))break
a;b=b.return}throw Error(w(160));}var c=b;b=c.stateNode;switch(c.tag){case 5:var d=!1;break;case
3:b=b.containerInfo;d=!0;break;case 4:b=b.containerInfo;d=!0;break;default:throw
Error(w(161));}c.flags&32&&(qb(b,\"\"),c.flags&=-
33);a:b:for(c=a;){for(;null===c.sibling;){if(null===c.return||yj(c.return)){c=null;break
a}c=c.return}c.sibling.return=c.return;for(c=c.sibling;5!==(c.tag&&6!==(c.tag&&18!==(c.tag);){if(c.flags&2)continue
b;if(null===\nc.child||4===c.tag)continue b;else c.child.return=c,c=c.child}if(!(c.flags&2)){c=c.stateNode;break
a}}d?Aj(a,c,b):Bj(a,c,b)}\nfunction Aj(a,b,c){var
d=a.tag;if(5===d||6===d)a=a.stateNode,b?8===c.nodeType?c.parentNode.insertBefore(a,b):c.insertBefore(a,b):(8=
===c.nodeType?(b=c.parentNode,b.insertBefore(a,c)):(b=c,b.appendChild(a)),c=c._reactRootContainer,null!==(c&&
void 0!==(c)||null!==(b.onclick||(b.onclick=Ef));else
if(4!==(d&&(a=a.child,null!==(a))for(Aj(a,b,c),a=a.sibling;null!==(a);Aj(a,b,c),a=a.sibling)}\nfunction Bj(a,b,c){var
d=a.tag;if(5===d||6===d)a=a.stateNode,b?c.insertBefore(a,b):c.appendChild(a);else
if(4!==(d&&(a=a.child,null!==(a))for(Bj(a,b,c),a=a.sibling;null!==(a);Bj(a,b,c),a=a.sibling)}\nfunction
wj(a,b,c){for(var d=b,e=!1,f,g;){if(!e){e=d.return;a:for(;){if(null===e)throw
Error(w(160));f=e.stateNode;switch(e.tag){case 5:g=!1;break a;case 3:f=f.containerInfo;g=!0;break a;case
4:f=f.containerInfo;g=!0;break a}e=e.return}e=!0}if(5===d.tag||6===d.tag){a:for(var
h=a,k=d,l=c,m=k;){if(vj(h,m,l),null!==(m.child&&4!==(m.tag)m.child.return=m,m=m.child;else{if(m===k)break
a;for(;null===m.sibling;){if(null===m.return||m.return===k)break
a;m=m.return}m.sibling.return=m.return;m=m.sibling}g?(h=\nf,k=d.stateNode,8===h.nodeType?h.parentNode.rem
oveChild(k):h.removeChild(k):f.removeChild(d.stateNode)}else
if(18===d.tag)g?(h=f,k=d.stateNode,8===h.nodeType?Nf(h.parentNode,k):l===h.nodeType&&Nf(h,k),jd(h)):Nf(f,
d.stateNode);else
if(4===d.tag){if(null!==(d.child){f=d.stateNode.containerInfo;g=!0;d.child.return=d;d=d.child;continue}}else

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if(vj(a,d,c),null!==(d.child){d.child.return=d;d=d.child;continue}if(d===b)break;for(;null===d.sibling;){if(null===d
.return||d.return===b)return;d=d.return;4===d.tag&&(n(=1))d.sibling.return=d.return;d=d.sibling}}\nfunction
Cj(a,b){switch(b.tag){case 0:case 11:case 14:case 15:sj(3,b,b.return);return;case 1:return;case 5:var
c=b.stateNode;if(null!=c){var d=b.memoizedProps,e=null!==(a?a.memoizedProps:d;a=b.type;var
f=b.updateQueue;b.updateQueue=null;if(null!==(f){c[Vf]=d;"input"===a&&"radio"===d.type&&null!=d.name&
&cb(c,d);xb(a,e);b=xb(a,d);for(e=0;e<f.length;e+=2){var
g=f[e],h=f[e+1];"style"===g?ub(c,h):"dangerouslySetInnerHTML"===g?pb(c,h):"children"===g?qb(c,h):sa(c,g
,h,b)}switch(a){case "input":db(c,d);break;\ncase "textarea":kb(c,d);break;case
"select":a=c._wrapperState.wasMultiple,c._wrapperState.wasMultiple=!d.multiple,f=d.value,null!=f?hb(c,!d.mult
iple,f,!1):a=!d.multiple&&(null!=d.defaultValue?hb(c,!d.multiple,d.defaultValue,!0):hb(c,!d.multiple,d.multip
le?["\","!1]))}}return;case 6:if(null===b.stateNode)throw
Error(w(162));b.stateNode.nodeValue=b.memoizedProps;return;case
3:c=b.stateNode;c.hydrate&&(c.hydrate!=1,jd(c.containerInfo));return;case 12:return;case
13:null!==(b.memoizedState&&(Dj)=nD(),uj(b.child,!0));Ej(b);return;case 19:Ej(b);return;case 17:return;case
22:case 23:uj(b,null!==(b.memoizedState));return}throw Error(w(163));}function Ej(a){var
b=a.updateQueue;if(null!==(b){a.updateQueue=null;var c=a.stateNode,null===c&&(c=a.stateNode=new
mj);b.forEach(function(b){var d=Fj.bind(null,a,b);c.has(b)|(c.add(b),b.then(d,d))}})\nfunction
Gj(a,b){for(W=b,null!==(W:){b=W;var c=b.deletions;if(null!==(c)for(var d=0;d<c.length;d++){var
e=c[d];try{wj(a,e,b);var
f=e.alternate;null!==(f&&(f.return=null);e.return=null}catch(l){oj(e,b,l)}}c=b.child;if(0!==(b.subtreeFlags&6454)&
&null!==(c).return=b,W=c;else for(;null!==(W:){b=W;try{var
g=b.flags;g&32&&qb(b.stateNode,"");if(g&256){var h=b.alternate;if(null!==(h){var
k=h.ref;null!==(k&&("function"===typeof k?k(null):k.current=null)}}switch(g&2054){case 2:zj(b);b.flags&=-
3;break;case 6:zj(b);\nb.flags&=-3;Cj(b.alternate,b);break;case 2048:b.flags&=-2049;break;case 2052:b.flags&=-
2049;Cj(b.alternate,b);break;case
4:Cj(b.alternate,b)}}catch(l){oj(b,b.return,l)}c=b.sibling;if(null!==(c){c.return=b.return;W=c;break}W=b.return}})\n
function Hj(a){for(W=a,null!==(W:){var
b=W,c=b.child;if(0!==(b.subtreeFlags&324)&&null!==(c).return=b,W=c;else
for(b=a,null!==(W:){c=W;if(0!==(c.flags&324)){var d=c.alternate;try{if(0!==(c.flags&68))switch(c.tag){case
0:case 11:case 15:tj(3,c);break;case 1:var e=c.stateNode;if(c.flags&4)if(null===d)e.componentDidMount();else{var
f=c.elementType===c.type?d.memoizedProps:ng(c.type,d.memoizedProps);e.componentDidUpdate(f,d.memoizedS
tate,e.__reactInternalSnapshotBeforeUpdate)}var g=c.updateQueue;null!==(ng&&Kg(c,g,e);break;case 3:var
h=c.updateQueue;if(null!==(h){d=null;if(null!==(c.child)switch(c.child.tag){case 5:d=c.child.stateNode;break;case
1:d=c.child.stateNode}Kg(c,h,d)}break;case 5:var
k=c.stateNode;null===d&&c.flags&4&&(d=k,Hf(c.type,c.memoizedProps)&d.focus());break;case 6:break;case
4:break;case 12:break;case 13:if(null===c.memoizedState){var l=c.alternate;if(null!==(l){var
m=l.memoizedState;if(null!==(m){var u=m.dehydrated;null!==(u&&jd(u))}}break;case 19:case 17:case 21:case
22:case 23:break;\ndefault:throw Error(w(163));}if(c.flags&256){d=void 0;var t=c.ref;if(null!==(t){var
r=c.stateNode;switch(c.tag){case 5:d=r;break;default:d=r}"function"===typeof
t?t(d):t.current=d}}catch(n){oj(c,c.return,n)}}if(c===b){W=null;break}d=c.sibling;if(null!==(d){d.return=c.return;
W=d;break}W=c.return}}var
Ij=Math.ceil,Jj=ta.ReactCurrentDispatcher,Kj=ta.ReactCurrentOwner,X=ta.ReactCurrentBatchConfig,S=0,K=null,Z
=null,Lj=0,Ci=0,Bi=Yf(0),V=0,Mj=null,Jg=0,Nj=0,Oj=0,Dj=0,bj=Infinity;\nfunction Pj(){bj=D()+500}var
ij=!1,jj=null,lj=null,Qj=!1,Rj=null,Sj=0,Tj=0,Uj=null,Vj=-1,Wj=0;function L(){return 0!==(S&24)?D():-
1!==(Vj?Vj:Vj=D())}function Ng(a){if(0===(a.mode&1))return 1;if(0!==(mg.transition)return
0===Wj&&(a=tc,tc<=1,0===(tc&4194240)&&(tc=64),Wj=a),Wj;a=E;if(0!==(a)return a;a=window.event;a=void
0===a?16:qd(a.type);return a}\nfunction Og(a,b,c){if(50<Tj)throw Tj=0,Uj=null,Error(w(185));var
d=Xj(a,b);if(null===d)return

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null;Bc(d,b,c);d===K&&(Nj|=b,4===V&&Yj(d,Lj));1===b?0!==(S&4)&&0===(S&24)?Zj(d):(ak(d,c),0===S&&
0===(a.mode&1)&&(Pj(),jg&&lg())):ak(d,c);return d}function Xj(a,b){a.lanes|=b;var
c=a.alternate;null!==(c&&(c.lanes|=b));c=a;for(a=a.return;null!==(a);a.childLanes|=b,c=a.alternate,null!==(c&&(c.chil
dLanes|=b),c=a,a=a.return;return 3===c.tag?c.stateNode:null)\nfunction ak(a,b){for(var
c=a.callbackNode,d=a.suspendedLanes,e=a.pingedLanes,f=a.expirationTimes,g=a.pendingLanes;0<g;){var h=31-
xc(g),k=1<<h,l=f[h];if(-1===l){if(0===(k&d)||0!==(k&e))f[h]=yc(k,b)}else
l<=b&&(a.expiredLanes|=k);g&=~k}d=wc(a,a===K?Lj:0);if(0===d)null!==(c&&hc(c),a.callbackNode=null,a.callb
ackPriority=0;else if(b=d&-
d,a.callbackPriority!==(b){null!==(c&&hc(c));if(1===b)0===a.tag?(c=Zj.bind(null,a),jg=!0,null===ig?ig=[c]:ig.push(c
)):c=Zj.bind(null,a),null===ig?ig=[c]:ig.push(c)),Mf(lg),\nc=null;else{switch(lc(d)){case 1:c=lc;break;case
4:c=mc;break;case 16:c=nc;break;case
536870912:c=pc;break;default:c=nc}c=gc(c,bk.bind(null,a))}a.callbackPriority=b;a.callbackNode=c}\nfunction
bk(a,b){Vj=-1;Wj=0;if(0!==(S&24))throw Error(w(327));var
c=a.callbackNode;if(ck())&&a.callbackNode!==(c)return null;var d=wc(a,a===K?Lj:0);if(0===d)return null;var
e=0!==(d&a.expiredLanes)?1:0===(d&30);if(e&&!b){b=d;e=S;S|=8;var f=dk();if(K!==(a||Lj!==(b)Pj()),ek(a,b);do
try{fk();break}catch(h){gk(a,h)}while(1);sg();Jj.current=f;S=e;null!==(Z?b=0:(K=null,Lj=0,b=V)}else
b=hk(a,d);if(0!==(b){2===b&&(S|=32,a.hydrate&&(a.hydrate=!1,Of(a.containerInfo)),e=zc(a),0!==(e&&(d=e,b=hk(
a,e)));if(1===b)throw
c=\nMj,ek(a,0),Yj(a,d),ak(a,D()),c;a.finishedWork=a.current.alternate;a.finishedLanes=d;switch(b){case 0:case
1:throw Error(w(345));case 2:ik(a);break;case 3:Yj(a,d);if((d&130023424)===d&&(b=Dj+500-
D(),10<b){if(0!==(wc(a,0))break;e=a.suspendedLanes;if((e&d)!==(d){L();a.pingedLanes|=a.suspendedLanes&e;bre
ak}a.timeoutHandle=Jf(ik.bind(null,a),b);break}ik(a);break;case
4:Yj(a,d);if((d&4194240)===d)break;b=a.eventTimes;for(e=-1;0<d;){var g=31-
xc(d);f=1<<g;g=b[g];g>e&&(e=g);d&=~f}d=e;d=D()-
d;d=(120>d?120:480>\nd?480:1080>d?1080:1920>d?1920:3E3>d?3E3:4320>d?4320:1960*Ij(d/1960))-
d;if(10<d){a.timeoutHandle=Jf(ik.bind(null,a),d);break}ik(a);break;case 5:ik(a);break;default:throw
Error(w(329));}ak(a,D());return a.callbackNode===c?bk.bind(null,a):null}function
Yj(a,b){b&=~Oj;b&=~Nj;a.suspendedLanes|=b;a.pingedLanes&=~b;for(a=a.expirationTimes;0<b;){var c=31-
xc(b),d=1<<c;a[c]=-1;b&=~d}}\nfunction Zj(a){if(0!==(S&24))throw Error(w(327));ck();var
b=wc(a,0);if(0===(b&1))return ak(a,D()),null;var
c=hk(a,b);if(0!==(a.tag&&2===c){S|=32;a.hydrate&&(a.hydrate=!1,Of(a.containerInfo));var
d=zc(a);0!==(d&&(b=d,c=hk(a,b)))if(1===c)throw
c=Mj,ek(a,0),Yj(a,b),ak(a,D()),c;a.finishedWork=a.current.alternate;a.finishedLanes=b;ik(a);ak(a,D());return
null}function jk(a,b){var c=S;S|=1;try{return a(b)}finally{S=c,0===S&&(Pj(),jg&&lg())}}\nfunction kk(a,b){var
c=S;S&=-2;S|=4;try{return a(b)}finally{S=c,0===S&&(Pj(),jg&&lg())}}function lk(a,b){var c=S;S|=1;var
d=X.transition,e=E;try{if(X.transition=0,E=1,a)return
a(b)}finally{E=e,X.transition=d,S=c,0===(S&24)&&lg()}}function cj(){Ci=Bi.current;G(Bi)}\nfunction
ek(a,b){a.finishedWork=null;a.finishedLanes=0;var c=a.timeoutHandle;-1!==(c&&(a.timeoutHandle=-
1,Kf(c));if(null!==(Z)for(c=Z.return;null!==(c;){var d=c,e=Lj;switch(d.tag){case
1:d=d.type.childContextTypes;null!==(d&&void 0!==(d&&dg());break;case
3:Ch(d.stateNode,e);ug(O);kh();G($f);G(J);zh();break;case 5:mh(d);break;case 4:kh();break;case
13:G(N);break;case 19:G(N);break;case 10:ug(d.type._context);break;case 22:case
23:cj();null!==(d.updateQueue&&Fh());break;case
24:ug(O)}c=c.return}K=a;Z=Yg(a.current,\nnull);Lj=Ci=b;V=0;Mj=null;Oj=Nj=Jg=0;if(null!==(Bg){for(a=0;a<Bg.
length;a++)if(b=Bg[a],c=b.interleaved,null!==(c){b.interleaved=null;d=c.next;e=b.pending;if(null!==(e){var
f=e.next;e.next=d;c.next=f}b.pending=c}Bg=null}}\nfunction gk(a,b){do{var
c=Z;try{sg();Hh.current=Sh;if(Kh){for(var d=P.memoizedState;null!==(d;){var
e=d.queue;null!==(e&&(e.pending=null);d=d.next}Kh=!1}Jh=0;R=Q=P=null;Lh=!1;Kj.current=null;if(null===c||nu

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l===c.return){V=1;Mj=b;Z=null;break}a:{var
f=a,g=c.return,h=c,k=b;b=Lj;h.flags|=8192;if(null!==k&&"object"===typeof k&&"function"===typeof
k.then){var l=k,m=h.tag;if(0===(h.mode&1)&&(0===m||11===m||15===m)){var
u=h.alternate;u?(h.updateQueue=u.updateQueue,h.memoizedState=u.memoizedState,h.lanes=\nu.lanes):(h.updateQ
ueue=null,h.memoizedState=null)}var t=0!==(N.current&1),r=g;do{var n;if(n=13===r.tag){var
v=r.memoizedState;if(null!==v)n=null!==v.dehydrated?!0:!1}else{var I=r.memoizedProps;n=void
0===I.fallback?!1:!0!==(I.unstable_avoidThisFallback?!0:t?!1:!0)}if(n){var x=r.updateQueue;if(null===x){var
z=new Set;z.add(1);r.updateQueue=z}else
x.add(1);if(0===(r.mode&1)&&r!==(g){r.flags|=128;h.flags|=32768;h.flags&=-
10053;if(1===h.tag)if(null===h.alternate)h.tag=17}else{var q=xg(-1,1);q.tag=2;Fg(h,\nq)}h.lanes|=1;break
a}k=void 0;h=b;var C=f.pingCache;null===C?(C=f.pingCache=new gj,k=new Set,C.set(1,k)):(k=C.get(1),void
0===k&&(k=new Set,C.set(1,k)));if(!k.has(h)){k.add(h);var
T=mk.bind(null,f,l,h);l.then(T,T)}r.flags|=16384;r.lanes=b;break a}r=r.return}while(null!==r);k=Error((Ua(h)||"A
React component")+ " suspended while rendering, but no fallback UI was specified.\n\nAdd a <Suspense
fallback=...> component higher in the tree to provide a loading indicator or placeholder to
display.")}5!==(V&&(V=2));k=ej(k,h);r=g;do{switch(r.tag){case 3:f=k;r.flags|=16384;b&=-b;r.lanes|=b;var
Y=hj(r,f,b);Hg(r,Y);break a;case 1:f=k;var
ma=r.type,M=r.stateNode;if(0===(r.flags&128)&&"function"===typeof
ma.getDerivedStateFromError||null!==M&&"function"===typeof
M.componentDidCatch&&(null===lj||!lj.has(M)))}{r.flags|=16384;b&=-b;r.lanes|=b;var ok=kj(r,f,b);Hg(r,ok);break
a}}r=r.return}while(null!==r)}nk(c)}catch(pk){b=pk;Z===c&&null!==c&&(Z=c.c.return);continue}break}while(
1)}\nfunction dk(){var a=Jj.current;Jj.current=Sh;return null===a?Sh:a}function
Pi(){if(0===V||3===V)V=4;null===K||0===(Jg&268435455)&&0===(Nj&268435455)||Yj(K,Lj)}function
hk(a,b){var c=S;S|=8;var d=dk();K===a&&Lj===b||ek(a,b);do
try{qk();break}catch(e){gk(a,e)}while(1);sg();S=c;Jj.current=d;if(null!==Z)throw
Error(w(261));K=null;Lj=0;return V}function qk(){for(;null!==Z;rk(Z)}function
fk(){for(;null!==Z&&!ic();rk(Z)}\nfunction rk(a){var
b=sk(a.alternate,a,Ci);a.memoizedProps=a.pendingProps;null===b?nk(a):Z=b;Kj.current=null}function nk(a){var
b=a;do{var
c=b.alternate;a=b.return;if(0===(b.flags&8192)){if(c=aj(c,b,Ci),null!==c){Z=c;return}}else{c=dj(b,Ci);if(null===c)
{c.flags&=8191;Z=c;return}null!==a&&(a.flags|=8192,a.subtreeFlags=0,a.deletions=null)}b=b.sibling;if(null===b)
{Z=b;return}Z=b=a}while(null!==b);0===V&&(V=5)}\nfunction ik(a){var
b=E,c=X.transition;try{X.transition=0,E=1,tk(a,b)}finally{X.transition=c,E=b}return null}\nfunction tk(a,b){do
ck();while(null!==Rj);if(0!==(S&24))throw Error(w(327));var
c=a.finishedWork,d=a.finishedLanes;if(null===c)return
null;a.finishedWork=null;a.finishedLanes=0;if(c===a.current)throw
Error(w(177));a.callbackNode=null;a.callbackPriority=0;var
e=c.lanes|c.childLanes;Cc(a,e);a===K&&(Z=K=null,Lj=0);0===(c.subtreeFlags&1040)&&0===(c.flags&1040)||Qj
||((Qj=!0,gc(nc,function(){ck();return
null}));e=0!==(c.flags&8054);if(0!==(c.subtreeFlags&8054)||e){e=X.transition;X.transition=0;var f=E;E=\n1;var
g=S;S|=16;Kj.current=null;rj(a,c);Gj(a,c);Ve(Gf);ld=!Ff;Gf=Ff=null;a.current=c;Hj(c,a,d);jc();S=g;E=f;X.transition
=e}else
a.current=c;Qj&&(Qj=!1,Rj=a,Sj=d);e=a.pendingLanes;0===e&&(lj=null);0!==(e&1)?a===Uj?Tj++:(Tj=0,Uj=a):
Tj=0;sc(c.stateNode,b);ak(a,D());if(ij)throw ij=!1,a=jj,jj=null,a;if(0!==(S&4))return
null;0!==(Sj&1)&&0!==(a.tag&&ck());lg();return null}\nfunction ck(){if(null===Rj){var
a=Ic(Sj),b=X.transition,c=E;try{X.transition=0;E=16>a?16:a;if(null===Rj)var
d=!1}else{a=Rj;Rj=null;Sj=0;if(0!==(S&24))throw Error(w(331));var e=S;S|=16;for(W=a.current;null!==W;){var
f=W,g=f.child;if(0!==(W.flags&16)){var h=f.deletions;if(null!==h){for(var k=0;k<h.length;k++){var

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l=h[k];for(W=l;null!==(W);){var m=W;switch(m.tag){case 0:case 11:case 15:sj(4,m,f)}var
u=m.child;if(null!==(u))u.return=m,W=u;else for(;;null!==(W);){m=W;var
t=m.sibling,r=m.return;if(m===l){xj(m);\nW=null;break }if(null!==(t)){t.return=r;W=t;break }W=r}}var
n=f.alternate;if(null!==(n)){var v=n.child;if(null!==(v)){n.child=null;do{var
I=v.sibling;v.sibling=null;v=I}while(null!==(v))}W=f}if(0==(f.subtreeFlags&1040)&&null!==(g))g.return=f,W=g;
else b:for(;;null!==(W);){f=W;if(0==(f.flags&1024))switch(f.tag){case 0:case 11:case 15:sj(5,f,f.return)}var
x=f.sibling;if(null!==(x)){x.return=f.return;W=x;break b}W=f.return}var z=a.current;for(W=z;null!==(W);){g=W;var
q=g.child;if(0==(g.subtreeFlags&1040)&&null!==(nq))q.return=g,W=q;else
b:for(g=z;null!==(W);){h=W;if(0==(h.flags&1024))try{switch(h.tag){case 0:case 11:case
15:tj(5,h)}}catch(T){oj(h,h.return,T)}if(h===g){W=null;break b}var
C=h.sibling;if(null!==(C)){C.return=h.return;W=C;break b}W=h.return}S=e;lg();if(rc&&"function"===typeof
rc.onPostCommitFiberRoot)try{rc.onPostCommitFiberRoot(qc,a)}catch(T){}d=!0}return
d}finally{E=c,X.transition=b}return!1}function
uk(a,b,c){b=ej(c,b);b=hj(a,b,1);Fg(a,b);b=L();a=Xj(a,1);null!==(a&&(Bc(a,1,b),ak(a,b)))\nfunction
oj(a,b,c){if(3===a.tag)uk(a,a,c);else for(b=a.return;null!==(b);){if(3===b.tag){uk(b,a,c);break}else if(1===b.tag){var
d=b.stateNode;if("\function"===typeof b.type.getDerivedStateFromError||"\function"===typeof
d.componentDidCatch&&(null===lj||lj.has(d)))a=ej(c,a);a=kj(b,a,1);Fg(b,a);a=L();b=Xj(b,1);null!==(b&&(Bc(b,1,
a),ak(b,a));break }}b=b.return}\nfunction mk(a,b,c){var
d=a.pingCache;null!==(d&&d.delete(b);b=L());a.pingedLanes|=a.suspendedLanes&c;K===a&&(Lj&c)===c&&(4===
V||3===V&&(Lj&130023424)===Lj&&500>D()-Dj)?ek(a,0):Oj|=c;ak(a,b)}function
vk(a,b){0===b&&(0===(a.mode&1)?b=1:(b=uc,uc<<=1,0===(uc&130023424)&&(uc=4194304)));var
c=L();a=Xj(a,b);null!==(a&&(Bc(a,b,c),ak(a,c)))function Qi(a){var
b=a.memoizedState,c=0;null!==(b&&(c=b.retryLane);vk(a,c))\nfunction Fj(a,b){var c=0;switch(a.tag){case 13:var
d=a.stateNode;var e=a.memoizedState;null!==(e&&(c=e.retryLane));break;case
19:d=a.stateNode;break;default:throw Error(w(314));}null!==(d&&d.delete(b);vk(a,c))var
sk;\nsk=function(a,b,c){var d=b.lanes;if(null!==(a))if(a.memoizedProps!==(b.pendingProps||$.current)zg=!0;else
if(0==(c&d))zg=0!==(a.flags&32768)?!0:!1;else{zg=!1;switch(b.tag){case
3:Gi(b);d=b.stateNode;tg(b,O,a.memoizedState.cache);Ah=d.pooledCache;xh();break;case 5:lh(b);break;case
1:cg(b.type)&&gg(b);break;case 4:jh(b,b.stateNode.containerInfo);break;case
10:tg(b,b.type._context,b.memoizedProps.value);break;case
13:d=b.memoizedState;if(null!==(d)){if(null!==(d.dehydrated))return
H(N,N.current&1),b.flags|=128,null;if(0==(c&b.child.childLanes))return
Ki(a,b,c);H(N,N.current&1);b=vi(a,b,c);return null!==(b?b.sibling:null)}H(N,N.current&1);break;case
19:d=0!==(c&b.childLanes);if(0==(a.flags&128)){if(d)return Vi(a,b,c);b.flags|=128}var
e=b.memoizedState;null!==(e&&(e.rendering=null,e.tail=null,e.lastEffect=null));H(N,N.current);if(d)break;else
return null;case 22:case 23:return b.lanes=0,Ai(a,b,c);case 24:tg(b,O,a.memoizedState.cache)}return vi(a,b,c)}else
zg=!1;b.lanes=0;switch(b.tag){case
2:d=b.type;null!==(na&&(a.alternate=null,b.alternate=null,b.flags|=2);a=b.pendingProps;e=bg(b,J.current);yg(b,c);e
=Oh(null,b,d,a,e,c);b.flags|=1;if("\object"===typeof e&&null!==(e&&"function"===typeof e.render&&void
0===e.$typeof){b.tag=1;b.memoizedState=null;b.updateQueue=null;if(cg(d)){var f=!0;gg(b)}else
f=!1;b.memoizedState=null!==(e.state&&void
0!==(e.state?e.state:null);Dg(b);e.updater=Pg;b.stateNode=e;e._reactInternals=b;Tg(b,d,a,c);b=Fi(null,b,d,!0,f,c)}else
b.tag=0,ti(null,b,e,c),b=b.child;return b;case
16:e=b.elementType;\na:{null!==(a&&(a.alternate=null,b.alternate=null,b.flags|=2);a=b.pendingProps;f=e._init;e=f(
e._payload);b.type=e;f=b.tag=wk(e);a=ng(e,a);switch(f){case 0:b=zi(null,b,e,a,c);break a;case
1:b=Ei(null,b,e,a,c);break a;case 11:b=ui(null,b,e,a,c);break a;case 14:b=wi(null,b,e,ng(e.type,a),d,c);break a}throw
Error(w(306,e,\("")));}return b;case 0:return
d=b.type,e=b.pendingProps,e=b.elementType===d?e:ng(d,e),zi(a,b,d,e,c);case 1:return

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d=b.type,e=b.pendingProps,e=b.elementType===d?e.ng(d,e),Ei(a,b,d,e,c);case
3:Gi(b);\nd=b.updateQueue;if(null===a||null===d)throw
Error(w(282));e=b.pendingProps;f=b.memoizedState;d=f.element;Eg(a,b);Ig(b,e,null,c);var
g=b.memoizedState;e=b.stateNode;var
h=g.cache;Ah=e.pooledCache;tg(b,O,h);h!==f.cache&&wg(b,O,c);f=g.element;if(f===d)xh(),b=vi(a,b,c);else{if(d=
e.hydrate)ph=Pf(b.stateNode.containerInfo.firstChild),oh=b,d=qh=!0;if(d){a=e.mutableSourceEagerHydrationData;i
f(null!=a)for(d=0;d<a.length;d+=2)e=a[d],e._workInProgressVersionPrimary=a[d+1],yh.push(e);c=dh(b,null,f,c);for
(b.child=\nc;c)c.flags=c.flags&-3|2048,c=c.sibling}else ti(a,b,f,c),xh();b=b.child}return b;case 5:return
lh(b,null===a&&uh(b),d=b.type,e=b.pendingProps,f=null!==a?a.memoizedProps:null,g=e.children,If(d,e)?g=null:
null!==f&&If(d,f)&&(b.flags|=32),Di(a,b),ti(a,b,g,c),b.child;case 6:return null===a&&uh(b),null;case 13:return
Ki(a,b,c);case 4:return
jh(b,b.stateNode.containerInfo),d=b.pendingProps,null===a?b.child=ch(b,null,d,c):ti(a,b,d,c),b.child;case 11:return
d=b.type,e=b.pendingProps,e=b.elementType===d?\ne:ng(d,e),ui(a,b,d,e,c);case 7:return
ti(a,b,b.pendingProps,c),b.child;case 8:return ti(a,b,b.pendingProps.children,c),b.child;case 12:return
ti(a,b,b.pendingProps.children,c),b.child;case
10:a:{d=b.type._context;e=b.pendingProps;f=b.memoizedProps;g=e.value;tg(b,d,g);if(null!==f)if(Oe(f.value,g)){if(
f.children===e.children&&!\$f.current){b=vi(a,b,c);break a}}else wg(b,d,c);ti(a,b,e.children,c);b=b.child}return
b;case 9:return e=b.type,d=b.pendingProps.children,yg(b,c),e=Ag(e),d=d(e),b.flags|=1,ti(a,\nb,d,c),b.child;case
14:return e=b.type,f=ng(e,b.pendingProps),f=ng(e.type,f),wi(a,b,e,f,d,c);case 15:return
yi(a,b,b.type,b.pendingProps,d,c);case 17:return
d=b.type,e=b.pendingProps,e=b.elementType===d?e.ng(d,e),null===a&&(a.alternate=null,b.alternate=null,b.flags|=
2),b.tag=1,cg(d)?(a=!0,gg(b)):a=!1,yg(b,c),Rg(b,d,e),Tg(b,d,e,c),Fi(null,b,d,!0,a,c);case 19:return Vi(a,b,c);case
22:return Ai(a,b,c);case 23:return Ai(a,b,c);case 24:return yg(b,c),e=Ag(O),null===a?(null===Ah&&(Ah=new
Map),d=Ah,b.memoizedState=\n{parent:e,cache:d},Dg(b),tg(b,O,d)):(0!==(c&d)&&(Eg(a,b),Ig(b,null,null,c))),d=a.
memoizedState,f=b.memoizedState,d.parent!==e?(d={parent:e,cache:e},b.memoizedState=d,0===b.lanes&&(b.me
moizedState=b.updateQueue.baseState=d),tg(b,O,e)):(e=f.cache,tg(b,O,e),e!===d.cache&&wg(b,O,c)),ti(a,b,b.pendi
ngProps.children,c),b.child}throw Error(w(156,b.tag));};\nfunction
xk(a,b,c,d){this.tag=a;this.key=c;this.sibling=this.child=this.return=this.stateNode=this.type=this.elementType=null
;this.index=0;this.ref=null;this.pendingProps=b;this.dependencies=this.memoizedState=this.updateQueue=this.mem
oizedProps=null;this.mode=d;this.subtreeFlags=this.flags=0;this.deletions=null;this.childLanes=this.lanes=0;this.alt
ernate=null}function sh(a,b,c,d){return new xk(a,b,c,d)}function
xi(a){a=a.prototype;return!(a||a.isReactComponent)}\nfunction wk(a){if(\\"function\\"===typeof a)return
xi(a)?1:0;if(void 0!===a&&null!==a){a=a.$$typeof;if(a===Ba)return 11;if(a===Ea)return 14}return 2}\nfunction
Yg(a,b){var
c=a.alternate;null===c?(c=sh(a.tag,b,a.key,a.mode),c.elementType=a.elementType,c.type=a.type,c.stateNode=a.stat
eNode,c.alternate=a,a.alternate=c):(c.pendingProps=b,c.type=a.type,c.flags=0,c.subtreeFlags=0,c.deletions=null);c.f
lags=a.flags&1835008;c.childLanes=a.childLanes;c.lanes=a.lanes;c.child=a.child;c.memoizedProps=a.memoizedPr
ops;c.memoizedState=a.memoizedState;c.updateQueue=a.updateQueue;b=a.dependencies;c.dependencies=null===
b?null:{lanes:b.lanes,firstContext:b.firstContext};\nc.sibling=a.sibling;c.index=a.index;c.ref=a.ref;return
c}\nfunction $g(a,b,c,d,e,f){var g=2;d=a;if(\\"function\\"===typeof a)xi(a)&&(g=1);else if(\\"string\\"===typeof
a)g=5;else a:switch(a){case wa:return bh(c.children,e,f,b);case Ia:g=8;e|=4;break;case xa:g=8;e|=24;break;case
ya:return a=sh(12,c,b,e|2),a.elementType=ya,a.lanes=f,a;case Ca:return
a=sh(13,c,b,e),a.elementType=Ca,a.lanes=f,a;case Da:return a=sh(19,c,b,e),a.elementType=Da,a.lanes=f,a;case
Ja:return Ni(c,e,f,b);case Ka:return a=sh(23,c,b,e),a.elementType=Ka,a.lanes=f,a;case Ga:case La:return
a=sh(24,\nc,b,e),a.elementType=La,a.lanes=f,a;default:if(\\"object\\"===typeof
a&&null!==a)switch(a.$$typeof){case za:g=10;break a;case Aa:g=9;break a;case Ba:g=11;break a;case
Ea:g=14;break a;case Fa:g=16;d=null;break a}throw Error(w(130,null===a?a:typeof
a,\\""));}b=sh(g,c,b,e);b.elementType=a;b.type=d;b.lanes=f;return b}function

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bh(a,b,c,d){a=sh(7,a,d,b);a.lanes=c;return a}function Ni(a,b,c,d){a=sh(22,a,d,b);a.elementType=Ja;a.lanes=c;return
a}function Zg(a,b,c){a=sh(6,a,null,b);a.lanes=c;return a}\nfunction
ah(a,b,c){b=sh(4,null!===a.children?a.children:[],a.key,b);b.lanes=c;b.stateNode={containerInfo:a.containerInfo,pen
dingChildren:null,implementation:a.implementation};return b}\nfunction
yk(a,b,c){this.tag=b;this.containerInfo=a;this.finishedWork=this.pingCache=this.current=this.pendingChildren=null
;this.timeoutHandle=-
1;this.pendingContext=this.context=null;this.hydrate=c;this.callbackNode=null;this.callbackPriority=0;this.eventTi
mes=Ac(0);this.expirationTimes=Ac(-
1);this.entrangledLanes=this.finishedLanes=this.mutableReadLanes=this.expiredLanes=this.pingedLanes=this.suspe
ndedLanes=this.pendingLanes=0;this.entanglements=Ac(0);this.pooledCache=null;this.pooledCacheLanes=0;\nthis.
mutableSourceEagerHydrationData=null}function zk(a,b,c){var d=3<arguments.length&&void
0!===arguments[3]?arguments[3]:null;return {$typeof:va,key:null===d?null:""+d,children:a,containerInfo:b,implem
entation:c}}\nfunction Ak(a,b,c,d){var
e=b.current,f=L(),g=Ng(e);a:if(c){c=c._reactInternals;b:{if($b(c)!==c||1!===c.tag)throw Error(w(170));var
h=c;do{switch(h.tag){case 3:h=h.stateNode.context;break b;case
1:if(cg(h.type)){h=h.stateNode.__reactInternalMemoizedMergedChildContext;break
b}}h=h.return}while(null!===h);throw Error(w(171));}if(1===c.tag){var k=c.type;if(cg(k)){c=fg(c,k,h);break
a}}c=h}else c=Zf;null===b.context?b.context=c:b.pendingContext=c;b=xg(f,g);b.payload={element:a};d=void
0===d?null:d;null!===nd&&(b.callback=d);Fg(e,b);a=Og(e,g,f);null!===a&&Gg(a,e,g);return g}function
Bk(a){a=a.current;if(!a.child)return null;switch(a.child.tag){case 5:return a.child.stateNode;default:return
a.child.stateNode}}function Ck(a,b){a=a.memoizedState;if(null!===a&&null!===a.dehydrated){var
c=a.retryLane;a.retryLane=0!===c&&c<b?c:b}}function Dk(a,b){Ck(a,b);(a=a.alternate)&&Ck(a,b)}function
Ek(){return null}function Fk(a,b){this._internalRoot=Gk(a,1,b)}function
Hk(a,b){this._internalRoot=Gk(a,0,b)}\nFk.prototype.render=Hk.prototype.render=function(a){Ak(a,this._internalR
oot,null,null)};Fk.prototype.unmount=Hk.prototype.unmount=function(){var
a=this._internalRoot,b=a.containerInfo;Ak(null,a,null,function(){b[Bf]=null});}\nfunction Gk(a,b,c){var
d=null!===c&&null!===c.hydrateOptions&&c.hydrateOptions.mutableSources||null,e=null!===c&&!0===c.unstable_s
trictMode;c=new
yk(a,b,null!===c&&!0===c.hydrate);1===b?(b=1,!0===e&&(b|=8)):b=0;e=sh(3,null,null,b);c.current=e;e.stateNode=
c;b=new
Map;c.pooledCache=b;e.memoizedState={element:null,cache:b};Dg(e);a[Bf]=c.current;zf(8===a.nodeType?a.paren
tNode:a);if(d)for(a=0;a<d.length;a++)e=d[a],b=e._getVersion,b=b(e._source),null===c.mutableSourceEagerHydratio
nData?c.mutableSourceEagerHydrationData=\n[e,b]:c.mutableSourceEagerHydrationData.push(e,b);return
c}function Ik(a){return!(a|1!===a.nodeType&&9!===a.nodeType&&11!===a.nodeType&&(8!===a.nodeType||"
react-mount-point-unstable"!===a.nodeValue))}function Jk(a,b){if(!b)for(var
c;c=a.lastChild;a.removeChild(c);return new Hk(a,b){hydrate:!0}:void 0)}\nfunction Kk(a,b,c,d,e){var
f=c._reactRootContainer;if(f){var g=f._internalRoot;if("function"===typeof e){var h=e;e=function(){var
a=Bk(g);h.call(a)}Ak(b,g,a,e)}else{f=c._reactRootContainer=Jk(c,d);g=f._internalRoot;if("function"===typeof
e){var k=e;e=function(){var a=Bk(g);k.call(a)}kk(function(){Ak(b,g,a,e)}}}return
Bk(g)}\nJc=function(a){switch(a.tag){case 3:var b=a.stateNode;if(b.hydrate){var
c=vc(b.pendingLanes);0!===c&&(Dc(b,c|1),ak(b,D()),0===(S&24)&&(Pj(),lg()))}break;case 13:var
d=L();lk(function(){return Og(a,1,d)});Dk(a,1)};Kc=function(a){if(13===a.tag){var
b=L();Og(a,1,b);Dk(a,1)};Lc=function(a){if(13===a.tag){var
b=L();Og(a,134217728,b);Dk(a,134217728)};Mc=function(a){if(13===a.tag){var
b=L(),c=Ng(a);Og(a,c,b);Dk(a,c)};Nc=function(){return E};Oc=Hc;\nzb=function(a,b,c){switch(b){case
"input":db(a,c);b=c.name;if("radio"===c.type&&null!=b){for(c=a;c.parentNode;c=c.parentNode;c=c.querySelec
torAll("input[name="+JSON.stringify(""+b)+"]"+JSON.stringify(""+b)+"]"+JSON.stringify(""+b)+"]");for(b=0;b<c.length;b++)}{var
d=c[b];if(d!===a&&d.form===a.form){var e=Eb(d);if(!e)throw Error(w(90));Za(d);db(d,e)}}}break;case

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"textarea":kb(a,c);break;case
"select":b=c.value,null!=b&&hb(a,!c.multiple,b,!1)};Hb=jk;\nIb=function(a,b,c,d,e){var
f=E,g=X.transition;try{return
X.transition=0,E=1,a(b,c,d,e)}finally{E=f,X.transition=g,0===S&&Pj()};Jb=function(){0===(S&25)&&(lg(),ck(
))};Kb=function(a,b){var c=S;S|=2;try{return a(b)}finally{S=c,0===S&&(Pj(),jg&&lg())};var
Lk={Events:[Db,Be,Eb,Fb,Gb,ck,{current:!1}],Mk={findFiberByHostInstance:ed,bundleType:0,version:"17.0.3-
experimental-965fb8be6",rendererPackageName:"react-dom"};\nvar
Nk={bundleType:Mk.bundleType,version:Mk.version,rendererPackageName:Mk.rendererPackageName,rendererC
onfig:Mk.rendererConfig,overrideHookState:null,overrideHookStateDeletePath:null,overrideHookStateRenamePath
:null,overrideProps:null,overridePropsDeletePath:null,overridePropsRenamePath:null,setSuspenseHandler:null,sche
duleUpdate:null,currentDispatcherRef:ta.ReactCurrentDispatcher,findHostInstanceByFiber:function(a){a=dc(a);retu
rn
null===a?null:a.stateNode},findFiberByHostInstance:Mk.findFiberByHostInstance||\nEk,findHostInstancesForRefr
esh:null,scheduleRefresh:null,scheduleRoot:null,setRefreshHandler:null,getCurrentFiber:null,reconcilerVersion:"17
.0.3-experimental-965fb8be6"};if("undefined"!==typeof __REACT_DEVTOOLS_GLOBAL_HOOK__){var
Ok=__REACT_DEVTOOLS_GLOBAL_HOOK__;if(!Ok.isDisabled&&Ok.supportsFiber)try{qc=Ok.inject(Nk),rc
=Ok}catch(a){}}exports.__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED=Lk;\nexports.
createPortal=function(a,b){var c=2<arguments.length&&void 0!==arguments[2]?arguments[2]:null;if(!Ik(b))throw
Error(w(200));return zk(a,b,null,c)};exports.createRoot=function(a,b){if(!Ik(a))throw Error(w(299));return new
Fk(a,b)};exports.findDOMNode=function(a){if(null===a)return null;if(1===a.nodeType)return a;var
b=a._reactInternals;if(void 0===b){if("function"===typeof a.render)throw Error(w(188));throw
Error(w(268,Object.keys(a)));}a=dc(b);a=null===a?null:a.stateNode;return
a};\nexports.flushSync=lk;exports.hydrate=function(a,b,c){if(!Ik(b))throw Error(w(200));return
Kk(null,a,b,!0,c)};exports.render=function(a,b,c){if(!Ik(b))throw Error(w(200));return
Kk(null,a,b,!1,c)};exports.unmountComponentAtNode=function(a){if(!Ik(a))throw Error(w(40));return
a._reactRootContainer?(kk(function(){Kk(null,null,a,!1,function(){a._reactRootContainer=null;a[Bf]=null})),!0):!
1};exports.unstable_batchedUpdates=jk;\nexports.unstable_flushControlled=function(a){var b=S;S|=1;var
c=X.transition,d=E;try{X.transition=0,E=1,a()}finally{E=d,X.transition=c,S=b,0===S&&(Pj(),lg())};exports.unsta
ble_renderSubtreeIntoContainer=function(a,b,c,d){if(!Ik(c))throw Error(w(200));if(null===a||void
0===a._reactInternals)throw Error(w(38));return
Kk(a,b,c,!1,d)};exports.unstable_runWithPriority=Hc;\nexports.unstable_scheduleHydration=function(a){if(a){var
b=Nc();a={blockedOn:null,target:a,priority:b};for(var
c=0;c<Wc.length&&0!==b&&b<Wc[c].priority;c++);Wc.splice(c,0,a);0===c&&dd(a)};exports.version="17.0.3-
experimental-965fb8be6";\n","use strict";\n\nif (process.env.NODE_ENV === 'production') {\n module.exports =
require('./cjs/scheduler.production.min.js');\n} else {\n module.exports =
require('./cjs/scheduler.development.js');\n}\n\n/** @license React vundefined\n * scheduler.production.min.js\n
*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license
found in the\n * LICENSE file in the root directory of this source tree.\n */\n\n'use strict';function f(a,b){var
c=a.length;a.push(b);a:for(;0<c;){var d=c-1>>>1,e=a[d];if(0<g(e,b))a[d]=b,a[c]=e,c=d;else break a}}function
h(a){return 0===a.length?null:a[0]}function k(a){if(0===a.length)return null;var
b=a[0],c=a.pop();if(c!==b){a[0]=c;a:for(var d=0,e=a.length,w=e>>>1;d<w;){var m=2*(d+1)-
1,C=a[m],n=m+1,x=a[n];if(0>g(C,c))n<e&&0>g(x,C)?(a[d]=x,a[n]=c,d=n):(a[d]=C,a[m]=c,d=m);else
if(n<e&&0>g(x,c))a[d]=x,a[n]=c,d=n;else break a}}return b}\nfunction g(a,b){var c=a.sortIndex-b.sortIndex;return
0!==c?c:a.id-b.id;if("object"===typeof performance&&"function"===typeof performance.now){var
l=performance;exports.unstable_now=function(){return l.now()}}else{var
p=Date,q=p.now();exports.unstable_now=function(){return p.now()-q}}var
r=[],t=[],u=1,v=null,y=3,z=!1,A=!1,B=!1,D="function"===typeof
setTimeout?setTimeout:null,E="function"===typeof clearTimeout?clearTimeout:null,F="undefined"!==typeof

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setImmediate?setImmediate:null;\nfunction G(a){for(var b=h(t);null!==(b);){if(null===b.callback)k(t);else
if(b.startTime<=a)k(t),b.sortIndex=b.expirationTime,f(r,b);else break;b=h(t)}function
H(a){B=!1;G(a);if(!A)if(null!==(h(r))A=!0,I(J));else {var b=h(t);null!==(b)&&K(H,b.startTime-a)}}\nfunction
J(a,b){A=!1;B&&(B=!1,E(L),L=-1);z=!0;var
c=y;try {G(b);for(v=h(r);null!==(v)&&(v.expirationTime>b)||a&&!M());}{var
d=v.callback;if(\"function\"===typeof d){v.callback=null;y=v.priorityLevel;var
e=d(v.expirationTime<=b);b=exports.unstable_now();\"function\"===typeof
e?v.callback=e:v==h(r)&&k(r);G(b)}else k(r);v=h(r)}if(null!==(v)var w=!0;else {var
m=h(t);null!==(m)&&K(H,m.startTime-b);w=!1}return w}finally {v=null,y=c,z=!1}}var N=!1,O=null,L=-
1,P=5,Q=0;\nfunction M(){return exports.unstable_now()>=Q}function R(){if(null!==(O){var
a=exports.unstable_now();Q=a+P;var b=!0;try {b=O(!0,a)}finally {b?S():(N=!1,O=null)}}else N=!1}var
S;if(\"function\"===typeof F)S=function(){F(R)};else if(\"undefined\"!==typeof MessageChannel){var T=new
MessageChannel,U=T.port2;T.port1.onmessage=R;S=function(){U.postMessage(null)}else
S=function(){D(R,0)};function I(a){O=a;N||(N=!0,S())}function
K(a,b){L=D(function(){a(exports.unstable_now())},b)}\nexports.unstable_IdlePriority=5;exports.unstable_Immedia
tePriority=1;exports.unstable_LowPriority=4;exports.unstable_NormalPriority=3;exports.unstable_Profiling=null;ex
ports.unstable_UserBlockingPriority=2;exports.unstable_cancelCallback=function(a){a.callback=null};exports.unst
able_continueExecution=function(){A||z||(A=!0,I(J));}\nexports.unstable_forceFrameRate=function(a){0>a||125<a?
console.error(\"forceFrameRate takes a positive int between 0 and 125, forcing frame rates higher than 125 fps is not
supported\"):P=0<a?Math.floor(1E3/a):5};exports.unstable_getCurrentPriorityLevel=function(){return
y};exports.unstable_getFirstCallbackNode=function(){return
h(r)};exports.unstable_next=function(a){switch(y){case 1:case 2:case 3:var b=3;break;default:b=y}var
c=y;y=b;try {return
a()}finally {y=c}};exports.unstable_pauseExecution=function(){};\nexports.unstable_requestPaint=function(){};exp
orts.unstable_runWithPriority=function(a,b){switch(a){case 1:case 2:case 3:case 4:case 5:break;default:a=3}var
c=y;y=a;try {return b()}finally {y=c}};\nexports.unstable_scheduleCallback=function(a,b,c){var
d=exports.unstable_now();\"object\"===typeof c&&null!==(c?(c=c.delay,c=\"number\"===typeof
c&&0<c?d+c:d):c=d);switch(a){case 1:var e=-1;break;case 2:e=250;break;case 5:e=1073741823;break;case
4:e=1E4;break;default:e=5E3}e=c+e;a={id:u++,callback:b,priorityLevel:a,startTime:c,expirationTime:e,sortIndex:-
1};c>d?(a.sortIndex=c,f(t,a),null===h(r)&&a===h(t)&&(B?(E(L),L=-1):B=!0,K(H,c-
d))):(a.sortIndex=e,f(r,a),A||z||(A=!0,I(J)));return
a};\nexports.unstable_shouldYield=M;exports.unstable_wrapCallback=function(a){var b=y;return function(){var
c=y;y=b;try {return a.apply(this,arguments)}finally {y=c}};};n\", \"export default\":root {\\n /*\\n * IMPORTANT:
When new theme variables are added below- also add them to SettingsContext updateThemeVariables()\\n *\\n\\n
/* Light theme */\\n --light-color-attribute-name: #ef6632;\\n --light-color-attribute-name-not-editable: #23272f;\\n
--light-color-attribute-name-inverted: rgba(255, 255, 255, 0.7);\\n --light-color-attribute-value: #1a1aa6;\\n --light-
color-attribute-value-inverted: #ffffff;\\n --light-color-attribute-editable-value: #1a1aa6;\\n --light-color-
background: #ffffff;\\n --light-color-background-hover: rgba(0, 136, 250, 0.1);\\n --light-color-background-
inactive: #e5e5e5;\\n --light-color-background-invalid: #fff0f0;\\n --light-color-background-selected: #0088fa;\\n -
-light-color-button-background: #ffffff;\\n --light-color-button-background-focus: #ededed;\\n --light-color-button-
#5f6673;\\n --light-color-button-disabled: #cfd1d5;\\n --light-color-button-active: #0088fa;\\n --light-color-button-
focus: #23272f;\\n --light-color-button-hover: #23272f;\\n --light-color-border: #e5e5e5;\\n --light-color-commit-
did-not-render-fill: #cfd1d5;\\n --light-color-commit-did-not-render-fill-text: #000000;\\n --light-color-commit-did-
not-render-pattern: #cfd1d5;\\n --light-color-commit-did-not-render-pattern-text: #333333;\\n --light-color-commit-
gradient-0: #37afa9;\\n --light-color-commit-gradient-1: #63b19e;\\n --light-color-commit-gradient-2: #80b393;\\n
--light-color-commit-gradient-3: #97b488;\\n --light-color-commit-gradient-4: #abb67d;\\n --light-color-commit-
gradient-5: #beb771;\\n --light-color-commit-gradient-6: #cfb965;\\n --light-color-commit-gradient-7: #dfba57;\\n
--light-color-commit-gradient-8: #efbb49;\\n --light-color-commit-gradient-9: #febc38;\\n --light-color-commit-
```

gradient-text: #000000;\n --light-color-component-name: #6a51b2;\n --light-color-component-name-inverted: #ffffff;\n --light-color-component-badge-background: rgba(0, 0, 0, 0.1);\n --light-color-component-badge-background-inverted: rgba(255, 255, 255, 0.25);\n --light-color-component-badge-count: #777d88;\n --light-color-component-badge-count-inverted: rgba(255, 255, 255, 0.7);\n --light-color-console-error-badge-text: #ffffff;\n --light-color-console-error-background: #fff0f0;\n --light-color-console-error-border: #ffd6d6;\n --light-color-console-error-icon: #eb3941;\n --light-color-console-error-text: #fe2e31;\n --light-color-console-warning-badge-text: #000000;\n --light-color-console-warning-background: #fffbe5;\n --light-color-console-warning-border: #fff5c1;\n --light-color-console-warning-icon: #f4bd00;\n --light-color-console-warning-text: #64460c;\n --light-color-context-background: rgba(0,0,0,.9);\n --light-color-context-background-hover: rgba(255, 255, 255, 0.1);\n --light-color-context-background-selected: #178fb9;\n --light-color-context-border: #3d424a;\n --light-color-context-text: #ffffff;\n --light-color-context-text-selected: #ffffff;\n --light-color-dim: #777d88;\n --light-color-dimmer: #cfd1d5;\n --light-color-dimmest: #eff0f1;\n --light-color-error-background: hsl(0, 100%, 97%);\n --light-color-error-border: hsl(0, 100%, 92%);\n --light-color-error-text: #ff0000;\n --light-color-expand-collapse-toggle: #777d88;\n --light-color-link: #0000ff;\n --light-color-modal-background: rgba(255, 255, 255, 0.75);\n --light-color-bridge-version-npm-background: #eff0f1;\n --light-color-bridge-version-npm-text: #000000;\n --light-color-bridge-version-number: #0088fa;\n --light-color-primitive-hook-badge-background: #e5e5e5;\n --light-color-primitive-hook-badge-text: #5f6673;\n --light-color-record-active: #fc3a4b;\n --light-color-record-hover: #3578e5;\n --light-color-record-inactive: #0088fa;\n --light-color-scroll-thumb: #c2c2c2;\n --light-color-scroll-track: #fafafa;\n --light-color-search-match: yellow;\n --light-color-search-match-current: #f7923b;\n --light-color-selected-tree-highlight-active: rgba(0, 136, 250, 0.1);\n --light-color-selected-tree-highlight-inactive: rgba(0, 0, 0, 0.05);\n --light-color-shadow: rgba(0, 0, 0, 0.25);\n --light-color-tab-selected-border: #0088fa;\n --light-color-text: #000000;\n --light-color-text-invalid: #ff0000;\n --light-color-text-selected: #ffffff;\n --light-color-toggle-background-invalid: #fc3a4b;\n --light-color-toggle-background-on: #0088fa;\n --light-color-toggle-background-off: #cfd1d5;\n --light-color-toggle-text: #ffffff;\n --light-color-tooltip-background: rgba(0, 0, 0, 0.9);\n --light-color-tooltip-text: #ffffff;\n\n /\* Dark theme \*/\n --dark-color-attribute-name: #9d87d2;\n --dark-color-attribute-name-not-editable: #ededed;\n --dark-color-attribute-name-inverted: #282828;\n --dark-color-attribute-value: #cedae0;\n --dark-color-attribute-value-inverted: #ffffff;\n --dark-color-attribute-editable-value: yellow;\n --dark-color-background: #282c34;\n --dark-color-background-hover: rgba(255, 255, 255, 0.1);\n --dark-color-background-inactive: #3d424a;\n --dark-color-background-invalid: #5c0000;\n --dark-color-background-selected: #178fb9;\n --dark-color-button-background: #282c34;\n --dark-color-button-background-focus: #3d424a;\n --dark-color-button: #afb3b9;\n --dark-color-button-active: #61dafb;\n --dark-color-button-disabled: #4f5766;\n --dark-color-button-focus: #a2e9fc;\n --dark-color-button-hover: #ededed;\n --dark-color-border: #3d424a;\n --dark-color-commit-did-not-render-fill: #777d88;\n --dark-color-commit-did-not-render-fill-text: #000000;\n --dark-color-commit-did-not-render-pattern: #666c77;\n --dark-color-commit-did-not-render-pattern-text: #ffffff;\n --dark-color-commit-gradient-0: #37afa9;\n --dark-color-commit-gradient-1: #63b19e;\n --dark-color-commit-gradient-2: #80b393;\n --dark-color-commit-gradient-3: #97b488;\n --dark-color-commit-gradient-4: #abb67d;\n --dark-color-commit-gradient-5: #beb771;\n --dark-color-commit-gradient-6: #cfb965;\n --dark-color-commit-gradient-7: #dfba57;\n --dark-color-commit-gradient-8: #efbb49;\n --dark-color-commit-gradient-9: #febc38;\n --dark-color-commit-gradient-text: #000000;\n --dark-color-component-name: #61dafb;\n --dark-color-component-name-inverted: #282828;\n --dark-color-component-badge-background: rgba(255, 255, 255, 0.25);\n --dark-color-component-badge-background-inverted: rgba(0, 0, 0, 0.25);\n --dark-color-component-badge-count: #8f949d;\n --dark-color-component-badge-count-inverted: rgba(255, 255, 255, 0.7);\n --dark-color-console-error-badge-text: #000000;\n --dark-color-console-error-background: #290000;\n --dark-color-console-error-border: #5c0000;\n --dark-color-console-error-icon: #eb3941;\n --dark-color-console-error-text: #fc7f7f;\n --dark-color-console-warning-badge-text: #000000;\n --dark-color-console-warning-background: #332b00;\n --dark-color-console-warning-border: #665500;\n --dark-color-console-warning-icon: #f4bd00;\n --dark-color-console-warning-text: #f5f2ed;\n --dark-color-context-background: rgba(255,255,255,.9);\n --dark-color-context-background-hover: rgba(0, 136, 250, 0.1);\n --dark-

color-context-background-selected: #0088fa;\n --dark-color-context-border: #e0e0e0;\n --dark-color-context-text: #000000;\n --dark-color-context-text-selected: #ffffff;\n --dark-color-dim: #8f949d;\n --dark-color-dimmer: #777d88;\n --dark-color-dimmest: #4f5766;\n --dark-color-error-background: #200;\n --dark-color-error-border: #900;\n --dark-color-error-text: #f55;\n --dark-color-expand-collapse-toggle: #8f949d;\n --dark-color-link: #61dafb;\n --dark-color-modal-background: rgba(0, 0, 0, 0.75);\n --dark-color-bridge-version-npm-background: rgba(0, 0, 0, 0.25);\n --dark-color-bridge-version-npm-text: #ffffff;\n --dark-color-bridge-version-number: yellow;\n --dark-color-primitive-hook-badge-background: rgba(0, 0, 0, 0.25);\n --dark-color-primitive-hook-badge-text: rgba(255, 255, 255, 0.7);\n --dark-color-record-active: #fc3a4b;\n --dark-color-record-hover: #a2e9fc;\n --dark-color-record-inactive: #61dafb;\n --dark-color-scroll-thumb: #afb3b9;\n --dark-color-scroll-track: #313640;\n --dark-color-search-match: yellow;\n --dark-color-search-match-current: #f7923b;\n --dark-color-selected-tree-highlight-active: rgba(23, 143, 185, 0.15);\n --dark-color-selected-tree-highlight-inactive: rgba(255, 255, 255, 0.05);\n --dark-color-shadow: rgba(0, 0, 0, 0.5);\n --dark-color-tab-selected-border: #178fb9;\n --dark-color-text: #ffffff;\n --dark-color-text-invalid: #ff8080;\n --dark-color-text-selected: #ffffff;\n --dark-color-toggle-background-invalid: #fc3a4b;\n --dark-color-toggle-background-on: #178fb9;\n --dark-color-toggle-background-off: #777d88;\n --dark-color-toggle-text: #ffffff;\n --dark-color-tooltip-background: rgba(255, 255, 255, 0.9);\n --dark-color-tooltip-text: #000000;\n\n /\* Font smoothing \*/\n --light-font-smoothing: auto;\n --dark-font-smoothing: antialiased;\n --font-smoothing: auto;\n\n /\* Compact density \*/\n --compact-font-size-monospace-small: 9px;\n --compact-font-size-monospace-normal: 11px;\n --compact-font-size-monospace-large: 15px;\n --compact-font-size-sans-small: 10px;\n --compact-font-size-sans-normal: 12px;\n --compact-font-size-sans-large: 14px;\n --compact-line-height-data: 18px;\n --compact-root-font-size: 16px;\n\n /\* Comfortable density \*/\n --comfortable-font-size-monospace-small: 10px;\n --comfortable-font-size-monospace-normal: 13px;\n --comfortable-font-size-monospace-large: 17px;\n --comfortable-font-size-sans-small: 12px;\n --comfortable-font-size-sans-normal: 14px;\n --comfortable-font-size-sans-large: 16px;\n --comfortable-line-height-data: 22px;\n --comfortable-root-font-size: 20px;\n\n /\* GitHub.com system fonts \*/\n --font-family-monospace: 'SFMono-Regular', Consolas, 'Liberation Mono', Menlo,\n Courier, monospace;\n --font-family-sans: -apple-system, BlinkMacSystemFont, Segoe UI, Helvetica,\n Arial, sans-serif, Apple Color Emoji, Segoe UI Emoji, Segoe UI Symbol;\n\n\n", "use strict"\nmodule.exports = Yallist\n\nYallist.Node = Node\nYallist.create = Yallist\n\nfunction Yallist (list) {\n var self = this\n if (!(self instanceof Yallist)) {\n self = new Yallist()\n }\n\n self.tail = null\n self.head = null\n self.length = 0\n if (list && typeof list.forEach === 'function') {\n list.forEach(function (item) {\n self.push(item)\n })\n } else if (arguments.length > 0) {\n for (var i = 0, l = arguments.length; i < l; i++) {\n self.push(arguments[i])\n }\n }\n\n return\n self\n}\n\nYallist.prototype.removeNode = function (node) {\n if (node.list !== this) {\n throw new\n Error('removing node which does not belong to this list')\n }\n\n var next = node.next\n var prev = node.prev\n if (next) {\n next.prev = prev\n }\n if (prev) {\n prev.next = next\n }\n if (node === this.head) {\n this.head = next\n }\n if (node === this.tail) {\n this.tail = prev\n }\n node.list.length--\n node.next = null\n node.prev = null\n node.list = null\n return next\n}\n\nYallist.prototype.unshiftNode = function (node) {\n if\n (node === this.head) {\n return\n }\n if (node.list) {\n node.list.removeNode(node)\n }\n var head =\n this.head\n node.list = this\n node.next = head\n if (head) {\n head.prev = node\n }\n this.head = node\n if\n (!this.tail) {\n this.tail = node\n }\n this.length++\n}\n\nYallist.prototype.pushNode = function (node) {\n if\n (node === this.tail) {\n return\n }\n if (node.list) {\n node.list.removeNode(node)\n }\n var tail =\n this.tail\n node.list = this\n node.prev = tail\n if (tail) {\n tail.next = node\n }\n this.tail = node\n if\n (!this.head) {\n this.head = node\n }\n this.length++\n}\n\nYallist.prototype.push = function () {\n for (var i = 0,\n l = arguments.length; i < l; i++) {\n push(this, arguments[i])\n }\n return\n this.length\n}\n\nYallist.prototype.unshift = function () {\n for (var i = 0, l = arguments.length; i < l; i++) {\n unshift(this, arguments[i])\n }\n return this.length\n}\n\nYallist.prototype.pop = function () {\n if (!this.tail) {\n return undefined\n }\n var res = this.tail.value\n this.tail = this.tail.prev\n if (this.tail) {\n this.tail.next = null\n }\n else {\n this.head = null\n }\n this.length--\n return res\n}\n\nYallist.prototype.shift = function () {\n if\n (!this.head) {\n return undefined\n }\n var res = this.head.value\n this.head = this.head.next\n if (this.head) {\n

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 this.head.prev = null\n } else {\n this.tail = null\n }\n this.length--\n return res\n}\n\nYallist.prototype.forEach = function (fn, thisp) {\n thisp = thisp || this\n for (var walker = this.head, i = 0; walker !== null; i++) {\n fn.call(thisp, walker.value, i, this)\n walker = walker.next\n }\n}\n\nYallist.prototype.forEachReverse = function (fn, thisp) {\n thisp = thisp || this\n for (var walker = this.tail, i = this.length - 1; walker !== null; i--) {\n fn.call(thisp, walker.value, i, this)\n walker = walker.prev\n }\n}\n\nYallist.prototype.get = function (n) {\n for (var i = 0, walker = this.head; walker !== null && i < n; i++) {\n // abort out of the list early if we hit a cycle\n walker = walker.next\n }\n if (i === n && walker !== null) {\n return walker.value\n }\n}\n\nYallist.prototype.getReverse = function (n) {\n for (var i = 0, walker = this.tail; walker !== null && i < n; i++) {\n // abort out of the list early if we hit a cycle\n walker = walker.prev\n }\n if (i === n && walker !== null) {\n return walker.value\n }\n}\n\nYallist.prototype.map = function (fn, thisp) {\n thisp = thisp || this\n var res = new Yallist()\n for (var walker = this.head; walker !== null;) {\n res.push(fn.call(thisp, walker.value, this))\n walker = walker.next\n }\n return res\n}\n\nYallist.prototype.mapReverse = function (fn, thisp) {\n thisp = thisp || this\n var res = new Yallist()\n for (var walker = this.tail; walker !== null;) {\n res.push(fn.call(thisp, walker.value, this))\n walker = walker.prev\n }\n return res\n}\n\nYallist.prototype.reduce = function (fn, initial) {\n var acc\n var walker = this.head\n if (arguments.length > 1) {\n acc = initial\n } else if (this.head) {\n walker = this.head.next\n acc = this.head.value\n } else {\n throw new TypeError('Reduce of empty list with no initial value')\n }\n for (var i = 0; walker !== null; i++) {\n acc = fn(acc, walker.value, i)\n walker = walker.next\n }\n return acc\n}\n\nYallist.prototype.reduceReverse = function (fn, initial) {\n var acc\n var walker = this.tail\n if (arguments.length > 1) {\n acc = initial\n } else if (this.tail) {\n walker = this.tail.prev\n acc = this.tail.value\n } else {\n throw new TypeError('Reduce of empty list with no initial value')\n }\n for (var i = this.length - 1; walker !== null; i--) {\n acc = fn(acc, walker.value, i)\n walker = walker.prev\n }\n return acc\n}\n\nYallist.prototype.toArray = function () {\n var arr = new Array(this.length)\n for (var i = 0, walker = this.head; walker !== null; i++) {\n arr[i] = walker.value\n walker = walker.next\n }\n return arr\n}\n\nYallist.prototype.toArrayReverse = function () {\n var arr = new Array(this.length)\n for (var i = 0, walker = this.tail; walker !== null; i++) {\n arr[i] = walker.value\n walker = walker.prev\n }\n return arr\n}\n\nYallist.prototype.slice = function (from, to) {\n to = to || this.length\n if (to < 0) {\n to += this.length\n }\n from = from || 0\n if (from < 0) {\n from += this.length\n }\n var ret = new Yallist()\n if (to < from || to < 0) {\n return ret\n }\n if (from < 0) {\n from = 0\n }\n if (to > this.length) {\n to = this.length\n }\n for (var i = 0, walker = this.head; walker !== null && i < from; i++) {\n walker = walker.next\n }\n for (; walker !== null && i < to; i++, walker = walker.next) {\n ret.push(walker.value)\n }\n return ret\n}\n\nYallist.prototype.sliceReverse = function (from, to) {\n to = to || this.length\n if (to < 0) {\n to += this.length\n }\n from = from || 0\n if (from < 0) {\n from += this.length\n }\n var ret = new Yallist()\n if (to < from || to < 0) {\n return ret\n }\n if (from < 0) {\n from = 0\n }\n if (to > this.length) {\n to = this.length\n }\n for (var i = this.length, walker = this.tail; walker !== null && i > to; i--) {\n walker = walker.prev\n }\n for (; walker !== null && i > from; i--, walker = walker.prev) {\n ret.push(walker.value)\n }\n return ret\n}\n\nYallist.prototype.splice = function (start, deleteCount /*, ...nodes */) {\n if (start > this.length) {\n start = this.length - 1\n }\n if (start < 0) {\n start = this.length + start\n }\n for (var i = 0, walker = this.head; walker !== null && i < start; i++) {\n walker = walker.next\n }\n var ret = []\n for (var i = 0; walker && i < deleteCount; i++) {\n ret.push(walker.value)\n walker = this.removeNode(walker)\n }\n if (walker === null) {\n walker = this.tail\n }\n if (walker !== this.head && walker !== this.tail) {\n walker = walker.prev\n }\n for (var i = 2; i < arguments.length; i++) {\n walker = insert(this, walker, arguments[i])\n }\n return ret\n}\n\nYallist.prototype.reverse = function () {\n var head = this.head\n var tail = this.tail\n for (var walker = head; walker !== null; walker = walker.prev) {\n var p = walker.prev\n walker.prev = walker.next\n walker.next = p\n }\n this.head = tail\n this.tail = head\n return this\n}\n\nfunction insert (self, node, value) {\n var inserted = node === self.head ?\n new Node(value, null, node, self) :\n new Node(value, node, node.next, self)\n if (inserted.next === null) {\n self.tail = inserted\n }\n if (inserted.prev === null) {\n self.head = inserted\n }\n self.length++\n return inserted\n}\n\nfunction push (self, item) {\n self.tail = new Node(item, self.tail, null, self)\n if (!self.head) {\n self.head = self.tail\n }\n self.length++\n}\n\nfunction unshift (self, item)

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{\n self.head = new Node(item, null, self.head, self)\n if (!self.tail) {\n self.tail = self.head\n }\n
self.length++\n}\n\nfunction Node (value, prev, next, list) {\n if (!(this instanceof Node)) {\n return new
Node(value, prev, next, list)\n }\n this.list = list\n this.value = value\n\n if (prev) {\n prev.next = this\n
this.prev = prev\n } else {\n this.prev = null\n }\n\n if (next) {\n next.prev = this\n this.next = next\n } else
{\n this.next = null\n }\n}\n\ntry {\n // add if support for Symbol.iterator is present\n
require('./iterator.js')(Yallist)\n} catch (er) {} }\n\n", "use strict"\nmodule.exports = function (Yallist) {\n
Yallist.prototype[Symbol.iterator] = function* () {\n for (let walker = this.head; walker; walker = walker.next) {\n
yield walker.value\n }\n }\n}\n\n", "/* @license React vundefined\n * react-is.production.min.js\n *\n *
Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in
the\n * LICENSE file in the root directory of this source tree.\n *\n'use strict';var
b=60103,c=60106,d=60107,e=60108,f=60114,g=60109,h=60110,k=60112,l=60113,m=60120,n=60115,p=60116,q=
60129,r=60131,u=60132;\nif(\\"function\\\"===typeof Symbol&&Symbol.for){var
v=Symbol.for;b=v(\\"react.element\\");c=v(\\"react.portal\\");d=v(\\"react.fragment\\");e=v(\\"react.strict_mode\\");f=v(\\"r
eact.profiler\\");g=v(\\"react.provider\\");h=v(\\"react.context\\");k=v(\\"react.forward_ref\\");l=v(\\"react.suspense\\");m=v(
\\"react.suspense_list\\");n=v(\\"react.memo\\");p=v(\\"react.lazy\\");q=v(\\"react.debug_trace_mode\\");r=v(\\"react.legac
y_hidden\\");u=v(\\"react.cache\\")}var w=0;\\"function\\\"===typeof
Symbol&&(w=Symbol.for(\\"react.module.reference\\"));}\nfunction x(a){if(\\"object\\\"===typeof a&&null!==(a){var
t=a.$typeof;switch(t){case b:switch(a=a.type,a){case d:case f:case e:case l:case m:return
a;default:switch(a=a&&a.$typeof,a){case h:case k:case p:case n:case g:return a;default:return t }}case c:return
t }} }var
y=g,z=b,A=k,B=d,C=p,D=n,E=c,F=f,G=e,H=l,I=m;exports.ContextConsumer=h;exports.ContextProvider=y;export
s.Element=z;exports.ForwardRef=A;exports.Fragment=B;exports.Lazy=C;exports.Memo=D;exports.Portal=E;export
ts.Profiler=F;\nexports.StrictMode=G;exports.Suspense=H;exports.SuspenseList=I;exports.isAsyncMode=function(
){return!1};exports.isConcurrentMode=function(){return!1};exports.isContextConsumer=function(a){return
x(a)==h};exports.isContextProvider=function(a){return
x(a)==g};exports.isElement=function(a){return\\"object\\"===typeof
a&&null!==(a&&a.$typeof===b)};exports.isForwardRef=function(a){return
x(a)==k};exports.isFragment=function(a){return x(a)==d};exports.isLazy=function(a){return
x(a)==p};\nexports.isMemo=function(a){return x(a)==n};exports.isPortal=function(a){return
x(a)==c};exports.isProfiler=function(a){return x(a)==f};exports.isStrictMode=function(a){return
x(a)==e};exports.isSuspense=function(a){return x(a)==l};exports.isSuspenseList=function(a){return
x(a)==m};\nexports.isValidElementType=function(a){return\\"string\\"===typeof a||\\"function\\"===typeof
a||a===d||a===f||a===q||a===e||a===l||a===m||a===r||a===u||\\"object\\"===typeof
a&&null!==(a&&(a.$typeof===p||a.$typeof===n||a.$typeof===g||a.$typeof===h||a.$typeof===k||a.$typeof=
==w||void 0!==(a.getModuleId)?!0:!1)};exports.typeOf=x;\n", "module.exports = require(\\"net\\");","module.exports =
require(\\"tls\\");","module.exports = require(\\"url\\");","module.exports = require(\\"zlib\\");","use strict';\n\nconst
kDone = Symbol('kDone');\nconst kRun = Symbol('kRun');\n\n/**\n * A very simple job queue with adjustable
concurrency. Adapted from\n * https://github.com/STRML/async-limiter\n *\n * class Limiter {\n /**\n * Creates a
new `Limiter`.\n * @param {Number} concurrency The maximum number of jobs allowed to run\n *
concurrently\n */\n constructor(concurrency) {\n this[kDone] = () => {\n this.pending--;\n this[kRun]();\n
};\n this.concurrency = concurrency || Infinity;\n this.jobs = [];\n this.pending = 0;\n }\n /**\n * Adds a job
to the queue.\n * @public\n */\n add(job) {\n this.jobs.push(job);\n this[kRun]();\n }\n /**\n *
Removes a job from the queue and runs it if possible.\n * @private\n */\n [kRun]() {\n if (this.pending
=== this.concurrency) return;\n\n if (this.jobs.length) {\n const job = this.jobs.shift();\n\n this.pending++;
\n job(this[kDone]);\n }\n }\n }\n\nmodule.exports = Limiter;\n", "use strict';\n\n/**\n * Class representing an
event.\n * @private\n */\n class Event {\n /**\n * Create a new `Event`.\n * @param {String} type The
name of the event\n * @param {Object} target A reference to the target to which the event was dispatched\n */\n
constructor(type, target) {\n this.target = target;\n this.type = type;\n }\n }\n\n/**\n * Class representing a

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message event.\n *\n * @extends Event\n * @private\n */\n\n class MessageEvent extends Event {\n /**\n * Create a new `MessageEvent`.\n *\n * @param {(String|Buffer|ArrayBuffer|Buffer[])} data The received data\n * @param {WebSocket} target A reference to the target to which the event was dispatched\n */\n constructor(data, target) {\n super('message', target);\n this.data = data;\n }\n}\n\n/**\n * Class representing a close event.\n *\n * @extends Event\n * @private\n */\n\n class CloseEvent extends Event {\n /**\n * Create a new `CloseEvent`.\n *\n * @param {Number} code The status code explaining why the connection is being closed\n * @param {String} reason A human-readable string explaining why the connection is closing\n * @param {WebSocket} target A reference to the target to which the event was dispatched\n */\n constructor(code, reason, target) {\n super('close', target);\n this.wasClean = target._closeFrameReceived && target._closeFrameSent;\n this.reason = reason;\n this.code = code;\n }\n}\n\n/**\n * Class representing an open event.\n *\n * @extends Event\n * @private\n */\n\n class OpenEvent extends Event {\n /**\n * Create a new `OpenEvent`.\n *\n * @param {WebSocket} target A reference to the target to which the event was dispatched\n */\n constructor(target) {\n super('open', target);\n }\n}\n\n/**\n * Class representing an error event.\n *\n * @extends Event\n * @private\n */\n\n class ErrorEvent extends Event {\n /**\n * Create a new `ErrorEvent`.\n *\n * @param {Object} error The error that generated this event\n * @param {WebSocket} target A reference to the target to which the event was dispatched\n */\n constructor(error, target) {\n super('error', target);\n this.message = error.message;\n this.error = error;\n }\n}\n\n/**\n * This provides methods for emulating the `EventTarget` interface. It's not\n * meant to be used directly.\n *\n * @mixin\n */\n\n const EventTarget = {\n /**\n * Register an event listener.\n *\n * @param {String} method A string representing the event type to listen for\n * @param {Function} listener The listener to add\n */\n @public\n addEventListener(method, listener) {\n if (typeof listener !== 'function')\n return;\n\n function onMessage(data) {\n listener.call(this, new MessageEvent(data, this));\n }\n\n function onClose(code, message) {\n listener.call(this, new CloseEvent(code, message, this));\n }\n\n function onError(error) {\n listener.call(this, new ErrorEvent(error, this));\n }\n\n function onOpen() {\n listener.call(this, new OpenEvent(this));\n }\n\n if (method === 'message') {\n onMessage._listener = listener;\n this.on(method, onMessage);\n } else if (method === 'close') {\n onClose._listener = listener;\n this.on(method, onClose);\n } else if (method === 'error') {\n onError._listener = listener;\n this.on(method, onError);\n } else if (method === 'open') {\n onOpen._listener = listener;\n this.on(method, onOpen);\n } else {\n this.on(method, listener);\n }\n },\n\n /**\n * Remove an event listener.\n *\n * @param {String} method A string representing the event type to remove\n * @param {Function} listener The listener to remove\n */\n @public\n removeEventListener(method, listener) {\n const listeners = this.listeners(method);\n for (let i = 0; i < listeners.length; i++) {\n if (listeners[i] === listener || listeners[i]._listener === listener) {\n this.removeListener(method, listeners[i]);\n }\n }\n }\n }\n\n module.exports = EventTarget;\n", "use strict";\n\n const { Duplex } = require('stream');\n\n /**\n * Emits the `close` event on a stream.\n *\n * @param {stream.Duplex} The stream.\n */\n @private\n emitClose(stream) {\n stream.emit('close');\n }\n\n /**\n * The listener of the `end` event.\n *\n * @private\n */\n duplexOnEnd() {\n if (!this.destroyed && this._writableState.finished) {\n this.destroy();\n }\n }\n\n /**\n * The listener of the `error` event.\n *\n * @private\n */\n duplexOnError(err) {\n this.removeListener('error', duplexOnError);\n this.destroy();\n if (this.listenerCount('error') === 0) {\n // Do not suppress the throwing behavior.\n this.emit('error', err);\n }\n }\n\n /**\n * Wraps a `WebSocket` in a duplex stream.\n *\n * @param {WebSocket} ws The `WebSocket` to wrap\n * @param {Object} options The options for the `Duplex` constructor\n * @return {stream.Duplex} The duplex stream\n */\n @public\n createWebSocketStream(ws, options) {\n let resumeOnReceiverDrain = true;\n\n function receiverOnDrain() {\n if (resumeOnReceiverDrain) ws._socket.resume();\n }\n\n if (ws.readyState === ws.CONNECTING) {\n ws.once('open', function open() {\n ws._receiver.removeAllListeners('drain');\n ws._receiver.on('drain', receiverOnDrain);\n });\n } else {\n ws._receiver.removeAllListeners('drain');\n ws._receiver.on('drain', receiverOnDrain);\n }\n\n const duplex = new Duplex({\n ...options,\n autoDestroy: false,\n emitClose: false,\n objectMode: false,\n writableObjectMode: false\n });\n\n ws.on('message', function message(msg) {\n if (!duplex.push(msg)) {\n resumeOnReceiverDrain = false;\n ws._socket.pause();\n }\n });\n\n ws.once('error', function error(err) {\n

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duplex.destroy(err);\n });\n\n ws.once('close', function close() {\n if (duplex.destroyed) return;\n\n duplex.push(null);\n });\n\n duplex._destroy = function(err, callback) {\n if (ws.readyState === ws.CLOSED) {\n callback(err);\n process.nextTick(emitClose, duplex);\n return;\n }\n\n ws.once('close', function close() {\n callback(err);\n process.nextTick(emitClose, duplex);\n });\n ws.terminate();\n });\n\n duplex._final = function(callback) {\n if (ws.readyState === ws.CONNECTING) {\n ws.once('open', function open() {\n duplex._final(callback);\n });\n return;\n }\n\n if (ws._socket._writableState.finished) {\n if (duplex._readableState.endEmitted) duplex.destroy();\n callback();\n } else {\n ws._socket.once('finish', function finish() {\n // `duplex` is not destroyed here because the `end` event will be\n // emitted on `duplex` after this `finish` event. The EOF signaling\n // `null` chunk is, in fact, pushed when the WebSocket emits `close`.\n callback();\n });\n ws.close();\n }\n });\n\n duplex._read = function() {\n if (ws.readyState === ws.OPEN && !resumeOnReceiverDrain) {\n resumeOnReceiverDrain = true;\n if (!ws._receiver._writableState.needDrain) ws._socket.resume();\n }\n });\n\n duplex._write = function(chunk, encoding, callback) {\n if (ws.readyState === ws.CONNECTING) {\n ws.once('open', function open() {\n duplex._write(chunk, encoding, callback);\n });\n return;\n }\n\n ws.send(chunk, callback);\n });\n\n duplex.on('end', duplexOnEnd);\n duplex.on('error', duplexOnError);\n return duplex;\n }\n\n module.exports = createWebSocketStream;\n\n", "use strict";\n\nconst EventEmitter = require('events');\nconst { createHash } = require('crypto');\nconst { createServer, STATUS_CODES } = require('http');\nconst PerMessageDeflate = require('./permessage-deflate');\nconst WebSocket = require('./websocket');\nconst { format, parse } = require('./extension');\nconst { GUID } = require('./constants');\nconst keyRegex = /^[+0-9A-Za-z]{22}==$/;\nconst kUsedByWebSocketServer = Symbol('kUsedByWebSocketServer');\n\n/**\n * Class representing a WebSocket server.\n *\n * @extends EventEmitter\n *\n * class WebSocketServer extends EventEmitter {\n *\n * Create a `WebSocketServer` instance.\n *\n * @param {Object} options Configuration options\n *\n * @param {Number} options.backlog The maximum length of the queue of pending\n * connections\n *\n * @param {Boolean} options.clientTracking Specifies whether or not to track\n * clients\n *\n * @param {Function} options.handleProtocols A hook to handle protocols\n *\n * @param {String} options.host The hostname where to bind the server\n *\n * @param {Number} options.maxPayload The maximum allowed message size\n *\n * @param {Boolean} options.noServer Enable no server mode\n *\n * @param {String} options.path Accept only connections matching this path\n *\n * @param {(Boolean|Object)} options.perMessageDeflate Enable/disable\n * permessage-deflate\n *\n * @param {Number} options.port The port where to bind the server\n *\n * @param {http.Server} options.server A pre-created HTTP/S server to use\n *\n * @param {Function} options.verifyClient A hook to reject connections\n *\n * @param {Function} callback A listener for the `listening` event\n *\n * constructor(options, callback) {\n super();\n\n options = {\n maxPayload: 100 * 1024 * 1024,\n perMessageDeflate: false,\n handleProtocols: null,\n clientTracking: true,\n verifyClient: null,\n noServer: false,\n backlog: null, // use default (511 as implemented in net.js)\n server: null,\n host: null,\n path: null,\n port: null,\n ...options\n };\n\n if (options.port == null && !options.server && !options.noServer) {\n throw new TypeError(\n 'One of the `port`, `server`, or `noServer` options must be specified'\n);\n }\n\n if (options.port != null) {\n this._server = createServer((req, res) => {\n const body = STATUS_CODES[426];\n res.writeHead(426, {\n 'Content-Length': body.length,\n 'Content-Type': 'text/plain'\n });\n res.end(body);\n });\n this._server.listen(\n options.port,\n options.host,\n options.backlog,\n callback\n);\n } else if (options.server) {\n if (options.server[kUsedByWebSocketServer]) {\n throw new Error(\n 'The HTTP/S server is already being used by another WebSocket server'\n);\n }\n options.server[kUsedByWebSocketServer] = true;\n this._server = options.server;\n }\n\n if (this._server) {\n this._removeListeners = addListeners(this._server, {\n listening: this.emit.bind(this, 'listening'),\n error: this.emit.bind(this, 'error'),\n upgrade: (req, socket, head) => {\n this.handleUpgrade(req, socket, head, (ws) => {\n this.emit('connection', ws, req);\n });\n }\n });\n }\n\n if (options.perMessageDeflate === true) options.perMessageDeflate = {};\n if (options.clientTracking) this.clients = new Set();\n this.options = options;\n }\n\n /**\n * Returns the bound address, the address family name, and port of the server\n * as reported by the operating system if listening on an

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IP socket.\n * If the server is listening on a pipe or UNIX domain socket, the name is\n * returned as a string.\n
*\n * @return {(Object|String|null)} The address of the server\n * @public\n */\n address() {\n if
(this.options.noServer) {\n throw new Error("The server is operating in \"noServer\" mode");\n }\n if
(!this._server) return null;\n return this._server.address();\n }\n\n /**\n * Close the server.\n *\n * @param
{Function} cb Callback\n * @public\n */\n close(cb) {\n if (cb) this.once('close', cb);\n\n // Terminate
all associated clients.\n //\n if (this.clients) {\n for (const client of this.clients) client.terminate();\n }\n\n
const server = this._server;\n\n if (server) {\n this._removeListeners();\n this._removeListeners =
this._server = null;\n\n // Close the http server if it was internally created.\n //\n if (this.options.port
!= null) {\n server.close() => this.emit('close');\n return;\n }\n\n delete
server[kUsedByWebSocketServer];\n }\n\n process.nextTick(emitClose, this);\n }\n\n /**\n * See if a given
request should be handled by this server instance.\n *\n * @param {http.IncomingMessage} req Request object to
inspect\n * @return {Boolean} `true` if the request is valid, else `false`\n * @public\n */\n shouldHandle(req)
{\n if (this.options.path) {\n const index = req.url.indexOf('?');\n const pathname = index !== -1 ?
req.url.slice(0, index) : req.url;\n if (pathname !== this.options.path) return false;\n }\n\n return true;\n
}\n\n /**\n * Handle a HTTP Upgrade request.\n *\n * @param {http.IncomingMessage} req The request
object\n * @param {net.Socket} socket The network socket between the server and client\n * @param {Buffer}
head The first packet of the upgraded stream\n * @param {Function} cb Callback\n * @public\n */\n
handleUpgrade(req, socket, head, cb) {\n socket.on('error', socketOnError);\n\n const key =\n
req.headers['sec-websocket-key'] !== undefined\n ? req.headers['sec-websocket-key'].trim()\n : false;\n
const version = +req.headers['sec-websocket-version'];\n const extensions = {};\n\n if (\n req.method !==
'GET' ||\n req.headers.upgrade.toLowerCase() !== 'websocket' ||\n !key ||\n !keyRegex.test(key) ||\n
(version !== 8 && version !== 13) ||\n !this.shouldHandle(req)\n) {\n return abortHandshake(socket,
400);\n }\n\n if (this.options.perMessageDeflate) {\n const perMessageDeflate = new PerMessageDeflate(\n
this.options.perMessageDeflate,\n true,\n this.options.maxPayload\n);\n\n try {\n const offers
= parse(req.headers['sec-websocket-extensions']);\n\n if (offers[PerMessageDeflate.extensionName]) {\n
perMessageDeflate.accept(offers[PerMessageDeflate.extensionName]);\n
extensions[PerMessageDeflate.extensionName] = perMessageDeflate;\n }\n } catch (err) {\n return
abortHandshake(socket, 400);\n }\n\n // Optionally call external client verification handler.\n //\n
if (this.options.verifyClient) {\n const info = {\n origin:\n req.headers[`${version} ? 'sec-
websocket-origin' : 'origin']\n },\n secure: !(req.connection.authorized || req.connection.encrypted),\n req\n
};\n\n if (this.options.verifyClient.length === 2) {\n this.options.verifyClient(info, (verified, code, message,
headers) => {\n if (!verified) {\n return abortHandshake(socket, code || 401, message, headers);\n
}\n\n this.completeUpgrade(key, extensions, req, socket, head, cb);\n });\n return;\n }\n\n if
(!this.options.verifyClient(info)) return abortHandshake(socket, 401);\n }\n\n this.completeUpgrade(key,
extensions, req, socket, head, cb);\n }\n\n /**\n * Upgrade the connection to WebSocket.\n *\n * @param
{String} key The value of the `Sec-WebSocket-Key` header\n * @param {Object} extensions The accepted
extensions\n * @param {http.IncomingMessage} req The request object\n * @param {net.Socket} socket The
network socket between the server and client\n * @param {Buffer} head The first packet of the upgraded stream\n
* @param {Function} cb Callback\n * @private\n */\n completeUpgrade(key, extensions, req, socket, head, cb)
{\n // Destroy the socket if the client has already sent a FIN packet.\n //\n if (!socket.readable ||
!socket.writable) return socket.destroy();\n\n const digest = createHash('sha1')\n .update(key + GUID)\n
.digest('base64');\n\n const headers = [\n 'HTTP/1.1 101 Switching Protocols',\n 'Upgrade: websocket',\n
'Connection: Upgrade',\n `Sec-WebSocket-Accept: ${digest}`\n];\n\n const ws = new WebSocket(null);\n
let protocol = req.headers['sec-websocket-protocol'];\n\n if (protocol) {\n protocol = protocol.trim().split(/
*, */);\n\n // Optionally call external protocol selection handler.\n //\n if (this.options.handleProtocols)
{\n protocol = this.options.handleProtocols(protocol, req);\n } else {\n protocol = protocol[0];\n }\n\n
if (protocol) {\n headers.push(`Sec-WebSocket-Protocol: ${protocol}`);\n ws.protocol = protocol;\n
}\n\n }\n\n if (extensions[PerMessageDeflate.extensionName]) {\n const params =

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extensions[PerMessageDeflate.extensionName].params;\n const value = format({\n
[PerMessageDeflate.extensionName]: [params]\n });\n headers.push(`Sec-WebSocket-Extensions:
${value}`);\n ws._extensions = extensions;\n }\n\n //\n // Allow external modification/inspection of
handshake headers.\n //\n this.emit('headers', headers, req);\n\n
socket.write(headers.concat("\r\n").join("\r\n"));\n socket.removeListener('error', socketOnError);\n\n
ws.setSocket(socket, head, this.options.maxPayload);\n\n if (this.clients) {\n this.clients.add(ws);\n
ws.on('close', () => this.clients.delete(ws));\n }\n\n cb(ws);\n }\n}\n\nmodule.exports =
WebSocketServer;\n\n/**\n * Add event listeners on an `EventEmitter` using a map of <event, listener>\n * pairs.\n
*\n * @param {EventEmitter} server The event emitter\n * @param {Object.<String, Function>} map The listeners
to add\n * @return {Function} A function that will remove the added listeners when called\n * @private\n
\n/\nfunction addListeners(server, map) {\n for (const event of Object.keys(map)) server.on(event, map[event]);\n
return function removeListeners() {\n for (const event of Object.keys(map)) {\n server.removeListener(event,
map[event]);\n }\n };\n}\n\n/**\n * Emit a `close` event on an `EventEmitter`.\n * @param {EventEmitter}
server The event emitter\n * @private\n */\nfunction emitClose(server) {\n server.emit('close');\n}\n\n/**\n
* Handle premature socket errors.\n * @private\n */\nfunction socketOnError() {\n this.destroy();\n}\n\n/**\n
* Close the connection when preconditions are not fulfilled.\n * @param {net.Socket} socket The socket of the
upgrade request\n * @param {Number} code The HTTP response status code\n * @param {String} [message] The
HTTP response body\n * @param {Object} [headers] Additional HTTP response headers\n * @private\n
*/\nfunction abortHandshake(socket, code, message, headers) {\n if (socket.writable) {\n message = message ||
STATUS_CODES[code];\n headers = {\n Connection: 'close',\n 'Content-type': 'text/html',\n 'Content-
Length': Buffer.byteLength(message),\n ...headers\n };\n\n socket.write(`HTTP/1.1 ${code}
${STATUS_CODES[code]}`);\n Object.keys(headers)\n .map(h => `${h}: ${headers[h]}`)\n
.join("\r\n") +\n "\r\n\r\n" +\n message\n);\n }\n\n socket.removeListener('error', socketOnError);\n
socket.destroy();\n}\n\n", /** @license React vundefined\n * react-debug-tools.production.min.js\n * Copyright
(c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n */\n'use strict';var g=require('object-
assign'),h=require('error-stack-parser');function n(a){for(var b="https://reactjs.org/docs/error-
decoder.html?invariant="+a,c=1;c<arguments.length;c++)b+="&args["+c+"]="+encodeURIComponent(arguments[c]);r
eturn"Minified React error #" +a+"; visit "+b+" for the full message or use the non-minified dev environment for
full errors and additional helpful warnings."}var
v=require('react').__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED,w=60128;\nif(function()===typeof Symbol&&Symbol.for){var x=Symbol.for;w=x('react.opaque.id')}var
y=[],z=null,A=null;\nfunction B(){if(null===z){var a=new
Map;try{C.useContext({_currentValue:null}),C.useState(null),C.useReducer(function(a){return
a},null),C.useRef(null),function()===typeof
C.useCacheRefresh&&C.useCacheRefresh(),C.useLayoutEffect(function(){}),C.useEffect(function(){}),C.useImperati
veHandle(void 0,function(){return
null}),C.useDebugValue(null),C.useCallback(function(){}),C.useMemo(function(){return null})}finally{var
b=y;y=[]}for(var c=0;c<b.length;c++){var d=b[c];a.set(d.primitive,h.parse(d.stackError))}z=na}return z}var
D=null;function E(){var a=D;null!==a&&(D=a.next);return a}\nvar C={getCacheForType:function(){throw
Error(n(248))},readContext:function(a){return a._currentValue},useCacheRefresh:function(){var
a=E();y.push({primitive:"CacheRefresh",stackError:Error(),value:null!==(a?a.memoizedState:function(){}));return
function(){},useCallback:function(a){var
b=E();y.push({primitive:"Callback",stackError:Error(),value:null!==(b?b.memoizedState[0]:a));return
a},useContext:function(a){y.push({primitive:"Context",stackError:Error(),value:a._currentValue});return
a._currentValue},useEffect:function(a){E();y.push({primitive:"Effect",stackError:Error(),value:a})},useImperati
veHandle:function(a){E();var b=void 0;null!==a&&"object"===typeof
a&&(b=a.current);y.push({primitive:"ImperativeHandle",stackError:Error(),value:b})},useDebugValue:function(a,

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b){y.push({primitive:"DebugValue",stackError:Error(),value:"function"===typeof
b?b(a):a}),useLayoutEffect:function(a){E();y.push({primitive:"LayoutEffect",stackError:Error(),value:a}),useMemo:
function(a){var
b=E();a=null!==(b?b.memoizedState[0]:\na());y.push({primitive:"Memo",stackError:Error(),value:a});return
a},useReducer:function(a,b,c){a=E();b=null!==(a?a.memoizedState:void
0)!==(c?c(b):b);y.push({primitive:"Reducer",stackError:Error(),value:b});return[b,function(){}]},useRef:function(a)
{var
b=E();a=null!==(b?b.memoizedState:{current:a});y.push({primitive:"Ref",stackError:Error(),value:a.current});return
a},useState:function(a){var b=E();a=null!==(b?b.memoizedState:"function"===typeof
a?a(a):a);y.push({primitive:"State",stackError:Error(),value:a});\nreturn[a,function(){}]},useTransition:function(){E
();E();y.push({primitive:"Transition",stackError:Error(),value:void
0});return[!1,function(){}]},useMutableSource:function(a,b){E();E();E();E();a=b(a._source);y.push({primitive:"Mu
tableSource",stackError:Error(),value:a});return
a},useDeferredValue:function(a){E();E();y.push({primitive:"DeferredValue",stackError:Error(),value:a});return
a},useOpaqueIdentifier:function(){var a=E();A&&0===A.mode&&E();(a=null===a?void
0:a.memoizedState)&&a.$$typeof===\nw&&(a=void
0);y.push({primitive:"OpaqueIdentifier",stackError:Error(),value:a});return a}},F=0;function G(a,b,c){var
d=b[c].source,e=0;a.for(;e<a.length;e++)if(a[e].source===d){for(var
p=c+1,q=e+1;p<b.length&&q<a.length;p++,q++)if(a[q].source!==b[p].source)continue a;return e}return-1}function
H(a,b){if(!a)return!1;b="use"+b;return a.length<b.length?!1:a.lastIndexOf(b)===a.length-b.length}\nfunction
I(a){if(!a)return"";var b=a.lastIndexOf(".");-1===b&&(b=0);"use"===a.substr(b,3)&&(b+=3);return
a.substr(b)}\nfunction J(a,b){for(var c=[],d=null,e=c,p=0,q=[],u=0;u<b.length;u++){var t=b[u];var f=a;var
k=h.parse(t.stackError);b:{var m=k,r=G(m,f,F);if(-1!==r)f=r;else{for(var l=0;l<c.length&&5>l;l++)if(r=G(m,f,l),-
1!==r){F=l;f=r;break b}f=-1}}b:{m=k;r=B().get(t.primitive);if(void
0!==r)for(l=0;l<r.length&&l<m.length;l++)if(r[l].source!==m[l].source){l<m.length-
1&&H(m[l].functionName,t.primitive)&&l++;l<m.length-1&&H(m[l].functionName,t.primitive)&&l++;m=l;break
b}m=-1}k=-1===f?-1===m||2>f-m?null:k.slice(m,\nf-
1);if(null!==k){f=0;if(null!==d){for(;f<k.length&&f<d.length&&k[k.length-f-1].source===d[d.length-f-
1].source;)f++;for(d=d.length-1;d>f;d--)e=q.pop()}for(d=k.length-f-1;l<=d;d--
)f=[],e.push({id:null,isStateEditable:!1,name:I(k[d-1].functionName),value:void
0,subHooks:f}),q.push(e),e=f;d=k}k=t.primitive;f="Context"===k||"DebugValue"===k?null:p++;e.push({id:f,isS
tateEditable:"Reducer"===k||"State"===k,name:k,value:t.value,subHooks:[]})}K(c,null);return c}\nfunction
K(a,b){for(var c=[],d=0;d<a.length;d++){var
e=a[d];"DebugValue"===e.name&&0===e.subHooks.length?(a.splice(d,1),d--
,c.push(e)):K(e.subHooks,e)}null!==b&&(1===c.length?b.value=c[0].value:1<c.length&&(b.value=c.map(function
(a){return a.value})))}function L(a,b,c){null===c&&(c=v.ReactCurrentDispatcher);var
d=c.current;c.current=C;try{var e=Error();a(b)}finally{a=y,y=[],c.current=d}c=h.parse(e);return J(c,a)}function
M(a){a.forEach(function(a,c){return
c._currentValue=a})}\nexports.inspectHooks=L;\nexports.inspectHooksOfFiber=function(a,b){null===b&&(b=v.ReactCurrentDispatcher);A=a;if(0===a.tag&&15!==a.tag&&11!==a.tag)throw Error("Unknown Fiber. Needs to be a
function component to inspect hooks.");B();var
c=a.type,d=a.memoizedProps;if(c!==a.elementType&&c&&c.defaultProps){d=g({},d);var e=c.defaultProps;for(p
in e)void 0===d[p]&&(d[p]=e[p])}D=a.memoizedState;var p=new Map;try{for(e=a;e;){if(10===e.tag){var
q=e.type._context;p.has(q)||(p.set(q,q._currentValue),q._currentValue=e.memoizedProps.value)}e=\ne.return}if(11=
===a.tag){var u=c.render;c=d;var t=a.ref;a=b;var f=a.current;a.current=C;try{var k=Error();u(c,t)}finally{var
m=y;y=[];a.current=f}var r=h.parse(k);return J(r,m)}return L(c,d,b)}finally{D=null,M(p)};\n","(function(root,
factory){\n 'use strict';\n // Universal Module Definition (UMD) to support AMD, CommonJS/Node.js, Rhino,
and browsers.\n\n /* istanbul ignore next */\n if (typeof define === 'function' && define.amd){\n

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define('error-stack-parser', ['stackframe'], factory);\n } else if (typeof exports === 'object') {\n module.exports
= factory(require('stackframe'));\n } else {\n root.ErrorStackParser = factory(root.StackFrame);\n }\n}(this,
function ErrorStackParser(StackFrame) {\n 'use strict';\n\n var FIREFOX_SAFARI_STACK_REGEXP =
/^(^@)\S+:\d+;\n var CHROME_IE_STACK_REGEXP = /^s*at .*(\S+:\d+|(native))/m;\n var
SAFARI_NATIVE_CODE_REGEXP = /^(eval@)?(\\[native code])?$/;\n\n return {\n /**\n * Given an
Error object, extract the most information from it.\n * @param {Error} error object\n * @return
{Array} of StackFrames\n */\n parse: function ErrorStackParser$parse(error) {\n if (typeof
error.stacktrace !== 'undefined' || typeof error['opera#sourceloc'] !== 'undefined') {\n return
this.parseOpera(error);\n } else if (error.stack && error.stack.match(CHROME_IE_STACK_REGEXP)) {\n
 return this.parseV8OrIE(error);\n } else if (error.stack) {\n return
this.parseFFOrSafari(error);\n } else {\n throw new Error('Cannot parse given Error object');\n
 }\n },\n\n // Separate line and column numbers from a string of the form: (URI:Line:Column)\n
extractLocation: function ErrorStackParser$extractLocation(urlLike) {\n // Fail-fast but return locations like
\"(native)\"\n if (urlLike.indexOf(':') === -1) {\n return [urlLike];\n }\n var regExp =
/(.+)?(?::(\\d+))?(?::(\\d+))?$/;\n var parts = regExp.exec(urlLike.replace(/[(]/g, ''));\n return [parts[1],
parts[2] || undefined, parts[3] || undefined];\n },\n\n parseV8OrIE: function
ErrorStackParser$parseV8OrIE(error) {\n var filtered = error.stack.split('\\n').filter(function(line) {\n
 return !!line.match(CHROME_IE_STACK_REGEXP);\n }, this);\n return
filtered.map(function(line) {\n if (line.indexOf('(eval ') > -1) {\n // Throw away eval
information until we implement stacktrace.js/stackframe#8\n line = line.replace(/eval code/g,
'eval').replace(/(\\(eval at [^()]*)(\\(\\.,*$/g, ''));\n var sanitizedLine = line.replace(/^(\\s+/,
'').replace(/^(eval code/g, '(');\n // capture and preserve the parenthesized location \"(/foo/my
bar.js:12:87)\" in\n // case it has spaces in it, as the string is split on \\s+ later on\n var location =
sanitizedLine.match(/ (\\((.+):(\\d+):(\\d+))\\)$/);\n // remove the parenthesized location from the line, if it
was matched\n sanitizedLine = location ? sanitizedLine.replace(location[0], '') : sanitizedLine;\n var
tokens = sanitizedLine.split(/\\s+/).slice(1);\n // if a location was matched, pass it to extractLocation()\n
otherwise pop the last token\n var locationParts = this.extractLocation(location ? location[1] :
tokens.pop());\n var functionName = tokens.join(' ') || undefined;\n var fileName = ['eval',
'<anonymous>'].indexOf(locationParts[0]) > -1 ? undefined : locationParts[0];\n return new
StackFrame({\n functionName: functionName,\n fileName: fileName,\n
 lineNumber: locationParts[1],\n columnNumber: locationParts[2],\n source: line\n
 });\n }, this);\n },\n\n parseFFOrSafari: function ErrorStackParser$parseFFOrSafari(error) {\n
 var filtered = error.stack.split('\\n').filter(function(line) {\n return
!!line.match(SAFARI_NATIVE_CODE_REGEXP);\n }, this);\n return filtered.map(function(line)
{\n // Throw away eval information until we implement stacktrace.js/stackframe#8\n if
(line.indexOf(' > eval') > -1) {\n line = line.replace(/ line (\\d+)(?: > eval line \\d+)* > eval:\\d+:\\d+/g,
':$1');\n }\n if (line.indexOf('@') === -1 && line.indexOf(':') === -1) {\n // Safari
eval frames only have function names and nothing else\n return new StackFrame({\n functionName: line\n
 });\n } else {\n var functionNameRegex =
/((.*\\.+"[^@]*)?[^(@)]*(?:@)/;\n var matches = line.match(functionNameRegex);\n var
functionName = matches && matches[1] ? matches[1] : undefined;\n var locationParts =
this.extractLocation(line.replace(functionNameRegex, ''));\n return new StackFrame({\n functionName: functionName,\n
 fileName: locationParts[0],\n lineNumber:
locationParts[1],\n columnNumber: locationParts[2],\n source: line\n });\n
 }\n }, this);\n },\n\n parseOpera: function ErrorStackParser$parseOpera(e) {\n if
(!e.stacktrace || (e.message.indexOf('\\n') > -1 && e.message.split('\\n').length >
e.stacktrace.split('\\n').length)) {\n return this.parseOpera9(e);\n } else if (!e.stack) {\n
return this.parseOpera10(e);\n } else {\n return this.parseOpera11(e);\n }\n },\n\n

```

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parseOpera9: function ErrorStackParser$$parseOpera9(e) {\n var lineRE = /Line ((\d+).*script (?:in
)?(\\S+))/i;\n var lines = e.message.split("\\n");\n var result = [];\n for (var i = 2, len =
lines.length; i < len; i += 2) {\n var match = lineRE.exec(lines[i]);\n if (match) {\n
result.push(new StackFrame({\n fileName: match[2],\n lineNumber: match[1],\n
 source: lines[i]\n }));\n }\n return result;\n },\n parseOpera10: function ErrorStackParser$$parseOpera10(e) {\n var lineRE = /Line ((\d+).*script (?:in
)?(\\S+))(?: In function (\\S+))?$;/i;\n var lines = e.stacktrace.split("\\n");\n var result = [];\n for
(var i = 0, len = lines.length; i < len; i += 2) {\n var match = lineRE.exec(lines[i]);\n if (match)
{\n result.push(\n new StackFrame({\n functionName: match[3] ||
undefined,\n fileName: match[2],\n lineNumber: match[1],\n
 source: lines[i]\n }));\n }\n }\n return result;\n },\n //
Opera 10.65+ Error.stack very similar to FF/Safari\n parseOpera11: function
ErrorStackParser$$parseOpera11(error) {\n var filtered = error.stack.split("\\n").filter(function(line) {\n
return !!line.match(FIREFOX_SAFARI_STACK_REGEXP) && !line.match(/^Error created at/);\n },
this);\n return filtered.map(function(line) {\n var tokens = line.split('@');\n var
locationParts = this.extractLocation(tokens.pop());\n var functionCall = (tokens.shift() || "");\n var
functionName = functionCall\n .replace(/<anonymous function: (\\w+)?>/, '$2')\n
 .replace(/\\((\\[\\^]*\\)/g, ") || undefined);\n var argsRaw;\n if (functionCall.match(/\\((\\[\\^]*\\)/)) {\n
argsRaw = functionCall.replace(/^[^\\(]+\\((\\[\\^]*\\)\\)/, '$1');\n }\n var args = (argsRaw
=== undefined || argsRaw === '[arguments not available]') ?\n undefined : argsRaw.split(',');\n return new StackFrame({\n
 functionName: functionName,\n args: args,\n
 fileName: locationParts[0],\n lineNumber: locationParts[1],\n columnNumber:
locationParts[2],\n source: line\n });\n }, this);\n },\n "function(root,
factory) {\n 'use strict';\n // Universal Module Definition (UMD) to support AMD, CommonJS/Node.js, Rhino,
and browsers.\n /* istanbul ignore next */\n if (typeof define === 'function' && define.amd) {\n
define('stackframe', [], factory);\n } else if (typeof exports === 'object') {\n module.exports = factory();\n }
else {\n root.StackFrame = factory();\n }\n (this, function() {\n 'use strict';\n function _isNumber(n) {\n
return !isNaN(parseFloat(n)) && isFinite(n);\n }\n function _capitalize(str) {\n return
str.charAt(0).toUpperCase() + str.substring(1);\n }\n function _getter(p) {\n return function() {\n
return this[p];\n };}\n var booleanProps = ['isConstructor', 'isEval', 'isNative', 'isToplevel'];\n var
numericProps = ['columnNumber', 'lineNumber'];\n var stringProps = ['fileName', 'functionName', 'source'];\n var
arrayProps = ['args'];\n var props = booleanProps.concat(numericProps, stringProps, arrayProps);\n function
StackFrame(obj) {\n if (!obj) return;\n for (var i = 0; i < props.length; i++) {\n if
(obj[props[i]] === undefined) {\n this['set' + _capitalize(props[i])](obj[props[i]]);\n }\n
 }\n StackFrame.prototype = {\n getArgs: function() {\n return this.args;\n },\n setArgs:
function(v) {\n if (Object.prototype.toString.call(v) !== '[object Array]') {\n throw new
TypeError('Args must be an Array');\n }\n this.args = v;\n },\n getEvalOrigin: function() {\n
return this.evalOrigin;\n },\n setEvalOrigin: function(v) {\n if (v instanceof StackFrame) {\n
this.evalOrigin = v;\n } else if (v instanceof Object) {\n this.evalOrigin = new
StackFrame(v);\n } else {\n throw new TypeError('Eval Origin must be an Object or
StackFrame');\n }\n },\n toString: function() {\n var fileName = this.getFileName() || "";\n
 var lineNumber = this.getLineNumber() || "";\n var columnNumber = this.getColumnNumber() || "";\n
 var functionName = this.getFunctionName() || "";\n if (this.getIsEval()) {\n if (fileName) {\n
return '[eval] (' + fileName + ':' + lineNumber + ':' + columnNumber + ')';\n }\n return '[eval]:' +
lineNumber + ':' + columnNumber;\n }\n if (functionName) {\n return functionName + ' (' +
fileName + ':' + lineNumber + ':' + columnNumber + ')';\n }\n return fileName + ':' + lineNumber + ':' +
columnNumber;\n }\n };}\n StackFrame.fromString = function StackFrame$$fromString(str) {\n var
argsStartIndex = str.indexOf('(');\n var argsEndIndex = str.lastIndexOf('');\n var functionName =

```







```

\ButtonIcon___1AgYV"\n};","exports = module.exports = require("../././././././node_modules/css-loader/lib/css-
base.js")(false);\n// imports\n\n// module\nexports.push([module.id,
\'.Element___1PGUo,\n.InactiveSelectedElement___3H2V0,\n.SelectedElement___2BZuq,\n.HoveredElement___
_4tCuC {\n color: var(--color-component-name);\n}\n.HoveredElement___4tCuC {\n background-color: var(--
color-background-hover);\n}\n.InactiveSelectedElement___3H2V0 {\n background-color: var(--color-
background-inactive);\n}\n\n.Wrapper___1kRcF {\n padding: 0 0.25rem;\n white-space: pre;\n height: var(--
line-height-data);\n line-height: var(--line-height-data);\n display: inline-flex;\n align-items: center;\n cursor:
default;\n user-select: none;\n}\n\n.ScrollAnchor___31Dc8 {\n height: 100%;\n width:
0;\n}\n\n.SelectedElement___2BZuq {\n background-color: var(--color-background-selected);\n color: var(--
color-text-selected);\n\n /* Invert colors */\n --color-component-name: var(--color-component-name-inverted);\n
--color-text: var(--color-text-selected);\n --color-component-badge-background: var(\n --color-component-
badge-background-inverted\n);\n --color-component-badge-count: var(--color-component-badge-count-
inverted);\n --color-attribute-name: var(--color-attribute-name-inverted);\n --color-attribute-value: var(--color-
attribute-value-inverted);\n --color-expand-collapse-toggle: var(--color-component-name-
inverted);\n}\n\n\n.KeyName___iOoVX {\n color: var(--color-attribute-name);\n}\n\n\n.KeyValue___2hQzO {\n
color: var(--color-attribute-value);\n user-select: text;\n max-width: 100px;\n overflow-x: hidden;\n text-
overflow: ellipsis;\n}\n\n\n.Highlight___OJ7Ox {\n background-color: var(--color-search-
match);\n}\n\n\n.CurrentHighlight___3RWa2 {\n background-color: var(--color-search-match-
current);\n}\n\n\n.ExpandCollapseToggle___3CxPD {\n display: inline-flex;\n width: 1rem;\n height: 1rem;\n
flex: 0 0 1rem;\n color: var(--color-expand-collapse-toggle);\n}\n\n\n.Badge___36OB- {\n margin-left:
0.25rem;\n}\n\n\n.ErrorIcon___2HE8O,\n\n.ErrorIconContrast___25w80,\n\n.WarningIcon___3s2DR,\n\n.WarningIco
nContrast___12tJE {\n height: 0.75rem !important;\n width: 0.75rem !important;\n margin-left:
0.25rem;\n}\n\n\n.ErrorIcon___2HE8O {\n color: var(--color-console-error-icon);\n}\n\n\n.WarningIcon___3s2DR {\n
color: var(--color-console-warning-icon);\n}\n\n\n.ErrorIconContrast___25w80, .WarningIconContrast___12tJE {\n
color: var(--color-component-name);\n}\n\n\n", "\n");\n\n// exports\nexports.locals = {\n\n\t"Element":
"Element___1PGUo",\n\n\t"InactiveSelectedElement":
"InactiveSelectedElement___3H2V0",\n\n\t"SelectedElement":
"SelectedElement___2BZuq",\n\n\t"HoveredElement": "HoveredElement___4tCuC",\n\n\t"Wrapper":
"Wrapper___1kRcF",\n\n\t"ScrollAnchor": "ScrollAnchor___31Dc8",\n\n\t"KeyName":
"KeyName___iOoVX",\n\n\t"KeyValue": "KeyValue___2hQzO",\n\n\t"Highlight":
"Highlight___OJ7Ox",\n\n\t"CurrentHighlight": "CurrentHighlight___3RWa2",\n\n\t"ExpandCollapseToggle":
"ExpandCollapseToggle___3CxPD",\n\n\t"Badge": "Badge___36OB-",\n\n\t"ErrorIcon":
"ErrorIcon___2HE8O",\n\n\t"ErrorIconContrast": "ErrorIconContrast___25w80",\n\n\t"WarningIcon":
"WarningIcon___3s2DR",\n\n\t"WarningIconContrast": "WarningIconContrast___12tJE"\n\n};","**\n * Copyright
(c) 2013-present, Facebook, Inc.\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n *\n\n'use strict';\n\n\nvar ReactPropTypesSecret =
require('./lib/ReactPropTypesSecret');\n\n\nfunction emptyFunction() {}\n\nfunction emptyFunctionWithReset()
{}\n\nemptyFunctionWithReset.resetWarningCache = emptyFunction;\n\n\nmodule.exports = function() {\n function
shim(props, propName, componentName, location, propFullName, secret) {\n if (secret ===
ReactPropTypesSecret) {\n // It is still safe when called from React.\n return;\n }\n var err = new Error(\n
'Calling PropTypes validators directly is not supported by the `prop-types` package. ' +\n 'Use
PropTypes.checkPropTypes() to call them. ' +\n 'Read more at http://fb.me/use-check-prop-types'\n);\n
err.name = 'Invariant Violation';\n throw err;\n }; \n shim.isRequired = shim;\n function getShim() {\n return
shim;\n }; \n // Important!\n // Keep this list in sync with production version in `./factoryWithTypeCheckers.js`.\n
var ReactPropTypes = {\n array: shim,\n bool: shim,\n func: shim,\n number: shim,\n object: shim,\n
string: shim,\n symbol: shim,\n\n any: shim,\n arrayOf: getShim,\n element: shim,\n elementType: shim,\n
instanceOf: getShim,\n node: shim,\n objectOf: getShim,\n oneOf: getShim,\n oneOfType: getShim,\n
shape: getShim,\n exact: getShim,\n\n checkPropTypes: emptyFunctionWithReset,\n resetWarningCache:

```



```
color-button-background);\\n color: var(--color-button);\\n}\\n\\n.MenuButtonContent__3VvHH {\\n display: inline-
flex;\\n align-items: center;\\n border-radius: 0.25rem;\\n padding: 0.25rem;\\n}\\n\\n.MenuButton__3te3U:hover
{\\n color: var(--color-button-hover);\\n}\\n\\n.MenuButton__3te3U[aria-
expanded='true'],\\n.MenuButton__3te3U[aria-expanded='true']:active {\\n color: var(--color-button-active);\\n
outline: none;\\n}\\n\\n.MenuButton__3te3U:focus,\\n.MenuButtonContent__3VvHH:focus {\\n outline:
none;\\n}\\n\\n.MenuButton__3te3U:focus > .MenuButtonContent__3VvHH {\\n background: var(--color-button-
background-focus);\\n}\\n}\\n\\n.Modal__8b8bs[data-reach-menu-list] {\\n display: inline-flex;\\n flex-direction:
column;\\n background-color: var(--color-background);\\n color: var(--color-button);\\n padding: 0.25rem 0;\\n
padding-right: 0;\\n border: 1px solid var(--color-border);\\n border-radius: 0.25rem;\\n max-height: 10rem;\\n
overflow: auto;\\n\\n /* Make sure this is above the DevTools, which are above the Overlay */\\n z-index:
10000002;\\n position: relative;\\n\\n /* Reach UI tries to set its own :(*/\\n font-family: var(--font-family-
monospace);\\n font-size: var(--font-size-monospace-
normal);\\n}\\n}\\n\\n.NotInStore__3Y2P2,\\n.NotInStore__3Y2P2:hover {\\n color: var(--color-
dimmed);\\n}\\n}\\n\\n.Badge__2E6aT {\\n margin-left: 0.25rem;\\n}\\n}\\n\\n,\"\"");\\n\\n// exports\\nexports.locals =
{\\n\\t\\t\"OwnerStack\\\": \"OwnerStack__32qwj\",\\n\\t\\t\"Component\\\": \"Component__3e3s7\",\\n\\t\\t\"Bar\\\":
\"Bar__3G3dX\",\\n\\t\\t\"VRule\\\": \"VRule__IJYKJ\",\\n\\t\\t\"MenuButton\\\":
\"MenuButton__3te3U\",\\n\\t\\t\"MenuButtonContent\\\": \"MenuButtonContent__3VvHH\",\\n\\t\\t\"Modal\\\":
\"Modal__8b8bs\",\\n\\t\\t\"NotInStore\\\": \"NotInStore__3Y2P2\",\\n\\t\\t\"Badge\\\": \"Badge__2E6aT\"\\n};\", \"exports =
module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\\n// imports\\n\\n//
module\\nexports.push([module.id, \".SearchInput__3_D7A {\\n flex: 1 1;\\n display: flex;\\n align-items:
center;\\n}\\n\\n.Input__3Kf09 {\\n flex: 1 1 100px;\\n width: 100px;\\n font-size: var(--font-size-sans-large);\\n
outline: none;\\n border: none;\\n background-color: var(--color-background);\\n color: var(--color-text);\\n
padding-left: 1.5rem;\\n margin-left: -1rem;\\n}\\n\\n.InputIcon__1HrXN {\\n pointer-events: none;\\n z-index:
2;\\n color: var(--color-dimmer);\\n}\\n\\n.IndexLabel__2cd8c {\\n color: var(--color-dim);\\n font-size: var(--
font-size-sans-normal);\\n white-space: pre;\\n}\\n\\n.LeftVRule__wcyj,\\n.RightVRule__cvpx8 {\\n height:
20px;\\n width: 1px;\\n background-color: var(--color-border);\\n}\\n\\n.LeftVRule__wcyj {\\n margin: 0 0.25rem
0 0.5rem;\\n}\\n\\n.RightVRule__cvpx8 {\\n margin: 0 0.5rem 0 0.25rem;\\n}\\n}\\n\\n,\"\"");\\n\\n//
exports\\nexports.locals = {\\n\\t\\t\"SearchInput\\\": \"SearchInput__3_D7A\",\\n\\t\\t\"Input\\\":
\"Input__3Kf09\",\\n\\t\\t\"InputIcon\\\": \"InputIcon__1HrXN\",\\n\\t\\t\"IndexLabel\\\":
\"IndexLabel__2cd8c\",\\n\\t\\t\"LeftVRule\\\": \"LeftVRule__wcyj\",\\n\\t\\t\"RightVRule\\\":
\"RightVRule__cvpx8\"\\n};\", \"exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-
base.js\")(false);\\n// imports\\n\\n// module\\nexports.push([module.id, \".Active__3Y5D2,\\n.Inactive__2Ddkx
{\\n position: absolute;\\n left: 0;\\n width: 100%;\\n z-index: 0;\\n pointer-events:
none;\\n}\\n\\n.Active__3Y5D2 {\\n background-color: var(--color-selected-tree-highlight-
active);\\n}\\n\\n.Inactive__2Ddkx {\\n background-color: var(--color-selected-tree-highlight-inactive);\\n}\\n}\\n\",
\"\"");\\n\\n// exports\\nexports.locals = {\\n\\t\\t\"Active\\\": \"Active__3Y5D2\",\\n\\t\\t\"Inactive\\\":
\"Inactive__2Ddkx\"\\n};\", \"exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-
base.js\")(false);\\n// imports\\n\\n// module\\nexports.push([module.id, \".Tree__3Pjje {\\n position: relative;\\n
height: 100%;\\n width: 100%;\\n display: flex;\\n flex-direction: column;\\n border-top: 1px solid var(--color-
border);\\n\\n /* Default size will be adjusted by Tree after scrolling */\\n --indentation-size:
12px;\\n}\\n\\n.List__qlOJG {\\n overflow-x: hidden !important;\\n}\\n\\n.InnerElementType__1csGF {\\n
overflow-x: hidden;\\n}\\n\\n.SearchInput__1Q2I_ {\\n flex: 0 0 42px;\\n display: flex;\\n align-items: center;\\n
border-bottom: 1px solid var(--color-border);\\n padding: 0.5rem;\\n}\\n\\n.AutoSizerWrapper__3IcMr {\\n
width: 100%;\\n overflow: hidden;\\n flex: 1 0 auto;\\n}\\n\\n.AutoSizerWrapper__3IcMr:focus {\\n outline:
none;\\n}\\n\\n.List__qlOJG {\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-
monospace-normal);\\n line-height: var(--line-height-data);\\n}\\n}\\n\\n.VRule__3yG5q {\\n height: 20px;\\n width:
1px;\\n flex: 0 0 1px;\\n margin: 0 0.5rem;\\n background-color: var(--color-border);\\n}\\n}\\n\\n.Loading__TrqR
{\\n height: 100%;\\n padding-left: 0.5rem;\\n display: flex;\\n align-items: center;\\n flex: 1;\\n justify-content:
```

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flex-start;\n font-size: var(--font-size-sans-large);\n color: var(--color-dim);\n}\n\n.IconAndCount__1CZUm
{\n display: flex;\n align-items: center;\n font-size: var(--font-size-sans-normal);\n}\n\n.ErrorIcon__1SNsZ,
.WarningIcon__23GHe {\n width: 0.75rem;\n height: 0.75rem;\n margin-left: 0.25rem;\n margin-right:
0.25rem;\n flex: 0 0 auto;\n}\n\n.ErrorIcon__1SNsZ {\n color: var(--color-console-error-
icon);\n}\n\n.WarningIcon__23GHe {\n color: var(--color-console-warning-icon);\n}\n\n", \n\n");\n\n//
exports\nexports.locals = {\n\t\t"Tree": "Tree__3Pjje",\n\t\t"List": "List__qI0JG",\n\t\t"InnerElementType":
"InnerElementType__1csGF",\n\t\t"SearchInput": "SearchInput__1Q2I_",\n\t\t"AutoSizerWrapper":
"AutoSizerWrapper__3IcMr",\n\t\t"VRule": "VRule__3yG5q",\n\t\t"Loading":
"Loading__TrqnR",\n\t\t"IconAndCount": "IconAndCount__1CZUm",\n\t\t"ErrorIcon":
"ErrorIcon__1SNsZ",\n\t\t"WarningIcon": "WarningIcon__23GHe"\n};", "exports = module.exports =
require("../..../node_modules/css-loader/lib/css-base.js")(false);\n\n// imports\n\n\n//
module\nexports.push([module.id, ".GitHubLinkRow__1Ubg1 {\n flex: 0 0 auto;\n display: flex;\n align-
items: center;\n text-overflow: ellipsis;\n white-space: nowrap;\n overflow: auto;\n padding: 0.25rem
0.5rem;\n background: var(--color-console-warning-background);\n color: var(--color-text);\n border-bottom:
1px solid var(--color-console-warning-border);\n border-top: 1px solid var(--color-console-warning-
border);\n}\n\n\n.WorkplaceGroupRow__2bkPD {\n flex: 0 0 auto;\n display: flex;\n align-items: center;\n\n
text-overflow: ellipsis;\n white-space: nowrap;\n overflow: auto;\n padding: 0.25rem 0.5rem;\n background:
var(--color-background-hover);\n border-bottom: 1px solid var(--color-border);\n}\n\n\n\n.ErrorBoundary__2iFtc
{\n height: 100%;\n width: 100%;\n background-color: var(--color-background);\n display: flex;\n flex-
direction: column;\n}\n\n\n\n.ErrorInfo__3rbAr {\n padding: 0.5rem;\n overflow:
auto;\n}\n\n\n\n.HeaderRow__1yCa9 {\n display: flex;\n flex-direction: row;\n font-size: var(--font-size-sans-
large);\n font-weight: bold;\n color: var(--color-error-text);\n}\n\n\n\n.Header__mAz_f {\n flex: 1 1 auto;\n
overflow: hidden;\n text-overflow: ellipsis;\n white-space: nowrap;\n min-width: 0;\n}\n\n\n\n.Stack__3FImQ
{\n margin-top: 0.5rem;\n white-space: pre-wrap;\n font-family: var(--font-family-monospace);\n font-size:
var(--font-size-monospace-normal);\n -webkit-font-smoothing: initial;\n background-color: var(--color-error-
background);\n border: 1px solid var(--color-error-border);\n color: var(--color-error-text);\n border-radius:
0.25rem;\n padding: 0.5rem;\n}\n\n\n\n.LoadingIcon__2Ox_q {\n margin-right:
0.25rem;\n}\n\n\n\n.ReportIcon__163qD {\n margin-right: 0.25rem;\n}\n\n\n\n.ReportLink__1RRG6 {\n color:
var(--color-link);\n}\n\n\n\n.FacebookOnly__1Q5yi {\n margin-left: 0.25rem;\n}\n\n\n\n.ReproSteps__21X2x {\n
margin-left: 0.25rem;\n color: var(--color-console-warning-text);\n overflow: hidden;\n text-overflow:
ellipsis;\n white-space: nowrap;\n min-width: 0;\n}\n\n\n\n.UpdateExistingIssuePrompt__1AP89 {\n margin-
right: 0.25rem;\n color: var(--color-console-warning-text);\n}\n\n\n\n.CloseButton__19JNk {\n font-weight:
bold;\n}\n\n\n\n.CloseButtonIcon__Fp6qN {\n margin-left: 0.25rem;\n}, \n\n");\n\n// exports\nexports.locals =
{\n\t\t"GitHubLinkRow": "GitHubLinkRow__1Ubg1",\n\t\t"WorkplaceGroupRow":
"WorkplaceGroupRow__2bkPD",\n\t\t"ErrorBoundary": "ErrorBoundary__2iFtc",\n\t\t"ErrorInfo":
"ErrorInfo__3rbAr",\n\t\t"HeaderRow": "HeaderRow__1yCa9",\n\t\t"Header":
"Header__mAz_f",\n\t\t"Stack": "Stack__3FImQ",\n\t\t"LoadingIcon":
"LoadingIcon__2Ox_q",\n\t\t"ReportIcon": "ReportIcon__163qD",\n\t\t"ReportLink":
"ReportLink__1RRG6",\n\t\t"FacebookOnly": "FacebookOnly__1Q5yi",\n\t\t"ReproSteps":
"ReproSteps__21X2x",\n\t\t"UpdateExistingIssuePrompt":
"UpdateExistingIssuePrompt__1AP89",\n\t\t"CloseButton": "CloseButton__19JNk",\n\t\t"CloseButtonIcon":
"CloseButtonIcon__Fp6qN"\n};", "exports = module.exports = require("../..../node_modules/css-
loader/lib/css-base.js")(false);\n\n// imports\n\n\n// module\nexports.push([module.id, ".Icon__2CecY {\n width:
1rem;\n height: 1rem;\n fill: currentColor;\n}\n\n", \n\n");\n\n// exports\nexports.locals = {\n\t\t"Icon":
"Icon__2CecY"\n};", "exports = module.exports = require("../..../node_modules/css-loader/lib/css-
base.js")(false);\n\n// imports\n\n\n// module\nexports.push([module.id, ".Wrapper__15kcB {\n border-left: 1px
solid var(--color-border);\n}\n\n", \n\n");\n\n// exports\nexports.locals = {\n\t\t"Wrapper":
"Wrapper__15kcB"\n};", "exports = module.exports = require("../..../node_modules/css-loader/lib/css-

```

```
base.js")(false);\n// imports\n\n// module\n\nexports.push([module.id, \".Background__39iOi {\n position:\n absolute;\n width: 100%;\n height: 100%;\n display: flex;\n flex-direction: row;\n align-items: flex-start;\n justify-content: center;\n padding: 1rem;\n background-color: var(--color-modal-background);\n overflow:\n auto;\n}\n\n.Dialog__2XI77 {\n position: relative;\n z-index: 3;\n margin: 0 0.25rem;\n width: 25rem;\n min-width: 20rem;\n max-width: 100%;\n display: inline-block;\n background-color: var(--color-\n background);\n box-shadow: 0 2px 4px var(--color-shadow);\n padding: 0.5rem;\n border: 1px solid var(--color-\n border);\n border-radius: 0.25rem;\n font-size: var(--font-size-sans-normal);\n}\n\n.Title__1FtK3 {\n font-\n size: var(--font-size-sans-large);\n margin-bottom: 0.5rem;\n}\n\n.Buttons__3N6w8 {\n text-align: right;\n margin-top: 0.5rem;\n}\n\n.Button__3JNc2 {\n font-size: var(--font-size-sans-large);\n}\n\n\";\";\n\nexports.locals = {\n \"Background\": \"Background__39iOi\",\n \"Dialog\":\n \"Dialog__2XI77\",\n \"Title\": \"Title__1FtK3\",\n \"Buttons\": \"Buttons__3N6w8\",\n \"Button\":\n \"Button__3JNc2\"\n};\n\nexports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-\n base.js")(false);\n// imports\n\n// module\n\nexports.push([module.id, \".ContextMenu__3Zn8W {\n position:\n absolute;\n background-color: var(--color-context-background);\n border-radius: 0.25rem;\n overflow:\n hidden;\n z-index: 10000002;\n}\", \"]);\n\nexports.locals = {\n \"ContextMenu\":\n \"ContextMenu__3Zn8W\"\n};\n\nexports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-\n base.js")(false);\n// imports\n\n// module\n\nexports.push([module.id, \".ContextMenuItem__21C_r {\n display:\n flex;\n align-items: center;\n color: var(--color-context-text);\n padding: 0.5rem 0.75rem;\n cursor: default;\n border-top: 1px solid var(--color-context-border);\n font-family: var(--font-family-sans);\n font-size: var(--font-\n size-sans-normal);\n}\n\n.ContextMenuItem__21C_r:first-of-type {\n border-top:\n none;\n}\n\n.ContextMenuItem__21C_r:hover,\n.ContextMenuItem__21C_r:focus {\n outline: 0;\n background-color: var(--color-context-background-hover);\n}\n\n.ContextMenuItem__21C_r:active {\n background-color: var(--color-context-background-selected);\n color: var(--color-context-text-selected);\n}\",\n \"]);\n\nexports.locals = {\n \"ContextMenuItem\": \"ContextMenuItem__21C_r\"\n};\n\nexports =\n module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n// module\n\nexports.push([module.id, \".HocBadges__3V-9f {\n padding: 0.125rem 0.25rem;\n user-select:\n none;\n}\n\n.Badge__yfw97 {\n display: inline-block;\n background-color: var(--color-component-badge-\n background);\n color: var(--color-text);\n padding: 0.125rem 0.25rem;\n line-height: normal;\n border-radius:\n 0.125rem;\n margin-right: 0.25rem;\n font-family: var(--font-family-monospace);\n font-size: var(--font-size-\n monospace-small);\n}\n\n\";\";\n\nexports.locals = {\n \"HocBadges\": \"HocBadges__3V-\n 9f\",\n \"Badge\": \"Badge__yfw97\"\n};\n\nexports = module.exports = require(\"../../../../../node_modules/css-\n loader/lib/css-base.js\")(false);\n// imports\n\n// module\n\nexports.push([module.id, \".Input__2Lqoc {\n min-\n width: 0.5rem;\n flex: 1 1 auto;\n border: none;\n background: transparent;\n outline: none;\n padding: 0;\n border:\n none;\n font-family: var(--font-family-monospace);\n font-size: var(--font-size-monospace-\n normal);\n}\n\n.Input__2Lqoc:focus {\n border-color: var(--color-border);\n}\n\n\";\";\n\nexports.locals = {\n \"Input\": \"Input__2Lqoc\"\n};\n\nexports = module.exports =\n require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n// module\n\nexports.push([module.id, \".Input__2v7pX {\n flex: 0 1 auto;\n box-shadow: 0px 1px 3px\n transparent;\n color: var(--color-text);\n}\n\n.Input__2v7pX:focus {\n color: var(--color-text);\n box-shadow:\n 0px 1px 3px var(--color-shadow);\n}\", \"]);\n\nexports.locals = {\n \"Input\":\n \"Input__2v7pX\"\n};\n\nexports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-\n base.js\")(false);\n// imports\n\n// module\n\nexports.push([module.id, \".Checkbox__S8zDe {\n flex: 0 0 auto;\n align-self: center;\n margin: 0 0.25rem;\n}\n\n.Input__54okB {\n flex: 1 1;\n background: none;\n border:\n 1px solid transparent;\n color: var(--color-attribute-editable-value);\n border-radius: 0.125rem;\n font-family:\n var(--font-family-monospace);\n font-size: var(--font-size-monospace-normal);\n}\n\n.Invalid__AR4Hd {\n flex: 1 1;\n background: none;\n border: 1px solid transparent;\n color: var(--color-attribute-editable-value);\n border-radius: 0.125rem;\n font-family: var(--font-family-monospace);\n font-size: var(--font-size-monospace-\n normal);\n background-color: var(--color-background-invalid);\n color: var(--color-text-invalid);\n}\n\n--color-
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\");\n\n// exports\nexports.locals = {\n\t"InspectedElementTree":
"InspectedElementTree__2_4hD",\n\t"HeaderRow": "HeaderRow__3I5kU",\n\t"Header":
"Header__2LZLy",\n\t"Item": "Item__3t7sh",\n\t"Name": "Name__6619F",\n\t"Value":
"Value__na2yI",\n\t"None": "None__1ezJC",\n\t"Empty":
"Empty__2hAqe",\n\t"ToggleSuspenseRow": "ToggleSuspenseRow__3Abo4",\n\t"EditableValue":
"EditableValue__2B5lx"};,"exports = module.exports = require(".././././././node_modules/css-loader/lib/css-
base.js")(false);\n\n// imports\n\n// module\nexports.push([module.id, ".ErrorTree__OauA_,
.WarningTree__2O5xr {\n padding: 0.25rem 0 0 0;\n}\n\n.HeaderRow__2Y3QM {\n padding: 0
0.25rem;\n}\n\n.HeaderRow__2Y3QM {\n padding: 0 0.25rem;\n}\n\n.Error__CORL1, .Warning__zqCFY
{\n padding: 0 0.5rem;\n display: flex;\n align-items: center;\n}\n\n.Error__CORL1 {\n border-top: 1px
solid var(--color-console-error-border);\n background-color: var(--color-console-error-background);\n color: var(-
-color-error-text);\n padding: 0 0.5rem;\n}\n\n.Warning__zqCFY {\n border-top: 1px solid var(--color-
console-warning-border);\n background-color: var(--color-console-warning-background);\n color: var(--color-
warning-text);\n padding: 0 0.5rem;\n}\n\n.Message__Ky3DI {\n overflow-x: hidden;\n text-overflow:
ellipsis;\n white-space: nowrap;\n}\n\n.ErrorBadge__MKpI8,\n\n.WarningBadge__22U6H {\n display: inline-
block;\n width: 0.75rem;\n height: 0.75rem;\n flex: 0 0 0.75rem;\n line-height: 0.75rem;\n text-align:
center;\n border-radius: 0.25rem;\n margin-right: 0.25rem;\n font-size: var(--font-size-monospace-
small);\n}\n\n.ErrorBadge__MKpI8 {\n background-color: var(--color-console-error-icon);\n color: var(--
color-console-error-badger-text);\n}\n\n.WarningBadge__22U6H {\n background-color: var(--color-console-
warning-icon);\n color: var(--color-console-warning-badger-text);\n}\n\n", ""});\n\n// exports\nexports.locals =
{\n\t"ErrorTree": "ErrorTree__OauA_",\n\t"WarningTree": "WarningTree__2O5xr",\n\t"HeaderRow":
"HeaderRow__2Y3QM",\n\t"Error": "Error__CORL1",\n\t"Warning":
"Warning__zqCFY",\n\t"Message": "Message__Ky3DI",\n\t"ErrorBadge":
"ErrorBadge__MKpI8",\n\t"WarningBadge": "WarningBadge__22U6H"};,"exports = module.exports =
require(".././././././node_modules/css-loader/lib/css-base.js")(false);\n\n// imports\n\n// module\nexports.push([module.id, ".HooksTreeView__3YmZw {\n padding: 0.25rem;\n border-top: 1px solid
var(--color-border);\n}\n\n.Hook__SbvM_ {\n}\n\n.Children__1f8xt {\n padding-left:
1rem;\n}\n\n.HeaderRow__37mMe {\n display: flex;\n align-items: center;\n}\n\n.Header__9n-jL {\n
flex: 1 1;\n font-family: var(--font-family-sans);\n}\n\n.NameValueRow__1dbuI {\n display:
flex;\n}\n\n.Name__3oYR1,\n\n.NameAnonymous__W-cy2 {\n flex: 0 0 auto;\n cursor:
default;\n}\n\n.Name__3oYR1 {\n color: var(--color-dim);\n}\n\n.NameAnonymous__W-cy2 {\n color: var(--
color-dimmer);\n}\n\n.EditableName__1m4Hy {\n color: var(--color-attribute-name);\n flex: 0 0 auto;\n
cursor: default;\n}\n\n.EditableName__1m4Hy:after,\n\n.Name__3oYR1:after {\n color: var(--color-text);\n
content: ':';\n margin-right: 0.5rem;\n}\n\n.Value__3tDyC {\n color: var(--color-attribute-value);\n overflow:
hidden;\n text-overflow: ellipsis;\n cursor: default;\n white-space: nowrap;\n}\n\n.None__dHntG {\n color:
var(--color-dimmer);\n font-style: italic;\n}\n\n.TruncationIndicator__fImBc {\n color: var(--color-
dimmer);\n}\n\n.ExpandCollapseToggleSpacer__2RAvX {\n flex: 0 0 1rem;\n width:
1rem;\n}\n\n.PrimitiveHookNumber__1ZHtG {\n background-color: var(--color-primitive-hook-badger-
background);\n color: var(--color-primitive-hook-badger-text);\n font-size: var(--font-size-monospace-small);\n
margin-right: 0.25rem;\n border-radius: 0.125rem;\n padding: 0.125rem 0.25rem;\n}\n\n", ""});\n\n//
exports\nexports.locals = {\n\t"HooksTreeView": "HooksTreeView__3YmZw",\n\t"Hook":
"Hook__SbvM_",\n\t"Children": "Children__1f8xt",\n\t"HeaderRow":
"HeaderRow__37mMe",\n\t"Header": "Header__9n-jL",\n\t"NameValueRow":
"NameValueRow__1dbuI",\n\t"Name": "Name__3oYR1",\n\t"NameAnonymous":
"NameAnonymous__W-cy2",\n\t"EditableName": "EditableName__1m4Hy",\n\t"Value":
"Value__3tDyC",\n\t"None": "None__dHntG",\n\t"TruncationIndicator":
"TruncationIndicator__fImBc",\n\t"ExpandCollapseToggleSpacer":
"ExpandCollapseToggleSpacer__2RAvX",\n\t"PrimitiveHookNumber":

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\"PrimitiveHookNumber___1ZHtG\"\\n};\",\"exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\\n// imports\\n\\n// module\\nexports.push([module.id, \"LayoutViewer___215Ad {\\n padding: 0.25rem;\\n border-top: 1px solid var(--color-border);\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-small);\\n}\\n}\\n\\n.Header___YXSRg {\\n font-family: var(--font-family-sans);\\n}\\n}\\n\\n.DashedBox___i8dxS,\\n\\n.SolidBox___1W-UG {\\n flex: 1 1 auto;\\n display: flex;\\n flex-direction: column;\\n align-items: center;\\n border-width: 1px;\\n border-color: var(--color-dim);\\n padding: 0.25rem;\\n margin: 0.25rem;\\n}\\n\\n.DashedBox___i8dxS {\\n border-style: dashed;\\n}\\n\\n.SolidBox___1W-UG {\\n border-style: solid;\\n}\\n}\\n\\n.LabelRow___2SQOh {\\n width: 100%;\\n position: relative;\\n display: flex;\\n align-items: center;\\n justify-content: center;\\n}\\n\\n\\n.Label___IskVY {\\n position: absolute;\\n left: 0.5rem;\\n flex: 1 0 100px;\\n color: var(--color-attribute-name);\\n}\\n}\\n\\n.BoxRow___2_1as {\\n width: 100%;\\n display: flex;\\n flex-direction: row;\\n align-items: center;\\n}\\n}\\n\", \"\\n\");\\n// exports\\nexports.locals = {\\n\\n\"LayoutViewer\": \"LayoutViewer___215Ad\",\\n\\n\"Header\": \"Header___YXSRg\",\\n\\n\"DashedBox\": \"DashedBox___i8dxS\",\\n\\n\"SolidBox\": \"SolidBox___1W-UG\",\\n\\n\"LabelRow\": \"LabelRow___2SQOh\",\\n\\n\"Label\": \"Label___IskVY\",\\n\\n\"BoxRow\": \"BoxRow___2_1as\"\\n};\",\"exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\\n// imports\\n\\n// module\\nexports.push([module.id, \"StyleEditor___1RvzE {\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n padding: 0.25rem;\\n border-top: 1px solid var(--color-border);\\n}\\n}\\n\\n.HeaderRow___xyA6t {\\n display: flex;\\n align-items: center;\\n}\\n}\\n\\n.Header___2SGfE {\\n flex: 1 1;\\n}\\n}\\n\\n.Brackets___2zA4K {\\n font-family: var(--font-family-sans);\\n font-size: var(--font-size-sans-small);\\n}\\n}\\n\\n.Row___3v8mp {\\n white-space: nowrap;\\n padding-left: 1rem;\\n display: flex;\\n align-items: center;\\n}\\n}\\n\\n.Invalid___3ogBH {\\n background-color: var(--color-background-invalid);\\n color: var(--color-text-invalid);\\n}\\n\\n --color-border: var(--color-text-invalid);\\n}\\n\\n.Attribute___2yC0c {\\n color: var(--color-attribute-name);\\n}\\n}\\n\\n.Value___1yJUg {\\n color: var(--color-attribute-value);\\n}\\n}\\n\\n.Input___3Zdnf {\\n flex: 0 1 auto;\\n padding: 1px;\\n box-shadow: 0px 1px 3px transparent;\\n}\\n\\n.Input___3Zdnf:focus {\\n color: var(--color-text);\\n box-shadow: 0px 1px 3px var(--color-shadow);\\n}\\n}\\n\\n.Empty___3Pi3w {\\n color: var(--color-dimmer);\\n font-style: italic;\\n user-select: none;\\n padding-left: 1rem;\\n}\\n}\\n\", \"\\n\");\\n// exports\\nexports.locals = {\\n\\n\"StyleEditor\": \"StyleEditor___1RvzE\",\\n\\n\"HeaderRow\": \"HeaderRow___xyA6t\",\\n\\n\"Header\": \"Header___2SGfE\",\\n\\n\"Brackets\": \"Brackets___2zA4K\",\\n\\n\"Row\": \"Row___3v8mp\",\\n\\n\"Invalid\": \"Invalid___3ogBH\",\\n\\n\"Attribute\": \"Attribute___2yC0c\",\\n\\n\"Value\": \"Value___1yJUg\",\\n\\n\"Input\": \"Input___3Zdnf\",\\n\\n\"Empty\": \"Empty___3Pi3w\"\\n};\",\"exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\\n// imports\\n\\n// module\\nexports.push([module.id, \"Owners___13tPI {\\n padding: 0.25rem;\\n border-top: 1px solid var(--color-border);\\n}\\n}\\n\\n.OwnersHeader___3Yv3d {\\n font-family: var(--font-family-sans);\\n}\\n}\\n\\n.Source___5R8o {\\n padding: 0.25rem;\\n border-top: 1px solid var(--color-border);\\n}\\n}\\n\\n.SourceHeaderRow___2mf8O {\\n display: flex;\\n align-items: center;\\n}\\n}\\n\\n.SourceHeader___3eTnC {\\n flex: 1 1;\\n font-family: var(--font-family-sans);\\n}\\n}\\n\\n.SourceOneLiner___1CmzZ {\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n max-width: 100%;\\n margin-left: 1rem;\\n}\\n}\\n\\n.Owner___3pCT- {\\n color: var(--color-component-name);\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n max-width: 100%;\\n}\\n}\\n\\n.InspectedElement___AIaEa {\\n overflow-x: hidden;\\n overflow-y: auto;\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n line-height: var(--line-height-data);\\n}\\n}\\n\\n.Owner___3pCT- {\\n border-radius: 0.25rem;\\n padding: 0.125rem 0.25rem;\\n background: none;\\n border: none;\\n display: block;\\n}\\n\\n.Owner___3pCT-:focus {\\n outline: none;\\n background-color: var(--color-button-background-focus);\\n}\\n}\\n\\n.NotInStore___1AhKj {\\n color: var(--color-dim);\\n cursor: default;\\n}\\n}\\n\\n.OwnerButton___1ZvI9 {\\n cursor: pointer;\\n width: 100%;\\n padding: 0;\\n}\\n}\\n\\n.OwnerContent___1S1aF {\\n display: flex;\\n align-items: center;\\n padding-left: 1rem;\\n width: 100%;\\n border-radius: 0.25rem;\\n}\\n}\\n\\n.OwnerContent___1S1aF:hover {\\n background-color: var(--color-

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background-hover);\n}\n\n.ContextMenuIcon__2EG7W {\n margin-right:
0.5rem;\n}\n\n.OwnersMetaField__ot46- {\n padding-left: 1.25rem;\n white-space: nowrap;\n overflow:
hidden;\n text-overflow: ellipsis;\n}\n}\n\n// exports\nexports.locals = {\n\t\t"Owners":
"Owners__13tPI",\n\t\t"OwnersHeader": "OwnersHeader__3Yv3d",\n\t\t"Source":
"Source__5R8o",\n\t\t"SourceHeaderRow": "SourceHeaderRow__2mf8O",\n\t\t"SourceHeader":
"SourceHeader__3eTnC",\n\t\t"SourceOneLiner": "SourceOneLiner__1CmzZ",\n\t\t"Owner":
"Owner__3pCT-",\n\t\t"InspectedElement": "InspectedElement__AIaEa",\n\t\t"NotInStore":
"NotInStore__1AhKj",\n\t\t"OwnerButton": "OwnerButton__1ZvI9",\n\t\t"OwnerContent":
"OwnerContent__1S1aF",\n\t\t"ContextMenuIcon": "ContextMenuIcon__2EG7W",\n\t\t"OwnersMetaField":
"OwnersMetaField__ot46-"}\n};\n\n"exports = module.exports = require("../..../node_modules/css-
loader/lib/css-base.js")(false);\n\n// imports\n\n\n// module\n\n\nexports.push([module.id, ".InspectedElement__gy6ot
{\n display: flex;\n flex-direction: column;\n height: 100%;\n width: 100%;\n border-left: 1px solid var(--
color-border);\n border-top: 1px solid var(--color-border);\n}\n\n\n.TitleRow__2UUrj {\n flex: 0 0 42px;\n
display: flex;\n align-items: center;\n font-size: var(--font-size-monospace-large);\n border-bottom: 1px solid
var(--color-border);\n padding: 0.5rem;\n}\n\n\n.Key__1eadz {\n flex: 0 1 auto;\n padding-left: 0.25rem;\n
padding-right: 0.125rem;\n line-height: 1rem;\n border-top-left-radius: 0.125rem;\n border-bottom-left-radius:
0.125rem;\n display: inline-block;\n background-color: var(--color-component-badge-background);\n color:
var(--color-text);\n font-family: var(--font-family-monospace);\n font-size: var(--font-size-monospace-small);\n
white-space: nowrap;\n overflow: hidden;\n text-overflow: ellipsis;\n max-width:
100%;\n}\n\n\n.KeyArrow__2TKpc {\n height: 1rem;\n width: 1rem;\n margin-right: -0.25rem;\n border:
0.5rem solid transparent;\n border-left: 0.5rem solid var(--color-component-badge-
background);\n}\n\n\n.SelectedComponentName__3ByrZ {\n flex: 1 1 auto;\n overflow: hidden;\n text-
overflow: ellipsis;\n line-height: normal;\n}\n\n\n.Component__No3ti {\n flex: 1 1 auto;\n color: var(--color-
component-name);\n font-family: var(--font-family-monospace);\n font-size: var(--font-size-monospace-
normal);\n white-space: nowrap;\n overflow: hidden;\n text-overflow: ellipsis;\n max-width:
100%;\n}\n\n\n.Loading__1cYSg {\n padding: 0.25rem;\n color: var(--color-dimmer);\n font-style:
italic;\n}\n\n\n\n// exports\nexports.locals = {\n\t\t"InspectedElement":
"InspectedElement__gy6ot",\n\t\t"TitleRow": "TitleRow__2UUrj",\n\t\t"Key":
"Key__1eadz",\n\t\t"KeyArrow": "KeyArrow__2TKpc",\n\t\t"SelectedComponentName":
"SelectedComponentName__3ByrZ",\n\t\t"Component": "Component__No3ti",\n\t\t"Loading":
>Loading__1cYSg"}\n};\n\n"exports = module.exports = require("../..../node_modules/css-loader/lib/css-
base.js")(false);\n\n// imports\n\n\n// module\n\n\nexports.push([module.id,
".Tab__20JoC,\n\n.TabCurrent__b4c3L,\n\n.TabDisabled__1I-ZF {\n height: 100%;\n display: flex;\n align-
items: center;\n cursor: pointer;\n border-top: 3px solid transparent;\n border-bottom: 3px solid transparent;\n
user-select: none;\n color: var(--color-text);\n}\n\n\n /* Electron drag area */\n\n -webkit-app-region: no-
drag;\n\n\n.Tab__20JoC:hover,\n\n.TabCurrent__b4c3L:hover {\n background-color: var(--color-background-
hover);\n}\n\n\n.Tab__20JoC:focus-within,\n\n.TabCurrent__b4c3L:focus-within {\n background-color: var(--
color-background-hover);\n}\n\n\n\n.TabCurrent__b4c3L {\n border-bottom: 3px solid var(--color-tab-selected-
border);\n}\n\n\n\n.TabDisabled__1I-ZF {\n color: var(--color-dim);\n cursor:
default;\n}\n\n\n\n.TabSizeNavigation__2GG1g {\n font-size: var(--font-size-sans-large);\n padding: 0.5rem
1rem;\n}\n\n\n.TabSizeProfiler__2wFBf {\n font-size: var(--font-size-sans-normal);\n padding: 0.25rem
0.5rem;\n}\n\n\n.TabSizeSettings__3V4f9 {\n font-size: var(--font-size-sans-normal);\n padding: 0.25rem
0.5rem;\n}\n\n\n\n.Input__2unCl {\n width: 0;\n margin: 0;\n opacity:
0;\n}\n\n\n\n.IconSizeNavigation__mZIpl,\n\n.IconSizeProfiler__1jYXs,\n\n.IconSizeSettings__1HNRk {\n
margin-right: 0.5rem;\n color: var(--color-button-active);\n}\n\n\n\n.IconDisabled__17Sd2 {\n color: var(--color-
dim);\n}\n\n\n\n.IconSizeNavigation__mZIpl {\n width: 1.5rem;\n height:
1.5rem;\n}\n\n\n\n.IconSizeProfiler__1jYXs {\n width: 1rem;\n height: 1rem;\n}\n\n\n\n.IconSizeSettings__1HNRk
{\n width: 1rem;\n height:

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\"NoFiltersCell__1WYR2\",\\n\\t\\\"Table\\\": \\\"Table__2srES\\\",\\n\\t\\\"TableRow\\\":
\\\"TableRow__3kYuW\\\",\\n\\t\\\"TableCell\\\": \\\"TableCell__1yj52\\\",\\n\\t\\\"Input\\\":
\\\"Input__I9AdA\\\",\\n\\t\\\"InvalidRegExp\\\": \\\"InvalidRegExp__35lmE\\\",\\n\\t\\\"ToggleOffInvalid\\\":
\\\"ToggleOffInvalid__2Rg2K\\\",\\n\\t\\\"ToggleOnInvalid\\\": \\\"ToggleOnInvalid__1Kamt\\\",\\n\\t\\\"ToggleOff\\\":
\\\"ToggleOff__3cr6E\\\",\\n\\t\\\"ToggleOn\\\": \\\"ToggleOn__3KAVB\\\",\\n\\t\\\"ToggleInsideOff\\\":
\\\"ToggleInsideOff__1pXcm\\\",\\n\\t\\\"ToggleInsideOn\\\": \\\"ToggleInsideOn__3kEsU\\\",\\n\\t\\\"ReleaseNotes\\\":
\\\"ReleaseNotes__q8NY1\\\",\\n\\t\\\"ConsoleAPIWarning\\\":
\\\"ConsoleAPIWarning__39wLV\\\",\\n\\t\\\"ReleaseNotesLink\\\": \\\"ReleaseNotesLink__2gjE8\\\"\\n\\\";\", \"exports =
module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\\n// imports\\n\\n\\n//
module\\nexports.push([module.id, \\\".Background__3ncIs {\\n position: absolute;\\n z-index: 3;\\n width:
100%;\\n top: 0;\\n bottom: 0;\\n background-color: var(--color-modal-background);\\n display: flex;\\n align-
items: flex-start;\\n justify-content: center;\\n font-size: var(--font-size-sans-normal);\\n padding:
1rem;\\n}\\n\\n.Modal__rU10h {\\n display: flex;\\n flex-direction: column;\\n flex: 0 1 auto;\\n max-height:
100%;\\n background-color: var(--color-background);\\n border: 1px solid var(--color-border);\\n box-shadow: 0
2px 4px var(--color-shadow);\\n border-radius: 0.25rem;\\n overflow: auto;\\n width: 400px;\\n max-width:
100%;\\n}\\n\\n.Spacer__3_C0y {\\n flex: 1;\\n}\\n\\n.Tabs__3mQky {\\n display: flex;\\n flex-direction:
row;\\n border-bottom: 1px solid var(--color-border);\\n padding-right: 0.25rem;\\n flex: 0 0
auto;\\n}\\n\\n.Content__2YU9A {\\n padding: 0.5rem;\\n flex: 0 1 auto;\\n overflow: auto;\\n}\\n\\\", \\\"\\\"});\\n\\n//
exports\\nexports.locals = {\\n\\t\\\"Background\\\": \\\"Background__3ncIs\\\",\\n\\t\\\"Modal\\\":
\\\"Modal__rU10h\\\",\\n\\t\\\"Spacer\\\": \\\"Spacer__3_C0y\\\",\\n\\t\\\"Tabs\\\": \\\"Tabs__3mQky\\\",\\n\\t\\\"Content\\\":
\\\"Content__2YU9A\\\"\\n\\\";\", \"exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-
base.js\")(false);\\n// imports\\n\\n\\n// module\\nexports.push([module.id, \\\".Components__MIQHS {\\n position:
relative;\\n width: 100%;\\n height: 100%;\\n display: flex;\\n flex-direction: row;\\n background-color: var(--
color-background);\\n color: var(--color-text);\\n font-family: var(--font-family-
sans);\\n}\\n\\n.Components__MIQHS, .Components__MIQHS * {\\n box-sizing: border-box;\\n -webkit-font-
smoothing: var(--font-smoothing);\\n}\\n}\\n\\n.TreeWrapper__2uPTC {\\n flex: 0 0 var(--horizontal-resize-
percentage);\\n overflow: auto;\\n}\\n\\n.InspectedElementWrapper__Ay-WL {\\n flex: 1 1 35%;\\n overflow-x:
hidden;\\n overflow-y: auto;\\n}\\n\\n.ResizeBarWrapper__2jVIz {\\n flex: 0 0 0px;\\n position:
relative;\\n}\\n\\n.ResizeBar__1o6VK {\\n position: absolute;\\n left: -2px;\\n width: 5px;\\n height: 100%;\\n
cursor: ew-resize;\\n}\\n\\n@media screen and (max-width: 600px) {\\n .Components__MIQHS {\\n flex-
direction: column;\\n }\\n\\n .TreeWrapper__2uPTC {\\n flex: 0 0 var(--vertical-resize-percentage);\\n }\\n\\n
.InspectedElementWrapper__Ay-WL {\\n flex: 1 1 50%;\\n }\\n\\n .ResizeBar__1o6VK {\\n top: -2px;\\n
left: 0;\\n width: 100%;\\n height: 5px;\\n cursor: ns-resize;\\n }\\n}\\n\\n.Loading__Slif- {\\n height:
100%;\\n padding-left: 0.5rem;\\n display: flex;\\n align-items: center;\\n justify-content: center;\\n font-size:
var(--font-size-sans-large);\\n color: var(--color-dim);\\n}\\n\\n\\\", \\\"\\\"});\\n\\n// exports\\nexports.locals =
{\\n\\t\\\"Components\\\": \\\"Components__MIQHS\\\",\\n\\t\\\"TreeWrapper\\\":
\\\"TreeWrapper__2uPTC\\\",\\n\\t\\\"InspectedElementWrapper\\\": \\\"InspectedElementWrapper__Ay-
WL\\\",\\n\\t\\\"ResizeBarWrapper\\\": \\\"ResizeBarWrapper__2jVIz\\\",\\n\\t\\\"ResizeBar\\\":
\\\"ResizeBar__1o6VK\\\",\\n\\t\\\"Loading\\\": \\\"Loading__Slif-\\\"\\n\\\";\", \"exports = module.exports =
require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\\n// imports\\n\\n\\n//
module\\nexports.push([module.id, \\\".NoCommitData__2oJ_z {\\n width: 100%;\\n height: 100%;\\n display:
flex;\\n flex-direction: column;\\n align-items: center;\\n justify-content: center;\\n}\\n\\n.Header__1oGeD {\\n
font-size: var(--font-size-sans-large);\\n margin-bottom: 0.5rem;\\n}\\n\\n.FilterMessage__1Yg5n {\\n display:
flex;\\n align-items: center;\\n}\\n\\n\\\", \\\"\\\"});\\n\\n// exports\\nexports.locals = {\\n\\t\\\"NoCommitData\\\":
\\\"NoCommitData__2oJ_z\\\",\\n\\t\\\"Header\\\": \\\"Header__1oGeD\\\",\\n\\t\\\"FilterMessage\\\":
\\\"FilterMessage__1Yg5n\\\"\\n\\\";\", \"exports = module.exports = require(\"../../../../../node_modules/css-
loader/lib/css-base.js\")(false);\\n// imports\\n\\n\\n// module\\nexports.push([module.id, \\\".Group__2hArG {\\n
transition: all ease-in-out 250ms;\\n}\\n}\\n\\n.Rect__fBfs_ {\\n cursor: pointer;\\n stroke: var(--color-background);\\n}

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transition: all ease-in-out 250ms;\n}\n\n.ForeignKey__2EdVc {\n pointer-events: none;\n transition: all
ease-in-out 250ms;\n}\n\n.Div__1Pgrm {\n pointer-events: none;\n white-space: nowrap;\n text-overflow:
ellipsis;\n overflow: hidden;\n font-family: var(--font-family-sans);\n font-size: var(--font-size-sans-normal);\n
margin-left: 0.25rem;\n margin-right: 0.25rem;\n line-height: 1.5;\n padding: 0 0 0;\n font-weight: 400;\n
color: var(--color-commit-gradient-text);\n text-align: left;\n transition: all ease-in-out 250ms;\n}\n\n",
\n"});\n\n// exports\nexports.locals = {\n\t"Group": "Group__2hArG",\n\t"Rect":
\n"Rect__fBfs",\n\t"ForeignKey": "ForeignKey__2EdVc",\n\t"Div": "Div__1Pgrm"\n};","exports =
module.exports = require("../..../..../node_modules/css-loader/lib/css-base.js")(false);\n// imports\n\n//
module\nexports.push([module.id, ".Component__3ci_S {\n margin-bottom: 0.5rem;\n}\n\n.Item__2hxYk
{\n margin-top: 0.25rem;\n}\n\n.Key__1tUd1 {\n font-family: var(--font-family-monospace);\n font-size:
var(--font-size-monospace-small);\n line-height: 1;\n}\n\n\n.Key__1tUd1:first-of-type::before {\n content: '
';\n}\n\n\n.Key__1tUd1::after {\n content: ',';\n}\n\n\n.Key__1tUd1:last-of-type::after {\n content:
'}';\n}\n\n\n.Label__2zyeV {\n font-weight: bold;\n}\n\n", \n"});\n\n// exports\nexports.locals =
{\n\t"Component": "Component__3ci_S",\n\t"Item": "Item__2hxYk",\n\t"Key":
\n"Key__1tUd1",\n\t"Label": "Label__2zyeV"\n};","exports = module.exports =
require("../..../..../node_modules/css-loader/lib/css-base.js")(false);\n// imports\n\n//
module\nexports.push([module.id, ".Toolbar__3u3I_ {\n padding: 0.25rem 0;\n margin-bottom: 0.25rem;\n
flex: 0 0 auto;\n display: flex;\n align-items: center;\n border-bottom: 1px solid var(--color-
border);\n}\n\n\n.Content__3i3NJ {\n user-select: none;\n overflow-y: auto;\n}\n\n\n.Component__Y5kFG
{\n flex: 1;\n font-weight: bold;\n font-family: var(--font-family-monospace);\n font-size: var(--font-size-
monospace-normal);\n white-space: nowrap;\n overflow-x: hidden;\n text-overflow:
ellipsis;\n}\n\n\n.Label__3g1xf {\n font-weight: bold;\n}\n\n\n.CurrentCommit__21fVV {\n margin: 0.25rem
0;\n display: block;\n width: 100%;\n text-align: left;\n background: none;\n border: none;\n}\n\n",
\n"});\n\n// exports\nexports.locals = {\n\t"Toolbar": "Toolbar__3u3I_",\n\t"Content":
\n"Content__3i3NJ",\n\t"Component": "Component__Y5kFG",\n\t"Label":
\n"Label__3g1xf",\n\t"CurrentCommit": "CurrentCommit__21fVV"\n};","exports = module.exports =
require("../..../..../node_modules/css-loader/lib/css-base.js")(false);\n// imports\n\n//
module\nexports.push([module.id, ".Tooltip__NP68S {\n position: absolute;\n pointer-events: none;\n border:
none;\n border-radius: 0.25rem;\n padding: 0.25rem 0.5rem;\n font-family: var(--font-family-sans);\n font-size:
12px;\n background-color: var(--color-tooltip-background);\n color: var(--color-tooltip-text);\n opacity: 1;\n
white-space: nowrap;\n /* Make sure this is above the DevTools, which are above the Overlay */\n z-index:
10000002;\n}\n\n\n.Tooltip__NP68S.hidden__3rGbV {\n opacity: 0;\n}\n\n\n.Container__3aJAm {\n
width: -moz-max-content;\n width: -webkit-max-content;\n}\n\n", \n"});\n\n// exports\nexports.locals =
{\n\t"Tooltip": "Tooltip__NP68S",\n\t"hidden": "hidden__3rGbV",\n\t"Container":
\n"Container__3aJAm"\n};","exports = module.exports = require("../..../..../node_modules/css-loader/lib/css-
base.js")(false);\n// imports\n\n\n// module\nexports.push([module.id, ".Container__WYOTp {\n width:
100%;\n flex: 1;\n padding: 0.5rem;\n}\n\n\n.PatternPath__2kgd1 {\n stroke: var(--color-commit-did-not-
render-pattern);\n stroke-width: 1;\n}\n\n", \n"});\n\n// exports\nexports.locals = {\n\t"Container":
\n"Container__WYOTp",\n\t"PatternPath": "PatternPath__2kgd1"\n};","exports = module.exports =
require("../..../..../node_modules/css-loader/lib/css-base.js")(false);\n// imports\n\n\n//
module\nexports.push([module.id, ".Container__2D32U {\n width: 100%;\n flex: 1;\n padding:
0.5rem;\n}\n\n", \n"});\n\n// exports\nexports.locals = {\n\t"Container": "Container__2D32U"\n};","exports =
module.exports = require("../..../..../node_modules/css-loader/lib/css-base.js")(false);\n// imports\n\n\n//
module\nexports.push([module.id, ".Spacer__1c3sH {\n flex: 1;\n}\n\n", \n"});\n\n// exports\nexports.locals =
{\n\t"Spacer": "Spacer__1c3sH"\n};","exports = module.exports = require("../..../..../node_modules/css-
loader/lib/css-base.js")(false);\n// imports\n\n\n// module\nexports.push([module.id,
\n".ActiveRecordToggle__1Cpcb {\n color: var(--color-record-active);\n}\n\n\n.ActiveRecordToggle__1Cpcb:hover
{\n color: var(--color-record-active);\n}\n\n\n.ActiveRecordToggle__1Cpcb:focus {\n color: var(--color-record-

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active);\n}\n\n.ActiveRecordToggle__1Cpcb:active {\n color: var(--color-record-
hover);\n}\n}\n\n.InactiveRecordToggle__2CUtF {\n color: var(--color-record-
inactive);\n}\n}\n\n.InactiveRecordToggle__2CUtF:hover {\n color: var(--color-record-
hover);\n}\n}\n\n.InactiveRecordToggle__2CUtF:focus {\n color: var(--color-record-
inactive);\n}\n}\n\n.InactiveRecordToggle__2CUtF:active {\n color: var(--color-record-
hover);\n}\n}\n\n.DisabledRecordToggle__gcsbF {\n color: var(--color-button-
disabled);\n}\n}\n\n.DisabledRecordToggle__gcsbF:hover {\n color: var(--color-button-
disabled);\n}\n}\n\n.DisabledRecordToggle__gcsbF:focus {\n color: var(--color-button-
disabled);\n}\n}\n\n.DisabledRecordToggle__gcsbF:active {\n color: var(--color-button-
disabled);\n}\n}\n\n",
"\n");\n\n// exports\nexports.locals = {\n\t"ActiveRecordToggle":
"ActiveRecordToggle__1Cpcb",\n\t"InactiveRecordToggle":
"InactiveRecordToggle__2CUtF",\n\t"DisabledRecordToggle":
"DisabledRecordToggle__gcsbF"\n};","exports = module.exports = require("../..../..../node_modules/css-
loader/lib/css-base.js")(false);\n// imports\n\n\n// module\nexports.push([module.id, ".VRule__2XiHw {\n
height: 20px;\n width: 1px;\n border-left: 1px solid var(--color-border);\n padding-left: 0.25rem;\n margin-left:
0.25rem;\n}\n}\n\n/*\n * https://developer.mozilla.org/en-
US/docs/Web/API/File/Using_files_from_web_applications\n\n *\n\n.Input__2GKA7 {\n position: absolute
!important;\n height: 1px;\n width: 1px;\n overflow: hidden;\n clip: rect(1px, 1px, 1px,
1px);\n}\n}\n\n.ErrorMessage__3yR0b {\n margin: 0.5rem 0;\n color: var(--color-dim);\n font-family: var(--
font-family-monospace);\n font-size: var(--font-size-monospace-normal);\n}\n}\n\n", "\n");\n\n//
exports\nexports.locals = {\n\t"VRule": "VRule__2XiHw",\n\t"Input":
"Input__2GKA7",\n\t"ErrorMessage": "ErrorMessage__3yR0b"\n};","exports = module.exports =
require("../..../..../node_modules/css-loader/lib/css-base.js")(false);\n// imports\n\n\n//
module\nexports.push([module.id, ".Outer__2YMUU {\n user-select: none;\n cursor: pointer;\n border-
bottom: 3px solid transparent;\n padding-top: 4px;\n padding-bottom: 1px;\n display: flex;\n align-items: flex-
end;\n}\n}\n\n.Outer__2YMUU:hover {\n background-color: var(--color-
background);\n}\n}\n\n\n.Inner__TFCLU,\n\n.InnerSelected__2Qf2T {\n width: 100%;\n min-height: 2px;\n\n
background-color: var(--color-commit-did-not-render-fill);\n color: var(--color-commit-did-not-render-fill-
text);\n}\n}\n\n\n.InnerSelected__2Qf2T {\n background-color: var(--color-button-active);\n}\n}\n", "\n");\n\n//
exports\nexports.locals = {\n\t"Outer": "Outer__2YMUU",\n\t"Inner":
"Inner__TFCLU",\n\t"InnerSelected": "InnerSelected__2Qf2T"\n};","exports = module.exports =
require("../..../..../node_modules/css-loader/lib/css-base.js")(false);\n// imports\n\n\n//
module\nexports.push([module.id, ".List__1_Mwa {\n /*\n * The decision to suppress the default (horizontal)
scroll bars is intentional.\n * The snapshot selector is small enough that the scrollbar renders it essentially
useless.\n * There are two alternative navigation mechanisms (arrow keys and arrow buttons).\n * If necessary,
we could also expand the click-and-drag mechanism to scroll.\n */\n overflow-x: hidden
!important;\n}\n}\n\n\n.Tooltip__2j_4b {\n margin-top: 2.5rem;\n}\n}\n\n\n.TooltipList__26ss7 {\n list-style:
none;\n padding: 0;\n margin: 0;\n}\n}\n\n\n.TooltipListItem__3xWli {\n display:
flex;\n}\n}\n\n\n.TooltipLabel__2xbrN {\n font-weight: bold;\n margin-right:
0.25rem;\n}\n}\n\n\n.TooltipLabel__2xbrN:after {\n content: ':';\n}\n}\n\n\n.TooltipValue__1nc1C {\n flex-grow: 1;\n
text-align: end;\n}\n}\n\n\n\n.DurationsWrapper__10A0R {\n flex-grow: 1;\n}\n}\n\n\n\n.DurationsList__NtAHH {\n
list-style: none;\n margin: 0 0 0 1rem;\n padding: 0;\n}\n}\n\n\n\n.DurationsListItem__Q0jav {\n display:
flex;\n}\n}\n\n\n\n.DurationsLabel__XxynS {\n margin-right: 0.25rem;\n}\n}\n\n\n\n.DurationsLabel__XxynS:after {\n
content: ':';\n}\n}\n\n\n\n.DurationsValue__1FRM8 {\n flex-grow: 1;\n text-align: end;\n}\n}\n", "\n");\n\n//
exports\nexports.locals = {\n\t"List": "List__1_Mwa",\n\t"Tooltip": "Tooltip__2j_4b",\n\t"TooltipList":
"TooltipList__26ss7",\n\t"TooltipListItem": "TooltipListItem__3xWli",\n\t"TooltipLabel":
"TooltipLabel__2xbrN",\n\t"TooltipValue": "TooltipValue__1nc1C",\n\t"DurationsWrapper":
"DurationsWrapper__10A0R",\n\t"DurationsList": "DurationsList__NtAHH",\n\t"DurationsListItem":

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\"DurationsListItem___Q0jav\",n\t\"DurationsLabel\": \"DurationsLabel___XxynS\",n\t\"DurationsValue\":
\"DurationsValue___1FRM8\"n};\",\"exports = module.exports = require(\"../../../../../node_modules/css-
loader/lib/css-base.js\")(false);n// imports\n\n\n// module\nexports.push([module.id, \".Button___7tgtJ {\\n flex: 0 0
auto;\\n margin-left: 0.25rem;\\n}\\n\\n.Commits___2KF5W {\\n height: 100%;\\n min-width: 30px;\\n margin-
left: 0.25rem;\\n overflow: visible;\\n}\\n\\n.Commits___2KF5W:focus {\\n outline: none;\\n background-color: var(-
-color-button-background-focus);\\n}\\n\\n.IndexLabel___36CS7 {\\n flex: 0 0 auto;\\n white-space: nowrap;\\n
font-family: var(--font-family-monospace);\\n margin-left: 0.25rem;\\n}\\n\\n.NoCommits___3GzV1 {\\n height:
100%;\\n display: flex;\\n align-items: center;\\n justify-content: center;\\n color: var(--color-dim);\\n}\\n\",
\\\"\\)\");n\n// exports\nexports.locals = {n\t\"Button\": \"Button___7tgtJ\",n\t\"Commits\":
\"Commits___2KF5W\",n\t\"IndexLabel\": \"IndexLabel___36CS7\",n\t\"NoCommits\":
\"NoCommits___3GzV1\"n};\",\"exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-
base.js\")(false);n// imports\n\n\n// module\nexports.push([module.id, \".Updaters___ykaBk {\\n margin: 0 0
0.5rem;\\n}\\n\\n.NoUpdaters___2ZO7w,\\n.Updater___f5nQz,\\n.UnmountedUpdater___2Smse {\\n display:
block;\\n width: 100%;\\n text-align: left;\\n background: none;\\n border: none;\\n padding: 0.25rem 0.5rem;\\n
color: var(--color-text);\\n}\\n.Updater___f5nQz:focus,\\n.Updater___f5nQz:hover {\\n outline: none;\\n
background-color: var(--color-background-
hover);\\n}\\n\\n.NoUpdaters___2ZO7w,\\n.UnmountedUpdater___2Smse {\\n color: var(--color-dim);\\n}\\n\",
\\\"\\)\");n\n// exports\nexports.locals = {n\t\"Updaters\": \"Updaters___ykaBk\",n\t\"NoUpdaters\":
\"NoUpdaters___2ZO7w\",n\t\"Updater\": \"Updater___f5nQz\",n\t\"UnmountedUpdater\":
\"UnmountedUpdater___2Smse\"n};\",\"exports = module.exports = require(\"../../../../../node_modules/css-
loader/lib/css-base.js\")(false);n// imports\n\n\n// module\nexports.push([module.id, \".Toolbar___CuJgF {\\n
height: 2.25rem;\\n padding: 0 0.5rem;\\n flex: 0 0 auto;\\n display: flex;\\n align-items: center;\\n border-bottom:
1px solid var(--color-border);\\n}\\n\\n.Content___2tGS0 {\\n padding: 0.5rem;\\n user-select: none;\\n overflow:
auto;\\n}\\n\\n.List___2AC9R {\\n list-style: none;\\n margin: 0;\\n padding: 0;\\n}\\n\\n.ListItem___2wzT0 {\\n
margin: 0 0 0.5rem;\\n}\\n\\n.Label___3KINM {\\n overflow: hidden;\\n text-overflow: ellipsis;\\n font-weight:
bold;\\n}\\n\\n.Value___3wrFP {\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-
monospace-normal);\\n}\\n\\n.NothingSelected___2Sj9L {\\n display: flex;\\n align-items: center;\\n justify-
content: center;\\n height: 100%;\\n color: var(--color-dim);\\n}\\n\\n.DurationsList___19XUj {\\n list-style:
none;\\n margin: 0.25rem 0 0 0;\\n padding: 0;\\n background: var(--color-background-inactive);\\n padding:
0.25rem 0.5rem;\\n border-radius: 0.25rem;\\n}\\n\\n.DurationsListItem___2UKVV {\\n margin: 0.25rem 0 0
0;\\n}\\n\\n.DurationsListItem___2UKVV:first-of-type {\\n margin: 0;\\n}\\n\\n\", \\\"\\)\");n\n// exports\nexports.locals =
{n\t\"Toolbar\": \"Toolbar___CuJgF\",n\t\"Content\": \"Content___2tGS0\",n\t\"List\":
\"List___2AC9R\",n\t\"ListItem\": \"ListItem___2wzT0\",n\t\"Label\": \"Label___3KINM\",n\t\"Value\":
\"Value___3wrFP\",n\t\"NothingSelected\": \"NothingSelected___2Sj9L\",n\t\"DurationsList\":
\"DurationsList___19XUj\",n\t\"DurationsListItem\": \"DurationsListItem___2UKVV\"n};\",\"exports =
module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);n// imports\n\n\n//
module\nexports.push([module.id, \".Toolbar___2uBS2 {\\n height: 2.25rem;\\n padding: 0 0.5rem;\\n flex: 0 0
auto;\\n display: flex;\\n align-items: center;\\n border-bottom: 1px solid var(--color-
border);\\n}\\n\\n.Content___1WAA9 {\\n padding: 0.5rem;\\n user-select: none;\\n overflow-y:
auto;\\n}\\n\\n.WhatChanged___3T3Sx {\\n margin-bottom: 1rem;\\n}\\n\\n.Component___1oc9o {\\n flex: 1;\\n
color: var(--color-component-name);\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-
monospace-normal);\\n white-space: nowrap;\\n overflow-x: hidden;\\n text-overflow:
ellipsis;\\n}\\n\\n.Label___buTyu {\\n font-weight: bold;\\n margin-bottom:
0.5rem;\\n}\\n\\n.CurrentCommit___2ZAI5,\\n.Commit___2PAR5 {\\n display: block;\\n width: 100%;\\n text-
align: left;\\n background: none;\\n border: none;\\n padding: 0.25rem 0.5rem;\\n color: var(--color-
text);\\n}\\n\\n.Commit___2PAR5:focus,\\n.Commit___2PAR5:hover {\\n outline: none;\\n background-color: var(--
color-background-hover);\\n}\\n\\n.CurrentCommit___2ZAI5 {\\n background-color: var(--color-background-
selected);\\n color: var(--color-text-selected);\\n}\\n\\n.CurrentCommit___2ZAI5:focus {\\n outline: none;\\n}\\n\",

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\\")];\\n\\n// exports\\nexports.locals = {\\n\\t\"Toolbar\\\": \\\"Toolbar____2uBS2\\\",\\n\\t\"Content\\\": \\\"Content____1WAA9\\\",\\n\\t\"WhatChanged\\\": \\\"WhatChanged____3T3Sx\\\",\\n\\t\"Component\\\": \\\"Component____1oc9o\\\",\\n\\t\"Label\\\": \\\"Label____buTyu\\\",\\n\\t\"CurrentCommit\\\": \\\"CurrentCommit____2ZA15\\\",\\n\\t\"Commit\\\": \\\"Commit____2PAr5\\\"\\n};\", \"exports = module.exports = require(\"../.../.../node_modules/css-loader/lib/css-base.js\")(false);\\n// imports\\n\\n\\n// module\\nexports.push([module.id, \\\".Profiler____20Ry4 {\\n width: 100%;\\n height: 100%;\\n position: relative;\\n display: flex;\\n flex-direction: row;\\n align-items: stretch;\\n font-family: var(--font-family-sans);\\n font-size: var(--font-size-sans-normal);\\n background-color: var(--color-background);\\n color: var(--color-text);\\n}\\n\\n.Profiler____20Ry4, .Profiler____20Ry4 * {\\n box-sizing: border-box;\\n -webkit-font-smoothing: var(--font-smoothing);\\n}\\n\\n\\n.LeftColumn____3I7-I {\\n display: flex;\\n flex-direction: column;\\n flex: 2 1 200px;\\n border-top: 1px solid var(--color-border);\\n}\\n\\n\\n.RightColumn____3smXD {\\n display: flex;\\n flex-direction: column;\\n flex: 1 1 100px;\\n max-width: 300px;\\n overflow-x: hidden;\\n border-left: 1px solid var(--color-border);\\n border-top: 1px solid var(--color-border);\\n}\\n\\n\\n.Content____1LjDy {\\n position: relative;\\n flex: 1 1 auto;\\n display: flex;\\n flex-direction: column;\\n align-items: center;\\n justify-content: center;\\n}\\n\\n\\n.Column____3WWtw {\\n display: flex;\\n flex-direction: column;\\n align-items: center;\\n justify-content: center;\\n padding: 0 1rem;\\n}\\n\\n\\n.Paragraph____1HLty {\\n text-align: center;\\n}\\n\\n\\n.Row____1RpSu {\\n display: flex;\\n flex-direction: row;\\n align-items: center;\\n justify-content: center;\\n}\\n\\n\\n.Header____QyJw2 {\\n font-size: var(--font-size-sans-large);\\n margin-bottom: 0.5rem;\\n}\\n\\n\\n.Toolbar____30kHu {\\n height: 2.25rem;\\n padding: 0 0.25rem;\\n flex: 0 0 auto;\\n display: flex;\\n align-items: center;\\n border-bottom: 1px solid var(--color-border);\\n}\\n\\n\\n.VRule____2y9G3 {\\n height: 20px;\\n width: 1px;\\n border-left: 1px solid var(--color-border);\\n padding-left: 0.25rem;\\n margin-left: 0.25rem;\\n}\\n\\n\\n.Spacer____1sezP {\\n flex: 1;\\n}\\n\\n\\n.StopRecordingButton____1-EIU {\\n font-size: var(--font-size-sans-large);\\n padding: 0.5rem;\\n}\\n\\n\\n.ContentFallback____2Ata2 {\\n width: 100%;\\n height: 100%;\\n display: flex;\\n align-items: center;\\n justify-content: center;\\n font-size: var(--font-size-sans-large);\\n color: var(--color-dim);\\n}\\n\\n\\n.SnapshotSelectorFallback____3fsFv {\\n height: 100%;\\n padding-left: 0.5rem;\\n display: flex;\\n align-items: center;\\n justify-content: center;\\n font-size: var(--font-size-sans-large);\\n color: var(--color-dim);\\n}\\n\\n\\n.Link____mZ2LE {\\n color: var(--color-button);\\n}\\n}\\n\\n\"), \\\"\\n\\n// exports\\nexports.locals = {\\n\\t\"Profiler\\\": \\\"Profiler____20Ry4\\\",\\n\\t\"LeftColumn\\\": \\\"LeftColumn____3I7-I\\\",\\n\\t\"RightColumn\\\": \\\"RightColumn____3smXD\\\",\\n\\t\"Content\\\": \\\"Content____1LjDy\\\",\\n\\t\"Column\\\": \\\"Column____3WWtw\\\",\\n\\t\"Paragraph\\\": \\\"Paragraph____1HLty\\\",\\n\\t\"Row\\\": \\\"Row____1RpSu\\\",\\n\\t\"Header\\\": \\\"Header____QyJw2\\\",\\n\\t\"Toolbar\\\": \\\"Toolbar____30kHu\\\",\\n\\t\"VRule\\\": \\\"VRule____2y9G3\\\",\\n\\t\"Spacer\\\": \\\"Spacer____1sezP\\\",\\n\\t\"StopRecordingButton\\\": \\\"StopRecordingButton____1-EIU\\\",\\n\\t\"ContentFallback\\\": \\\"ContentFallback____2Ata2\\\",\\n\\t\"SnapshotSelectorFallback\\\": \\\"SnapshotSelectorFallback____3fsFv\\\",\\n\\t\"Link\\\": \\\"Link____mZ2LE\\\"\\n};\", \"exports = module.exports = require(\"../.../.../node_modules/css-loader/lib/css-base.js\")(false);\\n// imports\\n\\n\\n// module\\nexports.push([module.id, \\\".ReactLogo____08zf5 {\\n width: 1.75rem;\\n height: 1.75rem;\\n margin: 0 0.75rem 0 0.25rem;\\n color: var(--color-button-active);\\n}\\n\\n\\n\"), \\\"\\n\\n// exports\\nexports.locals = {\\n\\t\"ReactLogo\\\": \\\"ReactLogo____08zf5\\\"\\n};\", \"exports = module.exports = require(\"../.../.../node_modules/css-loader/lib/css-base.js\")(false);\\n// imports\\n\\n\\n// module\\nexports.push([module.id, \\\".Column____3s3y6 {\\n display: flex; \\n flex-direction: column; \\n}\\n\\n\\n.Title____2c8MM { \\n font-size: var(--font-size-sans-large); \\n margin-bottom: 0.5rem; \\n}\\n\\n\\n.ReleaseNotesLink____2PYAH { \\n color: var(--color-button-active); \\n}\\n\\n\\n.Version____34HO3 {\\n color: var(--color-bridge-version-number);\\n font-weight: bold;\\n}\\n\\n\\n.NpmCommand____2IHg1 {\\n display: flex;\\n justify-content: space-between;\\n padding: 0.25rem 0.25rem 0.25rem 0.5rem;\\n background-color: var(--color-bridge-version-npm-background);\\n color: var(--color-bridge-version-npm-text);\\n margin: 0;\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-large);\\n}\\n\\n\\n.Paragraph____3H72v {\\n margin: 0.5rem 0;\\n}\\n\\n\\n.Link____5TAEG {\\n color: var(--color-link);\\n}\\n}\\n\\n\"), \\\"\\n\\n// exports\\nexports.locals = {\\n\\t\"Column\\\": \\\"Column____3s3y6\\\",\\n\\t\"Title\\\": \\\"Title____2c8MM\\\",\\n\\t\"ReleaseNotesLink\\\": \\\"ReleaseNotesLink____2PYAH\\\",\\n\\t\"Version\\\": \\\"Version____34HO3\\\",\\n\\t\"NpmCommand\\\":
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\"NpmCommand___2IHg1\",\\n\\t\\\"Paragraph\\\": \\\"Paragraph___3H72v\\\",\\n\\t\\\"Link\\\":
\\\"Link___5TAEg\\\"\\n\\\";\", \"exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-
base.js\")(false);\\n// imports\\n\\n// module\\nexports.push([module.id, \\\".Row___3IwJ6 { \\n display: flex; \\n
flex-direction: row; \\n align-items: center; \\n} \\n\\n.Column___w9Fle { \\n display: flex; \\n flex-direction:
column; \\n align-items: center; \\n} \\n\\n.Title___1PTyg { \\n font-size: var(--font-size-sans-large); \\n margin-
bottom: 0.5rem; \\n} \\n\\n.ReleaseNotesLink___2_Y38 { \\n color: var(--color-button-active); \\n}\\\", \\\"\\\"]);\\n\\n//
exports\\nexports.locals = {\\n\\t\\\"Row\\\": \\\"Row___3IwJ6\\\",\\n\\t\\\"Column\\\": \\\"Column___w9Fle\\\",\\n\\t\\\"Title\\\":
\\\"Title___1PTyg\\\",\\n\\t\\\"ReleaseNotesLink\\\": \\\"ReleaseNotesLink___2_Y38\\\"\\n\\\";\", \"exports = module.exports =
require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\\n// imports\\n\\n//
module\\nexports.push([module.id, \\\".Command___2iS3V { \\n background-color: var(--color-dimmest);\\n
padding: 0.25rem 0.5rem;\\n display: block;\\n border-radius: 0.125rem;\\n}\\n\\\", \\\"\\\"]);\\n\\n//
exports\\nexports.locals = {\\n\\t\\\"Command\\\": \\\"Command___2iS3V\\\"\\n\\\";\", \"exports = module.exports =
require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\\n// imports\\n\\n//
module\\nexports.push([module.id, \\\".DevTools___NAXvy { \\n width: 100%; \\n height: 100%; \\n display: flex; \\n
flex-direction: column; \\n background-color: var(--color-background); \\n color: var(--color-
text); \\n}\\n\\n.TabBar___2aDHU { \\n flex: 0 0 auto; \\n display: flex; \\n align-items: center; \\n padding: 0
0.5rem; \\n background-color: var(--color-background); \\n border-top: 1px solid var(--color-border); \\n font-family:
var(--font-family-sans); \\n font-size: var(--font-size-sans-large); \\n user-select: none; \\n}\\n\\n /* Electron drag area
*/ \\n -webkit-app-region: drag; \\n}\\n\\n.Spacer___1VPRF { \\n flex: 1; \\n}\\n\\n.TabContent___27Qz1 { \\n flex: 1
1 100%; \\n overflow: auto; \\n -webkit-app-region: no-drag; \\n}\\n\\n.DevToolsVersion___3_3UD { \\n font-size:
var(--font-size-sans-normal); \\n margin-right: 0.5rem; \\n}\\n\\n.DevToolsVersion___3_3UD:before { \\n font-size:
var(--font-size-sans-large); \\n content: 'DevTools '; \\n}\\n\\n@media screen and (max-width: 400px) { \\n
.DevToolsVersion___3_3UD:before { \\n content: \"; \\n}\\n}\\n\\n@media screen and (max-width: 300px) { \\n
.DevToolsVersion___3_3UD { \\n display: none; \\n}\\n}\\n\\n.DevTools___NAXvy, .DevTools___NAXvy * { \\n
box-sizing: border-box; \\n -webkit-font-smoothing: var(--font-smoothing); \\n}\\n\\\", \\\"\\\"]);\\n\\n//
exports\\nexports.locals = {\\n\\t\\\"DevTools\\\": \\\"DevTools___NAXvy\\\",\\n\\t\\\"TabBar\\\":
\\\"TabBar___2aDHU\\\",\\n\\t\\\"Spacer\\\": \\\"Spacer___1VPRF\\\",\\n\\t\\\"TabContent\\\":
\\\"TabContent___27Qz1\\\",\\n\\t\\\"DevToolsVersion\\\": \\\"DevToolsVersion___3_3UD\\\"\\n\\\";\", \"nvar content =
require(\"../../../../../node_modules/css-loader/index.js??ref--5-1!/root.css\");\\n\\nif(typeof content === 'string')
content = [[module.id, content, \"]];\\n\\nvar transform;\\nvar insertInto;\\n\\nvar options =
{\\\"hmr\\\":true}\\n\\noptions.transform = transform\\noptions.insertInto = undefined;\\n\\nvar update =
require(\"../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\\n\\nif(content.locals)
module.exports = content.locals;\\n\\nif(module.hot) {\\n\\tmodule.hot.accept(\"../../../../../node_modules/css-
loader/index.js??ref--5-1!/root.css\", function() {\\n\\t\\tvar newContent = require(\"../../../../../node_modules/css-
loader/index.js??ref--5-1!/root.css\");\\n\\t\\tif(typeof newContent === 'string') newContent = [[module.id,
newContent, \"]];\\n\\t\\tvar locals = (function(a, b) {\\n\\t\\t\\tvar key, idx = 0;\\n\\t\\t\\tfor(key in a) {\\n\\t\\t\\t\\tif(!b ||
a[key] !== b[key]) return false;\\n\\t\\t\\t\\tidx++;\\n\\t\\t\\t}\\n\\t\\t\\tfor(key in b) idx--;\\n\\t\\t\\t\\treturn idx ===
0;\\n\\t\\t}(content.locals, newContent.locals));\\n\\t\\t\\tif(!locals) throw new Error('Aborting CSS HMR due to changed
css-modules locals.');

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button-disabled: #cfd1d5;\n --light-color-button-active: #0088fa;\n --light-color-button-focus: #23272f;\n --light-color-button-hover: #23272f;\n --light-color-border: #eeeeee;\n --light-color-commit-did-not-render-fill: #cfd1d5;\n --light-color-commit-did-not-render-fill-text: #000000;\n --light-color-commit-did-not-render-pattern: #cfd1d5;\n --light-color-commit-did-not-render-pattern-text: #333333;\n --light-color-commit-gradient-0: #37afa9;\n --light-color-commit-gradient-1: #63b19e;\n --light-color-commit-gradient-2: #80b393;\n --light-color-commit-gradient-3: #97b488;\n --light-color-commit-gradient-4: #abb67d;\n --light-color-commit-gradient-5: #beb771;\n --light-color-commit-gradient-6: #cfb965;\n --light-color-commit-gradient-7: #dfba57;\n --light-color-commit-gradient-8: #efbb49;\n --light-color-commit-gradient-9: #febc38;\n --light-color-commit-gradient-text: #000000;\n --light-color-component-name: #6a51b2;\n --light-color-component-name-inverted: #ffffff;\n --light-color-component-badge-background: rgba(0, 0, 0, 0.1);\n --light-color-component-badge-background-inverted: rgba(255, 255, 255, 0.25);\n --light-color-component-badge-count: #777d88;\n --light-color-component-badge-count-inverted: rgba(255, 255, 255, 0.7);\n --light-color-console-error-badge-text: #ffffff;\n --light-color-console-error-background: #fff0f0;\n --light-color-console-error-border: #ffd6d6;\n --light-color-console-error-icon: #eb3941;\n --light-color-console-error-text: #fe2e31;\n --light-color-console-warning-badge-text: #000000;\n --light-color-console-warning-background: #ffffbe5;\n --light-color-console-warning-border: #fff5c1;\n --light-color-console-warning-icon: #f4bd00;\n --light-color-console-warning-text: #64460c;\n --light-color-context-background: rgba(0,0,0,.9);\n --light-color-context-background-hover: rgba(255, 255, 255, 0.1);\n --light-color-context-background-selected: #178fb9;\n --light-color-context-border: #3d424a;\n --light-color-context-text: #ffffff;\n --light-color-context-text-selected: #ffffff;\n --light-color-dim: #777d88;\n --light-color-dimmer: #cfd1d5;\n --light-color-dimmest: #eff0f1;\n --light-color-error-background: hsl(0, 100%, 97%);\n --light-color-error-border: hsl(0, 100%, 92%);\n --light-color-error-text: #ff0000;\n --light-color-expand-collapse-toggle: #777d88;\n --light-color-link: #0000ff;\n --light-color-modal-background: rgba(255, 255, 255, 0.75);\n --light-color-bridge-version-npm-background: #eff0f1;\n --light-color-bridge-version-npm-text: #000000;\n --light-color-bridge-version-number: #0088fa;\n --light-color-primitive-hook-badge-background: #e5e5e5;\n --light-color-primitive-hook-badge-text: #5f6673;\n --light-color-record-active: #fc3a4b;\n --light-color-record-hover: #3578e5;\n --light-color-record-inactive: #0088fa;\n --light-color-scroll-thumb: #c2c2c2;\n --light-color-scroll-track: #fafafa;\n --light-color-search-match: yellow;\n --light-color-search-match-current: #f7923b;\n --light-color-selected-tree-highlight-active: rgba(0, 136, 250, 0.1);\n --light-color-selected-tree-highlight-inactive: rgba(0, 0, 0, 0.05);\n --light-color-shadow: rgba(0, 0, 0, 0.25);\n --light-color-tab-selected-border: #0088fa;\n --light-color-text: #000000;\n --light-color-text-invalid: #ff0000;\n --light-color-text-selected: #ffffff;\n --light-color-toggle-background-invalid: #fc3a4b;\n --light-color-toggle-background-on: #0088fa;\n --light-color-toggle-background-off: #cfd1d5;\n --light-color-toggle-text: #ffffff;\n --light-color-tooltip-background: rgba(0, 0, 0, 0.9);\n --light-color-tooltip-text: #ffffff;\n\n /\* Dark theme \*\n --dark-color-attribute-name: #9d87d2;\n --dark-color-attribute-name-not-editable: #deded;\n --dark-color-attribute-name-inverted: #282828;\n --dark-color-attribute-value: #cedae0;\n --dark-color-attribute-value-inverted: #ffffff;\n --dark-color-attribute-editable-value: yellow;\n --dark-color-background: #282c34;\n --dark-color-background-hover: rgba(255, 255, 255, 0.1);\n --dark-color-background-inactive: #3d424a;\n --dark-color-background-invalid: #5c0000;\n --dark-color-background-selected: #178fb9;\n --dark-color-button-background: #282c34;\n --dark-color-button-background-focus: #3d424a;\n --dark-color-button: #afb3b9;\n --dark-color-button-active: #61dafb;\n --dark-color-button-disabled: #4f5766;\n --dark-color-button-focus: #a2e9fc;\n --dark-color-button-hover: #deded;\n --dark-color-border: #3d424a;\n --dark-color-commit-did-not-render-fill: #777d88;\n --dark-color-commit-did-not-render-fill-text: #000000;\n --dark-color-commit-did-not-render-pattern: #666c77;\n --dark-color-commit-did-not-render-pattern-text: #ffffff;\n --dark-color-commit-gradient-0: #37afa9;\n --dark-color-commit-gradient-1: #63b19e;\n --dark-color-commit-gradient-2: #80b393;\n --dark-color-commit-gradient-3: #97b488;\n --dark-color-commit-gradient-4: #abb67d;\n --dark-color-commit-gradient-5: #beb771;\n --dark-color-commit-gradient-6: #cfb965;\n --dark-color-commit-gradient-7: #dfba57;\n --dark-color-commit-gradient-8: #efbb49;\n --dark-color-commit-gradient-9: #febc38;\n --dark-color-commit-gradient-text: #000000;\n --dark-color-component-name: #61dafb;\n --dark-color-component-name-inverted: #282828;\n --dark-color-component-badge-background: rgba(255, 255,

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255, 0.25);\n --dark-color-component-badge-background-inverted: rgba(0, 0, 0, 0.25);\n --dark-color-component-
badge-count: #8f949d;\n --dark-color-component-badge-count-inverted: rgba(255, 255, 255, 0.7);\n --dark-color-
console-error-badge-text: #000000;\n --dark-color-console-error-background: #290000;\n --dark-color-console-
error-border: #5c0000;\n --dark-color-console-error-icon: #eb3941;\n --dark-color-console-error-text: #fc7f7f;\n
--dark-color-console-warning-badge-text: #000000;\n --dark-color-console-warning-background: #332b00;\n --
dark-color-console-warning-border: #665500;\n --dark-color-console-warning-icon: #f4bd00;\n --dark-color-
console-warning-text: #f5f2ed;\n --dark-color-context-background: rgba(255,255,255,.9);\n --dark-color-context-
background-hover: rgba(0, 136, 250, 0.1);\n --dark-color-context-background-selected: #0088fa;\n --dark-color-
context-border: #eeeeee;\n --dark-color-context-text: #000000;\n --dark-color-context-text-selected: #ffffff;\n --
dark-color-dim: #8f949d;\n --dark-color-dimmer: #777d88;\n --dark-color-dimmest: #4f5766;\n --dark-color-
error-background: #200;\n --dark-color-error-border: #900;\n --dark-color-error-text: #f55;\n --dark-color-
expand-collapse-toggle: #8f949d;\n --dark-color-link: #61dafb;\n --dark-color-modal-background: rgba(0, 0, 0,
0.75);\n --dark-color-bridge-version-npm-background: rgba(0, 0, 0, 0.25);\n --dark-color-bridge-version-npm-
text: #ffffff;\n --dark-color-bridge-version-number: yellow;\n --dark-color-primitive-hook-badge-background:
rgba(0, 0, 0, 0.25);\n --dark-color-primitive-hook-badge-text: rgba(255, 255, 255, 0.7);\n --dark-color-record-
active: #fc3a4b;\n --dark-color-record-hover: #a2e9fc;\n --dark-color-record-inactive: #61dafb;\n --dark-color-
scroll-thumb: #afb3b9;\n --dark-color-scroll-track: #313640;\n --dark-color-search-match: yellow;\n --dark-
color-search-match-current: #f7923b;\n --dark-color-selected-tree-highlight-active: rgba(23, 143, 185, 0.15);\n --
dark-color-selected-tree-highlight-inactive: rgba(255, 255, 255, 0.05);\n --dark-color-shadow: rgba(0, 0, 0, 0.5);\n
--dark-color-tab-selected-border: #178fb9;\n --dark-color-text: #ffffff;\n --dark-color-text-invalid: #ff8080;\n --
dark-color-text-selected: #ffffff;\n --dark-color-toggle-background-invalid: #fc3a4b;\n --dark-color-toggle-
background-on: #178fb9;\n --dark-color-toggle-background-off: #777d88;\n --dark-color-toggle-text: #ffffff;\n
--dark-color-tooltip-background: rgba(255, 255, 255, 0.9);\n --dark-color-tooltip-text: #000000;\n\n\n /* Font
smoothing *\n --light-font-smoothing: auto;\n --dark-font-smoothing: antialiased;\n --font-smoothing:
auto;\n\n\n /* Compact density *\n --compact-font-size-monospace-small: 9px;\n --compact-font-size-
monospace-normal: 11px;\n --compact-font-size-monospace-large: 15px;\n --compact-font-size-sans-small:
10px;\n --compact-font-size-sans-normal: 12px;\n --compact-font-size-sans-large: 14px;\n --compact-line-
height-data: 18px;\n --compact-root-font-size: 16px;\n\n\n /* Comfortable density *\n --comfortable-font-size-
monospace-small: 10px;\n --comfortable-font-size-monospace-normal: 13px;\n --comfortable-font-size-
monospace-large: 17px;\n --comfortable-font-size-sans-small: 12px;\n --comfortable-font-size-sans-normal:
14px;\n --comfortable-font-size-sans-large: 16px;\n --comfortable-line-height-data: 22px;\n --comfortable-root-
font-size: 20px;\n\n\n /* GitHub.com system fonts *\n --font-family-monospace: 'SFMono-Regular', Consolas,
'Liberation Mono', Menlo,\n Courier, monospace;\n --font-family-sans: -apple-system, BlinkMacSystemFont,
Segoe UI, Helvetica,\n Arial, sans-serif, Apple Color Emoji, Segoe UI Emoji, Segoe UI Symbol;\n\n\n",
"\n\n// exports\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed
under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n
*/\n\nexport default class EventEmitter<Events: Object> {\n listenersMap: Map<string, Array<Function>> = new
Map();\n\n addListener<Event: $Keys<Events>>(\n event: Event,\n listener: (...$ElementType<Events, Event>
=> any,\n): void {\n const listeners = this.listenersMap.get(event);\n if (listeners === undefined) {\n
this.listenersMap.set(event, [listener]);\n } else {\n const index = listeners.indexOf(listener);\n if (index < 0)
{\n listeners.push(listener);\n }\n }\n }\n\n emit<Event: $Keys<Events>>(\n event: Event,\n ...args:
$ElementType<Events, Event>\n): void {\n const listeners = this.listenersMap.get(event);\n if (listeners !==
undefined) {\n if (listeners.length === 1) {\n // No need to clone or try/catch\n const listener =
listeners[0];\n listener.apply(null, args);\n } else {\n let didThrow = false;\n let caughtError =
null;\n\n const clonedListeners = Array.from(listeners);\n for (let i = 0; i < clonedListeners.length; i++) {\n
const listener = clonedListeners[i];\n try {\n listener.apply(null, args);\n } catch (error) {\n
if (caughtError === null) {\n didThrow = true;\n caughtError = error;\n }\n }\n }\n\n if (didThrow) {\n
throw caughtError;\n }\n }\n }\n\n removeAllListeners(): void {\n

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this.listenersMap.clear();\n }\n\n removeListener(event: $Keys<Events>, listener: Function): void {\n const
listeners = this.listenersMap.get(event);\n if (listeners !== undefined) {\n const index =
listeners.indexOf(listener);\n if (index >= 0) {\n listeners.splice(index, 1);\n }\n }\n}\n\n"/**\n *
Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in
the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport EventEmitter from
'./events';\n\nimport type {ComponentFilter, Wall} from './types';\n\nimport type {\n InspectedElementPayload,\n OwnersList,\n ProfilingDataBackend,\n RendererID,\n} from 'react-devtools-shared/src/backend/types';\n\nimport
type {StyleAndLayout as StyleAndLayoutPayload} from 'react-devtools-
shared/src/backend/NativeStyleEditor/types';\n\nconst BATCH_DURATION = 100;\n\n// This message specifies
the version of the DevTools protocol currently supported by the backend,\n// as well as the earliest NPM version
(e.g. \"4.13.0\") that protocol is supported by on the frontend.\n// This enables an older frontend to display an
upgrade message to users for a newer, unsupported backend.\n\nexport type BridgeProtocol = {\n // Version
supported by the current frontend/backend.\n version: number,\n // NPM version range that also supports this
version.\n // Note that 'maxNpmVersion' is only set when the version is bumped.\n minNpmVersion: string,\n
 maxNpmVersion: string | null,\n};\n\n// Bump protocol version whenever a backwards breaking change is made\n//
in the messages sent between BackendBridge and FrontendBridge.\n// This mapping is embedded in both frontend
and backend builds.\n\n// The backend protocol will always be the latest entry in the BRIDGE_PROTOCOL
array.\n\n// When an older frontend connects to a newer backend,\n// the backend can send the minNpmVersion
and the frontend can display an NPM upgrade prompt.\n\n// When a newer frontend connects with an older
protocol version,\n// the frontend can use the embedded minNpmVersion/maxNpmVersion values to display a
downgrade prompt.\n\nexport const BRIDGE_PROTOCOL: Array<BridgeProtocol> = [\n // This version technically
never existed,\n // but a backwards breaking change was added in 4.11,\n // so the safest guess to downgrade the
frontend would be to version 4.10.\n {\n version: 0,\n minNpmVersion: \"<4.11.0\",\n maxNpmVersion:
\"<4.11.0\",\n },\n {\n version: 1,\n minNpmVersion: '4.13.0',\n maxNpmVersion: null,\n },\n];\n\nexport
const currentBridgeProtocol: BridgeProtocol =\n BRIDGE_PROTOCOL[BRIDGE_PROTOCOL.length -
1];\n\n\ntype ElementAndRendererID = {\n id: number,\n rendererID: RendererID,\n};\n\n\ntype Message = {\n event:
string,\n payload: any,\n};\n\n\ntype HighlightElementInDOM = {\n ...ElementAndRendererID,\n displayName:
string | null,\n hideAfterTimeout: boolean,\n openNativeElementsPanel: boolean,\n scrollIntoView:
boolean,\n};\n\n\ntype OverrideValue = {\n ...ElementAndRendererID,\n path: Array<string | number>,\n
 wasForwarded?: boolean,\n value: any,\n};\n\n\ntype OverrideHookState = {\n ...OverrideValue,\n hookID:
number,\n};\n\n\ntype PathType = 'props' | 'hooks' | 'state' | 'context';\n\n\ntype DeletePath = {\n ...ElementAndRendererID,\n
 type: PathType,\n hookID?: ?number,\n path: Array<string | number>,\n};\n\n\ntype RenamePath = {\n ...ElementAndRendererID,\n
 type: PathType,\n hookID?: ?number,\n oldPath: Array<string | number>,\n newPath: Array<string | number>,\n};\n\n\ntype OverrideValueAtPath = {\n ...ElementAndRendererID,\n
 type: PathType,\n hookID?: ?number,\n path: Array<string | number>,\n value:
any,\n};\n\n\ntype OverrideSuspense = {\n ...ElementAndRendererID,\n forceFallback: boolean,\n};\n\n\ntype
CopyElementPathParams = {\n ...ElementAndRendererID,\n path: Array<string | number>,\n};\n\n\ntype
ViewAttributeSourceParams = {\n ...ElementAndRendererID,\n path: Array<string | number>,\n};\n\n\ntype
InspectElementParams = {\n ...ElementAndRendererID,\n path: Array<number | string> | null,\n requestID:
number,\n};\n\n\ntype StoreAsGlobalParams = {\n ...ElementAndRendererID,\n count: number,\n path:
Array<string | number>,\n};\n\n\ntype NativeStyleEditor_RenameAttributeParams = {\n ...ElementAndRendererID,\n
 oldName: string,\n newName: string,\n value: string,\n};\n\n\ntype NativeStyleEditor_SetValueParams = {\n ...ElementAndRendererID,\n
 name: string,\n value: string,\n};\n\n\ntype UpdateConsolePatchSettingsParams = {\n appendComponentStack: boolean,\n
 breakOnConsoleErrors: boolean,\n showInlineWarningsAndErrors: boolean,\n};\n\n\nexport type BackendEvents = {\n bridgeProtocol:
[BridgeProtocol],\n extensionBackendInitialized: [],\n inspectedElement: [InspectedElementPayload],\n
 isBackendStorageAPISupported: [boolean],\n isSynchronousXHRSupported: [boolean],\n operations:
[Array<number>],\n ownersList: [OwnersList],\n overrideComponentFilters: [Array<ComponentFilter>],\n

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profilingData: [ProfilingDataBackend],\n profilingStatus: [boolean],\n reloadAppForProfiling: [],\n selectFiber:
[number],\n shutdown: [],\n stopInspectingNative: [boolean],\n syncSelectionFromNativeElementsPanel: [],\n
syncSelectionToNativeElementsPanel: [],\n unsupportedRendererVersion: [RendererID],\n\n // React Native style
editor plug-in.\n isNativeStyleEditorSupported: [\n {isSupported: boolean, validAttributes:
?$ReadOnlyArray<string>},\n],\n NativeStyleEditor_styleAndLayout: [StyleAndLayoutPayload],\n};\n\ntype
FrontendEvents = {\n clearErrorsAndWarnings: [{}|rendererID: RendererID|],\n clearErrorsForFiberID:
[ElementAndRendererID],\n clearNativeElementHighlight: [],\n clearWarningsForFiberID:
[ElementAndRendererID],\n copyElementPath: [CopyElementPathParams],\n deletePath: [DeletePath],\n
getBridgeProtocol: [],\n getOwnersList: [ElementAndRendererID],\n getProfilingData: [{}|rendererID:
RendererID|],\n getProfilingStatus: [],\n highlightNativeElement: [HighlightElementInDOM],\n inspectElement:
[InspectElementParams],\n logElementToConsole: [ElementAndRendererID],\n overrideSuspense:
[OverrideSuspense],\n overrideValueAtPath: [OverrideValueAtPath],\n profilingData: [ProfilingDataBackend],\n
reloadAndProfile: [boolean],\n renamePath: [RenamePath],\n selectFiber: [number],\n setTraceUpdatesEnabled:
[boolean],\n shutdown: [],\n startInspectingNative: [],\n startProfiling: [boolean],\n stopInspectingNative:
[boolean],\n stopProfiling: [],\n storeAsGlobal: [StoreAsGlobalParams],\n updateComponentFilters:
[Array<ComponentFilter>],\n updateConsolePatchSettings: [UpdateConsolePatchSettingsParams],\n
viewAttributeSource: [ViewAttributeSourceParams],\n viewElementSource: [ElementAndRendererID],\n\n //
React Native style editor plug-in.\n NativeStyleEditor_measure: [ElementAndRendererID],\n
NativeStyleEditor_renameAttribute: [NativeStyleEditor_RenameAttributeParams],\n NativeStyleEditor_setValue:
[NativeStyleEditor_SetValueParams],\n\n // Temporarily support newer standalone front-ends sending commands
to older embedded backends.\n // We do this because React Native embeds the React DevTools backend,\n // but
cannot control which version of the frontend users use.\n //\n // Note that nothing in the newer backend actually
listens to these events,\n // but the new frontend still dispatches them (in case older backends are listening to them
instead).\n //\n // Note that this approach does no support the combination of a newer backend with an older
frontend.\n // It would be more work to support both approaches (and not run handlers twice)\n // so I chose to
support the more likely/common scenario (and the one more difficult for an end user to \"fix\").\n overrideContext:
[OverrideValue],\n overrideHookState: [OverrideHookState],\n overrideProps: [OverrideValue],\n overrideState:
[OverrideValue],\n};\n\nclass Bridge<\n OutgoingEvents: Object,\n IncomingEvents: Object,\n> extends
EventEmitter<{\n ...IncomingEvents,\n ...OutgoingEvents,\n}> {\n _isShutdown: boolean = false;\n
_messageQueue: Array<any> = [];\n _timeoutID: TimeoutID | null = null;\n _wall: Wall;\n _wallUnlisten:
Function | null = null;\n\n constructor(wall: Wall) {\n super();\n\n this._wall = wall;\n\n this._wallUnlisten =\n wall.listen((message: Message) => {\n (this: any).emit(message.event, message.payload);\n }) || null;\n\n
// Temporarily support older standalone front-ends sending commands to newer embedded backends.\n // We do
this because React Native embeds the React DevTools backend,\n // but cannot control which version of the
frontend users use.\n this.addListener('overrideValueAtPath', this.overrideValueAtPath);\n }\n\n // Listening
directly to the wall isn't advised.\n // It can be used to listen for legacy (v3) messages (since they use a different
format).\n get wall(): Wall {\n return this._wall;\n }\n\n send<EventName: $Keys<OutgoingEvents>>(\n
event: EventName,\n ...payload: $ElementType<OutgoingEvents, EventName>\n) {\n if (this._isShutdown) {\n
 console.warn(\n `Cannot send message \"${event}\" through a Bridge that has been shutdown.`,\n);\n
return;\n }\n\n // When we receive a message:\n // - we add it to our queue of messages to be sent\n // - if
there hasn't been a message recently, we set a timer for 0 ms in\n // the future, allowing all messages created in
the same tick to be sent\n // together\n // - if there *has* been a message flushed in the last
BATCH_DURATION ms\n // (or we're waiting for our setTimeout-0 to fire), then _timeoutID will\n // be set,
and we'll simply add to the queue and wait for that\n this._messageQueue.push(event, payload);\n if
(!this._timeoutID) {\n this._timeoutID = setTimeout(this._flush, 0);\n }\n }\n\n shutdown() {\n if
(this._isShutdown) {\n console.warn('Bridge was already shutdown.);\n return;\n }\n\n // Queue the
shutdown outgoing message for subscribers.\n this.send('shutdown');\n\n // Mark this bridge as destroyed, i.e.
disable its public API.\n this._isShutdown = true;\n\n // Disable the API inherited from EventEmitter that can

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add more listeners and send more messages.\n // $FlowFixMe This property is not writable.\n this.addListener =
function() {};\n // $FlowFixMe This property is not writable.\n this.emit = function() {};\n // NOTE: There's
also EventEmitter API like `on` and `prependListener` that we didn't add to our Flow type of EventEmitter.\n\n //
Unsubscribe this bridge incoming message listeners to be sure, and so they don't have to do that.\n
this.removeAllListeners();\n\n // Stop accepting and emitting incoming messages from the wall.\n const
wallUnlisten = this._wallUnlisten;\n if (wallUnlisten) {\n wallUnlisten();\n }\n\n // Synchronously flush all
queued outgoing messages.\n // At this step the subscribers' code may run in this call stack.\n do {\n
this._flush();\n } while (this._messageQueue.length);\n\n // Make sure once again that there is no dangling
timer.\n if (this._timeoutID !== null) {\n clearTimeout(this._timeoutID);\n this._timeoutID = null;\n }\n
}\n\n _flush = () => {\n // This method is used after the bridge is marked as destroyed in shutdown sequence,\n
// so we do not bail out if the bridge marked as destroyed.\n // It is a private method that the bridge ensures is only
called at the right times.\n\n if (this._timeoutID !== null) {\n clearTimeout(this._timeoutID);\n
this._timeoutID = null;\n }\n\n if (this._messageQueue.length) {\n for (let i = 0; i <
this._messageQueue.length; i += 2) {\n this._wall.send(this._messageQueue[i], ...this._messageQueue[i + 1]);\n
}\n this._messageQueue.length = 0;\n\n // Check again for queued messages in BATCH_DURATION ms.
This will keep\n // flushing in a loop as long as messages continue to be added. Once no\n // more are, the
timer expires.\n this._timeoutID = setTimeout(this._flush, BATCH_DURATION);\n }\n };\n\n // Temporarily
support older standalone backends by forwarding "overrideValueAtPath" commands\n // to the older message
types they may be listening to.\n overrideValueAtPath = ({\n id,\n path,\n rendererID,\n type,\n value,\n
}: OverrideValueAtPath) => {\n switch (type) {\n case 'context':\n this.send('overrideContext', {\n
id,\n path,\n rendererID,\n wasForwarded: true,\n value,\n });\n break;\n case
'hooks':\n this.send('overrideHookState', {\n id,\n path,\n rendererID,\n wasForwarded:
true,\n value,\n });\n break;\n case 'props':\n this.send('overrideProps', {\n id,\n
path,\n rendererID,\n wasForwarded: true,\n value,\n });\n break;\n case 'state':\n
this.send('overrideState', {\n id,\n path,\n rendererID,\n wasForwarded: true,\n value,\n
});\n break;\n }\n };\n\n\nexport type BackendBridge = Bridge<BackendEvents,
FrontendEvents>;\nexport type FrontendBridge = Bridge<FrontendEvents, BackendEvents>;\n\n\nexport default
Bridge;\n\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the
MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n// Flip
this flag to true to enable verbose console debug logging.\n\nexport const __DEBUG__ = false;\n\nexport const
TREE_OPERATION_ADD = 1;\nexport const TREE_OPERATION_REMOVE = 2;\nexport const
TREE_OPERATION_REORDER_CHILDREN = 3;\nexport const
TREE_OPERATION_UPDATE_TREE_BASE_DURATION = 4;\nexport const
TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS = 5;\nexport const
TREE_OPERATION_REMOVE_ROOT = 6;\n\nexport const
LOCAL_STORAGE_FILTER_PREFERENCES_KEY =\n 'React::DevTools::componentFilters';\n\nexport const
SESSION_STORAGE_LAST_SELECTION_KEY =\n 'React::DevTools::lastSelection';\n\nexport const
SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY =\n
'React::DevTools::recordChangeDescriptions';\n\nexport const
SESSION_STORAGE_RELOAD_AND_PROFILE_KEY =\n 'React::DevTools::reloadAndProfile';\n\nexport
const LOCAL_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS =\n
'React::DevTools::breakOnConsoleErrors';\n\nexport const
LOCAL_STORAGE_SHOULD_PATCH_CONSOLE_KEY =\n
'React::DevTools::appendComponentStack';\n\nexport const
LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY =\n
'React::DevTools::showInlineWarningsAndErrors';\n\nexport const
LOCAL_STORAGE_TRACE_UPDATES_ENABLED_KEY =\n
'React::DevTools::traceUpdatesEnabled';\n\nexport const PROFILER_EXPORT_VERSION = 5;\n\nexport const

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CHANGE_LOG_URL =\n 'https://github.com/facebook/react/blob/master/packages/react-
devtools/CHANGELOG.md';\n\nexport const UNSUPPORTED_VERSION_URL =\n
'https://reactjs.org/blog/2019/08/15/new-react-devtools.html#how-do-i-get-the-old-version-back';\n\nexport const
REACT_DEVTOOLS_WORKPLACE_URL =\n 'https://fburl.com/react-devtools-workplace-group';\n\n//
HACK\n/\n// Extracting during build time avoids a temporarily invalid state for the inline target.\n// Sometimes the
inline target is rendered before root styles are applied,\n// which would result in e.g. NaN itemSize being passed to
react-window list.\n/\nlet COMFORTABLE_LINE_HEIGHT;\nlet COMPACT_LINE_HEIGHT;\n\ntry {\n //
$FlowFixMe\n const rawStyleString = require('!!raw-loader!react-devtools-shared/src/devtools/views/root.css')\n
.default;\n\n const extractVar = varName => {\n const regExp = new RegExp(`${varName}: ([0-9]+)`);\n const
match = rawStyleString.match(regExp);\n return parseInt(match[1], 10);\n };\n\n
COMFORTABLE_LINE_HEIGHT = extractVar('comfortable-line-height-data');\n COMPACT_LINE_HEIGHT =
extractVar('compact-line-height-data');\n} catch (error) {\n // We can't use the Webpack loader syntax in the context
of Jest,\n // so tests need some reasonably meaningful fallback value.\n COMFORTABLE_LINE_HEIGHT = 15;\n
COMPACT_LINE_HEIGHT = 10;\n}\n\nexport { COMFORTABLE_LINE_HEIGHT,
COMPACT_LINE_HEIGHT};\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code
is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n *
@flow\n */\n\n// ATTENTION\n// When adding new symbols to this file,\n// Please consider also adding to 'react-
devtools-shared/src/backend/ReactSymbols'\n\n// The Symbol used to tag the ReactElement-like types. If there is no
native Symbol\n// nor polyfill, then a plain number is used for performance.\nexport let REACT_ELEMENT_TYPE
= 0xeac7;\nexport let REACT_PORTAL_TYPE = 0xeaca;\nexport let REACT_FRAGMENT_TYPE =
0xeacb;\nexport let REACT_STRICT_MODE_TYPE = 0xeacc;\nexport let REACT_PROFILER_TYPE =
0xeacd;\nexport let REACT_PROVIDER_TYPE = 0xeace;\nexport let REACT_FORWARD_REF_TYPE = 0xeade;\nexport let
REACT_SUSPENSE_TYPE = 0xeadf;\nexport let REACT_SUSPENSE_LIST_TYPE = 0xeae0;\nexport let REACT_MEMO_TYPE =
0xeae1;\nexport let REACT_LAZY_TYPE = 0xeae2;\nexport let REACT_SCOPE_TYPE = 0xeae3;\nexport let
REACT_OPAQUE_ID_TYPE = 0xeae4;\nexport let REACT_DEBUG_TRACING_MODE_TYPE =
0xeae5;\nexport let REACT_OFFSCREEN_TYPE = 0xeae6;\nexport let REACT_LEGACY_HIDDEN_TYPE =
0xeae7;\nexport let REACT_CACHE_TYPE = 0xeae8;\n\nif (typeof Symbol === 'function' && Symbol.for) {\n
const symbolFor = Symbol.for;\n REACT_ELEMENT_TYPE = symbolFor('react.element');\n
REACT_PORTAL_TYPE = symbolFor('react.portal');\n REACT_FRAGMENT_TYPE =
symbolFor('react.fragment');\n REACT_STRICT_MODE_TYPE = symbolFor('react.strict_mode');\n
REACT_PROFILER_TYPE = symbolFor('react.profiler');\n REACT_PROVIDER_TYPE =
symbolFor('react.provider');\n REACT_CONTEXT_TYPE = symbolFor('react.context');\n
REACT_FORWARD_REF_TYPE = symbolFor('react.forward_ref');\n REACT_SUSPENSE_TYPE =
symbolFor('react.suspense');\n REACT_SUSPENSE_LIST_TYPE = symbolFor('react.suspense_list');\n
REACT_MEMO_TYPE = symbolFor('react.memo');\n REACT_LAZY_TYPE = symbolFor('react.lazy');\n
REACT_SCOPE_TYPE = symbolFor('react.scope');\n REACT_OPAQUE_ID_TYPE =
symbolFor('react.opaque.id');\n REACT_DEBUG_TRACING_MODE_TYPE =
symbolFor('react.debug_trace_mode');\n REACT_OFFSCREEN_TYPE = symbolFor('react.offscreen');\n
REACT_LEGACY_HIDDEN_TYPE = symbolFor('react.legacy_hidden');\n REACT_CACHE_TYPE =
symbolFor('react.cache');\n}\n\nconst MAYBE_ITERATOR_SYMBOL = typeof Symbol === 'function' &&
Symbol.iterator;\nconst FAUX_ITERATOR_SYMBOL = '@@iterator';\n\nexport function
getIteratorFn(maybeIterable: ?any): ?() => ?Iterator<*> {\n if (maybeIterable === null || typeof maybeIterable !==
'object') {\n return null;\n }\n const maybeIterator =\n (MAYBE_ITERATOR_SYMBOL &&
maybeIterable[MAYBE_ITERATOR_SYMBOL]) ||\n maybeIterable[FAUX_ITERATOR_SYMBOL];\n if
(typeof maybeIterator === 'function') {\n return maybeIterator;\n }\n return null;\n}\n", "/*\n * Copyright (c)
Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nexport function

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localStorage.getItem(key: string): any {\n try {\n return localStorage.getItem(key);\n } catch (error) {\n return
null;\n }\n}\n\nexport function localStorageRemoveItem(key: string): void {\n try {\n
localStorage.removeItem(key);\n } catch (error) {\n }\n}\n\nexport function localStorageSetItem(key: string, value:
any): void {\n try {\n return localStorage.setItem(key, value);\n } catch (error) {\n }\n}\n\nexport function
sessionStorage.getItem(key: string): any {\n try {\n return sessionStorage.getItem(key);\n } catch (error) {\n
return null;\n }\n}\n\nexport function sessionStorageRemoveItem(key: string): void {\n try {\n
sessionStorage.removeItem(key);\n } catch (error) {\n }\n}\n\nexport function sessionStorageSetItem(key: string,
value: any): void {\n try {\n return sessionStorage.setItem(key, value);\n } catch (error) {\n }\n}\n\n"/**\n *
Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in
the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\n\nimport {\n getDataType,\n
getDisplayNamesForReactElement,\n getAllEnumerableKeys,\n getInObject,\n formatDataForPreview,\n setInObject,\n}
from './utils';\n\nimport type {DehydratedData} from 'react-devtools-
shared/src/devtools/views/Components/types';\n\nexport const meta = {\n inspectable: Symbol('inspectable'),\n
 inspected: Symbol('inspected'),\n name: Symbol('name'),\n preview_long: Symbol('preview_long'),\n
 preview_short: Symbol('preview_short'),\n readonly: Symbol('readonly'),\n size: Symbol('size'),\n type:
 Symbol('type'),\n unserializable: Symbol('unserializable'),\n};\n\nexport type Dehydrated = {\n inspectable:
boolean,\n name: string | null,\n preview_long: string | null,\n preview_short: string | null,\n readonly?: boolean,\n
 size?: number,\n type: string,\n};\n\n// Typed arrays and other complex iterable objects (e.g. Map, Set,
ImmutableJS) need special handling.\n// These objects can't be serialized without losing type information,\n// so a
'Unserializable' type wrapper is used (with meta-data keys) to send nested values-\n// while preserving the original
type and name.\n\nexport type Unserializable = {\n name: string | null,\n preview_long: string | null,\n
 preview_short: string | null,\n readonly?: boolean,\n size?: number,\n type: string,\n unserializable: boolean,\n
...,\n};\n\n// This threshold determines the depth at which the bridge "dehydrates" nested data.\n// Dehydration
means that we don't serialize the data for e.g. postMessage or stringify,\n// unless the frontend explicitly requests it
(e.g. a user clicks to expand a props object).\n\n// Reducing this threshold will improve the speed of initial
component inspection,\n// but may decrease the responsiveness of expanding objects/arrays to inspect
further.\n\nconst LEVEL_THRESHOLD = 2;\n\n/**\n * Generate the dehydrated metadata for complex object
instances\n *\nfunction createDehydrated(\n type: string,\n inspectable: boolean,\n data: Object,\n cleaned:
Array<Array<string | number>>,\n path: Array<string | number>,\n): Dehydrated {\n cleaned.push(path);\n\n
const dehydrated: Dehydrated = {\n inspectable,\n type,\n preview_long: formatDataForPreview(data, true),\n
 preview_short: formatDataForPreview(data, false),\n name: !data.constructor || data.constructor.name ===
'Object' ?\n ? "\n : data.constructor.name,\n };\n\n if (type === 'array' || type === 'typed_array') {\n
 dehydrated.size = data.length;\n } else if (type === 'object') {\n dehydrated.size = Object.keys(data).length;\n
 }\n\n if (type === 'iterator' || type === 'typed_array') {\n dehydrated.readonly = true;\n }\n\n return
dehydrated;\n}\n\n/**\n * Strip out complex data (instances, functions, and data nested > LEVEL_THRESHOLD
levels deep).\n * The paths of the stripped out objects are appended to the `cleaned` list.\n * On the other side of the
barrier, the cleaned list is used to "re-hydrate" the cleaned representation into\n * an object with symbols as
attributes, so that a sanitized object can be distinguished from a normal object.\n *\n * Input: {"some": {"attr":
fn()}, "other": AnInstance}\n *\n * Output: {"some": {"attr": {"name": the fn.name, type:
"function"}}, "other": {"name": "AnInstance", "type": "object"}, }\n *\n * and cleaned = [{"some", "attr"}, {"other"}]\n *\nexport function dehydrate(\n data: Object,\n cleaned:
Array<Array<string | number>>,\n unserializable: Array<Array<string | number>>,\n path: Array<string |
number>,\n isPathAllowed: (path: Array<string | number>) => boolean,\n level?: number = 0,\n): {\n string |
Dehydrated | Unserializable | Array<Dehydrated> | Array<Unserializable> | {[key: string]: string |
Dehydrated | Unserializable, ...} {\n const type = getDataType(data);\n\n let isPathAllowedCheck;\n\n switch
(type) {\n case 'html_element':\n cleaned.push(path);\n return {\n inspectable: false,\n
 preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n
 name: data.tagName,\n type,\n };\n\n case 'function':\n cleaned.push(path);\n return {\n

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inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long:
formatDataForPreview(data, true),\n name:\n typeof data.name === 'function' || !data.name\n ?
'function'\n : data.name,\n type,\n };\n\n case 'string':\n return data.length <= 500 ? data :
data.slice(0, 500) + '...';\n\n case 'bigint':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: data.toString(),\n type,\n };\n\n case 'symbol':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long:
formatDataForPreview(data, true),\n name: data.toString(),\n type,\n };\n\n // React Elements aren't
very inspector-friendly,\n // and often contain private fields or circular references.\n case 'react_element':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data,
false),\n preview_long: formatDataForPreview(data, true),\n name: getDisplayNameForReactElement(data)
|| 'Unknown',\n type,\n };\n\n // ArrayBuffers error if you try to inspect them.\n case 'array_buffer':\n case 'data_view':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short:
formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: type ===
'data_view' ? 'DataView' : 'ArrayBuffer',\n size: data.byteLength,\n type,\n };\n\n case 'array':\n isPathAllowedCheck = isPathAllowed(path);\n if (level >= LEVEL_THRESHOLD && !isPathAllowedCheck)
{\n return createDehydrated(type, true, data, cleaned, path);\n }\n return data.map((item, i) =>\n dehydrate(\n item,\n cleaned,\n unserializable,\n path.concat([i]),\n isPathAllowed,\n isPathAllowedCheck ? 1 : level + 1,\n),\n);\n\n case 'html_all_collection':\n case 'typed_array':\n case
'iterator':\n isPathAllowedCheck = isPathAllowed(path);\n if (level >= LEVEL_THRESHOLD &&
!isPathAllowedCheck) {\n return createDehydrated(type, true, data, cleaned, path);\n } else {\n const
unserializableValue: Unserializable = {\n unserializable: true,\n type: type,\n readonly: true,\n size: type === 'typed_array' ? data.length : undefined,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name:\n !data.constructor ||
data.constructor.name === 'Object'\n ? "\n : data.constructor.name,\n };\n\n // TRICKY\n // Don't use [...spread] syntax for this purpose.\n // This project uses @babel/plugin-transform-spread in
"loose" mode which only works with Array values.\n // Other types (e.g. typed arrays, Sets) will not spread
correctly.\n Array.from(data).forEach(\n (item, i) =>\n (unserializableValue[i] = dehydrate(\n item,\n cleaned,\n unserializable,\n path.concat([i]),\n isPathAllowed,\n isPathAllowedCheck ? 1 : level + 1,\n)),\n);\n\n unserializable.push(path);\n\n return
unserializableValue;\n }\n\n case 'opaque_iterator':\n cleaned.push(path);\n return {\n inspectable:
false,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data,
true),\n name: data[Symbol.toStringTag],\n type,\n };\n\n case 'date':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long:
formatDataForPreview(data, true),\n name: data.toString(),\n type,\n };\n\n case 'regexp':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data,
false),\n preview_long: formatDataForPreview(data, true),\n name: data.toString(),\n type,\n };\n\n case 'object':\n isPathAllowedCheck = isPathAllowed(path);\n if (level >= LEVEL_THRESHOLD &&
!isPathAllowedCheck) {\n return createDehydrated(type, true, data, cleaned, path);\n } else {\n const
object = {};\n getAllEnumerableKeys(data).forEach(key => {\n const name = key.toString();\n object[name] = dehydrate(\n data[key],\n cleaned,\n unserializable,\n path.concat([name]),\n isPathAllowed,\n isPathAllowedCheck ? 1 : level + 1,\n);\n });\n return object;\n }\n\n case 'infinity':\n case 'nan':\n case 'undefined':\n // Some values are lossy when sent
through a WebSocket.\n // We dehydrate+rehydrate them to preserve their type.\n cleaned.push(path);\n return {\n type,\n };\n\n default:\n return data;\n }\n}\n\nexport function fillInPath(\n object: Object,\n data: DehydratedData,\n path: Array<string | number>,\n value: any,\n) {\n const target = getInObject(object,
path);\n if (target != null) {\n if (!target[meta.unserializable]) {\n delete target[meta.inspectable];\n delete
target[meta.inspected];\n delete target[meta.name];\n delete

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target[meta.preview_short];\n delete target[meta.readonly];\n delete target[meta.size];\n delete
target[meta.type];\n }\n }\n\n if (value !== null && data.unserializable.length > 0) {\n const unserializablePath
= data.unserializable[0];\n let isMatch = unserializablePath.length === path.length;\n for (let i = 0; i <
path.length; i++) {\n if (path[i] !== unserializablePath[i]) {\n isMatch = false;\n break;\n }\n }\n if (isMatch) {\n upgradeUnserializable(value, value);\n }\n }\n setInObject(object, path,
value);\n}\n\nexport function hydrate(\n object: any,\n cleaned: Array<Array<string | number>>,\n unserializable:
Array<Array<string | number>>,\n): Object {\n cleaned.forEach((path: Array<string | number>) => {\n const
length = path.length;\n const last = path[length - 1];\n const parent = getInObject(object, path.slice(0, length -
1));\n if (!parent || !parent.hasOwnProperty(last)) {\n return;\n }\n const value = parent[last];\n if
(!value) {\n return;\n } else if (value.type === 'infinity') {\n parent[last] = Infinity;\n } else if (value.type
=== 'nan') {\n parent[last] = NaN;\n } else if (value.type === 'undefined') {\n parent[last] = undefined;\n }
else {\n // Replace the string keys with Symbols so they're non-enumerable.\n const replaced: {[key: Symbol]:
boolean | string, ...} = {};\n replaced[meta.inspectable] = !!value.inspectable;\n replaced[meta.inspected] =
false;\n replaced[meta.name] = value.name;\n replaced[meta.preview_long] = value.preview_long;\n replaced[meta.preview_short] = value.preview_short;\n replaced[meta.size] = value.size;\n replaced[meta.readonly] = !!value.readonly;\n replaced[meta.type] = value.type;\n\n parent[last] = replaced;\n }\n });\n unserializable.forEach((path: Array<string | number>) => {\n const length = path.length;\n const last
= path[length - 1];\n const parent = getInObject(object, path.slice(0, length - 1));\n if (!parent ||
!parent.hasOwnProperty(last)) {\n return;\n }\n const node = parent[last];\n const replacement = {\n
...node,\n };\n upgradeUnserializable(replacement, node);\n parent[last] = replacement;\n });\n return
object;\n}\n\nfunction upgradeUnserializable(destination: Object, source: Object) {\n
Object.defineProperties(destination, {\n [meta.inspected]: {\n configurable: true,\n enumerable: false,\n
value: !!source.inspected,\n },\n [meta.name]: {\n configurable: true,\n enumerable: false,\n value:
source.name,\n },\n [meta.preview_long]: {\n configurable: true,\n enumerable: false,\n value:
source.preview_long,\n },\n [meta.preview_short]: {\n configurable: true,\n enumerable: false,\n value:
source.preview_short,\n },\n [meta.size]: {\n configurable: true,\n enumerable: false,\n value:
source.size,\n },\n [meta.readonly]: {\n configurable: true,\n enumerable: false,\n value:
!!source.readonly,\n },\n [meta.type]: {\n configurable: true,\n enumerable: false,\n value:
source.type,\n },\n [meta.unserializable]: {\n configurable: true,\n enumerable: false,\n value:
!!source.unserializable,\n },\n});\n delete destination.inspected;\n delete destination.name;\n delete
destination.preview_long;\n delete destination.preview_short;\n delete destination.size;\n delete
destination.readonly;\n delete destination.type;\n delete destination.unserializable;\n}\n\n"/**\n * Copyright (c)
Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n * @flow\n */\n\nimport LRU from 'lru-cache';\nimport
{\n isElement,\n typeOf,\n ContextConsumer,\n ContextProvider,\n ForwardRef,\n Fragment,\n Lazy,\n Memo,\n Portal,\n Profiler,\n StrictMode,\n Suspense,\n} from 'react-is';\nimport
{REACT_SUSPENSE_LIST_TYPE as SuspenseList} from 'shared/ReactSymbols';\nimport {\n TREE_OPERATION_ADD,\n TREE_OPERATION_REMOVE,\n TREE_OPERATION_REMOVE_ROOT,\n TREE_OPERATION_REORDER_CHILDREN,\n TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS,\n TREE_OPERATION_UPDATE_TREE_BASE_DURATION,\n} from './constants';\nimport {ElementTypeRoot}
from 'react-devtools-shared/src/types';\nimport {\n LOCAL_STORAGE_FILTER_PREFERENCES_KEY,\n LOCAL_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS,\n LOCAL_STORAGE_SHOULD_PATCH_CONSOLE_KEY,\n LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY,\n} from './constants';\nimport
{ComponentFilterElementType, ElementTypeHostComponent} from './types';\nimport {\n ElementTypeClass,\n ElementTypeForwardRef,\n ElementTypeFunction,\n ElementTypeMemo,\n} from 'react-devtools-shared/src/types';\nimport {localStorageGetItem, localStorageSetItem} from './storage';\nimport {meta} from

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'/hydration';\nimport type { ComponentFilter, ElementType } from './types';\n\nconst cachedDisplayNames:
WeakMap<Function, string> = new WeakMap();\n\n// On large trees, encoding takes significant time.\n// Try to
reuse the already encoded strings.\nconst encodedStringCache = new LRU({ max: 1000 });\n\nexport function
alphaSortKeys(\n a: string | number | Symbol,\n b: string | number | Symbol,\n): number {\n if (a.toString() >
b.toString()) {\n return 1;\n } else if (b.toString() > a.toString()) {\n return -1;\n } else {\n return 0;\n
}\n}\n\nexport function getAllEnumerableKeys(\n obj: Object,\n): Set<string | number | Symbol> {\n const keys =
new Set();\n let current = obj;\n while (current != null) {\n const currentKeys = [\n ...Object.keys(current),\n
...Object.getOwnPropertySymbols(current),\n];\n const descriptors =
Object.getOwnPropertyDescriptors(current);\n currentKeys.forEach(key => {\n // $FlowFixMe: key can be a
Symbol https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/Object/getOwnPropertyDescriptor\n if
(descriptors[key].enumerable) {\n keys.add(key);\n }\n });\n current = Object.getPrototypeOf(current);\n
}\n return keys;\n}\n\nexport function getDisplayName(\n type: Function,\n fallbackName: string =
'Anonymous',\n): string {\n const nameFromCache = cachedDisplayNames.get(type);\n if (nameFromCache !=
null) {\n return nameFromCache;\n }\n\n let displayName = fallbackName;\n // The displayName property is
not guaranteed to be a string.\n // It's only safe to use for our purposes if it's a string.\n //
github.com/facebook/react-devtools/issues/803\n if (typeof type.displayName === 'string') {\n displayName >
= type.displayName;\n } else if (typeof type.name === 'string' && type.name !== '') {\n displayName =
type.name;\n }\n\n cachedDisplayNames.set(type, displayName);\n return displayName;\n}\n\nlet uidCounter:
number = 0;\n\nexport function getUID(): number {\n return ++uidCounter;\n}\n\nexport function
utfDecodeString(array: Array<number>): string {\n return String.fromCharCode(...array);\n}\n\nexport function
utfEncodeString(string: string): Array<number> {\n const cached = encodedStringCache.get(string);\n if (cached
!== undefined) {\n return cached;\n }\n\n const encoded = new Array(string.length);\n for (let i = 0; i <
string.length; i++) {\n encoded[i] = string.codePointAt(i);\n }\n encodedStringCache.set(string, encoded);\n
return encoded;\n}\n\nexport function printOperationsArray(operations: Array<number>) {\n // The first two values
are always rendererID and rootID\n const rendererID = operations[0];\n const rootID = operations[1];\n\n const
logs = [`operations for renderer:${rendererID} and root:${rootID}`];\n\n let i = 2;\n\n // Reassemble the string
table.\n const stringTable = [\n null, // ID = 0 corresponds to the null string.\n];\n const stringTableSize =
operations[i++];\n const stringTableEnd = i + stringTableSize;\n while (i < stringTableEnd) {\n const nextLength
= operations[i++];\n const nextString = utfDecodeString(\n (operations.slice(i, i + nextLength): any),\n);\n
stringTable.push(nextString);\n i += nextLength;\n }\n\n while (i < operations.length) {\n const operation =
operations[i];\n\n switch (operation) {\n case TREE_OPERATION_ADD: {\n const id = ((operations[i +
1]: any): number);\n const type = ((operations[i + 2]: any): ElementType);\n\n i += 3;\n\n if (type ===
ElementTypeRoot) {\n logs.push(`Add new root node ${id}`);\n i++; // supportsProfiling\n i++; //
hasOwnerMetadata\n } else {\n const parentID = ((operations[i]: any): number);\n i++; \n\n
i++; // ownerID\n const displayNameStringID = operations[i];\n const displayName =
stringTable[displayNameStringID];\n i++; \n\n i++; // key\n logs.push(\n `Add node
${id}
(${displayName || 'null'}) as child of ${parentID}`,\n);\n break;\n }\n case
TREE_OPERATION_REMOVE: {\n const removeLength = ((operations[i + 1]: any): number);\n i +=
2;\n\n for (let removeIndex = 0; removeIndex < removeLength; removeIndex++) {\n const id =
((operations[i]: any): number);\n i += 1;\n logs.push(`Remove node ${id}`);\n break;\n
}\n case TREE_OPERATION_REMOVE_ROOT: {\n i += 1;\n logs.push(`Remove root
${rootID}`);\n break;\n }\n case TREE_OPERATION_REORDER_CHILDREN: {\n const id =
((operations[i + 1]: any): number);\n const numChildren = ((operations[i + 2]: any): number);\n i +=
3;\n const children = operations.slice(i, i + numChildren);\n i += numChildren;\n logs.push(`Re-order
node
${id} children ${children.join(',')}`);\n break;\n }\n case
TREE_OPERATION_UPDATE_TREE_BASE_DURATION: {\n // Base duration updates are only sent while
profiling is in progress.\n // We can ignore them at this point.\n // The profiler UI uses them lazily in order

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to generate the tree.\n i += 3;\n break;\n case
TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS:\n const id = operations[i + 1];\n const
numErrors = operations[i + 2];\n const numWarnings = operations[i + 3];\n\n i += 4;\n\n logs.push(\n
 `Node ${id} has ${numErrors} errors and ${numWarnings} warnings`,\n);\n break;\n default:\n
throw Error(`Unsupported Bridge operation \"${operation}\"`);\n }\n\n console.log(logs.join(\n
`));\n\n\nexport function getDefaultComponentFilters(): Array<ComponentFilter> {\n return [\n {\n type:
ComponentFilterElementType,\n value: ElementTypeHostComponent,\n isEnabled: true,\n },\n
];\n\n\nexport function getSavedComponentFilters(): Array<ComponentFilter> {\n try {\n const raw =
localStorage.getItem(LOCAL_STORAGE_FILTER_PREFERENCES_KEY);\n if (raw != null) {\n return
JSON.parse(raw);\n }\n } catch (error) {}\n return getDefaultComponentFilters();\n\n\n\nexport function
saveComponentFilters(\n componentFilters: Array<ComponentFilter>,\n): void {\n localStorage.setItem(\n
LOCAL_STORAGE_FILTER_PREFERENCES_KEY,\n JSON.stringify(componentFilters),\n);\n\n\n\nexport
function getAppendComponentStack(): boolean {\n try {\n const raw =
localStorage.getItem(LOCAL_STORAGE_SHOULD_PATCH_CONSOLE_KEY);\n if (raw != null) {\n
return JSON.parse(raw);\n }\n } catch (error) {}\n return true;\n\n\n\nexport function
setAppendComponentStack(value: boolean): void {\n localStorage.setItem(\n
LOCAL_STORAGE_SHOULD_PATCH_CONSOLE_KEY,\n JSON.stringify(value),\n);\n\n\n\nexport function
getBreakOnConsoleErrors(): boolean {\n try {\n const raw = localStorage.getItem(\n
LOCAL_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS,\n);\n if (raw != null) {\n return
JSON.parse(raw);\n }\n } catch (error) {}\n return false;\n\n\n\nexport function setBreakOnConsoleErrors(value:
boolean): void {\n localStorage.setItem(\n
LOCAL_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS,\n JSON.stringify(value),\n);\n\n\n\nexport
function getShowInlineWarningsAndErrors(): boolean {\n try {\n const raw = localStorage.getItem(\n
LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY,\n);\n if (raw != null) {\n
return JSON.parse(raw);\n }\n } catch (error) {}\n return true;\n\n\n\nexport function
setShowInlineWarningsAndErrors(value: boolean): void {\n localStorage.setItem(\n
LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY,\n JSON.stringify(value),\n
);\n\n\n\nexport function separateDisplayNameAndHOCs(\n displayName: string | null,\n type: ElementType,\n):
[string | null, Array<string> | null] {\n if (displayName === null) {\n return [null, null];\n }\n\n let
hocDisplayNames = null;\n\n switch (type) {\n case ElementTypeClass:\n case ElementTypeForwardRef:\n
case ElementTypeFunction:\n case ElementTypeMemo:\n if (displayName.indexOf('(') >= 0) {\n const
matches = displayName.match(/(?:\^)+/g);\n if (matches != null) {\n displayName = matches.pop();\n
hocDisplayNames = matches;\n }\n }\n break;\n default:\n break;\n }\n\n if (type ===
ElementTypeMemo) {\n if (hocDisplayNames === null) {\n hocDisplayNames = ['Memo'];\n } else {\n
hocDisplayNames.unshift('Memo');\n }\n } else if (type === ElementTypeForwardRef) {\n if
(hocDisplayNames === null) {\n hocDisplayNames = ['ForwardRef'];\n } else {\n
hocDisplayNames.unshift('ForwardRef');\n }\n }\n\n return [displayName, hocDisplayNames];\n\n\n\n// Pulled
from react-compat\n// https://github.com/developit/preact-
compat/blob/7c5de00e7c85e2ffd011bf3af02899b63f699d3a/src/index.js#L349\nexport function
shallowDiffers(prev: Object, next: Object): boolean {\n for (const attribute in prev) {\n if (!(attribute in next)) {\n
return true;\n }\n }\n for (const attribute in next) {\n if (prev[attribute] !== next[attribute]) {\n
return true;\n }\n }\n return false;\n\n\n\nexport function getInObject(object: Object, path: Array<string | number>): any
{\n return path.reduce((reduced: Object, attr: any): any => {\n if (reduced) {\n if
(hasOwnProperty.call(reduced, attr)) {\n return reduced[attr];\n }\n if (typeof reduced[Symbol.iterator]
=== 'function') {\n // Convert iterable to array and return array[index]\n //\n // TRICKY\n // Don't
use [...spread] syntax for this purpose.\n // This project uses @babel/plugin-transform-spread in "loose" mode
which only works with Array values.\n // Other types (e.g. typed arrays, Sets) will not spread correctly.\n
return Array.from(reduced)[attr];\n }\n }\n\n return null;\n }, object);\n }\n\n\nexport function

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deletePathInObject(\n object: Object,\n path: Array<string | number>,\n) {\n const length = path.length;\n const last = path[length - 1];\n if (object !== null) {\n const parent = getInObject(object, path.slice(0, length - 1));\n if (parent) {\n if (Array.isArray(parent)) {\n parent.splice(((last: any): number), 1);\n } else {\n delete parent[last];\n }\n }\n }\n}\n\nexport function renamePathInObject(\n object: Object,\n oldPath: Array<string | number>,\n newPath: Array<string | number>,\n) {\n const length = oldPath.length;\n if (object !== null) {\n const parent = getInObject(object, oldPath.slice(0, length - 1));\n if (parent) {\n const lastOld = oldPath[length - 1];\n const lastNew = newPath[length - 1];\n parent[lastNew] = parent[lastOld];\n if (Array.isArray(parent)) {\n parent.splice(((lastOld: any): number), 1);\n } else {\n delete parent[lastOld];\n }\n }\n }\n}\n\nexport function setInObject(\n object: Object,\n path: Array<string | number>,\n value: any,\n) {\n const length = path.length;\n const last = path[length - 1];\n if (object !== null) {\n const parent = getInObject(object, path.slice(0, length - 1));\n if (parent) {\n parent[last] = value;\n }\n }\n}\n\nexport type DataType =\n | 'array'\n | 'array_buffer'\n | 'bigint'\n | 'boolean'\n | 'data_view'\n | 'date'\n | 'function'\n | 'html_all_collection'\n | 'html_element'\n | 'infinity'\n | 'iterator'\n | 'opaque_iterator'\n | 'nan'\n | 'null'\n | 'number'\n | 'object'\n | 'react_element'\n | 'regexp'\n | 'string'\n | 'symbol'\n | 'typed_array'\n | 'undefined'\n | 'unknown';\n\n/**\n * Get a enhanced/artificial type string based on the object instance\n */\nexport function getDataType(data: Object): DataType {\n if (data === null) {\n return 'null';\n } else if (data === undefined) {\n return 'undefined';\n } else if (isElement(data)) {\n return 'react_element';\n } else if (typeof HTMLCollection !== 'undefined' && data instanceof HTMLCollection) {\n return 'html_element';\n } else if (typeof data === 'function') {\n return 'function';\n } else if (Number.isNaN(data)) {\n return 'nan';\n } else if (!Number.isFinite(data)) {\n return 'infinity';\n } else if (Array.isArray(data)) {\n return 'array';\n } else if (ArrayBuffer.isView(data)) {\n return hasOwnProperty.call(data.constructor, 'BYTES_PER_ELEMENT')\n ? 'typed_array'\n : 'data_view';\n } else if (data.constructor && data.constructor.name === 'ArrayBuffer') {\n // HACK This ArrayBuffer check is gross; is there a better way?\n // We could try to create a new DataView with the value.\n // If it doesn't error, we know it's an ArrayBuffer,\n // but this seems kind of awkward and expensive.\n return 'array_buffer';\n } else if (typeof data[Symbol.iterator] === 'function') {\n return data[Symbol.iterator]() === data\n ? 'opaque_iterator'\n : 'iterator';\n } else if (data.constructor && data.constructor.name === 'RegExp') {\n return 'regexp';\n } else {\n const toStringValue = Object.prototype.toString.call(data);\n if (toStringValue === '[object Date]') {\n return 'date';\n } else if (toStringValue === '[object HTMLAllCollection]') {\n return 'html_all_collection';\n } else if (toStringValue === '[object Object]') {\n return 'object';\n } else if (toStringValue === '[object String]') {\n return 'string';\n } else if (toStringValue === '[object Symbol]') {\n return 'symbol';\n } else if (toStringValue === '[object Undefined]') {\n return 'undefined';\n } else if (toStringValue === '[object Unknown]') {\n return 'unknown';\n } else {\n return 'unknown';\n }\n }\n}\n\nexport function\ngetDisplayNameForReactElement(\n element: React$Element<any>,\n): string | null {\n const elementType =\n typeof element.type;\n switch (elementType) {\n case ContextConsumer:\n return 'ContextConsumer';\n case ContextProvider:\n return 'ContextProvider';\n case ForwardRef:\n return 'ForwardRef';\n case Fragment:\n return 'Fragment';\n case Lazy:\n return 'Lazy';\n case Memo:\n return 'Memo';\n case Portal:\n return 'Portal';\n case Profiler:\n return 'Profiler';\n case StrictMode:\n return 'StrictMode';\n case Suspense:\n return 'Suspense';\n case SuspenseList:\n return 'SuspenseList';\n default:\n const { type } = element;\n if (typeof type === 'string') {\n return type;\n } else if (typeof type === 'function') {\n return getDisplayName(type, 'Anonymous');\n } else if (type !== null) {\n return 'NotImplementedInDevtools';\n } else {\n return 'Element';\n }\n }\n }\n}\n\nconst\nMAX_PREVIEW_STRING_LENGTH = 50;\n\nfunction truncateForDisplay(\n string: string,\n length: number =\n MAX_PREVIEW_STRING_LENGTH,\n) {\n if (string.length > length) {\n return string.substr(0, length) +\n '...';\n } else {\n return string;\n }\n}\n\n// Attempts to mimic Chrome's inline preview for values.\n// For example, the following value...\n// foo: 123, bar: \"abc\", baz: [true, false], qux: { ab: 1, cd: 2 }\n// Would show a preview of... foo: 123, bar: \"abc\", baz: Array(2), qux: { ... }\n// And

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the following value...
 [123, "abc", [true, false], { foo: 123, bar: "abc" }]
Would show a preview of...
 [123, "abc", Array(2), {...}]
export function formatDataForPreview(data: any, showFormattedValue: boolean): string {
 if (data != null && hasOwnProperty.call(data, meta.type)) {
 return showFormattedValue ? data[meta.preview_long] : data[meta.preview_short];
 }
 const type = getDataType(data);
 switch (type) {
 case 'html_element':
 return `<${truncateForDisplay(data.tagName.toLowerCase())}>`;
 case 'function':
 return truncateForDisplay(`f ${typeof data.name === 'function' ? ': data.name': ''}()`);
 case 'string':
 return `\"${data}\"`;
 case 'bigint':
 return truncateForDisplay(data.toString() + 'n');
 case 'regexp':
 return truncateForDisplay(data.toString());
 case 'symbol':
 return truncateForDisplay(data.toString());
 case 'react_element':
 return `<${truncateForDisplay(getDisplayNameForReactElement(data) || 'Unknown')}>`;
 case 'array_buffer':
 return `ArrayBuffer(${data.byteLength})`;
 case 'data_view':
 return `DataView(${data.buffer.byteLength})`;
 case 'array':
 if (showFormattedValue) {
 let formatted = "";
 for (let i = 0; i < data.length; i++) {
 if (i > 0) {
 formatted += ', ';
 }
 formatted += formatDataForPreview(data[i], false);
 if (formatted.length > MAX_PREVIEW_STRING_LENGTH) {
 // Prevent doing a lot of unnecessary iteration...
 break;
 }
 }
 return `Array(${data.length})`;
 } else {
 const length = hasOwnProperty.call(data, meta.size) ? data[meta.size] : data.length;
 return `Array(${length})`;
 }
 case 'typed_array':
 const shortName = `${data.constructor.name}(${data.length})`;
 if (showFormattedValue) {
 let formatted = "";
 for (let i = 0; i < data.length; i++) {
 if (i > 0) {
 formatted += ', ';
 }
 formatted += data[i];
 if (formatted.length > MAX_PREVIEW_STRING_LENGTH) {
 // Prevent doing a lot of unnecessary iteration...
 break;
 }
 }
 return `${shortName} [${truncateForDisplay(formatted)}]`;
 } else {
 return shortName;
 }
 case 'iterator':
 const name = data.constructor.name;
 if (showFormattedValue) {
 // TRICKY // Don't use [...spread] syntax for this purpose.
 // This project uses @babel/plugin-transform-spread in "loose" mode which only works with Array values.
 // Other types (e.g. typed arrays, Sets) will not spread correctly.
 const array = Array.from(data);
 let formatted = "";
 for (let i = 0; i < array.length; i++) {
 const entryOrEntries = array[i];
 if (i > 0) {
 formatted += ', ';
 }
 // TRICKY // Browsers display Maps and Sets differently.
 // To mimic their behavior, detect if we've been given an entries tuple.
 // Map(2) {"abc" => 123, "def" => 123} // Set(2) {"abc", 123}
 if (Array.isArray(entryOrEntries)) {
 const key = formatDataForPreview(entryOrEntries[0], true);
 const value = formatDataForPreview(entryOrEntries[1], false);
 formatted += `${key} => ${value}`;
 } else {
 formatted += formatDataForPreview(entryOrEntries, false);
 }
 if (formatted.length > MAX_PREVIEW_STRING_LENGTH) {
 // Prevent doing a lot of unnecessary iteration...
 break;
 }
 }
 return `${name}(${data.size}) [${truncateForDisplay(formatted)}]`;
 } else {
 return `${name}(${data.size})`;
 }
 case 'opaque_iterator':
 return data[Symbol.toStringTag];
 case 'date':
 return data.toString();
 case 'object':
 if (showFormattedValue) {
 const keys = Array.from(getAllEnumerableKeys(data)).sort(alphaSortKeys);
 let formatted = "";
 for (let i = 0; i < keys.length; i++) {
 const key = keys[i];
 if (i > 0) {
 formatted += ', ';
 }
 formatted += `${key.toString()}: ${formatDataForPreview(data[key], false)}`;
 if (formatted.length > MAX_PREVIEW_STRING_LENGTH) {
 // Prevent doing a lot of unnecessary iteration...
 break;
 }
 }
 return `Object {${truncateForDisplay(formatted)}}`;
 } else {
 return '{...}';
 }
 case 'boolean':
 case 'number':
 case 'infinity':
 case 'nan':
 case 'null':
 case 'undefined':
 return data;
 default:
 try {
 return truncateForDisplay(" + data");
 } catch (error) {
 return 'unserializable';
 }
 }
}

/**
 * Copyright (c) Facebook, Inc. and its affiliates.
 * This source code is licensed under the MIT license found in the LICENSE file in the root directory of this source tree.
 * @flow
 */
export type Wall = {
 // `listen` returns the `unlisten` function.
 listen: (fn: Function) => Function,
 send: (event: string, payload: any, transferable?: Array<any>) => void,
};

WARNING
The values below are referenced by ComponentFilters (which are saved via localStorage). Do not

```



\\u12B5\\u12B8-\\u12BE\\u12C0\\u12C2-\\u12C5\\u12C8-\\u12D6\\u12D8-\\u1310\\u1312-\\u1315\\u1318-  
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\\uDE33\\uDE38-\\uDE3A\\uDE3F\\uDE60-\\uDE7C\\uDE80-\\uDE9C\\uDEC0-\\uDEC7\\uDEC9-  
\\uDEE6\\uDF00-\\uDF35\\uDF40-\\uDF55\\uDF60-\\uDF72\\uDF80-\\uDF91]]\\uD803[\\uDC00-\\uDC48\\uDC80-  
\\uDCB2\\uDCC0-\\uDCF2]]\\uD804[\\uDC00-\\uDC46\\uDC66-\\uDC6F\\uDC7F-\\uDCBA\\uDCD0-

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\\uDE 86\\uDE 88\\uDE 8A-\\uDE 8D\\uDE 8F-\\uDE 9D\\uDE 9F-\\uDE A8\\uDE B0-\\uDE EA\\uDEF 0-  
\\uDEF 9\\uDF 00-\\uDF 03\\uDF 05-\\uDF 0C\\uDF 0F\\uDF 10\\uDF 13-\\uDF 28\\uDF 2A-  
\\uDF 30\\uDF 32\\uDF 33\\uDF 35-\\uDF 39\\uDF 3C-\\uDF 44\\uDF 47\\uDF 48\\uDF 4B-  
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\\uDC 4A\\uDC 50-\\uDC 59\\uDC 80-\\uDC C5\\uDC C7\\uDC D0-\\uDC D9\\uDD 80-\\uDD B5\\uDD B8-  
\\uDD C0\\uDD D8-\\uDD DD\\uDE 00-\\uDE 40\\uDE 44\\uDE 50-\\uDE 59\\uDE 80-\\uDE B7\\uDEC 0-  
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\\uDE 37\\uDE 39\\uDE 3B\\uDE 42\\uDE 47\\uDE 49\\uDE 4B\\uDE 4D-  
\\uDE 4F\\uDE 51\\uDE 52\\uDE 54\\uDE 57\\uDE 59\\uDE 5B\\uDE 5D\\uDE 5F\\uDE 61\\uDE 62\\uDE 64\\uDE 67-  
\\uDE 6A\\uDE 6C-\\uDE 72\\uDE 74-\\uDE 77\\uDE 79-\\uDE 7C\\uDE 7E\\uDE 80-\\uDE 89\\uDE 8B-  
\\uDE 9B\\uDE A1-\\uDE A3\\uDE A5-\\uDE A9\\uDE AB-\\uDE BB]\\uDD 869[\\uDC 00-\\uDED 6\\uDF 00-  
\\uDF FF]\\uDD 86D[\\uDC 00-\\uDF 34\\uDF 40-\\uDF FF]\\uDD 86E[\\uDC 00-\\uDC 1D\\uDC 20-  
\\uDF FF]\\uDD 873[\\uDC 00-\\uDE A1\\uDE B0-\\uDF FF]\\uDD 87A[\\uDC 00-\\uDF E0]\\uDD 87E[\\uDC 00-  
\\uDE 1D]\\uDB 40[\\uDD 00-\\uDDEF];  
\\n\\nvar unicode = {\\n\\tSpace\_Separator: Space\_Separator,\\n\\tID\_Start:  
ID\_Start,\\n\\tID\_Continue: ID\_Continue\\n};  
\\n\\nvar util = {\\n isSpaceSeparator (c) {\\n return typeof c ===  
'string' && unicode.Space\_Separator.test(c)\\n },  
\\n isIdStartChar (c) {\\n return typeof c === 'string' && (\\n  
(c >= 'a' && c <= 'z') || (c >= 'A' && c <= 'Z') || (c === '\$') || (c === '\_') ||  
unicode.ID\_Start.test(c)\\n )\\n },  
\\n isIdContinueChar (c) {\\n return typeof c === 'string' && (\\n  
(c >= 'a' && c <= 'z') || (c >= 'A' && c <= 'Z') || (c >= '0' && c <= '9') || (c === '\$') || (c === '\_')  
|| (c === '\\u200C') || (c === '\\u200D') ||  
unicode.ID\_Continue.test(c)\\n )\\n },  
\\n isDigit (c) {\\n  
return typeof c === 'string' && /[0-9]/.test(c)\\n },  
\\n isHexDigit (c) {\\n return typeof c === 'string' &&  
/[0-9A-Fa-f]/.test(c)\\n },  
\\n};  
\\n\\nlet source;\\nlet parseState;\\nlet stack;\\nlet pos;\\nlet line;\\nlet column;\\nlet  
token;\\nlet key;\\nlet root;\\n\\nvar parse = function parse (text, reviver) {\\n source = String(text);\\n parseState =  
'start';\\n stack = [];\\n pos = 0;\\n line = 1;\\n column = 0;\\n token = undefined;\\n key = undefined;\\n root  
= undefined;\\n\\n do {\\n token = lex();\\n\\n // This code is unreachable.\\n // if

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(!parseStates[parseState]) {\n // throw invalidParseState()\n // }\n parseStates[parseState]();\n }
while (token.type !== 'eof')\n if (typeof reviver === 'function') {\n return internalize({'': root}, "", reviver)\n }\n return root;\n\nfunction internalize (holder, name, reviver) {\n const value = holder[name];\n if (value\n !== null && typeof value === 'object') {\n for (const key in value) {\n const replacement =\n internalize(value, key, reviver);\n if (replacement === undefined) {\n delete value[key];\n }\n else {\n value[key] = replacement;\n }\n }\n }\n return reviver.call(holder, name,\n value);\n}\n\nlet lexState;\nlet buffer;\nlet doubleQuote;\nlet sign;\nlet c;\n\nfunction lex () {\n lexState =\n 'default';\n buffer = "";\n doubleQuote = false;\n sign = 1;\n\n for (;;) {\n c = peek();\n\n // This code\n is unreachable.\n // if (!lexStates[lexState]) {\n // throw invalidLexState(lexState)\n // }\n const\n token = lexStates[lexState]();\n if (token) {\n return token\n }\n }\n\n function peek () {\n if\n (source[pos]) {\n return String.fromCharCode(source.codePointAt(pos))\n }\n }\n\n function read () {\n const c = peek();\n if (c === '\\n') {\n line++;\n column = 0;\n } else if (c) {\n column +=\n c.length;\n } else {\n column++;\n }\n if (c) {\n pos += c.length;\n }\n return c\n }\n\n const\n lexStates = {\n default () {\n switch (c) {\n case '\\t':\n case '\\v':\n case '\\f':\n case '':\n case '\\u00A0':\n case '\\uFEFF':\n case '\\n':\n case '\\r':\n case '\\u2028':\n case '\\u2029':\n read();\n return\n case '':\n read();\n lexState = 'comment';\n return\n case\n undefined:\n read();\n return newToken('eof')\n }\n if (util.isSpaceSeparator(c)) {\n read();\n return\n }\n // This code is unreachable.\n // if (!lexStates[parseState]) {\n // throw\n invalidLexState(parseState)\n // }\n return lexStates[parseState]()\n },\n comment () {\n switch (c) {\n case '*':\n read();\n lexState = 'multiLineComment';\n return\n case\n '':\n read();\n lexState = 'singleLineComment';\n return\n }\n throw\n invalidChar(read())\n },\n multiLineComment () {\n switch (c) {\n case '*':\n read();\n lexState = 'multiLineCommentAsterisk';\n return\n case\n undefined:\n throw\n invalidChar(read())\n }\n read();\n },\n multiLineCommentAsterisk () {\n switch (c) {\n case '*':\n read();\n return\n case '':\n read();\n lexState = 'default';\n return\n case\n undefined:\n throw invalidChar(read())\n }\n read();\n lexState =\n 'multiLineComment';\n },\n singleLineComment () {\n switch (c) {\n case '\\n':\n case '\\r':\n case '\\u2028':\n case '\\u2029':\n read();\n lexState = 'default';\n return\n case\n undefined:\n read();\n return newToken('eof')\n }\n read();\n },\n value () {\n switch (c) {\n case '{':\n case '[':\n return newToken('punctuator', read())\n case 'n':\n read();\n literal('ull');\n return newToken('null', null)\n case 't':\n read();\n literal('rue');\n return newToken('boolean', true)\n case 'f':\n read();\n literal('alse');\n return newToken('boolean', false)\n case '-':\n case '+':\n if (read() === '-') {\n sign = -\n 1;\n }\n }\n lexState = 'sign';\n return\n case '.':\n buffer = read();\n lexState =\n 'decimalPointLeading';\n return\n case '0':\n buffer = read();\n lexState = 'zero';\n return\n case '1':\n case '2':\n case '3':\n case '4':\n case '5':\n case '6':\n case '7':\n case '8':\n case '9':\n buffer = read();\n lexState = 'decimalInteger';\n return\n case\n 'T':\n read();\n literal('nfinity');\n return newToken('numeric', Infinity)\n case 'N':\n read();\n literal('aN');\n return newToken('numeric', NaN)\n case '\\":\n case '\\\\":\n doubleQuote = (read() === '\\");\n buffer = "";\n lexState = 'string';\n return\n }\n throw\n invalidChar(read())\n },\n identifierNameStartEscape () {\n if (c !== 'u') {\n throw\n invalidChar(read())\n }\n read();\n const u = unicodeEscape();\n switch (u) {\n case '$':\n case '_':\n break\n default:\n if (!util.isIdStartChar(u)) {\n throw\n invalidIdentifier()\n }\n break\n }\n buffer += u;\n lexState = 'identifierName';\n },\n identifierName () {\n switch (c) {\n case '$':\n case '_':\n case '\\u200C':\n case '\\u200D':\n buffer +=\n read();\n return\n case '\\\\':\n read();\n lexState = 'identifierNameEscape';\n return\n }\n }\n if (util.isIdContinueChar(c)) {\n buffer += read();\n return\n }\n return newToken('identifier', buffer)\n },\n identifierNameEscape () {\n if (c !== 'u') {\n throw

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invalidChar(read()))\n }\n\n read();\n const u = unicodeEscape();\n switch (u) {\n case '$':\n case '_':\n case '\\u200C':\n case '\\u200D':\n break\n default:\n if\n (!util.isIdContinueChar(u)) {\n throw invalidIdentifier()\n }\n break\n }\n\n buffer\n += u;\n lexState = 'identifierName';\n },\n\n sign () {\n switch (c) {\n case '.':\n buffer =\n read();\n lexState = 'decimalPointLeading';\n return\n case '0':\n buffer = read();\n lexState = 'zero';\n return\n case '1':\n case '2':\n case '3':\n case '4':\n case '5':\n case '6':\n case '7':\n case '8':\n case '9':\n buffer = read();\n lexState = 'decimalInteger';\n return\n case 'I':\n read();\n literal('Infinity');\n return newToken('numeric', sign * Infinity)\n case 'N':\n read();\n literal('NaN');\n return newToken('numeric', NaN)\n }\n throw invalidChar(read())\n },\n\n zero () {\n switch (c) {\n case '.':\n buffer +=\n read();\n lexState = 'decimalPoint';\n return\n case 'e':\n case 'E':\n buffer += read();\n lexState = 'decimalExponent';\n return\n case 'x':\n case 'X':\n buffer += read();\n lexState = 'hexadecimal';\n return\n }\n return newToken('numeric', sign * 0)\n },\n\n decimalInteger () {\n switch (c) {\n case '.':\n buffer += read();\n lexState = 'decimalPoint';\n return\n case 'e':\n case 'E':\n buffer += read();\n lexState = 'decimalExponent';\n return\n }\n if (util.isDigit(c)) {\n buffer += read();\n return\n }\n return\n newToken('numeric', sign * Number(buffer))\n },\n\n decimalPointLeading () {\n if (util.isDigit(c)) {\n buffer += read();\n lexState = 'decimalFraction';\n return\n }\n throw invalidChar(read())\n },\n\n decimalPoint () {\n switch (c) {\n case 'e':\n case 'E':\n buffer += read();\n lexState = 'decimalExponent';\n return\n }\n if (util.isDigit(c)) {\n buffer += read();\n return\n }\n return newToken('numeric', sign * Number(buffer))\n },\n\n decimalFraction () {\n switch (c) {\n case 'e':\n case 'E':\n buffer += read();\n lexState = 'decimalExponent';\n return\n }\n if (util.isDigit(c)) {\n buffer += read();\n return\n }\n return newToken('numeric', sign * Number(buffer))\n },\n\n decimalExponent () {\n switch (c) {\n case '+':\n case '-':\n buffer += read();\n lexState = 'decimalExponentSign';\n return\n }\n if (util.isDigit(c)) {\n buffer += read();\n lexState =\n 'decimalExponentInteger';\n return\n }\n throw invalidChar(read())\n },\n\n decimalExponentSign () {\n if (util.isDigit(c)) {\n buffer += read();\n lexState =\n 'decimalExponentInteger';\n return\n }\n throw invalidChar(read())\n },\n\n decimalExponentInteger () {\n if (util.isDigit(c)) {\n buffer += read();\n return\n }\n return newToken('numeric', sign * Number(buffer))\n },\n\n hexadecimal () {\n if (util.isHexDigit(c)) {\n buffer += read();\n lexState = 'hexadecimalInteger';\n return\n }\n throw\n invalidChar(read())\n },\n\n hexadecimalInteger () {\n if (util.isHexDigit(c)) {\n buffer += read();\n return\n }\n return newToken('numeric', sign * Number(buffer))\n },\n\n string () {\n switch\n (c) {\n case '\\\\':\n read();\n buffer += escape();\n return\n case '\\':\n if\n (doubleQuote) {\n read();\n return newToken('string', buffer)\n }\n buffer +=\n read();\n return\n case '\"':\n if (!doubleQuote) {\n read();\n return\n newToken('string', buffer)\n }\n buffer += read();\n return\n case '\\n':\n case '\\r':\n throw invalidChar(read())\n case '\\u2028':\n case '\\u2029':\n separatorChar(c);\n break\n case undefined:\n throw invalidChar(read())\n }\n buffer += read();\n },\n\n start\n () {\n switch (c) {\n case '{':\n case '[':\n return newToken('punctuator', read())\n // This\n code is unreachable since the default lexState handles eof.\n // case undefined:\n // return\n newToken('eof')\n }\n lexState = 'value';\n },\n\n beforePropertyName () {\n switch (c) {\n case '$':\n case '_':\n buffer = read();\n lexState = 'identifierName';\n return\n case\n '\\\\':\n read();\n lexState = 'identifierNameStartEscape';\n return\n case '}':\n return\n newToken('punctuator', read())\n case '\\':\n case '\"':\n doubleQuote = (read() === '\\');\n lexState = 'string';\n return\n }\n if (util.isIdStartChar(c)) {\n buffer += read();\n lexState = 'identifierName';\n return\n }\n throw invalidChar(read())\n },\n\n}

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afterPropertyName () {\n if (c === ':') {\n return newToken('punctuator', read())\n }\n throw\n invalidChar(read())\n },\n\n beforePropertyValue () {\n lexState = 'value';\n },\n\n afterPropertyValue ()\n {\n switch (c) {\n case ',':\n case '}':\n return newToken('punctuator', read())\n }\n\n throw invalidChar(read())\n },\n\n beforeArrayValue () {\n if (c === ']') {\n return\n newToken('punctuator', read())\n }\n\n lexState = 'value';\n },\n\n afterArrayValue () {\n switch (c)\n {\n case ',':\n case ']':\n return newToken('punctuator', read())\n }\n\n throw\n invalidChar(read())\n },\n\n end () {\n // This code is unreachable since it's handled by the default lexState.\n\n // if (c === undefined) {\n // read()\n // return newToken('eof')\n // }\n\n throw\n invalidChar(read())\n },\n\n};\n\nfunction newToken (type, value) {\n return {\n type,\n value,\n line,\n column,\n }\n}\n\nfunction literal (s) {\n for (const c of s) {\n const p = peek();\n if (p !==\n c) {\n throw invalidChar(read())\n }\n read();\n }\n}\n\nfunction escape () {\n const c =\n peek();\n switch (c) {\n case 'b':\n read();\n return '\\b'\n case 'f':\n read();\n return '\\f'\n case 'n':\n read();\n return '\\n'\n case 'r':\n read();\n return '\\r'\n case 't':\n read();\n return '\\t'\n case 'v':\n read();\n return '\\v'\n case '0':\n read();\n if (util.isDigit(peek())) {\n throw invalidChar(read())\n }\n return '\\0'\n case 'x':\n read();\n return hexEscape()\n case 'u':\n read();\n return unicodeEscape()\n case '\\n':\n case '\\u2028':\n case '\\u2029':\n read();\n return "\\n"\n case '\\r':\n read();\n if (peek() === '\\n') {\n read();\n }\n return\n "\\n"\n case '1':\n case '2':\n case '3':\n case '4':\n case '5':\n case '6':\n case '7':\n case '8':\n case '9':\n throw invalidChar(read())\n case undefined:\n throw invalidChar(read())\n }\n}\n\nreturn\nread()\n}\n\nfunction hexEscape () {\n let buffer = "";\n let c = peek();\n if (!util.isHexDigit(c)) {\n throw\n invalidChar(read())\n }\n buffer += read();\n c = peek();\n if (!util.isHexDigit(c)) {\n throw\n invalidChar(read())\n }\n buffer += read();\n return String.fromCodePoint(parseInt(buffer,\n 16))\n}\n\nfunction unicodeEscape () {\n let buffer = "";\n let count = 4;\n while (count-- > 0) {\n const c\n = peek();\n if (!util.isHexDigit(c)) {\n throw invalidChar(read())\n }\n buffer += read();\n }\n return String.fromCodePoint(parseInt(buffer, 16))\n}\n\nconst parseStates = {\n start () {\n if\n (token.type === 'eof') {\n throw invalidEOF()\n }\n push();\n },\n\n beforePropertyName () {\n switch (token.type) {\n case 'identifier':\n case 'string':\n key = token.value;\n parseState =\n 'afterPropertyName';\n return\n case 'punctuator':\n // This code is unreachable since it's handled\n by the lexState.\n // if (token.value !== '}') {\n // throw invalidToken()\n // }\n pop();\n return\n case 'eof':\n throw invalidEOF()\n }\n // This code is unreachable\n since it's handled by the lexState.\n // throw invalidToken()\n },\n\n afterPropertyName () {\n // This\n code is unreachable since it's handled by the lexState.\n // if (token.type !== 'punctuator' || token.value !== ':')\n {\n // throw invalidToken()\n // }\n if (token.type === 'eof') {\n throw invalidEOF()\n }\n parseState = 'beforePropertyValue';\n },\n\n beforePropertyValue () {\n if (token.type === 'eof')\n {\n throw invalidEOF()\n }\n push();\n },\n\n beforeArrayValue () {\n if (token.type ===\n 'eof') {\n throw invalidEOF()\n }\n if (token.type === 'punctuator' && token.value === ']') {\n pop();\n return\n }\n push();\n },\n\n afterPropertyValue () {\n // This code is\n unreachable since it's handled by the lexState.\n // if (token.type !== 'punctuator') {\n // throw\n invalidToken()\n // }\n // if (token.type === 'eof') {\n // throw invalidEOF()\n // }\n switch\n (token.value) {\n case ',':\n parseState = 'beforePropertyName';\n return\n case '}':\n pop();\n }\n // This code is unreachable since it's handled by the lexState.\n // throw invalidToken()\n },\n\n afterArrayValue () {\n // This code is unreachable since it's handled by the lexState.\n // if\n (token.type !== 'punctuator') {\n // throw invalidToken()\n // }\n if (token.type === 'eof') {\n throw\n invalidEOF()\n }\n switch (token.value) {\n case ',':\n parseState =\n 'beforeArrayValue';\n return\n case ']':\n pop();\n }\n // This code is unreachable since\n it's handled by the lexState.\n // throw invalidToken()\n },\n\n end () {\n // This code is unreachable\n since it's handled by the lexState.\n // if (token.type !== 'eof') {\n // throw\n invalidToken()\n // }\n },\n\n};\n\nfunction push () {\n let value;\n switch (token.type) {\n case 'punctuator':\n switch

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(token.value) {\n case '{':\n value = {};\n break\n\n case '[':\n value = [];\n break\n }\n\n break\n\n case 'null':\n case 'boolean':\n case 'numeric':\n case 'string':\n value =\n token.value;\n break\n\n // This code is unreachable.\n // default:\n // throw invalidToken()\n }\n\n if\n (root === undefined) {\n root = value;\n } else {\n const parent = stack[stack.length - 1];\n if\n (Array.isArray(parent)) {\n parent.push(value);\n } else {\n parent[key] = value;\n }\n }\n\n if (value !== null && typeof value === 'object') {\n stack.push(value);\n\n if (Array.isArray(value)) {\n parseState = 'beforeArrayValue';\n } else {\n parseState = 'beforePropertyName';\n }\n } else {\n const current = stack[stack.length - 1];\n if (current == null) {\n parseState = 'end';\n } else if\n (Array.isArray(current)) {\n parseState = 'afterArrayValue';\n } else {\n parseState =\n 'afterPropertyValue';\n }\n }\n\n\nfunction pop () {\n stack.pop();\n\n const current = stack[stack.length -\n 1];\n if (current == null) {\n parseState = 'end';\n } else if (Array.isArray(current)) {\n parseState =\n 'afterArrayValue';\n } else {\n parseState = 'afterPropertyValue';\n }\n }\n\n\n// This code is unreachable.\n\nfunction invalidParseState () {\n // return new Error(`JSON5: invalid parse state '${parseState}'`)\n}\n\n\n// This\n code is unreachable.\n\nfunction invalidLexState (state) {\n // return new Error(`JSON5: invalid lex state\n '${state}'`)\n}\n\n\nfunction invalidChar (c) {\n if (c === undefined) {\n return syntaxError(`JSON5: invalid\n end of input at ${line}:${column}`)\n }\n\n return syntaxError(`JSON5: invalid character '${formatChar(c)}' at\n ${line}:${column}`)\n}\n\n\nfunction invalidEOF () {\n return syntaxError(`JSON5: invalid end of input at\n ${line}:${column}`)\n}\n\n\n// This code is unreachable.\n\nfunction invalidToken () {\n // if (token.type === 'eof')\n {\n // return syntaxError(`JSON5: invalid end of input at ${line}:${column}`)\n }\n\n // const c =\n String.fromCodePoint(token.value.codePointAt(0))\n // return syntaxError(`JSON5: invalid character\n '${formatChar(c)}' at ${line}:${column}`)\n}\n\n\nfunction invalidIdentifier () {\n column -= 5;\n return\n syntaxError(`JSON5: invalid identifier character at ${line}:${column}`)\n}\n\n\nfunction separatorChar (c) {\n console.warn(`JSON5: '${formatChar(c)}' in strings is not valid ECMAScript; consider escaping`);\n}\n\n\nfunction\n formatChar (c) {\n const replacements = {\n '\\': '\\\\\\\\',\n '\\b': '\\\\\\\\b',\n '\\f': '\\\\\\\\f',\n '\\n': '\\\\\\\\n',\n '\\r': '\\\\\\\\r',\n '\\t': '\\\\\\\\t',\n '\\v': '\\\\\\\\v',\n '\\0': '\\\\\\\\0',\n '\\u2028': '\\\\\\\\u2028',\n '\\u2029': '\\\\\\\\u2029',\n };\n\n if (replacements[c]) {\n return replacements[c]\n }\n\n if (c < ' ') {\n const hexString = c.charCodeAt(0).toString(16);\n return '\\\\\\\\x' + ('00' +\n hexString).substring(hexString.length)\n }\n\n return c\n}\n\n\nfunction syntaxError (message) {\n const err =\n new SyntaxError(message);\n err.lineNumber = line;\n err.columnNumber = column;\n return err\n}\n\n\nvar\n stringify = function stringify (value, replacer, space) {\n const stack = [];\n let indent = "";\n let propertyList;\n let replacerFunc;\n let gap = ";\n let quote;\n\n if (\n replacer !== null &&\n typeof replacer === 'object'\n &&\n !Array.isArray(replacer)\n) {\n space = replacer.space;\n quote = replacer.quote;\n replacer = replacer.replacer;\n }\n\n if (typeof replacer === 'function') {\n replacerFunc = replacer;\n }\n else if (Array.isArray(replacer)) {\n propertyList = [];\n for (const v of replacer) {\n let item;\n\n if (typeof v === 'string') {\n item = v;\n } else if (\n typeof v === 'number' ||\n v\n instanceof String ||\n v\n instanceof Number\n) {\n item = String(v);\n }\n\n if\n (item !== undefined && propertyList.indexOf(item) < 0) {\n propertyList.push(item);\n }\n }\n\n if (space instanceof Number) {\n space = Number(space);\n } else if (space instanceof String) {\n space = String(space);\n }\n\n if (typeof space === 'number') {\n if (space > 0) {\n space =\n Math.min(10, Math.floor(space));\n gap = '\n '.substr(0, space);\n }\n } else if (typeof space ===\n 'string') {\n gap = space.substr(0, 10);\n }\n\n return serializeProperty("", {"": value})\n }\n\n function\n serializeProperty (key, holder) {\n let value = holder[key];\n if (value !== null) {\n if (typeof\n value.toJSON5 === 'function') {\n value = value.toJSON5(key);\n } else if (typeof value.toJSON\n === 'function') {\n value = value.toJSON(key);\n }\n }\n\n if (replacerFunc) {\n value = replacerFunc.call(holder, key, value);\n }\n\n if (value instanceof Number) {\n value =\n Number(value);\n } else if (value instanceof String) {\n value = String(value);\n } else if (value\n instanceof Boolean) {\n value = value.valueOf();\n }\n\n switch (value) {\n case null: return\n 'null'\n case true: return 'true'\n case false: return 'false'\n }\n\n if (typeof value === 'string') {\n

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return quoteString(value, false)\n }\n if (typeof value === 'number') {\n return String(value)\n }\n if (typeof value === 'object') {\n return Array.isArray(value) ? serializeArray(value) :
serializeObject(value)\n }\n return undefined\n }\n\n function quoteString (value) {\n const
quotes = {\n '\"': 0.1,\n '\': 0.2,\n '':\n };
const replacements = {\n '\"': '\\\"',\n '\': '\\\\',\n '\b': '\\b',\n '\f': '\\f',\n '\n': '\\n',\n '\r': '\\r',\n '\t': '\\t',\n '\v': '\\v',\n '\0': '\\0',\n '\u2028': '\\u2028',\n '\u2029': '\\u2029',\n };
let product = '';\n for (let i = 0; i < value.length; i++) {\n const c = value[i];\n switch
(c) {\n case '\"':\n case '\':\n quotes[c]++;
product += c;\n continue\n case '\0':\n if (util.isDigit(value[i + 1])) {\n product += '\\x00';\n continue\n }\n if (replacements[c]) {\n product += replacements[c];\n continue\n }\n if (c < '\n') {\n let hexString = c.charCodeAt(0).toString(16);\n product += '\\x'
+ ('00' + hexString).substring(hexString.length);\n continue\n }\n product += c;\n }\n\n const quoteChar = quote || Object.keys(quotes).reduce((a, b) => (quotes[a] < quotes[b]) ? a : b);\n product
= product.replace(new RegExp(quoteChar, 'g'), replacements[quoteChar]);\n return quoteChar + product +
quoteChar\n }\n\n function serializeObject (value) {\n if (stack.indexOf(value) >= 0) {\n throw
TypeError('Converting circular structure to JSON5')\n }\n stack.push(value);\n let stepback =
indent;\n indent = indent + gap;\n let keys = propertyList || Object.keys(value);\n let partial = [];\n for (const key of keys) {\n const propertyString = serializeProperty(key, value);\n if (propertyString
!== undefined) {\n let member = serializeKey(key) + ':';\n if (gap !== '') {\n member
+= ' ';\n }\n member += propertyString;\n partial.push(member);\n }\n\n let final;\n if (partial.length === 0) {\n final = '{}';\n } else {\n let properties;\n if
(gap === '') {\n properties = partial.join(',');\n final = '{' + properties + ' ';\n } else {\n let separator = ',\n' + indent;\n properties = partial.join(separator);\n final = '{\n' + indent +
properties + ',\n' + stepback + ' ';\n }\n }\n stack.pop();\n indent = stepback;\n return
final\n }\n\n function serializeKey (key) {\n if (key.length === 0) {\n return quoteString(key, true)\n }\n const firstChar = String.fromCodePoint(key.codePointAt(0));\n if (!util.isIdStartChar(firstChar))
{\n return quoteString(key, true)\n }\n for (let i = firstChar.length; i < key.length; i++) {\n if
(!util.isIdContinueChar(String.fromCodePoint(key.codePointAt(i)))) {\n return quoteString(key, true)\n }\n }\n return key\n }\n\n function serializeArray (value) {\n if (stack.indexOf(value) >= 0) {\n throw
TypeError('Converting circular structure to JSON5')\n }\n stack.push(value);\n let
stepback = indent;\n indent = indent + gap;\n let partial = [];\n for (let i = 0; i < value.length; i++) {\n const propertyString = serializeProperty(String(i), value);\n partial.push((propertyString !== undefined)
? propertyString : 'null');\n }\n let final;\n if (partial.length === 0) {\n final = '[]';\n } else
{\n if (gap === '') {\n let properties = partial.join(',');\n final = '[' + properties + ' ';\n } else {\n let separator = ',\n' + indent;\n let properties = partial.join(separator);\n final =
'\n' + indent + properties + ',\n' + stepback + ' ';\n }\n }\n stack.pop();\n indent = stepback;\n return
final\n }\n\n const JSON5 = {\n parse,\n stringify,\n };\n nvar lib = JSON5;\n nexport default
lib;\n }\n\n /*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT
license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n nimport JSON5
from 'json5';\n nimport type {Element} from './views/Components/types';\n nimport type {StateContext} from
'./views/Components/TreeContext';\n nimport type Store from './store';\n\n nexport function printElement(element:
Element, includeWeight: boolean = false) {\n let prefix = '';\n if (element.children.length > 0) {\n prefix =
element.isCollapsed ? ' ': '';\n }\n let key = '';\n if (element.key !== null) {\n key = `
key=${JSON.stringify(element.key)} `;\n }\n let hocDisplayNames = null;\n if (element.hocDisplayNames !== null) {\n hocDisplayNames = [...element.hocDisplayNames];\n }\n const hocs =\n hocDisplayNames === null ? '' : `
[${hocDisplayNames.join(' ')}] `;\n let suffix = '';\n if (includeWeight) {\n suffix = ` (${element.isCollapsed ?
1 : element.weight}) `;\n }\n return `${' '.repeat(element.depth + 1)}${prefix} <${element.displayName ||\n 'null'}>${key}>${hocs}${suffix}`;\n }\n\n nexport function printOwnersList(\n elements: Array<Element>,\n
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includeWeight: boolean = false,\n) {\n return elements\n .map(element => printElement(element,
includeWeight))\n .join("\n");\n}\n\nexport function printStore(\n store: Store,\n includeWeight: boolean =
false,\n state: StateContext | null = null,\n) {\n const snapshotLines = [];\n\n let rootWeight = 0;\n\n function
printSelectedMarker(index: number): string {\n if (state === null) {\n return ";\n }\n return
state.selectedElementIndex === index ? ` ` : ` `;\n }\n\n function printErrorsAndWarnings(element: Element): string
{\n const {\n errorCount,\n warningCount,\n } =
store.getErrorAndWarningCountForElementID(element.id);\n if (errorCount === 0 && warningCount === 0) {\n
return ";\n }\n return ` ${errorCount > 0 ? " : "}${warningCount > 0 ? " : "};\n }\n\n const ownerFlatTree =
state !== null ? state.ownerFlatTree : null;\n if (ownerFlatTree !== null) {\n snapshotLines.push(\n '[owners]' +
(includeWeight ? ` (${ownerFlatTree.length})` : "));\n ownerFlatTree.forEach((element, index) => {\n
const printedSelectedMarker = printSelectedMarker(index);\n const printedElement = printElement(element,
false);\n const printedErrorsAndWarnings = printErrorsAndWarnings(element);\n snapshotLines.push(\n
`${printedSelectedMarker}${printedElement}${printedErrorsAndWarnings}`,\n);\n });\n } else {\n const
errorsAndWarnings = store._errorsAndWarnings;\n if (errorsAndWarnings.size > 0) {\n let errorCount = 0;\n
let warningCount = 0;\n errorsAndWarnings.forEach(entry => {\n errorCount += entry.errorCount;\n
warningCount += entry.warningCount;\n });\n\n snapshotLines.push(` ${errorCount}, ${warningCount}`);\n
}\n\n store.roots.forEach(rootID => {\n const {weight} = ((store.getElementByID(rootID): any): Element);\n
const maybeWeightLabel = includeWeight ? ` (${weight})` : ";\n\n // Store does not (yet) expose a way to get
errors/warnings per root.\n snapshotLines.push(` [root]${maybeWeightLabel}`);\n\n for (let i = rootWeight; i
< rootWeight + weight; i++) {\n const element = store.getElementAtIndex(i);\n\n if (element === null) {\n
throw Error(`Could not find element at index \`${i}\``);\n }\n\n const printedSelectedMarker =
printSelectedMarker(i);\n const printedElement = printElement(element, includeWeight);\n const
printedErrorsAndWarnings = printErrorsAndWarnings(element);\n snapshotLines.push(\n
`${printedSelectedMarker}${printedElement}${printedErrorsAndWarnings}`,\n);\n }\n\n rootWeight +=
weight;\n });\n\n // Make sure the pretty-printed test align with the Store's reported number of total rows.\n if
(rootWeight !== store.numElements) {\n throw Error(\n `Inconsistent Store state. Individual root weights
(\`${rootWeight}\`) do not match total weight (\`${store.numElements}\`),\n);\n }\n\n // If roots have been
unmounted, verify that they've been removed from maps.\n // This helps ensure the Store doesn't leak memory.\n
store.assertExpectedRootMapSizes();\n }\n\n return snapshotLines.join("\n");\n}\n\n// We use JSON.parse to parse
string values\n// e.g. 'foo' is not valid JSON but it is a valid string\n// so this method replaces e.g. 'foo' with
'foo'\n\nexport function sanitizeForParse(value: any) {\n if (typeof value === 'string') {\n if (\n value.length
>= 2 &&\n value.charAt(0) === ` ` &&\n value.charAt(value.length - 1) === ` `)\n return ` ` +
value.substr(1, value.length - 2) + ` `;\n }\n\n return value;\n}\n\nexport function smartParse(value: any) {\n
switch (value) {\n case 'Infinity':\n return Infinity;\n case 'NaN':\n return NaN;\n case 'undefined':\n
return undefined;\n default:\n return JSON5.parse(sanitizeForParse(value));\n }\n}\n\nexport function
smartStringify(value: any) {\n if (typeof value === 'number') {\n if (Number.isNaN(value)) {\n return 'NaN';\n
} else if (!Number.isFinite(value)) {\n return 'Infinity';\n }\n } else if (value === undefined) {\n return
'undefined';\n }\n\n return JSON.stringify(value);\n}\n\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n
*\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this
source tree.\n *\n * @flow\n */\n\nimport {PROFILER_EXPORT_VERSION} from 'react-devtools-
shared/src/constants';\nimport {separateDisplayNameAndHOCs} from 'react-devtools-shared/src/utills';\n\nimport
type {ProfilingDataBackend} from 'react-devtools-shared/src/backend/types';\nimport type {\n ProfilingDataExport,\n ProfilingDataForRootExport,\n ProfilingDataForRootFrontend,\n ProfilingDataFrontend,\n SnapshotNode,\n} from './types';\n\nconst commitGradient = [\n 'var(--color-commit-gradient-0)',\n 'var(--color-
commit-gradient-1)',\n 'var(--color-commit-gradient-2)',\n 'var(--color-commit-gradient-3)',\n 'var(--color-commit-
gradient-4)',\n 'var(--color-commit-gradient-5)',\n 'var(--color-commit-gradient-6)',\n 'var(--color-commit-gradient-
7)',\n 'var(--color-commit-gradient-8)',\n 'var(--color-commit-gradient-9)',\n];\n\n// Combines info from the Store
(frontend) and renderer interfaces (backend) into the format required by the Profiler UI.\n// This format can then be

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quickly exported (and re-imported).\nexport function prepareProfilingDataFrontendFromBackendAndStore(\n
dataBackends: Array<ProfilingDataBackend>,\n operationsByRootID: Map<number, Array<Array<number>>>,\n
snapshotsByRootID: Map<number, Map<number, SnapshotNode>>,\n): ProfilingDataFrontend {\n const
dataForRoots: Map<number, ProfilingDataForRootFrontend> = new Map();\n\n
dataBackends.forEach(dataBackend => {\n dataBackend.dataForRoots.forEach(\n ({commitData,
displayName, initialTreeBaseDurations, rootID}) => {\n const operations = operationsByRootID.get(rootID);\n
if (operations == null) {\n throw Error(\n `Could not find profiling operations for root
"${rootID}"`,\n);\n }\n\n const snapshots = snapshotsByRootID.get(rootID);\n if (snapshots ==
null) {\n throw Error(\n `Could not find profiling snapshots for root "${rootID}"`,\n);\n }\n\n
// Do not filter empty commits from the profiler data!\n // Hiding "empty" commits might cause
confusion too.\n // A commit *did happen* even if none of the components the Profiler is showing were
involved.\n const convertedCommitData = commitData.map(\n (commitDataBackend, commitIndex) =>
({\n changeDescriptions:\n commitDataBackend.changeDescriptions != null\n ? new
Map(commitDataBackend.changeDescriptions)\n : null,\n duration:\n
commitDataBackend.duration,\n effectDuration: commitDataBackend.effectDuration,\n
fiberActualDurations: new Map(\n commitDataBackend.fiberActualDurations,\n),\n
fiberSelfDurations: new Map(commitDataBackend.fiberSelfDurations),\n passiveEffectDuration:\n
commitDataBackend.passiveEffectDuration,\n priorityLevel: commitDataBackend.priorityLevel,\n
timestamp: commitDataBackend.timestamp,\n updaters:\n commitDataBackend.updaters !== null\n
 ? commitDataBackend.updaters.map(serializedElement => {\n const [\n
serializedElementDisplayName,\n serializedElementHocDisplayNames,\n] =
separateDisplayNameAndHOCs(\n serializedElement.displayName,\n
serializedElement.type,\n);\n return {\n ...serializedElement,\n
displayName: serializedElementDisplayName,\n hocDisplayNames:\n
serializedElementHocDisplayNames,\n });\n })\n : null,\n),\n);\n\n
dataForRoots.set(rootID, {\n commitData: convertedCommitData,\n displayName,\n
initialTreeBaseDurations: new Map(initialTreeBaseDurations),\n operations,\n rootID,\n
snapshots,\n });\n },\n);\n });\n\n return {dataForRoots, imported: false};\n}\n\n// Converts a Profiling
data export into the format required by the Store.\nexport function prepareProfilingDataFrontendFromExport(\n
profilingDataExport: ProfilingDataExport,\n): ProfilingDataFrontend {\n const {version} =
profilingDataExport;\n\n if (version !== PROFILER_EXPORT_VERSION) {\n throw Error(\n `Unsupported
profile export version "${version}". Supported version is "${PROFILER_EXPORT_VERSION}`,\n);\n
}\n\n const dataForRoots: Map<number, ProfilingDataForRootFrontend> = new Map();\n\n
profilingDataExport.dataForRoots.forEach(\n ({\n commitData,\n displayName,\n
initialTreeBaseDurations,\n operations,\n rootID,\n snapshots,\n }) => {\n dataForRoots.set(rootID,
{\n commitData: commitData.map(\n ({\n changeDescriptions,\n duration,\n
effectDuration,\n fiberActualDurations,\n fiberSelfDurations,\n passiveEffectDuration,\n
priorityLevel,\n timestamp,\n updaters,\n }) => ({\n changeDescriptions:\n
changeDescriptions != null ? new Map(changeDescriptions) : null,\n duration,\n effectDuration,\n
fiberActualDurations: new Map(fiberActualDurations),\n fiberSelfDurations: new
Map(fiberSelfDurations),\n passiveEffectDuration,\n priorityLevel,\n timestamp,\n
updaters,\n },\n),\n displayName,\n initialTreeBaseDurations: new
Map(initialTreeBaseDurations),\n operations,\n rootID,\n snapshots: new Map(snapshots),\n
});\n },\n);\n\n return {dataForRoots, imported: true};\n}\n\n// Converts a Store Profiling data into a format that can be
safely (JSON) serialized for export.\nexport function prepareProfilingDataExport(\n profilingDataFrontend:
ProfilingDataFrontend,\n): ProfilingDataExport {\n const dataForRoots: Array<ProfilingDataForRootExport> =
[];\n profilingDataFrontend.dataForRoots.forEach(\n ({\n commitData,\n displayName,\n
initialTreeBaseDurations,\n operations,\n rootID,\n snapshots,\n }) => {\n dataForRoots.push({\n

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commitData: commitData.map(\n ({\n changeDescriptions,\n duration,\n effectDuration,\n fiberActualDurations,\n fiberSelfDurations,\n passiveEffectDuration,\n priorityLevel,\n timestamp,\n updaters,\n }) => ({\n changeDescriptions:\n changeDescriptions !=\n null\n ? Array.from(changeDescriptions.entries())\n : null,\n duration,\n effectDuration,\n fiberActualDurations: Array.from(fiberActualDurations.entries()),\n fiberSelfDurations: Array.from(fiberSelfDurations.entries()),\n passiveEffectDuration,\n priorityLevel,\n timestamp,\n updaters,\n })),\n),\n displayName,\n initialTreeBaseDurations: Array.from(\n initialTreeBaseDurations.entries(),\n),\n operations,\n rootID,\n snapshots: Array.from(snapshots.entries(),\n);\n },\n);\n\n return {\n version:\n PROFILER_EXPORT_VERSION,\n dataForRoots,\n };\n }\n\n export const getGradientColor = (value: number)\n => {\n const maxIndex = commitGradient.length - 1;\n let index;\n if (Number.isNaN(value)) {\n index = 0;\n }\n else if (!Number.isFinite(value)) {\n index = maxIndex;\n } else {\n index = Math.max(0, Math.min(maxIndex,\n value)) * maxIndex;\n }\n return commitGradient[Math.round(index)];\n };\n\n export const formatDuration =\n (duration: number) =>\n Math.round(duration * 10) / 10 || '<0.1';\n\n export const formatPercentage = (percentage:\n number) =>\n Math.round(percentage * 100);\n\n export const formatTime = (timestamp: number) =>\n Math.round(Math.round(timestamp) / 100) / 10;\n\n export const scale = (\n minValue: number,\n maxValue:\n number,\n minRange: number,\n maxRange: number,\n) => (value: number, fallbackValue: number) =>\n maxValue - minValue === 0\n ? fallbackValue\n : ((value - minValue) / (maxValue - minValue)) * (maxRange -\n minRange);\n },\n "/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the\n MIT license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\n\n import\n {\n __DEBUG__,\n TREE_OPERATION_ADD,\n TREE_OPERATION_REMOVE,\n TREE_OPERATION_REMOVE_ROOT,\n TREE_OPERATION_REORDER_CHILDREN,\n TREE_OPERATION_UPDATE_TREE_BASE_DURATION,\n TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS,\n } from 'react-devtools-\n shared/src/constants';\n\n import { utfDecodeString } from 'react-devtools-shared/src/utills';\n\n import\n { ElementTypeRoot } from 'react-devtools-shared/src/types';\n\n import ProfilerStore from 'react-devtools-\n shared/src/devtools/ProfilerStore';\n\n import type { ElementType } from 'react-devtools-shared/src/types';\n\n import\n type {\n CommitTree,\n CommitTreeNode,\n ProfilingDataForRootFrontend,\n } from 'react-devtools-\n shared/src/devtools/views/Profiler/types';\n\n const debug = (methodName, ...args) => {\n if (__DEBUG__) {\n console.log(\n `%cCommitTreeBuilder %c${methodName}`, \n 'color: pink; font-weight: bold;',\n 'font-weight: bold;',\n ...args,\n);\n }\n };\n\n const rootToCommitTreeMap: Map<number, Array<CommitTree>> =\n new Map();\n\n export function getCommitTree({\n commitIndex,\n profilerStore,\n rootID,\n }): {\n commitIndex: number,\n profilerStore: ProfilerStore,\n rootID: number,\n }: CommitTree {\n if\n (!rootToCommitTreeMap.has(rootID)) {\n rootToCommitTreeMap.set(rootID, []);\n }\n\n const commitTrees =\n ((rootToCommitTreeMap.get(\n rootID,\n): any): Array<CommitTree>);\n\n if (commitIndex <\n commitTrees.length) {\n return commitTrees[commitIndex];\n }\n\n const { profilingData } = profilerStore;\n\n if\n (profilingData === null) {\n throw Error(`No profiling data available`);\n }\n\n const dataForRoot =\n profilingData.dataForRoots.get(rootID);\n\n if (dataForRoot === null) {\n throw Error(`Could not find profiling data\n for root \"${rootID}\"`);\n }\n\n const { operations } = dataForRoot;\n\n if (operations.length <= commitIndex) {\n throw Error(\n `getCommitTree(): Invalid commit \"${commitIndex}\" for root\n \"${rootID}\". There are only\n \"${operations.length}\" commits.`,\n);\n }\n\n let commitTree: CommitTree = (null: any): CommitTree;\n\n (let index = commitTrees.length; index <= commitIndex; index++) {\n // Commits are generated sequentially and\n cached.\n // If this is the very first commit, start with the cached snapshot and apply the first mutation.\n // Otherwise load (or generate) the previous commit and append a mutation to it.\n if (index === 0) {\n const\n nodes = new Map();\n // Construct the initial tree.\n recursivelyInitializeTree(rootID, 0, nodes,\n dataForRoot);\n // Mutate the tree\n if (operations != null && index < operations.length) {\n commitTree = updateTree({nodes, rootID}, operations[index]);\n if (__DEBUG__) {\n __printTree(commitTree);\n }\n commitTrees.push(commitTree);\n }\n } else {\n const

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previousCommitTree = commitTrees[index - 1];\n commitTree = updateTree(previousCommitTree,
operations[index]);\n\n if (__DEBUG__) {\n __printTree(commitTree);\n }\n\n commitTrees.push(commitTree);\n }\n }\n\n return commitTree;\n}\n\nfunction recursivelyInitializeTree(\n id:
number,\n parentID: number,\n nodes: Map<number, CommitTreeNode>,\n dataForRoot:
ProfilingDataForRootFrontend,\n): void {\n const node = dataForRoot.snapshots.get(id);\n if (node != null) {\n
nodes.set(id, {\n id,\n children: node.children,\n displayName: node.displayName,\n hocDisplayNames:
node.hocDisplayNames,\n key: node.key,\n parentID,\n treeBaseDuration:
((dataForRoot.initialTreeBaseDurations.get(\n id,\n): any): number),\n type: node.type,\n });\n\n node.children.forEach(childID =>\n recursivelyInitializeTree(childID, id, nodes, dataForRoot),\n);\n }\n}\n\nfunction updateTree(\n commitTree: CommitTree,\n operations: Array<number>,\n): CommitTree {\n //
Clone the original tree so edits don't affect it.\n const nodes = new Map(commitTree.nodes);\n\n // Clone nodes
before mutating them so edits don't affect them.\n const getClonedNode = (id: number): CommitTreeNode => {\n
const clonedNode = ((Object.assign(\n {},\n nodes.get(id),\n): any): CommitTreeNode);\n nodes.set(id,
clonedNode);\n return clonedNode;\n };\n\n let i = 2;\n let id: number = ((null: any): number);\n\n // Reassemble
the string table.\n const stringTable = [\n null, // ID = 0 corresponds to the null string.\n];\n const
stringTableSize = operations[i++];\n const stringTableEnd = i + stringTableSize;\n while (i < stringTableEnd) {\n
const nextLength = operations[i++];\n const nextString = utfDecodeString(\n (operations.slice(i, i +
nextLength): any),\n);\n stringTable.push(nextString);\n i += nextLength;\n }\n\n while (i <
operations.length) {\n const operation = operations[i];\n\n switch (operation) {\n case
TREE_OPERATION_ADD:\n id = ((operations[i + 1]: any): number);\n const type = ((operations[i + 2]:
any): ElementType);\n\n i += 3;\n\n if (nodes.has(id)) {\n throw new Error(\n `Commit tree
already contains fiber \"${id}\". This is a bug in React DevTools.`,\n);\n }\n\n if (type ===
ElementTypeRoot) {\n i++; // supportsProfiling flag\n i++; // hasOwnerMetadata flag\n\n if
(__DEBUG__) {\n debug('Add', `new root fiber ${id}`);\n }\n\n const node: CommitTreeNode =
{\n children: [],\n displayName: null,\n hocDisplayNames: null,\n id,\n key:
null,\n parentID: 0,\n treeBaseDuration: 0, // This will be updated by a subsequent operation\n
 type,\n };\n\n nodes.set(id, node);\n } else {\n const parentID = ((operations[i]: any):
number);\n i++; \n\n i++; // ownerID\n\n const displayNameStringID = operations[i];\n const
displayName = stringTable[displayNameStringID];\n i++; \n\n const keyStringID = operations[i];\n const
key = stringTable[keyStringID];\n i++; \n\n if (__DEBUG__) {\n debug(\n 'Add',\n `fiber ${id} (${displayName || 'null'}) as child of ${parentID}`,\n);\n }\n\n const
parentNode = getClonedNode(parentID);\n parentNode.children = parentNode.children.concat(id);\n\n const node: CommitTreeNode = {\n children: [],\n displayName,\n hocDisplayNames: null,\n id,\n key,\n parentID,\n treeBaseDuration: 0, // This will be updated by a subsequent
operation\n type,\n };\n\n nodes.set(id, node);\n }\n\n break;\n case
TREE_OPERATION_REMOVE:\n const removeLength = ((operations[i + 1]: any): number);\n i +=
2;\n\n for (let removeIndex = 0; removeIndex < removeLength; removeIndex++) {\n id = ((operations[i]:
any): number);\n i++; \n\n if (!nodes.has(id)) {\n throw new Error(\n `Commit tree does
not contain fiber \"${id}\". This is a bug in React DevTools.`,\n);\n }\n\n const node =
getClonedNode(id);\n const parentID = node.parentID;\n\n nodes.delete(id);\n\n if
(!nodes.has(parentID)) {\n // No-op\n } else {\n const parentNode =
getClonedNode(parentID);\n\n if (__DEBUG__) {\n debug('Remove', `fiber ${id} from parent
${parentID}`);\n }\n\n parentNode.children = parentNode.children.filter(\n childID => childID
!== id,\n);\n }\n }\n break;\n case TREE_OPERATION_REMOVE_ROOT:\n throw Error('Operation REMOVE_ROOT is not supported while profiling.);\n case
TREE_OPERATION_REORDER_CHILDREN:\n id = ((operations[i + 1]: any): number);\n const
numChildren = ((operations[i + 2]: any): number);\n const children = ((operations.slice(\n i + 3,\n i +
3 + numChildren,\n): any): Array<number>);\n\n i = i + 3 + numChildren;\n\n if (__DEBUG__) {\n

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 debug('Re-order', `fiber ${id} children ${children.join(',')}`);
 node.children = Array.from(children);
 break;
 }
 case
 TREE_OPERATION_UPDATE_TREE_BASE_DURATION: {
 id = operations[i + 1];
 const node = getClonedNode(id);
 node.treeBaseDuration = operations[i + 2] / 1000; // Convert microseconds back to
 milliseconds;
 if (__DEBUG__) {
 debug(`Update`, `fiber ${id} treeBaseDuration to
 ${node.treeBaseDuration}`);
 }
 i += 3;
 break;
 }
 case
 TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS: {
 id = operations[i + 1];
 const numErrors = operations[i + 2];
 const numWarnings = operations[i + 3];
 i += 4;
 if (__DEBUG__) {
 debug(`Warnings and Errors update`, `fiber ${id} has ${numErrors} errors and
 ${numWarnings} warnings`);
 }
 break;
 }
 default: {
 throw Error(`Unsupported Bridge operation
 \`${operation}\``);
 }
}
return {
 nodes,
 rootID: commitTree.rootID,
};
}
export function
invalidateCommitTrees(): void {
 rootToCommitTreeMap.clear();
}
// DEBUG
const __printTree =
(commitTree: CommitTree) => {
 if (__DEBUG__) {
 const {nodes, rootID} = commitTree;
 console.group('__printTree()');
 const queue = [rootID, 0];
 while (queue.length > 0) {
 const id = queue.shift();
 const depth = queue.shift();
 const node = nodes.get(id);
 if (node === null) {
 throw Error(`Could not find node with id \`${id}\` in commit tree`);
 }
 console.log(`
 `.${repeat(depth)}${node.id}:${node.displayName || ""} ${
 node.key ? `key:\`${node.key}\`` : ""
 }
 (${node.treeBaseDuration})`);
 node.children.forEach(childID => {
 queue.push(childID, depth + 1);
 });
 }
 console.groupEnd();
 }
};
/**
 * Copyright (c) Facebook, Inc. and its affiliates.
 *
 * This source code is licensed under the MIT license found in the
 * LICENSE file in the root directory of this source
 * tree.
 */
@flow
import {formatDuration} from './utils';
import ProfilerStore from 'react-devtools-shared/src/devtools/ProfilerStore';
import type {CommitTree} from './types';
export type ChartNode = {
 actualDuration: number,
 didRender: boolean,
 id: number,
 label: string,
 name: string,
 offset: number,
 selfDuration: number,
 treeBaseDuration: number,
};
export type ChartData = {
 baseDuration: number,
 depth: number,
 idToDepthMap: Map<number, number>,
 maxSelfDuration: number,
 renderPathNodes: Set<number>,
 rows: Array<Array<ChartNode>>,
};
const cachedChartData: Map<string, ChartData> = new Map();
export function getChartData({
 commitIndex,
 commitTree,
 profilerStore,
 rootID,
}: {
 commitIndex: number,
 commitTree: CommitTree,
 profilerStore: ProfilerStore,
 rootID: number,
}):
 ChartData {
 const commitDatum = profilerStore.getCommitData(rootID, commitIndex);
 const {
 fiberActualDurations,
 fiberSelfDurations,
 } = commitDatum;
 const {nodes} = commitTree;
 const chartDataKey = `${rootID}-${commitIndex}`;
 if (cachedChartData.has(chartDataKey)) {
 return ((cachedChartData.get(chartDataKey): any): ChartData);
 }
 const idToDepthMap: Map<number, number> = new Map();
 const renderPathNodes: Set<number> = new Set();
 const rows: Array<Array<ChartNode>> = [];
 let maxDepth = 0;
 let maxSelfDuration = 0;
 // Generate flame graph structure using tree base
 durations.
 const walkTree = (id: number, rightOffset: number, currentDepth: number) => {
 idToDepthMap.set(id, currentDepth);
 const node = nodes.get(id);
 if (node === null) {
 throw Error(`Could not find node with id \`${id}\` in commit tree`);
 }
 const {
 children,
 displayName,
 hocDisplayNames,
 key,
 treeBaseDuration,
 } = node;
 const actualDuration = fiberActualDurations.get(id) || 0;
 const selfDuration = fiberSelfDurations.get(id) || 0;
 const didRender = fiberActualDurations.has(id);
 const name = displayName || 'Anonymous';
 const maybeKey = key !== null ? `key=\`${key}\`` : "";
 let maybeBadge = "";
 if (hocDisplayNames !== null && hocDisplayNames.length > 0) {
 maybeBadge = `(${hocDisplayNames[0]}`;
 }
 let label = `${name}${maybeBadge}${maybeKey}`;
 if (didRender) {
 label += ` (${formatDuration(selfDuration)}ms of
 ${formatDuration(actualDuration,)}ms)`;
 }
 maxDepth = Math.max(maxDepth, currentDepth);
 maxSelfDuration = Math.max(maxSelfDuration, selfDuration);
 const chartNode: ChartNode = {
 actualDuration,
 didRender,
 id,
 label,
 name,
 offset: rightOffset - treeBaseDuration,
 selfDuration,
 treeBaseDuration,
 };
 if (currentDepth > rows.length) {
 rows.push([chartNode]);
 } else {
 rows[currentDepth - 1].push(chartNode);
 }
 for (let i =

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children.length - 1; i >= 0; i--) {\n const childID = children[i];\n const childChartNode = walkTree(childID,\n rightOffset, currentDepth + 1);\n rightOffset -= childChartNode.treeBaseDuration;\n }\n\n return\n chartNode;\n };\n\n let baseDuration = 0;\n\n // Special case to handle unmounted roots.\n if (nodes.size > 0) {\n // Skip over the root; we don't want to show it in the flamegraph.\n const root = nodes.get(rootID);\n if (root ==\n null) {\n throw Error(`Could not find root node with id \"${rootID}\" in commit tree`);\n }\n\n // Don't assume a single root.\n // Component filters or Fragments might lead to multiple \"roots\" in a flame graph.\n for (let i = root.children.length - 1; i >= 0; i--) {\n const id = root.children[i];\n const node = nodes.get(id);\n if (node == null) {\n throw Error(`Could not find node with id \"${id}\" in commit tree`);\n }\n baseDuration += node.treeBaseDuration;\n walkTree(id, baseDuration, 1);\n }\n\n fiberActualDurations.forEach((duration, id) => {\n let node = nodes.get(id);\n if (node != null) {\n let\n currentID = node.parentID;\n while (currentID !== 0) {\n if (renderPathNodes.has(currentID)) {\n // We've already walked this path; we can skip it.\n break;\n } else {\n renderPathNodes.add(currentID);\n }\n node = nodes.get(currentID);\n currentID = node != null ?\n node.parentID : 0;\n }\n }\n });\n\n const chartData = {\n baseDuration,\n depth: maxDepth,\n idToDepthMap,\n maxSelfDuration,\n renderPathNodes,\n rows,\n };\n\n cachedChartData.set(chartDataKey,\n chartData);\n\n return chartData;\n }\n\n next export function invalidateChartData(): void {\n cachedChartData.clear();\n }\n\n /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is\n * licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n import {\n ElementTypeForwardRef,\n ElementTypeMemo,\n } from 'react-devtools-\n shared/src/types';\n import {formatDuration} from './utils';\n import ProfilerStore from 'react-devtools-\n shared/src/devtools/ProfilerStore';\n import type {CommitTree} from './types';\n\n next export type ChartNode = {\n id:\n number,\n label: string,\n name: string,\n value: number,\n };\n\n next export type ChartData = {\n maxValu:\n number,\n nodes: Array<ChartNode>,\n };\n\n const cachedChartData: Map<string, ChartData> = new\n Map();\n\n next export function getChartData({\n commitIndex,\n commitTree,\n profilerStore,\n rootID,\n }): {\n commitIndex: number,\n commitTree: CommitTree,\n profilerStore: ProfilerStore,\n rootID: number,\n }:\n ChartData {\n const commitDatum = profilerStore.getCommitData(rootID, commitIndex);\n const\n {fiberActualDurations, fiberSelfDurations} = commitDatum;\n const {nodes} = commitTree;\n\n const\n chartDataKey = `${rootID}-${commitIndex}`;\n if (cachedChartData.has(chartDataKey)) {\n return\n ((cachedChartData.get(chartDataKey): any): ChartData);\n }\n\n let maxSelfDuration = 0;\n const chartNodes:\n Array<ChartNode> = [];\n fiberActualDurations.forEach((actualDuration, id) => {\n const node =\n nodes.get(id);\n if (node == null) {\n throw Error(`Could not find node with id \"${id}\" in commit tree`);\n }\n const {displayName, key, parentID, type} = node;\n // Don't show the root node in this chart.\n if\n (parentID === 0) {\n return;\n }\n const selfDuration = fiberSelfDurations.get(id) || 0;\n maxSelfDuration =\n Math.max(maxSelfDuration, selfDuration);\n const name = displayName || 'Anonymous';\n const maybeKey =\n key !== null ? `key=${key}` : '';\n let maybeBadge = '';\n if (type === ElementTypeForwardRef) {\n maybeBadge = '(ForwardRef)';\n } else if (type === ElementTypeMemo) {\n maybeBadge = '(Memo)';\n }\n const label = `${name}${maybeBadge}${maybeKey} (${formatDuration(\n selfDuration,\n)}ms)`;\n chartNodes.push({\n id,\n label,\n name,\n value: selfDuration,\n });\n });\n\n const chartData = {\n maxValu:\n maxSelfDuration,\n nodes: chartNodes.sort((a, b) => b.value - a.value),\n };\n\n cachedChartData.set(chartDataKey, chartData);\n\n return chartData;\n }\n\n next export function invalidateChartData():\n void {\n cachedChartData.clear();\n }\n\n /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source\n * code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n import ProfilerStore from './ProfilerStore';\n import {\n getCommitTree,\n invalidateCommitTrees,\n } from 'react-devtools-shared/src/devtools/views/Profiler/CommitTreeBuilder';\n import\n {\n getChartData as getFlamegraphChartData,\n invalidateChartData as invalidateFlamegraphChartData,\n } from\n 'react-devtools-shared/src/devtools/views/Profiler/FlamegraphChartBuilder';\n import {\n getChartData as\n getRankedChartData,\n invalidateChartData as invalidateRankedChartData,\n } from 'react-devtools-\n shared/src/devtools/views/Profiler/RankedChartBuilder';\n import type {CommitTree} from 'react-devtools-

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shared/src/devtools/views/Profiler/types';\nimport type { ChartData as FlamegraphChartData } from 'react-devtools-
shared/src/devtools/views/Profiler/FlamegraphChartBuilder';\nimport type { ChartData as RankedChartData } from
'react-devtools-shared/src/devtools/views/Profiler/RankedChartBuilder';\n\nexport default class ProfilingCache {\n
_fiberCommits: Map<number, Array<number>> = new Map();\n _profilerStore: ProfilerStore;\n\n constructor(profilerStore: ProfilerStore) {\n
this._profilerStore = profilerStore;\n }\n\n getCommitTree = ({\n
commitIndex,\n rootID,\n }): {\n
commitIndex: number,\n rootID: number,\n }) =>\n getCommitTree({\n
commitIndex,\n profilerStore: this._profilerStore,\n rootID,\n });\n\n getFiberCommits = ({\n
fiberID,\n rootID,\n }): {\n
fiberID: number,\n rootID: number,\n }): Array<number> => {\n
const
cachedFiberCommits = this._fiberCommits.get(fiberID);\n if (cachedFiberCommits != null) {\n
return
cachedFiberCommits;\n }\n\n const fiberCommits = [];\n const dataForRoot =
this._profilerStore.getDataForRoot(rootID);\n dataForRoot.commitData.forEach((commitDatum, commitIndex)
=> {\n
if (commitDatum.fiberActualDurations.has(fiberID)) {\n
fiberCommits.push(commitIndex);\n
});\n\n this._fiberCommits.set(fiberID, fiberCommits);\n\n return fiberCommits;\n });\n\n
getFlamegraphChartData = ({\n
commitIndex,\n commitTree,\n rootID,\n }): {\n
commitIndex: number,\n
commitTree: CommitTree,\n rootID: number,\n }): FlamegraphChartData =>\n getFlamegraphChartData({\n
commitIndex,\n commitTree,\n profilerStore: this._profilerStore,\n rootID,\n });\n\n
getRankedChartData = ({\n
commitIndex,\n commitTree,\n rootID,\n }): {\n
commitIndex: number,\n
commitTree: CommitTree,\n rootID: number,\n }): RankedChartData =>\n getRankedChartData({\n
commitIndex,\n commitTree,\n profilerStore: this._profilerStore,\n rootID,\n });\n\n invalidate() {\n
this._fiberCommits.clear();\n\n invalidateCommitTrees();\n invalidateFlamegraphChartData();\n
invalidateRankedChartData();\n }\n\n}"/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source
code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *
*\n * @flow\n */\nimport EventEmitter from './events';\nimport
{prepareProfilingDataFrontendFromBackendAndStore} from './views/Profiler/utis';\nimport ProfilingCache from
'./ProfilingCache';\nimport Store from './store';\n\nimport type {FrontendBridge} from 'react-devtools-
shared/src/bridge';\nimport type {ProfilingDataBackend} from 'react-devtools-shared/src/backend/types';\nimport
type {\n
CommitDataFrontend,\n ProfilingDataForRootFrontend,\n ProfilingDataFrontend,\n SnapshotNode,\n }
from './views/Profiler/types';\n\nexport default class ProfilerStore extends EventEmitter<{\n\n isProcessingData: [],\n
isProfiling: [],\n profilingData: [],\n}> {\n
_bridge: FrontendBridge;\n\n // Suspense cache for lazily calculating
derived profiling data.\n _cache: ProfilingCache;\n\n // Temporary store of profiling data from the backend
renderer(s).\n // This data will be converted to the ProfilingDataFrontend format after being collected from all
renderers.\n _dataBackends: Array<ProfilingDataBackend> = [];\n\n // Data from the most recently completed
profiling session,\n // or data that has been imported from a previously exported session.\n // This object contains
all necessary data to drive the Profiler UI interface,\n // even though some of it is lazily parsed/derived via the
ProfilingCache.\n _dataFrontend: ProfilingDataFrontend | null = null;\n\n // Snapshot of all attached renderer
IDs.\n // Once profiling is finished, this snapshot will be used to query renderers for profiling data.\n //\n // This
map is initialized when profiling starts and updated when a new root is added while profiling;\n // Upon completion,
it is converted into the exportable ProfilingDataFrontend format.\n _initialRendererIDs: Set<number> = new
Set();\n\n // Snapshot of the state of the main Store (including all roots) when profiling started.\n // Once profiling
is finished, this snapshot can be used along with \"operations\" messages emitted during profiling,\n // to reconstruct
the state of each root for each commit.\n // It's okay to use a single root to store this information because node IDs
are unique across all roots.\n //\n // This map is initialized when profiling starts and updated when a new root is
added while profiling;\n // Upon completion, it is converted into the exportable ProfilingDataFrontend format.\n
_initialSnapshotsByRootID: Map<number, Map<number, SnapshotNode>> = new Map();\n\n // Map of root (id) to
a list of tree mutation that occur during profiling.\n // Once profiling is finished, these mutations can be used, along
with the initial tree snapshots,\n // to reconstruct the state of each root for each commit.\n //\n // This map is only
updated while profiling is in progress;\n // Upon completion, it is converted into the exportable
ProfilingDataFrontend format.\n _inProgressOperationsByRootID: Map<number, Array<Array<number>>> = new

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Map();\n\n // The backend is currently profiling.\n\n // When profiling is in progress, operations are stored so that we
can later reconstruct past commit trees.\n\n _isProfiling: boolean = false;\n\n // Tracks whether a specific renderer
logged any profiling data during the most recent session.\n\n _rendererIDsThatReportedProfilingData: Set<number>
= new Set();\n\n // After profiling, data is requested from each attached renderer using this queue.\n\n // So long as
this queue is not empty, the store is retrieving and processing profiling data from the backend.\n\n _rendererQueue:
Set<number> = new Set();\n\n _store: Store;\n\n constructor(\n\n bridge: FrontendBridge,\n\n store: Store,\n\n defaultIsProfiling: boolean,\n\n) {\n\n super();\n\n this._bridge = bridge;\n\n this._isProfiling =
defaultIsProfiling;\n\n this._store = store;\n\n bridge.addListener('operations', this.onBridgeOperations);\n\n
bridge.addListener('profilingData', this.onBridgeProfilingData);\n\n bridge.addListener('profilingStatus',
this.onProfilingStatus);\n\n bridge.addListener('shutdown', this.onBridgeShutdown);\n\n\n // It's possible that
profiling has already started (e.g. \"reload and start profiling\")\n\n // so the frontend needs to ask the backend for its
status after mounting.\n\n bridge.send('getProfilingStatus');\n\n\n this._cache = new ProfilingCache(this);\n\n } \n\n
getCommitData(rootID: number, commitIndex: number): CommitDataFrontend {\n\n if (this._dataFrontend !==
null) {\n\n const dataForRoot = this._dataFrontend.dataForRoots.get(rootID);\n\n if (dataForRoot !== null) {\n\n
const commitDatum = dataForRoot.commitData[commitIndex];\n\n if (commitDatum !== null) {\n\n return
commitDatum;\n\n }\n\n }\n\n }\n\n throw Error(\n\n `Could not find commit data for root \"${rootID}\" and
commit \"${commitIndex}\"`,\n\n);\n\n }\n\n\n getDataForRoot(rootID: number): ProfilingDataForRootFrontend {\n\n
if (this._dataFrontend !== null) {\n\n const dataForRoot = this._dataFrontend.dataForRoots.get(rootID);\n\n if
(dataForRoot !== null) {\n\n return dataForRoot;\n\n }\n\n }\n\n }\n\n throw Error(`Could not find commit data for
root \"${rootID}\"`);\n\n }\n\n\n // Profiling data has been recorded for at least one root.\n\n get didRecordCommits():
boolean {\n\n return (\n\n this._dataFrontend !== null && this._dataFrontend.dataForRoots.size > 0\n\n);\n\n }\n\n\n
get isProcessingData(): boolean {\n\n return this._rendererQueue.size > 0 || this._dataBackends.length > 0;\n\n }\n\n\n
get isProfiling(): boolean {\n\n return this._isProfiling;\n\n }\n\n\n get profilingCache(): ProfilingCache {\n\n
return this._cache;\n\n }\n\n\n get profilingData(): ProfilingDataFrontend | null {\n\n return this._dataFrontend;\n\n }\n\n
set profilingData(value: ProfilingDataFrontend | null): void {\n\n if (this._isProfiling) {\n\n console.warn(\n\n
'Profiling data cannot be updated while profiling is in progress.',\n\n);\n\n return;\n\n }\n\n\n this._dataBackends.splice(0);\n\n this._dataFrontend = value;\n\n this._initialRendererIDs.clear();\n\n
this._initialSnapshotsByRootID.clear();\n\n this._inProgressOperationsByRootID.clear();\n\n\n this._cache.invalidate();\n\n this.emit('profilingData');\n\n }\n\n\n clear(): void {\n\n this._dataBackends.splice(0);\n\n
this._dataFrontend = null;\n\n this._initialRendererIDs.clear();\n\n this._initialSnapshotsByRootID.clear();\n\n
this._inProgressOperationsByRootID.clear();\n\n this._rendererQueue.clear();\n\n\n // Invalidate suspense cache if
profiling data is being (re-)recorded.\n\n // Note that we clear now because any existing data is \"stale\".\n\n
this._cache.invalidate();\n\n this.emit('profilingData');\n\n }\n\n\n startProfiling(): void {\n\n this._bridge.send('startProfiling', this._store.recordChangeDescriptions);\n\n // Don't actually update the local
profiling boolean yet!\n\n // Wait for onProfilingStatus() to confirm the status has changed.\n\n // This ensures the
frontend and backend are in sync wrt which commits were profiled.\n\n // We do this to avoid mismatches on e.g.
CommitTreeBuilder that would cause errors.\n\n }\n\n\n stopProfiling(): void {\n\n this._bridge.send('stopProfiling');\n\n // Don't actually update the local profiling boolean yet!\n\n // Wait for
onProfilingStatus() to confirm the status has changed.\n\n // This ensures the frontend and backend are in sync wrt
which commits were profiled.\n\n // We do this to avoid mismatches on e.g. CommitTreeBuilder that would cause
errors.\n\n }\n\n\n _takeProfilingSnapshotRecursive = (\n\n elementID: number,\n\n profilingSnapshots: Map<number,
SnapshotNode>,\n\n) => {\n\n const element = this._store.getElementByID(elementID);\n\n if (element !== null) {\n\n
const snapshotNode: SnapshotNode = {\n\n id: elementID,\n\n children: element.children.slice(0),\n\n displayName: element.displayName,\n\n hocDisplayNames: element.hocDisplayNames,\n\n key:
element.key,\n\n type: element.type,\n\n }; \n\n profilingSnapshots.set(elementID, snapshotNode);\n\n element.children.forEach(childID => \n\n this._takeProfilingSnapshotRecursive(childID, profilingSnapshots),\n\n);\n\n }\n\n }; \n\n onBridgeOperations = (operations: Array<number>) => {\n\n // The first two values are always
rendererID and rootID\n\n const rendererID = operations[0];\n\n const rootID = operations[1];\n\n if

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(this._isProfiling) {\n let profilingOperations = this._inProgressOperationsByRootID.get(rootID);\n if
(profilingOperations == null) {\n profilingOperations = [operations];\n
this._inProgressOperationsByRootID.set(rootID, profilingOperations);\n } else {\n
profilingOperations.push(operations);\n }\n\n if (!this._initialRendererIDs.has(rendererID)) {\n
this._initialRendererIDs.add(rendererID);\n }\n\n if (!this._initialSnapshotsByRootID.has(rootID)) {\n
this._initialSnapshotsByRootID.set(rootID, new Map());\n }\n\n
this._rendererIDsThatReportedProfilingData.add(rendererID);\n }\n };\n\n onBridgeProfilingData =
(dataBackend: ProfilingDataBackend) => {\n if (this._isProfiling) {\n // This should never happen, but if it
does- ignore previous profiling data.\n return;\n }\n\n const {rendererID} = dataBackend;\n if
(!this._rendererQueue.has(rendererID)) {\n throw Error(\n `Unexpected profiling data update from renderer
`${rendererID}`\n);\n }\n\n this._dataBackends.push(dataBackend);\n
this._rendererQueue.delete(rendererID);\n\n if (this._rendererQueue.size === 0) {\n this._dataFrontend =
prepareProfilingDataFrontendFromBackendAndStore(\n this._dataBackends,\n
this._inProgressOperationsByRootID,\n this._initialSnapshotsByRootID,\n);\n\n
this._dataBackends.splice(0);\n\n this.emit('isProcessingData');\n }\n };\n\n onBridgeShutdown = () => {\n
this._bridge.removeListener('operations', this.onBridgeOperations);\n this._bridge.removeListener('profilingData',
this.onBridgeProfilingData);\n this._bridge.removeListener('profilingStatus', this.onProfilingStatus);\n
this._bridge.removeListener('shutdown', this.onBridgeShutdown);\n };\n\n onProfilingStatus = (isProfiling:
boolean) => {\n if (isProfiling) {\n this._dataBackends.splice(0);\n this._dataFrontend = null;\n
this._initialRendererIDs.clear();\n this._initialSnapshotsByRootID.clear();\n
this._inProgressOperationsByRootID.clear();\n this._rendererIDsThatReportedProfilingData.clear();\n
this._rendererQueue.clear();\n\n // Record all renderer IDs initially too (in case of unmount)\n // eslint-disable-
next-line no-for-of-loops/no-for-of-loops\n for (const rendererID of this._store.rootIDToRendererID.values()) {\n
 if (!this._initialRendererIDs.has(rendererID)) {\n this._initialRendererIDs.add(rendererID);\n }\n
}\n\n // Record snapshot of tree at the time profiling is started.\n // This info is required to handle cases of e.g.
nodes being removed during profiling.\n this._store.roots.forEach(rootID => {\n const profilingSnapshots =
new Map();\n this._initialSnapshotsByRootID.set(rootID, profilingSnapshots);\n
this._takeProfilingSnapshotRecursive(rootID, profilingSnapshots);\n });\n }\n\n if (this._isProfiling !==
isProfiling) {\n this._isProfiling = isProfiling;\n\n // Invalidate suspense cache if profiling data is being (re-
)recorded.\n // Note that we clear again, in case any views read from the cache while profiling.\n // (That
would have resolved a now-stale value without any profiling data.)\n this._cache.invalidate();\n\n
this.emit('isProfiling');\n\n // If we've just finished a profiling session, we need to fetch data stored in each
renderer interface\n // and re-assemble it on the front-end into a format (ProfilingDataFrontend) that can power
the Profiler UI.\n // During this time, DevTools UI should probably not be interactive.\n if (!isProfiling) {\n
this._dataBackends.splice(0);\n this._rendererQueue.clear();\n\n // Only request data from renderers that
actually logged it.\n // This avoids unnecessary bridge requests and also avoids edge case mixed renderer
bugs.\n // (e.g. when v15 and v16 are both present)\n
this._rendererIDsThatReportedProfilingData.forEach(rendererID => {\n if
(!this._rendererQueue.has(rendererID)) {\n this._rendererQueue.add(rendererID);\n }\n
this._bridge.send('getProfilingData', {rendererID});\n });\n\n this.emit('isProcessingData');\n }\n };\n };\n };\n\n
**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under
the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n
*\n\nimport EventEmitter from './events';\nimport {inspect} from 'util';\nimport {\n TREE_OPERATION_ADD,\n
TREE_OPERATION_REMOVE,\n TREE_OPERATION_REMOVE_ROOT,\n
TREE_OPERATION_REORDER_CHILDREN,\n
TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS,\n
TREE_OPERATION_UPDATE_TREE_BASE_DURATION,\n} from './constants';\nimport {ElementTypeRoot}
from './types';\nimport {\n getSavedComponentFilters,\n saveComponentFilters,\n

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separateDisplayNameAndHOCs,\n shallowDiffers,\n utfDecodeString,\n} from './utils';\nimport
{localStorage.getItem, localStorage.setItem} from './storage';\nimport {__DEBUG__} from './constants';\nimport
{printStore} from './utils';\nimport ProfilerStore from './ProfilerStore';\nimport {\n BRIDGE_PROTOCOL,\n currentBridgeProtocol,\n} from 'react-devtools-shared/src/bridge';\nimport type {Element} from
'./views/Components/types';\nimport type {ComponentFilter, ElementType} from './types';\nimport type {\n FrontendBridge,\n BridgeProtocol,\n} from 'react-devtools-shared/src/bridge';\n\nconst debug = (methodName,
...args) => {\n if (__DEBUG__) {\n console.log(\n `%cStore %c${methodName}`, \n 'color: green; font-
weight: bold;', \n 'font-weight: bold;', \n ...args, \n);\n }\n};\n\nconst
LOCAL_STORAGE_COLLAPSE_ROOTS_BY_DEFAULT_KEY =\n 'React::DevTools::collapseNodesByDefault';\nconst
LOCAL_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY =\n 'React::DevTools::recordChangeDescriptions';\n\n\ntype Config = {\n checkBridgeProtocolCompatibility?:
boolean,\n isProfiling?: boolean,\n supportsNativeInspection?: boolean,\n supportsReloadAndProfile?: boolean,\n
supportsProfiling?: boolean,\n supportsTraceUpdates?: boolean,\n};\n\nexport type Capabilities = {\n
hasOwnerMetadata: boolean,\n supportsProfiling: boolean,\n};\n\n/**\n * The store is the single source of truth for
updates from the backend.\n * ContextProviders can subscribe to the Store for specific things they want to
provide.\n */\nexport default class Store extends EventEmitter<{\n collapseNodesByDefault: [],\n
componentFilters: [],\n error: [Error],\n mutated: [[Array<number>, Map<number, number>]],\n
recordChangeDescriptions: [],\n roots: [],\n supportsNativeStyleEditor: [],\n supportsProfiling: [],\n
supportsReloadAndProfile: [],\n unsupportedBridgeProtocolDetected: [],\n unsupportedRendererVersionDetected:
 [],\n}> {\n _bridge: FrontendBridge;\n\n // Computed whenever _errorsAndWarnings Map changes.\n
_cachedErrorCount: number = 0;\n _cachedWarningCount: number = 0;\n _cachedErrorAndWarningTuples:
 Array<{|id: number, index: number|}> = [];\n\n // Should new nodes be collapsed by default when added to the
tree?\n _collapseNodesByDefault: boolean = true;\n\n _componentFilters: Array<ComponentFilter>;\n\n // Map of
ID to number of recorded error and warning message IDs.\n _errorsAndWarnings: Map<\n number,\n
{|errorCount: number, warningCount: number|},\n > = new Map();\n\n // At least one of the injected renderers
contains (DEV only) owner metadata.\n _hasOwnerMetadata: boolean = false;\n\n // Map of ID to (mutable)
Element.\n // Elements are mutated to avoid excessive cloning during tree updates.\n // The InspectedElement
Suspense cache also relies on this mutability for its WeakMap usage.\n _idToElement: Map<number, Element> =
 new Map();\n\n // Should the React Native style editor panel be shown?\n _isNativeStyleEditorSupported: boolean
 = false;\n\n // Can the backend use the Storage API (e.g. localStorage)?\n // If not, features like reload-and-profile
will not work correctly and must be disabled.\n _isBackendStorageAPISupported: boolean = false;\n\n // Can
DevTools use sync XHR requests?\n // If not, features like reload-and-profile will not work correctly and must be
disabled.\n // This current limitation applies only to web extension builds\n // and will need to be reconsidered in
the future if we add support for reload to React Native.\n _isSynchronousXHRSupported: boolean = false;\n\n
_nativeStyleEditorValidAttributes: $ReadOnlyArray<string> | null = null;\n\n // Older backends don't support an
explicit bridge protocol,\n // so we should timeout eventually and show a downgrade message.\n
_onBridgeProtocolTimeoutID: TimeoutID | null = null;\n\n // Map of element (id) to the set of elements (ids) it
owns.\n // This map enables getOwnersListForElement() to avoid traversing the entire tree.\n _ownersMap:
 Map<number, Set<number>> = new Map();\n\n _profilerStore: ProfilerStore;\n\n _recordChangeDescriptions:
boolean = false;\n\n // Incremented each time the store is mutated.\n // This enables a passive effect to detect a
mutation between render and commit phase.\n _revision: number = 0;\n\n // This Array must be treated as
immutable!\n // Passive effects will check it for changes between render and mount.\n _roots:
 $ReadOnlyArray<number> = [];\n\n _rootIDToCapabilities: Map<number, Capabilities> = new Map();\n\n //
Renderer ID is needed to support inspection fiber props, state, and hooks.\n _rootIDToRendererID: Map<number,
number> = new Map();\n\n // These options may be initially set by a configration option when constructing the
Store.\n // In the case of \"supportsProfiling\", the option may be updated based on the injected renderers.\n
_supportsNativeInspection: boolean = true;\n _supportsProfiling: boolean = false;\n _supportsReloadAndProfile:

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boolean = false;\n _supportsTraceUpdates: boolean = false;\n\n _unsupportedBridgeProtocol: BridgeProtocol | null
= null;\n _unsupportedRendererVersionDetected: boolean = false;\n\n // Total number of visible elements (within
all roots).\n // Used for windowing purposes.\n _weightAcrossRoots: number = 0;\n\n constructor(bridge:
FrontendBridge, config?: Config) {\n super();\n\n if (__DEBUG__) {\n debug('constructor', 'subscribing to
Bridge');\n }\n\n this._collapseNodesByDefault =\n localStorage.getItem(LOCAL_STORAGE_COLLAPSE_ROOTS_BY_DEFAULT_KEY) ===\n 'true';\n\n this._recordChangeDescriptions =\n localStorage.getItem(LOCAL_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY) ===\n 'true';\n\n this._componentFilters = getSavedComponentFilters();\n\n let isProfiling = false;\n if (config != null) {\n isProfiling = config.isProfiling === true;\n\n const {\n supportsNativeInspection,\n supportsProfiling,\n supportsReloadAndProfile,\n supportsTraceUpdates,\n } = config;\n this._supportsNativeInspection =
supportsNativeInspection !== false;\n if (supportsProfiling) {\n this._supportsProfiling = true;\n }\n if
(supportsReloadAndProfile) {\n this._supportsReloadAndProfile = true;\n }\n if (supportsTraceUpdates)
{\n this._supportsTraceUpdates = true;\n }\n }\n\n this._bridge = bridge;\n bridge.addListener('operations', this.onBridgeOperations);\n bridge.addListener(\n
'overrideComponentFilters',\n this.onBridgeOverrideComponentFilters,\n);\n bridge.addListener('shutdown',
this.onBridgeShutdown);\n bridge.addListener(\n 'isBackendStorageAPISupported',\n this.onBackendStorageAPISupported,\n);\n bridge.addListener(\n 'isNativeStyleEditorSupported',\n this.onBridgeNativeStyleEditorSupported,\n);\n bridge.addListener(\n 'isSynchronousXHRSupported',\n this.onBridgeSynchronousXHRSupported,\n);\n bridge.addListener(\n 'unsupportedRendererVersion',\n this.onBridgeUnsupportedRendererVersion,\n);\n\n this._profilerStore = new ProfilerStore(bridge, this,
isProfiling);\n\n // Verify that the frontend version is compatible with the connected backend.\n // See
github.com/facebook/react/issues/21326\n if (config != null && config.checkBridgeProtocolCompatibility) {\n // Older backends don't support an explicit bridge protocol,\n // so we should timeout eventually and show a
downgrade message.\n this._onBridgeProtocolTimeoutID = setTimeout(\n this.onBridgeProtocolTimeout,\n 10000,\n);\n\n bridge.addListener('bridgeProtocol', this.onBridgeProtocol);\n\n bridge.send('getBridgeProtocol');\n }\n\n // This is only used in tests to avoid memory leaks.\n assertExpectedRootMapSizes() {\n if (this.roots.length === 0) {\n // The only safe time to assert these maps are
empty is when the store is empty.\n this.assertMapSizeMatchesRootCount(this._idToElement, '_idToElement');\n this.assertMapSizeMatchesRootCount(this._ownersMap, '_ownersMap');\n }\n\n // These maps should always
be the same size as the number of roots\n this.assertMapSizeMatchesRootCount(\n this._rootIDToCapabilities,\n '_rootIDToCapabilities',\n);\n this.assertMapSizeMatchesRootCount(\n this._rootIDToRendererID,\n '_rootIDToRendererID',\n);\n }\n\n // This is only used in tests to avoid memory
leaks.\n assertMapSizeMatchesRootCount(map: Map<any, any>, mapName: string) {\n const expectedSize =
this.roots.length;\n if (map.size !== expectedSize) {\n this._throwAndEmitError(\n Error(\n `Expected ${mapName} to contain ${expectedSize} items, but it contains ${\n
 map.size\n }\n items`\n),\n {\n depth: 20,\n },\n);\n }\n }\n\n get
collapseNodesByDefault(): boolean {\n return this._collapseNodesByDefault;\n }\n set
collapseNodesByDefault(value: boolean): void {\n this._collapseNodesByDefault = value;\n }\n\n localStorage.setItem(\n LOCAL_STORAGE_COLLAPSE_ROOTS_BY_DEFAULT_KEY,\n value ? 'true' :
'false',\n);\n\n this.emit('collapseNodesByDefault');\n\n get componentFilters(): Array<ComponentFilter>
{\n return this._componentFilters;\n }\n set componentFilters(value: Array<ComponentFilter>): void {\n if
(this._profilerStore.isProfiling) {\n // Re-mounting a tree while profiling is in progress might break a lot of
assumptions.\n // If necessary, we could support this- but it doesn't seem like a necessary use case.\n this._throwAndEmitError(\n Error('Cannot modify filter preferences while profiling'),\n);\n }\n\n // Filter
updates are expensive to apply (since they impact the entire tree).\n // Let's determine if they've changed and avoid
doing this work if they haven't.\n const prevEnabledComponentFilters = this._componentFilters.filter(\n filter
=> filter.isEnabled,\n);\n const nextEnabledComponentFilters = value.filter(\n filter => filter.isEnabled,\n

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);\n let haveEnabledFiltersChanged =\n prevEnabledComponentFilters.length !==
nextEnabledComponentFilters.length;\n if (!haveEnabledFiltersChanged) {\n for (let i = 0; i <
nextEnabledComponentFilters.length; i++) {\n const prevFilter = prevEnabledComponentFilters[i];\n const
nextFilter = nextEnabledComponentFilters[i];\n if (shallowDiffers(prevFilter, nextFilter)) {\n
haveEnabledFiltersChanged = true;\n break;\n }\n }\n }\n this._componentFilters = value;\n\n //
Update persisted filter preferences stored in localStorage.\n saveComponentFilters(value);\n\n // Notify the
renderer that filter preferences have changed.\n // This is an expensive operation; it unmounts and remounts the
entire tree,\n // so only do it if the set of enabled component filters has changed.\n if
(haveEnabledFiltersChanged) {\n this._bridge.send('updateComponentFilters', value);\n }\n\n
this.emit('componentFilters');\n }\n\n get errorCount(): number {\n return this._cachedErrorCount;\n }\n\n get
hasOwnerMetadata(): boolean {\n return this._hasOwnerMetadata;\n }\n\n get
nativeStyleEditorValidAttributes(): $ReadOnlyArray<string> | null {\n return
this._nativeStyleEditorValidAttributes;\n }\n\n get numElements(): number {\n return
this._weightAcrossRoots;\n }\n\n get profilerStore(): ProfilerStore {\n return this._profilerStore;\n }\n\n get
recordChangeDescriptions(): boolean {\n return this._recordChangeDescriptions;\n }\n\n set
recordChangeDescriptions(value: boolean): void {\n this._recordChangeDescriptions = value;\n\n
localStorage.setItem(\n LOCAL_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY,\n value ? 'true' :
'false',\n);\n\n this.emit('recordChangeDescriptions');\n }\n\n get revision(): number {\n return
this._revision;\n }\n\n get rootIDToRendererID(): Map<number, number> {\n return
this._rootIDToRendererID;\n }\n\n get roots(): $ReadOnlyArray<number> {\n return this._roots;\n }\n\n get
supportsNativeInspection(): boolean {\n return this._supportsNativeInspection;\n }\n\n get
supportsNativeStyleEditor(): boolean {\n return this._isNativeStyleEditorSupported;\n }\n\n get
supportsProfiling(): boolean {\n return this._supportsProfiling;\n }\n\n get supportsReloadAndProfile(): boolean
{\n // Does the DevTools shell support reloading and eagerly injecting the renderer interface?\n // And if so, can
the backend use the localStorage API and sync XHR?\n // All of these are currently required for the reload-and-
profile feature to work.\n return (\n this._supportsReloadAndProfile &&\n
this._isBackendStorageAPISupported &&\n this._isSynchronousXHRSupported\n);\n }\n\n get
supportsTraceUpdates(): boolean {\n return this._supportsTraceUpdates;\n }\n\n get
unsupportedBridgeProtocol(): BridgeProtocol | null {\n return this._unsupportedBridgeProtocol;\n }\n\n get
unsupportedRendererVersionDetected(): boolean {\n return this._unsupportedRendererVersionDetected;\n }\n\n
get warningCount(): number {\n return this._cachedWarningCount;\n }\n\n containsElement(id: number):
boolean {\n return this._idToElement.get(id) !== null;\n }\n\n getElementAtIndex(index: number): Element | null
{\n if (index < 0 || index >= this.numElements) {\n console.warn(\n `Invalid index ${index} specified;
store contains ${this.numElements} items.`,\n);\n return null;\n }\n\n // Find which root this element is
in...\n let rootID;\n let root;\n let rootWeight = 0;\n for (let i = 0; i < this._roots.length; i++) {\n rootID =
this._roots[i];\n root = ((this._idToElement.get(rootID): any): Element);\n if (root.children.length === 0) {\n
continue;\n } else if (rootWeight + root.weight > index) {\n break;\n } else {\n rootWeight +=
root.weight;\n }\n }\n\n // Find the element in the tree using the weight of each node...\n // Skip over the
root itself, because roots aren't visible in the Elements tree.\n let currentElement = ((root: any): Element);\n let
currentWeight = rootWeight - 1;\n while (index !== currentWeight) {\n const numChildren =
currentElement.children.length;\n for (let i = 0; i < numChildren; i++) {\n const childID =
currentElement.children[i];\n const child = ((this._idToElement.get(childID): any): Element);\n const
childWeight = child.isCollapsed ? 1 : child.weight;\n if (index <= currentWeight + childWeight) {\n
currentWeight++;\n currentElement = child;\n break;\n } else {\n currentWeight +=
childWeight;\n }\n }\n }\n\n return ((currentElement: any): Element) || null;\n }\n\n
getElementIDAtIndex(index: number): number | null {\n const element: Element | null =
this.getElementAtIndex(index);\n return element === null ? null : element.id;\n }\n\n getElementByID(id:
number): Element | null {\n const element = this._idToElement.get(id);\n if (element == null) {\n

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console.warn('No element found with id \'' + id + '\');\n return null;\n }\n\n return element;\n }\n\n // Returns
a tuple of [id, index]\n getElementsWithErrorsAndWarnings(): Array<{|id: number, index: number|}> {\n return
this._cachedErrorAndWarningTuples;\n }\n\n getErrorAndWarningCountForElementID(\n id: number,\n):
{|errorCount: number, warningCount: number|} {\n return this._errorsAndWarnings.get(id) || {errorCount: 0,
warningCount: 0};\n }\n\n getIndexOfElementID(id: number): number | null {\n const element =
this.getElementByID(id);\n\n if (element === null || element.parentID === 0) {\n return null;\n }\n\n //
Walk up the tree to the root.\n // Increment the index by one for each node we encounter,\n // and by the weight
of all nodes to the left of the current one.\n // This should be a relatively fast way of determining the index of a
node within the tree.\n let previousID = id;\n let currentID = element.parentID;\n let index = 0;\n while (true)
{\n const current = ((this._idToElement.get(currentID): any): Element);\n const {children} = current;\n
for (let i = 0; i < children.length; i++) {\n const childID = children[i];\n if (childID === previousID) {\n
break;\n }\n const child = ((this._idToElement.get(childID): any): Element);\n index +=
child.isCollapsed ? 1 : child.weight;\n }\n\n if (current.parentID === 0) {\n // We found the root; stop
crawling.\n break;\n }\n\n index++;\n\n previousID = current.id;\n currentID = current.parentID;\n
}\n\n // At this point, the current ID is a root (from the previous loop).\n // We also need to offset the index by
previous root weights.\n for (let i = 0; i < this._roots.length; i++) {\n const rootID = this._roots[i];\n if
(rootID === currentID) {\n break;\n }\n const root = ((this._idToElement.get(rootID): any): Element);\n
index += root.weight;\n }\n\n return index;\n }\n\n getOwnersListForElement(ownerID: number):
Array<Element> {\n const list = [];\n const element = this._idToElement.get(ownerID);\n if (element != null)
{\n list.push({\n ...element,\n depth: 0,\n });\n\n const unsortedIDs =
this._ownersMap.get(ownerID);\n if (unsortedIDs !== undefined) {\n const depthMap: Map<number,
number> = new Map([[ownerID, 0]]);\n\n // Items in a set are ordered based on insertion.\n // This does not
correlate with their order in the tree.\n // So first we need to order them.\n // I wish we could avoid this
sorting operation; we could sort at insertion time,\n // but then we'd have to pay sorting costs even if the owners
list was never used.\n // Seems better to defer the cost, since the set of ids is probably pretty small.\n const
sortedIDs = Array.from(unsortedIDs).sort(\n (idA, idB) =>\n ((this.getIndexOfElementID(idA): any):
number) -\n ((this.getIndexOfElementID(idB): any): number),\n);\n\n // Next we need to determine
the appropriate depth for each element in the list.\n // The depth in the list may not correspond to the depth in
the tree,\n // because the list has been filtered to remove intermediate components.\n // Perhaps the easiest
way to do this is to walk up the tree until we reach either:\n // (1) another node that's already in the tree, or (2)
the root (owner)\n // at which point, our depth is just the depth of that node plus one.\n sortedIDs.forEach(id
=> {\n const innerElement = this._idToElement.get(id);\n if (innerElement != null) {\n let
parentID = innerElement.parentID;\n\n let depth = 0;\n while (parentID > 0) {\n if (parentID
=== ownerID || unsortedIDs.has(parentID)) {\n depth = depthMap.get(parentID) + 1;\n
depthMap.set(id, depth);\n break;\n }\n const parent = this._idToElement.get(parentID);\n
if (parent == null) {\n break;\n }\n parentID = parent.parentID;\n }\n\n if (depth === 0) {\n this._throwAndEmitError(Error('Invalid owners list'));\n }\n\n
list.push({...innerElement, depth});\n }\n });\n }\n\n return list;\n }\n\n getRendererIDForElement(id: number): number | null {\n let current = this._idToElement.get(id);\n while
(current != null) {\n if (current.parentID === 0) {\n const rendererID =
this._rootIDToRendererID.get(current.id);\n return rendererID == null ? null : rendererID;\n } else {\n
current = this._idToElement.get(current.parentID);\n }\n }\n return null;\n }\n\n getRootIDForElement(id:
number): number | null {\n let current = this._idToElement.get(id);\n while (current != null) {\n if
(current.parentID === 0) {\n return current.id;\n } else {\n current =
this._idToElement.get(current.parentID);\n }\n }\n return null;\n }\n\n isInsideCollapsedSubTree(id:
number): boolean {\n let current = this._idToElement.get(id);\n while (current != null) {\n if
(current.parentID === 0) {\n return false;\n } else {\n current =
this._idToElement.get(current.parentID);\n if (current != null && current.isCollapsed) {\n return true;\n
}

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 }\n }\n }\n return false;\n }\n\n // TODO Maybe split this into two methods: expand() and collapse()\n toggleIsCollapsed(id: number, isCollapsed: boolean): void {\n let didMutate = false;\n const element =\n this.getElementByID(id);\n if (element !== null) {\n if (isCollapsed) {\n if (element.type ===\n ElementTypeRoot) {\n this._throwAndEmitError(Error('Root nodes cannot be collapsed'));\n }\n if\n (!element.isCollapsed) {\n didMutate = true;\n element.isCollapsed = true;\n const weightDelta =\n 1 - element.weight;\n let parentElement = ((this._idToElement.get(\n element.parentID,\n):\n any): Element);\n while (parentElement !== null) {\n // We don't need to break on a collapsed parent in\n the same way as the expand case below.\n // That's because collapsing a node doesn't \"bubble\" and affect its\n parents.\n parentElement.weight += weightDelta;\n parentElement =\n this._idToElement.get(parentElement.parentID);\n }\n } else {\n let currentElement =\n element;\n while (currentElement !== null) {\n const oldWeight = currentElement.isCollapsed\n ?\n 1\n : currentElement.weight;\n if (currentElement.isCollapsed) {\n didMutate = true;\n currentElement.isCollapsed = false;\n const newWeight = currentElement.isCollapsed\n ? 1\n : currentElement.weight;\n const weightDelta = newWeight - oldWeight;\n let parentElement =\n ((this._idToElement.get(\n currentElement.parentID,\n):\n any): Element);\n while\n (parentElement !== null) {\n parentElement.weight += weightDelta;\n if (parentElement.isCollapsed)\n {\n // It's important to break on a collapsed parent when expanding nodes.\n // That's because\n expanding a node \"bubbles\" up and expands all parents as well.\n // Breaking in this case prevents us\n from over-incrementing the expanded weights.\n break;\n }\n parentElement =\n this._idToElement.get(parentElement.parentID);\n }\n currentElement =\n currentElement.parentID !== 0\n ? this.getElementByID(currentElement.parentID)\n : null;\n }\n }\n // Only re-calculate weights and emit an \"update\" event if the store was mutated.\n if\n (didMutate) {\n let weightAcrossRoots = 0;\n this._roots.forEach(rootID => {\n const {weight} =\n ((this.getElementByID(rootID): any): Element);\n weightAcrossRoots += weight;\n });\n this._weightAcrossRoots = weightAcrossRoots;\n // The Tree context's search reducer expects an explicit list\n of ids for nodes that were added or removed.\n // In this case, we can pass it empty arrays since nodes in a\n collapsed tree are still there (just hidden).\n // Updating the selected search index later may require auto-\n expanding a collapsed subtree though.\n this.emit('mutated', [], new Map());\n }\n }\n }\n }\n\n _adjustParentTreeWeight = (\n parentElement: Element | null,\n weightDelta: number,\n) => {\n let\n isInsideCollapsedSubTree = false;\n while (parentElement !== null) {\n parentElement.weight +=\n weightDelta;\n // Additions and deletions within a collapsed subtree should not bubble beyond the collapsed\n parent.\n // Their weight will bubble up when the parent is expanded.\n if (parentElement.isCollapsed) {\n isInsideCollapsedSubTree = true;\n break;\n }\n parentElement = ((this._idToElement.get(\n parentElement.parentID,\n):\n any): Element);\n }\n // Additions and deletions within a collapsed subtree\n should not affect the overall number of elements.\n if (!isInsideCollapsedSubTree) {\n this._weightAcrossRoots += weightDelta;\n }\n }\n\n onBridgeNativeStyleEditorSupported = ({\n isSupported,\n validAttributes,\n }): {\n isSupported: boolean,\n validAttributes: ?$ReadOnlyArray<string>,\n }\n } => {\n this._isNativeStyleEditorSupported = isSupported;\n this._nativeStyleEditorValidAttributes =\n validAttributes || null;\n this.emit('supportsNativeStyleEditor');\n }\n\n onBridgeOperations = (operations:\n Array<number>) => {\n if (__DEBUG__) {\n console.groupCollapsed('onBridgeOperations');\n debug('onBridgeOperations', operations.join(','));\n }\n let haveRootsChanged = false;\n let\n haveErrorsOrWarningsChanged = false;\n // The first two values are always rendererID and rootID\n const\n rendererID = operations[0];\n const addedElementIDs: Array<number> = [];\n // This is a mapping of removed\n ID -> parent ID:\n const removedElementIDs: Map<number, number> = new Map();\n // We'll use the parent ID\n to adjust selection if it gets deleted.\n let i = 2;\n // Reassemble the string table.\n const stringTable = [\n null, // ID = 0 corresponds to the null string.\n];\n const stringTableSize = operations[i++];\n const\n stringTableEnd = i + stringTableSize;\n while (i < stringTableEnd) {\n const nextLength = operations[i++];\n const\n nextString = utfDecodeString(\n (operations.slice(i, i + nextLength): any),\n);\n
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stringTable.push(nextString);\n i += nextLength;\n }\n\n while (i < operations.length) {\n const operation
= operations[i];\n switch (operation) {\n case TREE_OPERATION_ADD: {\n const id = ((operations[i
+ 1]: any): number);\n const type = ((operations[i + 2]: any): ElementType);\n\n i += 3;\n\n if
(this._idToElement.has(id)) {\n this._throwAndEmitError(\n Error(\n `Cannot add node
\"${id}\" because a node with that id is already in the Store.`,\n),\n);\n }\n\n let ownerID:
number = 0;\n let parentID: number = ((null: any): number);\n if (type === ElementTypeRoot) {\n
if (__DEBUG__) {\n debug('Add', `new root node ${id}`);\n }\n\n const supportsProfiling =
operations[i] > 0;\n i++;\n\n const hasOwnerMetadata = operations[i] > 0;\n i++;\n\n this._roots = this._roots.concat(id);\n this._rootIDToRendererID.set(id, rendererID);\n
 this._rootIDToCapabilities.set(id, {\n hasOwnerMetadata,\n supportsProfiling,\n });\n\n this._idToElement.set(id, {\n children: [],\n depth: -1,\n displayName: null,\n
hocDisplayNames: null,\n id,\n isCollapsed: false, // Never collapse roots; it would hide the entire
tree.\n key: null,\n ownerID: 0,\n parentID: 0,\n type,\n weight: 0,\n
 });\n\n haveRootsChanged = true;\n } else {\n parentID = ((operations[i]: any): number);\n
 i++;\n\n ownerID = ((operations[i]: any): number);\n i++;\n\n const displayNameStringID =
operations[i];\n const displayName = stringTable[displayNameStringID];\n i++;\n\n const
keyStringID = operations[i];\n const key = stringTable[keyStringID];\n i++;\n\n if
(__DEBUG__) {\n debug(\n 'Add',\n `node ${id} (${displayName || 'null'}) as child of
${parentID}`,\n);\n }\n\n if (!this._idToElement.has(parentID)) {\n
this._throwAndEmitError(\n Error(\n `Cannot add child \"${id}\" to parent \"${parentID}\"
because parent node was not found in the Store.`,\n),\n);\n }\n\n const
parentElement = ((this._idToElement.get(\n parentID,\n): any): Element);\n\n parentElement.children.push(id);\n const [\n displayNameWithoutHOCs,\n
hocDisplayNames,\n] = separateDisplayNameAndHOCs(displayName, type);\n\n const element:
Element = {\n children: [],\n depth: parentElement.depth + 1,\n displayName:
displayNameWithoutHOCs,\n hocDisplayNames,\n id,\n isCollapsed:
this._collapseNodesByDefault,\n key,\n ownerID,\n parentID: parentElement.id,\n
 type,\n weight: 1,\n };\n\n this._idToElement.set(id, element);\n
 addedElementIDs.push(id);\n this._adjustParentTreeWeight(parentElement, 1);\n\n if (ownerID > 0)
{\n let set = this._ownersMap.get(ownerID);\n if (set === undefined) {\n set = new Set();\n
 }\n\n this._ownersMap.set(ownerID, set);\n set.add(id);\n }\n\n break;\n }\n\n case TREE_OPERATION_REMOVE: {\n const removeLength = ((operations[i + 1]: any):
number);\n i += 2;\n\n for (let removeIndex = 0; removeIndex < removeLength; removeIndex++) {\n
 const id = ((operations[i]: any): number);\n\n if (!this._idToElement.has(id)) {\n
this._throwAndEmitError(\n Error(\n `Cannot remove node \"${id}\" because no matching node
was found in the Store.`,\n),\n);\n }\n\n i += 1;\n\n const element =
((this._idToElement.get(id): any): Element);\n const {children, ownerID, parentID, weight} = element;\n\n if (children.length > 0) {\n
this._throwAndEmitError(\n Error(`Node \"${id}\" was removed
before its children.`),\n);\n }\n\n this._idToElement.delete(id);\n\n let parentElement =
null;\n if (parentID === 0) {\n if (__DEBUG__) {\n debug('Remove', `node ${id} root`);\n
 }\n\n this._roots = this._roots.filter(rootID => rootID !== id);\n
 }\n\n this._rootIDToRendererID.delete(id);\n this._rootIDToCapabilities.delete(id);\n\n
 haveRootsChanged = true;\n } else {\n if (__DEBUG__) {\n debug('Remove', `node ${id}
from parent ${parentID}`);\n }\n\n parentElement = ((this._idToElement.get(parentID): any):
Element);\n\n if (parentElement === undefined) {\n this._throwAndEmitError(\n Error(\n
 `Cannot remove node \"${id}\" from parent \"${parentID}\" because no matching node was found in the
Store.`,\n),\n);\n }\n\n const index = parentElement.children.indexOf(id);\n
 parentElement.children.splice(index, 1);\n\n this._adjustParentTreeWeight(parentElement, -

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weight);\n removedElementIDs.set(id, parentID);\n\n this._ownersMap.delete(id);\n if (ownerID > 0) {\n const set = this._ownersMap.get(ownerID);\n if (set !== undefined) {\n set.delete(id);\n }\n }\n if (this._errorsAndWarnings.has(id)) {\n this._errorsAndWarnings.delete(id);\n haveErrorsOrWarningsChanged = true;\n }\n break;\n }\n case TREE_OPERATION_REMOVE_ROOT: {\n i += 1;\n const id = operations[1];\n if (__DEBUG__) {\n debug(`Remove root ${id}`);\n }\n const recursivelyDeleteElements = elementID => {\n const element = this._idToElement.get(elementID);\n this._idToElement.delete(elementID);\n if (element) {\n // Mostly for Flow's sake\n for (let index = 0; index < element.children.length; index++) {\n recursivelyDeleteElements(element.children[index]);\n }\n }\n }; \n const root = ((this._idToElement.get(id): any): Element);\n recursivelyDeleteElements(id);\n this._rootIDToCapabilities.delete(id);\n this._rootIDToRendererID.delete(id);\n this._roots = this._roots.filter(rootID => rootID !== id);\n this._weightAcrossRoots -= root.weight;\n break;\n }\n case TREE_OPERATION_REORDER_CHILDREN: {\n const id = ((operations[i + 1]: any): number);\n const numChildren = ((operations[i + 2]: any): number);\n i += 3;\n if (!this._idToElement.has(id)) {\n this._throwAndEmitError(\n Error(\n `Cannot reorder children for node \"${id}\" because no matching node was found in the Store.`,\n),\n);\n }\n const element = ((this._idToElement.get(id): any): Element);\n const children = element.children;\n if (children.length !== numChildren) {\n this._throwAndEmitError(\n Error(\n `Children cannot be added or removed during a reorder operation.`,\n),\n);\n }\n for (let j = 0; j < numChildren; j++) {\n const childID = operations[i + j];\n children[j] = childID;\n if (__DEV__) {\n // This check is more expensive so it's gated by __DEV__.\n const childElement = this._idToElement.get(childID);\n if (childElement == null || childElement.parentID !== id) {\n console.error(\n `Children cannot be added or removed during a reorder operation.`,\n);\n }\n }\n }\n i += numChildren;\n if (__DEBUG__) {\n debug(`Re-order`, `Node ${id} children ${children.join(',')}`);\n }\n break;\n }\n case TREE_OPERATION_UPDATE_TREE_BASE_DURATION: {\n // Base duration updates are only sent while profiling is in progress.\n // We can ignore them at this point.\n // The profiler UI uses them lazily in order to generate the tree.\n i += 3;\n break;\n }\n case TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS: {\n const id = operations[i + 1];\n const errorCount = operations[i + 2];\n const warningCount = operations[i + 3];\n i += 4;\n if (errorCount > 0 || warningCount > 0) {\n this._errorsAndWarnings.set(id, {errorCount, warningCount});\n } else if (this._errorsAndWarnings.has(id)) {\n this._errorsAndWarnings.delete(id);\n }\n haveErrorsOrWarningsChanged = true;\n break;\n }\n default: {\n this._throwAndEmitError(\n Error(`Unsupported Bridge operation \"${operation}\"`),\n);\n }\n this._revision++;\n if (haveErrorsOrWarningsChanged) {\n let errorCount = 0;\n let warningCount = 0;\n this._errorsAndWarnings.forEach(entry => {\n errorCount += entry.errorCount;\n warningCount += entry.warningCount;\n });\n this._cachedErrorCount = errorCount;\n this._cachedWarningCount = warningCount;\n const errorAndWarningTuples: Array<{id: number, index: number}> = [];\n this._errorsAndWarnings.forEach((_, id) => {\n const index = this.getIndexOfElementID(id);\n if (index !== null) {\n let low = 0;\n let high = errorAndWarningTuples.length;\n while (low < high) {\n const mid = (low + high) >> 1;\n if (errorAndWarningTuples[mid].index > index) {\n high = mid;\n } else {\n low = mid + 1;\n }\n }\n errorAndWarningTuples.splice(low, 0, {id, index});\n }\n });\n this._cachedErrorAndWarningTuples = errorAndWarningTuples;\n }\n if (haveRootsChanged) {\n const prevSupportsProfiling = this._supportsProfiling;\n this._hasOwnerMetadata = false;\n this._supportsProfiling = false;\n this._rootIDToCapabilities.forEach(({hasOwnerMetadata, supportsProfiling}) => {\n if (hasOwnerMetadata) {\n this._hasOwnerMetadata = true;\n }\n if (supportsProfiling) {\n this._supportsProfiling = true;\n }\n },\n);\n this.emit('roots');\n }\n }\n }\n}

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 if (this._supportsProfiling !== prevSupportsProfiling) {\n this.emit('supportsProfiling');\n }\n }\n\n if\n (__DEBUG__) {\n console.log(printStore(this, true));\n console.groupEnd();\n }\n\n this.emit('mutated',\n [addedElementIDs, removedElementIDs]);\n };\n\n // Certain backends save filters on a per-domain basis.\n // In\n order to prevent filter preferences and applied filters from being out of sync,\n // this message enables the backend\n to override the frontend's current ("saved") filters.\n // This action should also override the saved filters too,\n //\n // else reloading the frontend without reloading the backend would leave things out of sync.\n onBridgeOverrideComponentFilters = (\n componentFilters: Array<ComponentFilter>,\n) => {\n this._componentFilters = componentFilters;\n saveComponentFilters(componentFilters);\n };\n\n onBridgeShutdown = () => {\n if (__DEBUG__) {\n debug('onBridgeShutdown', 'unsubscribing from\n Bridge');\n }\n\n const bridge = this._bridge;\n bridge.removeListener('operations', this.onBridgeOperations);\n bridge.removeListener(\n 'overrideComponentFilters',\n this.onBridgeOverrideComponentFilters,\n);\n bridge.removeListener('shutdown', this.onBridgeShutdown);\n bridge.removeListener(\n 'isBackendStorageAPISupported',\n this.onBackendStorageAPISupported,\n);\n bridge.removeListener(\n 'isNativeStyleEditorSupported',\n this.onBridgeNativeStyleEditorSupported,\n);\n bridge.removeListener(\n 'isSynchronousXHRSupported',\n this.onBridgeSynchronousXHRSupported,\n);\n bridge.removeListener(\n 'unsupportedRendererVersion',\n this.onBridgeUnsupportedRendererVersion,\n);\n bridge.removeListener('bridgeProtocol', this.onBridgeProtocol);\n\n if (this._onBridgeProtocolTimeoutID\n !== null) {\n clearTimeout(this._onBridgeProtocolTimeoutID);\n this._onBridgeProtocolTimeoutID = null;\n }\n };\n\n onBackendStorageAPISupported = (isBackendStorageAPISupported: boolean) => {\n this._isBackendStorageAPISupported = isBackendStorageAPISupported;\n\n this.emit('supportsReloadAndProfile');\n };\n\n onBridgeSynchronousXHRSupported =\n (isSynchronousXHRSupported: boolean) => {\n this._isSynchronousXHRSupported =\n isSynchronousXHRSupported;\n\n this.emit('supportsReloadAndProfile');\n };\n\n onBridgeUnsupportedRendererVersion = () => {\n this._unsupportedRendererVersionDetected = true;\n\n this.emit('unsupportedRendererVersionDetected');\n };\n\n onBridgeProtocol = (bridgeProtocol: BridgeProtocol)\n => {\n if (this._onBridgeProtocolTimeoutID !== null) {\n clearTimeout(this._onBridgeProtocolTimeoutID);\n this._onBridgeProtocolTimeoutID = null;\n }\n\n if (bridgeProtocol.version !== currentBridgeProtocol.version)\n {\n this._unsupportedBridgeProtocol = bridgeProtocol;\n } else {\n // If we should happen to get a response\n after timing out...\n this._unsupportedBridgeProtocol = null;\n }\n\n this.emit('unsupportedBridgeProtocolDetected');\n };\n\n onBridgeProtocolTimeout = () => {\n this._onBridgeProtocolTimeoutID = null;\n\n // If we timed out, that indicates the backend predates the bridge\n protocol,\n // so we can set a fake version (0) to trigger the downgrade message.\n this._unsupportedBridgeProtocol = BRIDGE_PROTOCOL[0];\n\n this.emit('unsupportedBridgeProtocolDetected');\n };\n\n // The Store should never throw an Error without also\n emitting an event.\n // Otherwise Store errors will be invisible to users,\n // but the downstream errors they cause\n will be reported as bugs.\n // For example, https://github.com/facebook/react/issues/21402\n // Emitting an error\n event allows the ErrorBoundary to show the original error.\n _throwAndEmitError(error: Error) {\n this.emit('error', error);\n\n // Throwing is still valuable for local development\n // and for unit testing the Store\n itself.\n throw error;\n }\n\n /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is\n licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n declare function isArray(a: mixed): boolean %checks(Array.isArray(a));\n\n const isArrayImpl =\n Array.isArray;\n\n // eslint-disable-next-line no-redeclare\n function isArray(a: mixed): boolean {\n return\n isArrayImpl(a);\n }\n\n export default isArray;\n\n /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This\n source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source\n tree.\n *\n * @flow\n */\n /**\n * inlined Object.is polyfill to avoid requiring consumers ship their own\n *\n * https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/is\n */\n function is(x:\n any, y: any) {\n return (\n (x === y && (x !== 0 || 1 / x === 1 / y)) || (x !== x && y !== y) // eslint-disable-line\n no-self-compare\n);\n }\n\n const objectIs: (x: any, y: any) => boolean =\n typeof Object.is === 'function' ?

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Object.is : is;\n\nexport default Object.is;\n","/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This
source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source
tree.\n * \n * @flow\n */\n\nimport {gt, gte} from 'semver';\nimport {\n ComponentFilterDisplayName,\n
ComponentFilterElementType,\n ComponentFilterHOC,\n ComponentFilterLocation,\n ElementTypeClass,\n
ElementTypeContext,\n ElementTypeFunction,\n ElementTypeForwardRef,\n ElementTypeHostComponent,\n
ElementTypeMemo,\n ElementTypeOtherOrUnknown,\n ElementTypeProfiler,\n ElementTypeRoot,\n
ElementTypeSuspense,\n ElementTypeSuspenseList,\n} from 'react-devtools-shared/src/types';\nimport {\n
deletePathInObject,\n getDisplayName,\n getDefaultComponentFilters,\n getInObject,\n getUID,\n
renamePathInObject,\n setInObject,\n utfEncodeString,\n} from 'react-devtools-shared/src/utils';\nimport
{sessionStorageGetItem} from 'react-devtools-shared/src/storage';\nimport {\n cleanForBridge,\n
copyToClipboard,\n copyWithDelete,\n copyWithRename,\n copyWithSet,\n getEffectDurations,\n} from
 './utils';\nimport {\n __DEBUG__,\n SESSION_STORAGE_RELOAD_AND_PROFILE_KEY,\n
SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY,\n TREE_OPERATION_ADD,\n
TREE_OPERATION_REMOVE,\n TREE_OPERATION_REMOVE_ROOT,\n
TREE_OPERATION_REORDER_CHILDREN,\n
TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS,\n
TREE_OPERATION_UPDATE_TREE_BASE_DURATION,\n} from './constants';\nimport
{inspectHooksOfFiber} from 'react-debug-tools';\nimport {\n patch as patchConsole,\n registerRenderer as
registerRendererWithConsole,\n} from './console';\nimport {\n CONCURRENT_MODE_NUMBER,\n
CONCURRENT_MODE_SYMBOL_STRING,\n DEPRECATED_ASYNC_MODE_SYMBOL_STRING,\n
PROVIDER_NUMBER,\n PROVIDER_SYMBOL_STRING,\n CONTEXT_NUMBER,\n
CONTEXT_SYMBOL_STRING,\n STRICT_MODE_NUMBER,\n STRICT_MODE_SYMBOL_STRING,\n
PROFILER_NUMBER,\n PROFILER_SYMBOL_STRING,\n SCOPE_NUMBER,\n
SCOPE_SYMBOL_STRING,\n FORWARD_REF_NUMBER,\n FORWARD_REF_SYMBOL_STRING,\n
MEMO_NUMBER,\n MEMO_SYMBOL_STRING,\n} from './ReactSymbols';\nimport {format} from
 './utils';\nimport {enableProfilerChangedHookIndices} from 'react-devtools-feature-flags';\nimport is from
 'shared/objectIs';\nimport isArray from 'shared/isArray';\n\nimport type {Fiber} from 'react-
reconciler/src/ReactInternalTypes';\nimport type {\n ChangeDescription,\n CommitDataBackend,\n
DevToolsHook,\n InspectedElement,\n InspectedElementPayload,\n InstanceAndStyle,\n NativeType,\n
PathFrame,\n PathMatch,\n ProfilingDataBackend,\n ProfilingDataForRootBackend,\n ReactRenderer,\n
RendererInterface,\n SerializedElement,\n WorkTagMap,\n} from './types';\nimport type {\n ComponentFilter,\n
ElementType,\n} from 'react-devtools-shared/src/types';\n\ntype getDisplayNameForFiberType = (fiber: Fiber) =>
string | null;\ntype getTypeSymbolType = (type: any) => Symbol | number;\ntype ReactPriorityLevelsType = {\n
ImmediatePriority: number,\n UserBlockingPriority: number,\n NormalPriority: number,\n LowPriority:
number,\n IdlePriority: number,\n NoPriority: number,\n};\ntype ReactTypeOfSideEffectType = {\n NoFlags:
number,\n PerformedWork: number,\n Placement: number,\n Incomplete: number,\n};\n\nfunction
getFiberFlags(fiber: Fiber): number {\n // The name of this field changed from "effectTag" to "flags"\n return
fiber.flags !== undefined ? fiber.flags : (fiber: any).effectTag;\n}\n\n// Some environments (e.g. React Native /
Hermes) don't support the performance API yet.\nconst get currentTime = \n type of performance === 'object' &&
type of performance.now === 'function' ? () => performance.now() : () => Date.now();\n\nexport function
getInternalReactConstants(\n version: string,\n): {\n getDisplayNameForFiber: getDisplayNameForFiberType,\n
getTypeSymbol: getTypeSymbolType,\n ReactPriorityLevels: ReactPriorityLevelsType,\n
ReactTypeOfSideEffect: ReactTypeOfSideEffectType,\n ReactTypeOfWork: WorkTagMap,\n} {\n const
ReactTypeOfSideEffect: ReactTypeOfSideEffectType = {\n NoFlags: 0b00,\n PerformedWork: 0b01,\n
Placement: 0b10,\n Incomplete: 0b1000000000000000,\n };;\n\n //
*****\n // The section below is copied from files
in React repo.\n // Keep it in sync, and add version guards if it changes.\n /\n // Technically these priority levels
are invalid for versions before 16.9,\n // but 16.9 is the first version to report priority level to DevTools,\n // so we

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can avoid checking for earlier versions and support pre-16.9 canary releases in the process.\n let
ReactPriorityLevels: ReactPriorityLevelsType = {\n ImmediatePriority: 99,\n UserBlockingPriority: 98,\n
NormalPriority: 97,\n LowPriority: 96,\n IdlePriority: 95,\n NoPriority: 90,\n };;\n\n if (gt(version, '17.0.2'))
{\n ReactPriorityLevels = {\n ImmediatePriority: 1,\n UserBlockingPriority: 2,\n NormalPriority: 3,\n
LowPriority: 4,\n IdlePriority: 5,\n NoPriority: 0,\n };;\n }\n\n let ReactTypeOfWork: WorkTagMap =
((null: any): WorkTagMap);\n\n // *****\n\n The section below is copied from files in React repo.\n // Keep it in sync, and add version guards if it changes.\n
//\n // TODO Update the gt() check below to be gte() whichever the next version number is.\n // Currently the
version in Git is 17.0.2 (but that version has not been/may not end up being released).\n if (gt(version, '17.0.1')) {\n
ReactTypeOfWork = {\n CacheComponent: 24, // Experimental\n ClassComponent: 1,\n
ContextConsumer: 9,\n ContextProvider: 10,\n CoroutineComponent: -1, // Removed\n
CoroutineHandlerPhase: -1, // Removed\n DehydratedSuspenseComponent: 18, // Behind a flag\n
ForwardRef: 11,\n Fragment: 7,\n FunctionComponent: 0,\n HostComponent: 5,\n HostPortal: 4,\n
HostRoot: 3,\n HostText: 6,\n IncompleteClassComponent: 17,\n IndeterminateComponent: 2,\n
LazyComponent: 16,\n LegacyHiddenComponent: 23,\n MemoComponent: 14,\n Mode: 8,\n
OffscreenComponent: 22, // Experimental\n Profiler: 12,\n ScopeComponent: 21, // Experimental\n
SimpleMemoComponent: 15,\n SuspenseComponent: 13,\n SuspenseListComponent: 19, // Experimental\n
YieldComponent: -1, // Removed\n };;\n } else if (gte(version, '17.0.0-alpha')) {\n ReactTypeOfWork = {\n
CacheComponent: -1, // Doesn't exist yet\n ClassComponent: 1,\n ContextConsumer: 9,\n
ContextProvider: 10,\n CoroutineComponent: -1, // Removed\n CoroutineHandlerPhase: -1, // Removed\n
DehydratedSuspenseComponent: 18, // Behind a flag\n ForwardRef: 11,\n Fragment: 7,\n
FunctionComponent: 0,\n HostComponent: 5,\n HostPortal: 4,\n HostRoot: 3,\n HostText: 6,\n
IncompleteClassComponent: 17,\n IndeterminateComponent: 2,\n LazyComponent: 16,\n
LegacyHiddenComponent: 24,\n MemoComponent: 14,\n Mode: 8,\n OffscreenComponent: 23, //
Experimental\n Profiler: 12,\n ScopeComponent: 21, // Experimental\n SimpleMemoComponent: 15,\n
SuspenseComponent: 13,\n SuspenseListComponent: 19, // Experimental\n YieldComponent: -1, //
Removed\n };;\n } else if (gte(version, '16.6.0-beta.0')) {\n ReactTypeOfWork = {\n CacheComponent: -1, //
Doesn't exist yet\n ClassComponent: 1,\n ContextConsumer: 9,\n ContextProvider: 10,\n
CoroutineComponent: -1, // Removed\n CoroutineHandlerPhase: -1, // Removed\n
DehydratedSuspenseComponent: 18, // Behind a flag\n ForwardRef: 11,\n Fragment: 7,\n
FunctionComponent: 0,\n HostComponent: 5,\n HostPortal: 4,\n HostRoot: 3,\n HostText: 6,\n
IncompleteClassComponent: 17,\n IndeterminateComponent: 2,\n LazyComponent: 16,\n
LegacyHiddenComponent: -1,\n MemoComponent: 14,\n Mode: 8,\n OffscreenComponent: -1, //
Experimental\n Profiler: 12,\n ScopeComponent: -1, // Experimental\n SimpleMemoComponent: 15,\n
SuspenseComponent: 13,\n SuspenseListComponent: 19, // Experimental\n YieldComponent: -1, //
Removed\n };;\n } else if (gte(version, '16.4.3-alpha')) {\n ReactTypeOfWork = {\n CacheComponent: -1, //
Doesn't exist yet\n ClassComponent: 2,\n ContextConsumer: 11,\n ContextProvider: 12,\n
CoroutineComponent: -1, // Removed\n CoroutineHandlerPhase: -1, // Removed\n
DehydratedSuspenseComponent: -1, // Doesn't exist yet\n ForwardRef: 13,\n Fragment: 9,\n
FunctionComponent: 0,\n HostComponent: 7,\n HostPortal: 6,\n HostRoot: 5,\n HostText: 8,\n
IncompleteClassComponent: -1, // Doesn't exist yet\n IndeterminateComponent: 4,\n LazyComponent: -1, //
Doesn't exist yet\n LegacyHiddenComponent: -1,\n MemoComponent: -1, // Doesn't exist yet\n Mode:
10,\n OffscreenComponent: -1, // Experimental\n Profiler: 15,\n ScopeComponent: -1, // Experimental\n
SimpleMemoComponent: -1, // Doesn't exist yet\n SuspenseComponent: 16,\n SuspenseListComponent: -1, //
Doesn't exist yet\n YieldComponent: -1, // Removed\n };;\n } else {\n ReactTypeOfWork = {\n
CacheComponent: -1, // Doesn't exist yet\n ClassComponent: 2,\n ContextConsumer: 12,\n
ContextProvider: 13,\n CoroutineComponent: 7,\n CoroutineHandlerPhase: 8,\n
DehydratedSuspenseComponent: -1, // Doesn't exist yet\n ForwardRef: 14,\n Fragment: 10,\n

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FunctionComponent: 1,\n HostComponent: 5,\n HostPortal: 4,\n HostRoot: 3,\n HostText: 6,\n IncompleteClassComponent: -1, // Doesn't exist yet\n IndeterminateComponent: 0,\n LazyComponent: -1, // Doesn't exist yet\n LegacyHiddenComponent: -1,\n MemoComponent: -1, // Doesn't exist yet\n Mode: 11,\n OffscreenComponent: -1, // Experimental\n Profiler: 15,\n ScopeComponent: -1, // Experimental\n SimpleMemoComponent: -1, // Doesn't exist yet\n SuspenseComponent: 16,\n SuspenseListComponent: -1, // Doesn't exist yet\n YieldComponent: 9,\n };\n }\n //\n *****\n // End of copied code.\n *****\n\n function getTypeSymbol(type: any): Symbol | number {\n const symbolOrNumber =\n typeof type === 'object' && type !== null ? type.$typeof : type;\n // $FlowFixMe Flow doesn't know about typeof \"symbol\"\n return symbolOrNumber === 'symbol'\n ? symbolOrNumber.toString()\n : symbolOrNumber;\n }\n\n const {\n CacheComponent,\n ClassComponent,\n IncompleteClassComponent,\n FunctionComponent,\n IndeterminateComponent,\n ForwardRef,\n HostRoot,\n HostComponent,\n HostPortal,\n HostText,\n Fragment,\n LazyComponent,\n LegacyHiddenComponent,\n MemoComponent,\n OffscreenComponent,\n Profiler,\n ScopeComponent,\n SimpleMemoComponent,\n SuspenseComponent,\n SuspenseListComponent,\n } = ReactTypeOfWork;\n\n function resolveFiberType(type: any) {\n const typeSymbol = getTypeSymbol(type);\n switch (typeSymbol) {\n case MEMO_NUMBER:\n case MEMO_SYMBOL_STRING: // recursively resolving memo type in case of memo(forwardRef(Component))\n return resolveFiberType(type.type);\n case FORWARD_REF_NUMBER:\n case FORWARD_REF_SYMBOL_STRING: return type.render;\n default:\n return type;\n }\n }\n\n // NOTICE Keep in sync with shouldFilterFiber() and other get*ForFiber methods\n function getDisplayNameForFiber(fiber: Fiber): string | null {\n const {elementType, type, tag} = fiber;\n\n let resolvedType = type;\n if (typeof type === 'object' && type !== null) {\n resolvedType = resolveFiberType(type);\n }\n\n let resolvedContext: any = null;\n\n switch (tag) {\n case CacheComponent:\n return 'Cache';\n case ClassComponent:\n case IncompleteClassComponent:\n return getDisplayName(resolvedType);\n case FunctionComponent:\n case IndeterminateComponent:\n return getDisplayName(resolvedType);\n case ForwardRef: // Mirror\n return (\n (type && type.displayName) ||\n getDisplayName(resolvedType, 'Anonymous')\n);\n case HostRoot:\n return null;\n case HostComponent:\n return type;\n case HostPortal:\n case HostText:\n case Fragment:\n return null;\n case LazyComponent: // This display name will not be user visible.\n // Once a Lazy component loads its inner component, React replaces the tag and type.\n // This display name will only show up in console logs when DevTools DEBUG mode is on.\n return 'Lazy';\n case MemoComponent:\n case SimpleMemoComponent:\n return (\n elementType && elementType.displayName\n) ||\n (type && type.displayName) ||\n getDisplayName(resolvedType, 'Anonymous')\n);\n case SuspenseComponent:\n return 'Suspense';\n case LegacyHiddenComponent:\n return 'LegacyHidden';\n case OffscreenComponent:\n return 'Offscreen';\n case ScopeComponent:\n return 'Scope';\n case SuspenseListComponent:\n return 'SuspenseList';\n case Profiler:\n return 'Profiler';\n default:\n const typeSymbol = getTypeSymbol(type);\n switch (typeSymbol) {\n case CONCURRENT_MODE_NUMBER:\n case CONCURRENT_MODE_SYMBOL_STRING:\n case DEPRECATED_ASYNC_MODE_SYMBOL_STRING:\n return null;\n case PROVIDER_NUMBER:\n case PROVIDER_SYMBOL_STRING: // 16.3.0 exposed the context object as \"context\"\n // PR #12501 changed it to \"_context\" for 16.3.1+\n // NOTE Keep in sync with inspectElementRaw()\n resolvedContext = fiber.type._context || fiber.type.context;\n return `${resolvedContext.displayName || 'Context'}.Provider`;\n case CONTEXT_NUMBER:\n case CONTEXT_SYMBOL_STRING: // 16.3-16.5 read from \"type\" because the Consumer is the actual context object.\n // 16.6+ should read from \"type._context\" because Consumer can be different (in DEV).\n // NOTE Keep in sync with inspectElementRaw()\n resolvedContext = fiber.type._context ||

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fiber.type;\n\n // NOTE: TraceUpdatesBackendManager depends on the name ending in '.Consumer'\n
// If you change the name, figure out a more resilient way to detect it.\n return
`${resolvedContext.displayName || 'Context'}.Consumer`;\n case STRICT_MODE_NUMBER:\n case
STRICT_MODE_SYMBOL_STRING:\n return null;\n case PROFILER_NUMBER:\n case
PROFILER_SYMBOL_STRING:\n return `Profiler(${fiber.memoizedProps.id})`;\n case
SCOPE_NUMBER:\n case SCOPE_SYMBOL_STRING:\n return 'Scope';\n default:\n //
Unknown element type.\n // This may mean a new element type that has not yet been added to DevTools.\n
return null;\n }\n }\n }\n\n return {\n getDisplayNameForFiber,\n getTypeSymbol,\n
ReactPriorityLevels,\n ReactTypeOfWork,\n ReactTypeOfSideEffect,\n };\n}\n\nexport function attach(\n
hook: DevToolsHook,\n rendererID: number,\n renderer: ReactRenderer,\n global: Object,\n): RendererInterface
{\n // Newer versions of the reconciler package also specific reconciler version.\n // If that version number is
present, use it.\n // Third party renderer versions may not match the reconciler version,\n // and the latter is what's
important in terms of tags and symbols.\n const version = renderer.reconcilerVersion || renderer.version;\n\n const
{\n getDisplayNameForFiber,\n getTypeSymbol,\n ReactPriorityLevels,\n ReactTypeOfWork,\n
ReactTypeOfSideEffect,\n } = getInternalReactConstants(version);\n const {Incomplete, NoFlags,
PerformedWork, Placement} = ReactTypeOfSideEffect;\n const {\n CacheComponent,\n ClassComponent,\n
ContextConsumer,\n DehydratedSuspenseComponent,\n ForwardRef,\n Fragment,\n FunctionComponent,\n
HostRoot,\n HostPortal,\n HostComponent,\n HostText,\n IncompleteClassComponent,\n
IndeterminateComponent,\n LegacyHiddenComponent,\n MemoComponent,\n OffscreenComponent,\n
SimpleMemoComponent,\n SuspenseComponent,\n SuspenseListComponent,\n } = ReactTypeOfWork;\n
const {\n ImmediatePriority,\n UserBlockingPriority,\n NormalPriority,\n LowPriority,\n IdlePriority,\n
NoPriority,\n } = ReactPriorityLevels;\n\n const {\n overrideHookState,\n overrideHookStateDeletePath,\n
overrideHookStateRenamePath,\n overrideProps,\n overridePropsDeletePath,\n overridePropsRenamePath,\n
setSuspenseHandler,\n scheduleUpdate,\n } = renderer;\n const supportsTogglingSuspense =\n typeof
setSuspenseHandler === 'function' &&\n typeof scheduleUpdate === 'function';\n\n // Tracks Fibers with recently
changed number of error/warning messages.\n // These collections store the Fiber rather than the ID,\n // in order to
avoid generating an ID for Fibers that never get mounted\n // (due to e.g. Suspense or error boundaries).\n //
onErrorOrWarning() adds Fibers and recordPendingErrorsAndWarnings() later clears them.\n const
fibersWithChangedErrorOrWarningCounts: Set<Fiber> = new Set();\n const pendingFiberToErrorsMap:
Map<Fiber, Map<string, number>> = new Map();\n const pendingFiberToWarningsMap: Map<Fiber, Map<string,
number>> = new Map();\n\n // Mapping of fiber IDs to error/warning messages and counts.\n const
fiberIDToErrorsMap: Map<number, Map<string, number>> = new Map();\n const fiberIDToWarningsMap:
Map<number, Map<string, number>> = new Map();\n\n function clearErrorsAndWarnings() {\n // eslint-disable-
next-line no-for-of-loops/no-for-of-loops\n for (const id of fiberIDToErrorsMap.keys()) {\n const fiber =
idToArbitraryFiberMap.get(id);\n if (fiber != null) {\n
fibersWithChangedErrorOrWarningCounts.add(fiber);\n
updateMostRecentlyInspectedElementIfNecessary(id);\n }\n }\n\n // eslint-disable-next-line no-for-of-
loops/no-for-of-loops\n for (const id of fiberIDToWarningsMap.keys()) {\n const fiber =
idToArbitraryFiberMap.get(id);\n if (fiber != null) {\n
fibersWithChangedErrorOrWarningCounts.add(fiber);\n
updateMostRecentlyInspectedElementIfNecessary(id);\n }\n }\n\n fiberIDToErrorsMap.clear();\n
fiberIDToWarningsMap.clear();\n\n flushPendingEvents();\n }\n\n function clearMessageCountHelper(\n
fiberID: number,\n pendingFiberToMessageCountMap: Map<Fiber, Map<string, number>>,\n
fiberIDToMessageCountMap: Map<number, Map<string, number>>,\n) {\n const fiber =
idToArbitraryFiberMap.get(fiberID);\n if (fiber != null) {\n // Throw out any pending changes.\n
pendingFiberToErrorsMap.delete(fiber);\n if (fiberIDToMessageCountMap.has(fiberID)) {\n
fiberIDToMessageCountMap.delete(fiberID);\n // If previous flushed counts have changed, schedule an
update too.\n fibersWithChangedErrorOrWarningCounts.add(fiber);\n flushPendingEvents();\n }\n }

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updateMostRecentlyInspectedElementIfNecessary(fiberID);\n } else {\n
fibersWithChangedErrorOrWarningCounts.delete(fiber);\n }\n }\n\n function
clearErrorsForFiberID(fiberID: number) {\n clearMessageCountHelper(\n fiberID,\n
pendingFiberToErrorsMap,\n fiberIDToErrorsMap,\n);\n }\n\n function clearWarningsForFiberID(fiberID:
number) {\n clearMessageCountHelper(\n fiberID,\n pendingFiberToWarningsMap,\n
fiberIDToWarningsMap,\n);\n }\n\n function updateMostRecentlyInspectedElementIfNecessary(\n fiberID:
number,\n): void {\n if (\n mostRecentlyInspectedElement !== null &&\n
mostRecentlyInspectedElement.id === fiberID\n) {\n hasElementUpdatedSinceLastInspected = true;\n }\n
}\n\n // Called when an error or warning is logged during render, commit, or passive (including unmount
functions).\n function onErrorOrWarning(\n fiber: Fiber,\n type: 'error' | 'warn',\n args:
$ReadOnlyArray<any>,\n): void {\n const message = format(...args);\n if (__DEBUG__) {\n
debug('onErrorOrWarning', fiber, null, `${type}: "${message}"`);\n }\n\n // Mark this Fiber as needed its
warning/error count updated during the next flush.\n fibersWithChangedErrorOrWarningCounts.add(fiber);\n\n
// Track the warning/error for later.\n const fiberMap =\n type === 'error' ? pendingFiberToErrorsMap :
pendingFiberToWarningsMap;\n const messageMap = fiberMap.get(fiber);\n if (messageMap !== null) {\n
const count = messageMap.get(message) || 0;\n messageMap.set(message, count + 1);\n } else {\n
fiberMap.set(fiber, new Map([[message, 1]]));\n }\n\n // Passive effects may trigger errors or warnings too;\n //
In this case, we should wait until the rest of the passive effects have run,\n // but we shouldn't wait until the next
commit because that might be a long time.\n // This would also cause \"tearing\" between an inspected Component
and the tree view.\n // Then again we don't want to flush too soon because this could be an error during async
rendering.\n // Use a debounce technique to ensure that we'll eventually flush.\n
flushPendingErrorsAndWarningsAfterDelay();\n }\n\n // Patching the console enables DevTools to do a few useful
things:\n // * Append component stacks to warnings and error messages\n // * Disable logging during re-renders to
inspect hooks (see inspectHooksOfFiber)\n //\n // Don't patch in test environments because we don't want to
interfere with Jest's own console overrides.\n if (process.env.NODE_ENV !== 'test') {\n
registerRendererWithConsole(renderer, onErrorOrWarning);\n\n // The renderer interface can't read these
preferences directly,\n // because it is stored in localStorage within the context of the extension.\n // It relies on
the extension to pass the preference through via the global.\n const appendComponentStack =\n
window.__REACT_DEVTOOLS_APPEND_COMPONENT_STACK__ !== false;\n const
breakOnConsoleErrors =\n window.__REACT_DEVTOOLS_BREAK_ON_CONSOLE_ERRORS__ ===
true;\n const showInlineWarningsAndErrors =\n
window.__REACT_DEVTOOLS_SHOW_INLINE_WARNINGS_AND_ERRORS__ !== false;\n if (\n
appendComponentStack ||\n breakOnConsoleErrors ||\n showInlineWarningsAndErrors\n) {\n
patchConsole({\n appendComponentStack,\n breakOnConsoleErrors,\n
showInlineWarningsAndErrors,\n });\n }\n\n const debug = (\n name: string,\n fiber: Fiber,\n
parentFiber: ?Fiber,\n extraString?: string = \"\n): void => {\n if (__DEBUG__) {\n const displayName =\n
fiber.tag + ':' + (getDisplayNamesForFiber(fiber) || 'null');\n\n const maybeID = getFiberIDUnsafe(fiber) || '<no
id>';\n const parentDisplayName = parentFiber\n ? parentFiber.tag +\n
':'+\n
(getDisplayNamesForFiber(parentFiber) || 'null')\n : \"\n : \";\n const maybeParentID = parentFiber\n ?
getFiberIDUnsafe(parentFiber) || '<no-id>\n : \";\n\n console.groupCollapsed(\n `[renderer] %c${name}
%c${displayName} (${maybeID}) %c${\n parentFiber ? `${parentDisplayName} (${maybeParentID})` : \"\n
} %c${extraString}`,\n 'color: red; font-weight: bold;',\n 'color: blue;',\n 'color: purple;',\n 'color:
black;',\n);\n console.log(\n new Error().stack\n .split(\"\\n\")\n .slice(1)\n .join(\"\\n\"),\n
);\n console.groupEnd();\n }\n };\n\n // Configurable Components tree filters.\n const
hideElementsWithDisplayNames: Set<RegExp> = new Set();\n const hideElementsWithPaths: Set<RegExp> =
new Set();\n const hideElementsWithTypes: Set<ElementType> = new Set();\n\n // Highlight updates\n let
traceUpdatesEnabled: boolean = false;\n const traceUpdatesForNodes: Set<NativeType> = new Set();\n\n function
applyComponentFilters(componentFilters: Array<ComponentFilter>) {\n hideElementsWithTypes.clear();\n

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hideElementsWithDisplayNames.clear();\n hideElementsWithPaths.clear();\n\n
componentFilters.forEach(componentFilter => {\n if (!componentFilter.isEnabled) {\n return;\n }\n\n
switch (componentFilter.type) {\n case ComponentFilterDisplayName:\n if (componentFilter.isValid &&
componentFilter.value !== "") {\n hideElementsWithDisplayNames.add(\n new
RegExp(componentFilter.value, 'i'),\n);\n }\n break;\n case ComponentFilterElementType:\n hideElementsWithTypes.add(componentFilter.value);\n break;\n case ComponentFilterLocation:\n if (componentFilter.isValid && componentFilter.value !== "") {\n hideElementsWithPaths.add(new
RegExp(componentFilter.value, 'i'));\n }\n break;\n case ComponentFilterHOC:\n hideElementsWithDisplayNames.add(new RegExp("\\\\(|)");\n break;\n default:\n console.warn(\n
`Invalid component filter type \\`${componentFilter.type}\\`,\n);\n break;\n }\n});\n\n // The
renderer interface can't read saved component filters directly,\n // because they are stored in localStorage within the
context of the extension.\n // Instead it relies on the extension to pass filters through.\n if
(window.__REACT_DEVTOOLS_COMPONENT_FILTERS__ !== null) {\n
applyComponentFilters(window.__REACT_DEVTOOLS_COMPONENT_FILTERS__); \n } else {\n //
Unfortunately this feature is not expected to work for React Native for now.\n // It would be annoying for us to
spam YellowBox warnings with unactionable stuff,\n // so for now just skip this message...\n //console.warn('
DevTools: Could not locate saved component filters');\n // Fallback to assuming the default filters in this case.\n
applyComponentFilters(getDefaultComponentFilters()); \n }\n\n // If necessary, we can revisit optimizing this
operation.\n // For example, we could add a new recursive unmount tree operation.\n // The unmount operations are
already significantly smaller than mount operations though.\n // This is something to keep in mind for later.\n
function updateComponentFilters(componentFilters: Array<ComponentFilter>) {\n if (isProfiling) {\n // Re-
mounting a tree while profiling is in progress might break a lot of assumptions.\n // If necessary, we could
support this- but it doesn't seem like a necessary use case.\n throw Error('Cannot modify filter preferences while
profiling');\n }\n\n // Recursively unmount all roots.\n hook.getFiberRoots(rendererID).forEach(root => {\n
currentRootID = getOrGenerateFiberID(root.current);\n // The TREE_OPERATION_REMOVE_ROOT
operation serves two purposes:\n // 1. It avoids sending unnecessary bridge traffic to clear a root.\n // 2. It
preserves Fiber IDs when remounting (below) which in turn ID to error/warning mapping.\n
pushOperation(TREE_OPERATION_REMOVE_ROOT);\n flushPendingEvents(root);\n currentRootID = -
1;\n});\n\n applyComponentFilters(componentFilters);\n\n // Reset pseudo counters so that new path
selections will be persisted.\n rootDisplayNameCounter.clear();\n\n // Recursively re-mount all roots with new
filter criteria applied.\n hook.getFiberRoots(rendererID).forEach(root => {\n currentRootID =
getOrGenerateFiberID(root.current);\n setRootPseudoKey(currentRootID, root.current);\n
mountFiberRecursively(root.current, null, false, false);\n flushPendingEvents(root);\n currentRootID = -1;\n
});\n\n // Also re-evaluate all error and warning counts given the new filters.\n
reevaluateErrorsAndWarnings();\n flushPendingEvents();\n});\n\n // NOTICE Keep in sync with get*ForFiber
methods\n function shouldFilterFiber(fiber: Fiber): boolean {\n const { _debugSource, tag, type } = fiber;\n\n
switch (tag) {\n case DehydratedSuspenseComponent:\n // TODO: ideally we would show dehydrated
Suspense immediately.\n // However, it has some special behavior (like disconnecting\n // an alternate and
turning into real Suspense) which breaks DevTools.\n // For now, ignore it, and only show it once it gets
hydrated.\n // https://github.com/bvaughn/react-devtools-experimental/issues/197\n return true;\n case
HostPortal:\n case HostText:\n case Fragment:\n case LegacyHiddenComponent:\n case
OffscreenComponent:\n return true;\n case HostRoot:\n // It is never valid to filter the root element.\n
return false;\n default:\n const typeSymbol = getTypeSymbol(type);\n\n switch (typeSymbol) {\n
case CONCURRENT_MODE_NUMBER:\n case CONCURRENT_MODE_SYMBOL_STRING:\n case
DEPRECATED_ASYNC_MODE_SYMBOL_STRING:\n case STRICT_MODE_NUMBER:\n case
STRICT_MODE_SYMBOL_STRING:\n return true;\n default:\n break;\n }\n }\n\n const elementType = getElementForFiber(fiber);\n if (hideElementsWithTypes.has(elementType)) {\n
return true;\n }\n\n if (hideElementsWithDisplayNames.size > 0) {\n const displayName =

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getDisplayNameForFiber(fiber);\n if (displayName !== null) {\n // eslint-disable-next-line no-for-of-loops/no-
for-of-loops\n for (const displayNameRegExp of hideElementsWithDisplayNames) {\n if
(displayNameRegExp.test(displayName)) {\n return true;\n }\n }\n }\n if
(_debugSource !== null && hideElementsWithPaths.size > 0) {\n const {fileName} = _debugSource;\n //
eslint-disable-next-line no-for-of-loops/no-for-of-loops\n for (const pathRegExp of hideElementsWithPaths) {\n
 if (pathRegExp.test(fileName)) {\n return true;\n }\n }\n }\n return false;\n}\n\n // NOTICE
Keep in sync with shouldFilterFiber() and other get*ForFiber methods\n function getElementTypeInfoForFiber(fiber:
Fiber): ElementType {\n const {type, tag} = fiber;\n\n switch (tag) {\n case ClassComponent:\n case
IncompleteClassComponent:\n return ElementTypeClass;\n case FunctionComponent:\n case
IndeterminateComponent:\n return ElementTypeFunction;\n case ForwardRef:\n return
ElementTypeForwardRef;\n case HostRoot:\n return ElementTypeRoot;\n case HostComponent:\n
return ElementTypeHostComponent;\n case HostPortal:\n case HostText:\n case Fragment:\n return
ElementTypeOtherOrUnknown;\n case MemoComponent:\n case SimpleMemoComponent:\n return
ElementTypeMemo;\n case SuspenseComponent:\n return ElementTypeSuspense;\n case
SuspenseListComponent:\n return ElementTypeSuspenseList;\n default:\n const typeSymbol =
getTypeSymbol(type);\n\n switch (typeSymbol) {\n case CONCURRENT_MODE_NUMBER:\n
case CONCURRENT_MODE_SYMBOL_STRING:\n case
DEPRECATED_ASYNC_MODE_SYMBOL_STRING:\n return ElementTypeOtherOrUnknown;\n case
PROVIDER_NUMBER:\n case PROVIDER_SYMBOL_STRING:\n return
ElementTypeContext;\n case CONTEXT_NUMBER:\n case CONTEXT_SYMBOL_STRING:\n
return ElementTypeContext;\n case STRICT_MODE_NUMBER:\n case
STRICT_MODE_SYMBOL_STRING:\n return ElementTypeOtherOrUnknown;\n case
PROFILER_NUMBER:\n case PROFILER_SYMBOL_STRING:\n return ElementTypeProfiler;\n
default:\n return ElementTypeOtherOrUnknown;\n }\n }\n }\n}\n\n // Map of one or more Fibers in a
pair to their unique id number.\n // We track both Fibers to support Fast Refresh,\n // which may forcefully replace
one of the pair as part of hot reloading.\n // In that case it's still important to be able to locate the previous ID during
subsequent renders.\n const fiberToIDMap: Map<Fiber, number> = new Map();\n // Map of id to one (arbitrary)
Fiber in a pair.\n // This Map is used to e.g. get the display name for a Fiber or schedule an update,\n // operations
that should be the same whether the current and work-in-progress Fiber is used.\n const idToArbitraryFiberMap:
Map<number, Fiber> = new Map();\n // When profiling is supported, we store the latest tree base durations for
each Fiber.\n // This is so that we can quickly capture a snapshot of those values if profiling starts.\n // If we didn't
store these values, we'd have to crawl the tree when profiling started,\n // and use a slow path to find each of the
current Fibers.\n const idToTreeBaseDurationMap: Map<number, number> = new Map();\n // When profiling is
supported, we store the latest tree base durations for each Fiber.\n // This map enables us to filter these times by root
when sending them to the frontend.\n const idToRootMap: Map<number, number> = new Map();\n // When a
mount or update is in progress, this value tracks the root that is being operated on.\n let currentRootID: number = -
1;\n\n // Returns the unique ID for a Fiber or generates and caches a new one if the Fiber hasn't been seen before.\n
// Once this method has been called for a Fiber, untrackFiberID() should always be called later to avoid leaking.\n
function getOrCreateFiberID(fiber: Fiber): number {\n let id = null;\n if (fiberToIDMap.has(fiber)) {\n id =
fiberToIDMap.get(fiber);\n } else {\n const {alternate} = fiber;\n if (alternate !== null &&
fiberToIDMap.has(alternate)) {\n id = fiberToIDMap.get(alternate);\n }\n }\n\n let didGenerateID =
false;\n if (id === null) {\n didGenerateID = true;\n id = getUID();\n }\n\n // This refinement is for Flow
purposes only.\n const refinedID = ((id: any): number);\n // Make sure we're tracking this Fiber\n // e.g. if it
just mounted or an error was logged during initial render.\n if (!fiberToIDMap.has(fiber)) {\n fiberToIDMap.set(fiber, refinedID);\n idToArbitraryFiberMap.set(refinedID, fiber);\n }\n\n // Also make sure
we're tracking its alternate,\n // e.g. in case this is the first update after mount.\n const {alternate} = fiber;\n if
(alternate !== null) {\n if (!fiberToIDMap.has(alternate)) {\n fiberToIDMap.set(alternate, refinedID);\n
}\n }\n\n if (_DEBUG) {\n if (didGenerateID) {\n debug(\\n 'getOrCreateFiberID()',\n

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fiber,\n fiber.return,\n 'Generated a new UID',\n);\n }\n }\n return refinedID;\n }\n\n // Returns an ID if one has already been generated for the Fiber or throws.\n function getFiberIDThrows(fiber: Fiber):\n number {\n const maybeID = getFiberIDUnsafe(fiber);\n if (maybeID !== null) {\n return maybeID;\n }\n throw Error(\n `Could not find ID for Fiber "${getDisplaynameForFiber(fiber) || ""}",\n);\n }\n\n // Returns an ID if one has already been generated for the Fiber or null if one has not been generated.\n // Use this method while e.g. logging to avoid over-retaining Fibers.\n function getFiberIDUnsafe(fiber: Fiber): number | null {\n if (fiberToIDMap.has(fiber)) {\n return ((fiberToIDMap.get(fiber): any): number);\n } else {\n const {alternate} = fiber;\n if (alternate !== null && fiberToIDMap.has(alternate)) {\n return ((fiberToIDMap.get(alternate): any): number);\n }\n return null;\n }\n }\n\n // Removes a Fiber (and its alternate) from the Maps used to track their id.\n // This method should always be called when a Fiber is unmounting.\n function untrackFiberID(fiber: Fiber) {\n if (__DEBUG__) {\n debug('untrackFiberID()', fiber,\n fiber.return, 'schedule after delay');\n }\n\n // Untrack Fibers after a slight delay in order to support a Fast Refresh edge case:\n // 1. Component type is updated and Fast Refresh schedules an update+remount.\n // 2. flushPendingErrorsAndWarningsAfterDelay() runs, sees the old Fiber is no longer mounted\n // (it's been disconnected by Fast Refresh), and calls untrackFiberID() to clear it from the Map.\n // 3. React flushes pending passive effects before it runs the next render,\n // which logs an error or warning, which causes a new ID to be generated for this Fiber.\n // 4. DevTools now tries to unmount the old Component with the new ID.\n //\n // The underlying problem here is the premature clearing of the Fiber ID,\n // but DevTools has no way to detect that a given Fiber has been scheduled for Fast Refresh.\n // (The "_debugNeedsRemount" flag won't necessarily be set.)\n //\n // The best we can do is to delay untracking by a small amount,\n // and give React time to process the Fast Refresh delay.\n\n untrackFibersSet.add(fiber);\n if (untrackFibersTimeoutID === null) {\n untrackFibersTimeoutID = setTimeout(untrackFibers, 1000);\n }\n }\n\n const untrackFibersSet: Set<Fiber> = new Set();\n let untrackFibersTimeoutID: TimeoutID | null = null;\n\n function untrackFibers() {\n if (untrackFibersTimeoutID !== null) {\n clearTimeout(untrackFibersTimeoutID);\n untrackFibersTimeoutID = null;\n }\n\n untrackFibersSet.forEach(fiber => {\n const fiberID = getFiberIDUnsafe(fiber);\n if (fiberID !== null) {\n idToArbitraryFiberMap.delete(fiberID);\n\n // Also clear any errors/warnings associated with this fiber.\n clearErrorsForFiberID(fiberID);\n clearWarningsForFiberID(fiberID);\n }\n\n fiberToIDMap.delete(fiber);\n\n const {alternate} = fiber;\n if (alternate !== null) {\n fiberToIDMap.delete(alternate);\n }\n });\n untrackFibersSet.clear();\n }\n\n function getChangeDescription(\n prevFiber: Fiber | null,\n nextFiber: Fiber,\n): ChangeDescription | null {\n switch (getElementtypeForFiber(nextFiber)) {\n case ElementTypeClass:\n case ElementTypeFunction:\n case ElementTypeMemo:\n case ElementTypeForwardRef:\n if (prevFiber === null) {\n return {\n context: null,\n didHooksChange: false,\n isFirstMount: true,\n props: null,\n state: null,\n };\n } else {\n const data: ChangeDescription = {\n context: getContextChangedKeys(nextFiber),\n didHooksChange: false,\n isFirstMount: false,\n props: getChangedKeys(\n prevFiber.memoizedProps,\n nextFiber.memoizedProps,\n),\n state: getChangedKeys(\n prevFiber.memoizedState,\n nextFiber.memoizedState,\n),\n };\n\n // Only traverse the hooks list once, depending on what info we're returning.\n if (enableProfilerChangedHookIndices) {\n const indices = getChangedHooksIndices(\n prevFiber.memoizedState,\n nextFiber.memoizedState,\n);\n data.hooks = indices;\n data.didHooksChange = indices !== null && indices.length > 0;\n } else {\n data.didHooksChange = didHooksChange(\n prevFiber.memoizedState,\n nextFiber.memoizedState,\n);\n }\n\n return data;\n }\n default:\n return null;\n }\n }\n\n function updateContextsForFiber(fiber: Fiber) {\n switch (getElementtypeForFiber(fiber)) {\n case ElementTypeClass:\n if (idToContextsMap !== null) {\n const id = getFiberIDThrows(fiber);\n const contexts = getContextsForFiber(fiber);\n if (contexts !== null) {\n idToContextsMap.set(id, contexts);\n }\n }\n break;\n default:\n break;\n }\n }\n\n // Differentiates between a null context value and no context.\n const NO_CONTEXT = {};\n\n function getContextsForFiber(fiber: Fiber): [Object, any] | null {\n switch

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(getElementTypeForFiber(fiber)) {\n case ElementTypeClass:\n const instance = fiber.stateNode;\n let\n legacyContext = NO_CONTEXT;\n let modernContext = NO_CONTEXT;\n if (instance !== null) {\n if (\n instance.constructor &&\n instance.constructor.contextType !== null\n) {\n modernContext = instance.context;\n } else {\n legacyContext = instance.context;\n if\n (legacyContext && Object.keys(legacyContext).length === 0) {\n legacyContext = NO_CONTEXT;\n }\n }\n } return [legacyContext, modernContext];\n default:\n return null;\n }\n}\n\n// Record all contexts at the time profiling is started.\n// Fibers only store the current context value,\n// so we need\n// to track them separately in order to determine changed keys.\nfunction crawlToInitializeContextsMap(fiber: Fiber)\n{\n updateContextsForFiber(fiber);\n let current = fiber.child;\n while (current !== null) {\n crawlToInitializeContextsMap(current);\n current = current.sibling;\n }\n}\n\nfunction\ngetContextChangedKeys(fiber: Fiber): null | boolean | Array<string> {\n switch (getElementTypeForFiber(fiber))\n {\n case ElementTypeClass:\n if (idToContextsMap !== null) {\n const id =\n getFiberIDThrows(fiber);\n const prevContexts = idToContextsMap.has(id)\n ?\n idToContextsMap.get(id)\n : null;\n const nextContexts = getContextsForFiber(fiber);\n if\n (prevContexts === null || nextContexts === null) {\n return null;\n }\n const [prevLegacyContext,\n prevModernContext] = prevContexts;\n const [nextLegacyContext, nextModernContext] = nextContexts;\n if (nextLegacyContext !== NO_CONTEXT) {\n return getChangedKeys(prevLegacyContext,\n nextLegacyContext);\n } else if (nextModernContext !== NO_CONTEXT) {\n return\n prevModernContext !== nextModernContext;\n }\n break;\n default:\n break;\n }\n }\n return null;\n}\n\nfunction areHookInputsEqual(\n nextDeps: Array<mixed>,\n prevDeps: Array<mixed> | null,\n) {\n if (prevDeps === null) {\n return false;\n }\n for (let i = 0; i < prevDeps.length && i <\n nextDeps.length; i++) {\n if (is(nextDeps[i], prevDeps[i])) {\n continue;\n }\n return false;\n }\n return true;\n}\n\nfunction isEffect(memoizedState) {\n if (memoizedState === null || typeof memoizedState\n !== 'object') {\n return false;\n }\n const {deps} = memoizedState;\n const hasOwnProperty =\n Object.prototype.hasOwnProperty.bind(memoizedState);\n return (\n hasOwnProperty('create') &&\n hasOwnProperty('destroy') &&\n hasOwnProperty('deps') &&\n hasOwnProperty('next') &&\n hasOwnProperty('tag') &&\n (deps === null || isArray(deps))\n);\n}\n\nfunction didHookChange(prev: any,\n next: any): boolean {\n const prevMemoizedState = prev.memoizedState;\n const nextMemoizedState =\n next.memoizedState;\n if (isEffect(prevMemoizedState) && isEffect(nextMemoizedState)) {\n return (\n prevMemoizedState !== nextMemoizedState &&\n !areHookInputsEqual(nextMemoizedState.deps,\n prevMemoizedState.deps)\n);\n }\n return nextMemoizedState !== prevMemoizedState;\n}\n\nfunction\n didHooksChange(prev: any, next: any): boolean {\n if (prev === null || next === null) {\n return false;\n }\n // We can't report anything meaningful for hooks changes.\n if (\n next.hasOwnProperty('baseState') &&\n next.hasOwnProperty('memoizedState') &&\n next.hasOwnProperty('next') &&\n next.hasOwnProperty('queue')\n) {\n while (next !== null) {\n if (didHookChange(prev, next)) {\n return true;\n } else {\n next = next.next;\n prev = prev.next;\n }\n }\n }\n return\n false;\n }\n\nfunction getChangedHooksIndices(prev: any, next: any): null | Array<number> {\n if\n (enableProfilerChangedHookIndices) {\n if (prev === null || next === null) {\n return null;\n }\n const\n indices = [];\n let index = 0;\n if (\n next.hasOwnProperty('baseState') &&\n next.hasOwnProperty('memoizedState') &&\n next.hasOwnProperty('next') &&\n next.hasOwnProperty('queue')\n) {\n while (next !== null) {\n if (didHookChange(prev, next)) {\n indices.push(index);\n }\n next = next.next;\n prev = prev.next;\n index++;\n }\n }\n return\n indices;\n }\n return\n null;\n}\n\nfunction getChangedKeys(prev: any, next: any): null | Array<string> {\n if\n (prev === null || next === null) {\n return null;\n }\n // We can't report anything\n meaningful for hooks changes.\n if (\n next.hasOwnProperty('baseState') &&\n next.hasOwnProperty('memoizedState') &&\n next.hasOwnProperty('next') &&\n next.hasOwnProperty('queue')\n) {\n return null;\n }\n const keys = new Set([...Object.keys(prev),\n ...Object.keys(next)]);\n const changedKeys = [];\n // eslint-disable-next-line no-for-of-loops/no-for-of-loops\n}

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for (const key of keys) {\n if (prev[key] !== next[key]) {\n changedKeys.push(key);\n }\n}\n\nreturn
changedKeys;\n}\n\n// eslint-disable-next-line no-unused-vars\nfunction didFiberRender(prevFiber: Fiber,
nextFiber: Fiber): boolean {\n switch (nextFiber.tag) {\n case ClassComponent:\n case
FunctionComponent:\n case ContextConsumer:\n case MemoComponent:\n case
SimpleMemoComponent:\n // For types that execute user code, we check PerformedWork effect.\n // We
don't reflect bailouts (either referential or sCU) in DevTools.\n // eslint-disable-next-line no-bitwise\n return
(getFiberFlags(nextFiber) & PerformedWork) === PerformedWork;\n // Note: ContextConsumer only gets
PerformedWork effect in 16.3.3+\n // so it won't get highlighted with React 16.3.0 to 16.3.2.\n default:\n // For host components and other types, we compare inputs\n // to determine whether something is an update.\n return (\n prevFiber.memoizedProps !== nextFiber.memoizedProps ||\n prevFiber.memoizedState !==
nextFiber.memoizedState ||\n prevFiber.ref !== nextFiber.ref\n);\n }\n }\n}\n\n type OperationsArray =
Array<number>;\n\n const pendingOperations: OperationsArray = [];\n const pendingRealUnmountedIDs:
Array<number> = [];\n const pendingSimulatedUnmountedIDs: Array<number> = [];\n let
pendingOperationsQueue: Array<OperationsArray> | null = [];\n const pendingStringTable: Map<string, number>
= new Map();\n let pendingStringTableLength: number = 0;\n let pendingUnmountedRootID: number | null =
null;\n\n function pushOperation(op: number): void {\n if (__DEV__) {\n if (!Number.isInteger(op)) {\n
console.error(\n 'pushOperation() was called but the value is not an integer.',\n op,\n);\n }\n}\n\n pendingOperations.push(op);\n}\n\n function flushOrQueueOperations(operations: OperationsArray): void {\n
if (pendingOperationsQueue !== null) {\n pendingOperationsQueue.push(operations);\n} else {\n
hook.emit('operations', operations);\n}\n}\n\n let flushPendingErrorsAndWarningsAfterDelayTimeoutID =
null;\n\n function clearPendingErrorsAndWarningsAfterDelay() {\n if
(flushPendingErrorsAndWarningsAfterDelayTimeoutID !== null) {\n
clearTimeout(flushPendingErrorsAndWarningsAfterDelayTimeoutID);\n
flushPendingErrorsAndWarningsAfterDelayTimeoutID = null;\n}\n}\n\n function
flushPendingErrorsAndWarningsAfterDelay() {\n clearPendingErrorsAndWarningsAfterDelay();\n\n
flushPendingErrorsAndWarningsAfterDelayTimeoutID = setTimeout(() => {\n
flushPendingErrorsAndWarningsAfterDelayTimeoutID = null;\n if (pendingOperations.length > 0) {\n //
On the off chance that something else has pushed pending operations,\n // we should bail on warnings; it's
probably not safe to push midway.\n return;\n }\n recordPendingErrorsAndWarnings();\n if
(pendingOperations.length === 0) {\n // No warnings or errors to flush; we can bail out early here too.\n
return;\n }\n // We can create a smaller operations array than flushPendingEvents()\n // because we only
need to flush warning and error counts.\n // Only a few pieces of fixed information are required up front.\n
const operations: OperationsArray = new Array(\n 3 + pendingOperations.length,\n);\n operations[0] =
rendererID;\n operations[1] = currentRootID;\n operations[2] = 0; // String table size\n for (let j = 0; j <
pendingOperations.length; j++) {\n operations[3 + j] = pendingOperations[j];\n }\n\n flushOrQueueOperations(operations);\n\n pendingOperations.length = 0;\n}, 1000);\n}\n\n function
reevaluateErrorsAndWarnings() {\n fibersWithChangedErrorOrWarningCounts.clear();\n
fiberIDToErrorsMap.forEach((countMap, fiberID) => {\n const fiber = idToArbitraryFiberMap.get(fiberID);\n
if (fiber !== null) {\n fibersWithChangedErrorOrWarningCounts.add(fiber);\n }\n});\n
fiberIDToWarningsMap.forEach((countMap, fiberID) => {\n const fiber =
idToArbitraryFiberMap.get(fiberID);\n if (fiber !== null) {\n
fibersWithChangedErrorOrWarningCounts.add(fiber);\n }\n});\n recordPendingErrorsAndWarnings();\n
}\n\n function mergeMapsAndGetCountHelper(\n fiber: Fiber,\n fiberID: number,\n
pendingFiberToMessageCountMap: Map<Fiber, Map<string, number>>,\n fiberIDToMessageCountMap:
Map<number, Map<string, number>>,\n): number {\n let newCount = 0;\n\n let messageCountMap =
fiberIDToMessageCountMap.get(fiberID);\n\n const pendingMessageCountMap =
pendingFiberToMessageCountMap.get(fiber);\n if (pendingMessageCountMap !== null) {\n if
(messageCountMap == null) {\n messageCountMap = pendingMessageCountMap;\n

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fiberIDToMessageCountMap.set(fiberID, pendingMessageCountMap);\n } else {\n // This Flow refinement
should not be necessary and yet...\n const refinedMessageCountMap = ((messageCountMap: any): Map<\n
string,\n number,\n >);\n pendingMessageCountMap.forEach((pendingCount, message) => {\n
const previousCount = refinedMessageCountMap.get(message) || 0;\n refinedMessageCountMap.set(message,
previousCount + pendingCount);\n });\n }\n }\n if (!shouldFilterFiber(fiber)) {\n if
(messageCountMap != null) {\n messageCountMap.forEach(count => {\n newCount += count;\n });\n
 }\n }\n pendingFiberToMessageCountMap.delete(fiber);\n return newCount;\n}\n\nfunction
recordPendingErrorsAndWarnings() {\n clearPendingErrorsAndWarningsAfterDelay();\n\n
fibersWithChangedErrorOrWarningCounts.forEach(fiber => {\n const fiberID = getFiberIDUnsafe(fiber);\n if
(fiberID === null) {\n // Don't send updates for Fibers that didn't mount due to e.g. Suspense or an error
boundary.\n } else {\n const errorCount = mergeMapsAndGetCountHelper(\n fiber,\n fiberID,\n
 pendingFiberToErrorsMap,\n fiberIDToErrorsMap,\n);\n const warningCount =
mergeMapsAndGetCountHelper(\n fiber,\n fiberID,\n pendingFiberToWarningsMap,\n
 fiberIDToWarningsMap,\n);\n\n pushOperation(TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS);\n pushOperation(fiberID);\n
 pushOperation(errorCount);\n pushOperation(warningCount);\n }\n }\n // Always clean up so that we don't
leak.\n pendingFiberToErrorsMap.delete(fiber);\n pendingFiberToWarningsMap.delete(fiber);\n });\n\n
fibersWithChangedErrorOrWarningCounts.clear();\n }\n }\n function flushPendingEvents(root: Object): void {\n //
Add any pending errors and warnings to the operations array.\n // We do this just before flushing, so we can ignore
errors for no-longer-mounted Fibers.\n recordPendingErrorsAndWarnings();\n\n if (\n
pendingOperations.length === 0 &&\n pendingRealUnmountedIDs.length === 0 &&\n
 pendingSimulatedUnmountedIDs.length === 0 &&\n pendingUnmountedRootID === null\n) {\n // If we
aren't profiling, we can just bail out here.\n // No use sending an empty update over the bridge.\n // The
Profiler stores metadata for each commit and reconstructs the app tree per commit using:\n // (1) an initial tree
snapshot and\n // (2) the operations array for each commit\n // Because of this, it's important that the
operations and metadata arrays align,\n // So it's important not to omit even empty operations while profiling is
active.\n if (!isProfiling) {\n return;\n }\n }\n\n const numUnmountIDs =\n
pendingRealUnmountedIDs.length +\n pendingSimulatedUnmountedIDs.length +\n
(pendingUnmountedRootID === null ? 0 : 1);\n\n const operations = new Array(\n // Identify which renderer
this update is coming from.\n 2 + // [rendererID, rootFiberID]\n // How big is the string table?\n 1 + //
[stringTableLength]\n // Then goes the actual string table.\n pendingStringTableLength +\n // All
unmounts are batched in a single message.\n // [TREE_OPERATION_REMOVE, removedIDLength, ...ids]\n
(numUnmountIDs > 0 ? 2 + numUnmountIDs : 0) +\n // Regular operations\n pendingOperations.length,\n
);\n\n // Identify which renderer this update is coming from.\n // This enables roots to be mapped to renderers,\n
// Which in turn enables fiber props, states, and hooks to be inspected.\n let i = 0;\n operations[i++] =
rendererID;\n operations[i++] = currentRootID;\n\n // Now fill in the string table.\n // [stringTableLength,
str1Length, ...str1, str2Length, ...str2, ...]\n operations[i++] = pendingStringTableLength;\n\n
pendingStringTable.forEach((value, key) => {\n operations[i++] = key.length;\n const encodedKey =
utfEncodeString(key);\n for (let j = 0; j < encodedKey.length; j++) {\n operations[i + j] = encodedKey[j];\n
 }\n i += key.length;\n });\n\n if (numUnmountIDs > 0) {\n // All unmounts except roots are batched in a
single message.\n operations[i++] = TREE_OPERATION_REMOVE;\n // The first number is how many
unmounted IDs we're gonna send.\n operations[i++] = numUnmountIDs;\n // Fill in the real unmounts in the
reverse order.\n // They were inserted parents-first by React, but we want children-first.\n // So we traverse our
array backwards.\n for (let j = pendingRealUnmountedIDs.length - 1; j >= 0; j--) {\n operations[i++] =
pendingRealUnmountedIDs[j];\n }\n // Fill in the simulated unmounts (hidden Suspense subtrees) in their
order.\n // (We want children to go before parents.)\n // They go *after* the real unmounts because we know
for sure they won't be\n // children of already pushed "real" IDs. If they were, we wouldn't be able\n // to
discover them during the traversal, as they would have been deleted.\n for (let j = 0; j <

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pendingSimulatedUnmountedIDs.length; j++) {\n operations[i + j] = pendingSimulatedUnmountedIDs[j];\n
}\n i += pendingSimulatedUnmountedIDs.length;\n // The root ID should always be unmounted last.\n if
(pendingUnmountedRootID !== null) {\n operations[i] = pendingUnmountedRootID;\n i++;;\n }\n }\n
// Fill in the rest of the operations.\n for (let j = 0; j < pendingOperations.length; j++) {\n operations[i + j] =
pendingOperations[j];\n }\n i += pendingOperations.length;\n // Let the frontend know about tree
operations.\n flushOrQueueOperations(operations);\n // Reset all of the pending state now that we've told the
frontend about it.\n pendingOperations.length = 0;\n pendingRealUnmountedIDs.length = 0;\n
pendingSimulatedUnmountedIDs.length = 0;\n pendingUnmountedRootID = null;\n
pendingStringTable.clear();\n pendingStringTableLength = 0;\n }\n\n function getStringID(str: string | null):
number {\n if (str === null) {\n return 0;\n }\n const existingID = pendingStringTable.get(str);\n if
(existingID !== undefined) {\n return existingID;\n }\n const stringID = pendingStringTable.size + 1;\n
pendingStringTable.set(str, stringID);\n // The string table total length needs to account\n // both for the string
length, and for the array item\n // that contains the length itself. Hence + 1.\n pendingStringTableLength +=
str.length + 1;\n return stringID;\n }\n\n function recordMount(fiber: Fiber, parentFiber: Fiber | null) {\n const
isRoot = fiber.tag === HostRoot;\n const id = getOrGenerateFiberID(fiber);\n if (__DEBUG__) {\n
debug('recordMount()', fiber, parentFiber);\n }\n\n const hasOwnerMetadata =
fiber.hasOwnProperty('_debugOwner');\n const isProfilingSupported =
fiber.hasOwnProperty('treeBaseDuration');\n\n if (isRoot) {\n pushOperation(TREE_OPERATION_ADD);\n
pushOperation(id);\n pushOperation(ElementTypeRoot);\n pushOperation(isProfilingSupported ? 1 : 0);\n
pushOperation(hasOwnerMetadata ? 1 : 0);\n\n if (isProfiling) {\n if (displayNamesByRootID !== null) {\n
displayNamesByRootID.set(id, getDisplayNameForRoot(fiber));\n }\n } else {\n const {key} =
fiber;\n const displayName = getDisplayNameForFiber(fiber);\n const elementType =
getElementTypeForFiber(fiber);\n const { _debugOwner } = fiber;\n\n // Ideally we should call
getFiberIDThrows() for _debugOwner,\n // since owners are almost always higher in the tree (and so have
already been processed),\n // but in some (rare) instances reported in open source, a descendant mounts before an
owner.\n // Since this is a DEV only field it's probably okay to also just lazily generate and ID here if needed.\n
// See https://github.com/facebook/react/issues/21445\n const ownerID =\n _debugOwner !== null ?
getOrGenerateFiberID(_debugOwner) : 0;\n const parentID = parentFiber ? getFiberIDThrows(parentFiber) :
0;\n\n const displayNameStringID = getStringID(displayName);\n\n // This check is a guard to handle a React
element that has been modified\n // in such a way as to bypass the default stringification of the \"key\" property.\n
const keyString = key === null ? null : \" + key;\n const keyStringID = getStringID(keyString);\n\n
pushOperation(TREE_OPERATION_ADD);\n pushOperation(id);\n pushOperation(elementType);\n
pushOperation(parentID);\n pushOperation(ownerID);\n pushOperation(displayNameStringID);\n
pushOperation(keyStringID);\n }\n\n if (isProfilingSupported) {\n idToRootMap.set(id, currentRootID);\n\n
recordProfilingDurations(fiber);\n }\n }\n\n function recordUnmount(fiber: Fiber, isSimulated: boolean) {\n if
(__DEBUG__) {\n debug(\n 'recordUnmount()',\n fiber,\n null,\n isSimulated ? 'unmount is
simulated' : ',\n);\n }\n\n if (trackedPathMatchFiber !== null) {\n // We're in the process of trying to
restore previous selection.\n // If this fiber matched but is being unmounted, there's no use trying.\n // Reset
the state so we don't keep holding onto it.\n if (\n fiber === trackedPathMatchFiber ||\n fiber ===
trackedPathMatchFiber.alternate\n) {\n setTrackedPath(null);\n }\n }\n\n const unsafeID =
getFiberIDUnsafe(fiber);\n if (unsafeID === null) {\n // If we've never seen this Fiber, it might be inside of a
legacy render Suspense fragment (so the store is not even aware of it).\n // In that case we can just ignore it or it
will cause errors later on.\n // One example of this is a Lazy component that never resolves before being
unmounted.\n //\n // This also might indicate a Fast Refresh force-remount scenario.\n //\n // TODO:
This is fragile and can obscure actual bugs.\n return;\n }\n\n // Flow refinement.\n const id = ((unsafeID:
any): number);\n const isRoot = fiber.tag === HostRoot;\n if (isRoot) {\n // Roots must be removed only after
all children (pending and simulated) have been removed.\n // So we track it separately.\n
pendingUnmountedRootID = id;\n } else if (!shouldFilterFiber(fiber)) {\n // To maintain child-first ordering,\n

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// we'll push it into one of these queues,\n // and later arrange them in the correct order.\n if (isSimulated) {\n
 pendingSimulatedUnmountedIDs.push(id);\n } else {\n pendingRealUnmountedIDs.push(id);\n }\n
}\n\n if (!fiber._debugNeedsRemount) {\n untrackFiberID(fiber);\n\n const isProfilingSupported =
 fiber.hasOwnProperty('treeBaseDuration');\n if (isProfilingSupported) {\n idToRootMap.delete(id);\n
 idToTreeBaseDurationMap.delete(id);\n }\n }\n\n function mountFiberRecursively(\n firstChild:
 Fiber,\n parentFiber: Fiber | null,\n traverseSiblings: boolean,\n traceNearestHostComponentUpdate:
 boolean,\n) {\n // Iterate over siblings rather than recursing.\n // This reduces the chance of stack overflow for
 wide trees (e.g. lists with many items).\n let fiber: Fiber | null = firstChild;\n while (fiber !== null) {\n //
 Generate an ID even for filtered Fibers, in case it's needed later (e.g. for Profiling).\n
 getOrCreateFiberID(fiber);\n\n if (__DEBUG__) {\n debug('mountFiberRecursively()', fiber,
 parentFiber);\n }\n\n // If we have the tree selection from previous reload, try to match this Fiber.\n // Also
 remember whether to do the same for siblings.\n const mightSiblingsBeOnTrackedPath =
 updateTrackedPathStateBeforeMount(\n fiber,\n);\n\n const shouldIncludeInTree =
 !shouldFilterFiber(fiber);\n if (shouldIncludeInTree) {\n recordMount(fiber, parentFiber);\n }\n\n if
 (traceUpdatesEnabled) {\n if (traceNearestHostComponentUpdate) {\n const elementType =
 getElementTypeInfoForFiber(fiber);\n // If an ancestor updated, we should mark the nearest host nodes for
 highlighting.\n if (elementType === ElementTypeHostComponent) {\n
 traceUpdatesForNodes.add(fiber.stateNode);\n traceNearestHostComponentUpdate = false;\n }\n
 }\n\n // We intentionally do not re-enable the traceNearestHostComponentUpdate flag in this branch,\n //
 because we don't want to highlight every host node inside of a newly mounted subtree.\n }\n\n const
 isSuspense = fiber.tag === ReactTypeOfWork.SuspenseComponent;\n if (isSuspense) {\n const isTimedOut
 = fiber.memoizedState !== null;\n if (isTimedOut) {\n // Special case: if Suspense mounts in a timed-out
 state,\n // get the fallback child from the inner fragment and mount\n // it as if it was our own child.
 Updates handle this too.\n const primaryChildFragment = fiber.child;\n const fallbackChildFragment =
 primaryChildFragment\n ? primaryChildFragment.sibling\n : null;\n const fallbackChild =
 fallbackChildFragment\n ? fallbackChildFragment.child\n : null;\n if (fallbackChild !== null) {\n
 mountFiberRecursively(\n fallbackChild,\n shouldIncludeInTree ? fiber : parentFiber,\n
 true,\n traceNearestHostComponentUpdate,\n);\n }\n } else {\n let primaryChild:
 Fiber | null = null;\n const areSuspenseChildrenConditionallyWrapped =\n OffscreenComponent === -
 1;\n if (areSuspenseChildrenConditionallyWrapped) {\n primaryChild = fiber.child;\n } else if
 (fiber.child !== null) {\n primaryChild = fiber.child.child;\n }\n if (primaryChild !== null) {\n
 mountFiberRecursively(\n primaryChild,\n shouldIncludeInTree ? fiber : parentFiber,\n
 true,\n traceNearestHostComponentUpdate,\n);\n }\n } else {\n if (fiber.child
 !== null) {\n mountFiberRecursively(\n fiber.child,\n shouldIncludeInTree ? fiber :
 parentFiber,\n true,\n traceNearestHostComponentUpdate,\n);\n }\n }\n\n // We're
 exiting this Fiber now, and entering its siblings.\n // If we have selection to restore, we might need to re-activate
 tracking.\n updateTrackedPathStateAfterMount(mightSiblingsBeOnTrackedPath);\n\n fiber = traverseSiblings
 ? fiber.sibling : null;\n }\n }\n\n // We use this to simulate unmounting for Suspense trees\n // when we switch
 from primary to fallback.\n function unmountFiberChildrenRecursively(fiber: Fiber) {\n if (__DEBUG__) {\n
 debug('unmountFiberChildrenRecursively()', fiber);\n }\n\n // We might meet a nested Suspense on our way.\n
 const isTimedOutSuspense =\n fiber.tag === ReactTypeOfWork.SuspenseComponent &&\n fiber.memoizedState
 !== null;\n let child = fiber.child;\n if (isTimedOutSuspense) {\n // If it's showing
 fallback tree, let's traverse it instead.\n const primaryChildFragment = fiber.child;\n const
 fallbackChildFragment = primaryChildFragment\n ? primaryChildFragment.sibling\n : null;\n // Skip
 over to the real Fiber child.\n child = fallbackChildFragment ? fallbackChildFragment.child : null;\n }\n\n while (child !== null) {\n // Record simulated unmounts children-first.\n // We skip nodes without return
 because those are real unmounts.\n if (child.return !== null) {\n unmountFiberChildrenRecursively(child);\n
 recordUnmount(child, true);\n }\n child = child.sibling;\n }\n }\n\n function

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recordProfilingDurations(fiber: Fiber) {\n const id = getFiberIDThrows(fiber);\n const {actualDuration,\n treeBaseDuration} = fiber;\n idToTreeBaseDurationMap.set(id, treeBaseDuration || 0);\n if (isProfiling) {\n const {alternate} = fiber;\n // It's important to update treeBaseDuration even if the current Fiber did not\n render,\n // because it's possible that one of its descendants did.\n if (\n alternate === null ||\n treeBaseDuration !== alternate.treeBaseDuration\n) {\n // Tree base duration updates are included in the\n operations typed array.\n // So we have to convert them from milliseconds to microseconds so we can send them\n as ints.\n const convertedTreeBaseDuration = Math.floor(\n (treeBaseDuration || 0) * 1000,\n);\n pushOperation(TREE_OPERATION_UPDATE_TREE_BASE_DURATION);\n pushOperation(id);\n pushOperation(convertedTreeBaseDuration);\n }\n if (alternate === null || didFiberRender(alternate, fiber))\n {\n if (actualDuration !== null) {\n // The actual duration reported by React includes time spent working on\n children.\n // This is useful information, but it's also useful to be able to exclude child durations.\n // The\n frontend can't compute this, since the immediate children may have been filtered out.\n // So we need to do this\n on the backend.\n // Note that this calculated self duration is not the same thing as the base duration.\n // The\n two are calculated differently (tree duration does not accumulate).\n let selfDuration = actualDuration;\n let child = fiber.child;\n while (child !== null) {\n selfDuration -= child.actualDuration || 0;\n child = child.sibling;\n }\n // If profiling is active, store durations for elements that were rendered\n during the commit.\n // Note that we should do this for any fiber we performed work on, regardless of its\n actualDuration value.\n // In some cases actualDuration might be 0 for fibers we worked on (particularly if\n we're using Date.now)\n // In other cases (e.g. Memo) actualDuration might be greater than 0 even if we\n \"bailed out\".\n const metadata = ((currentCommitProfilingMetadata: any): CommitProfilingData);\n metadata.durations.push(id, actualDuration, selfDuration);\n metadata.maxActualDuration = Math.max(\n metadata.maxActualDuration,\n actualDuration,\n);\n if (recordChangeDescriptions) {\n const changeDescription = getChangeDescription(alternate, fiber);\n if (changeDescription !== null) {\n if (metadata.changeDescriptions !== null) {\n metadata.changeDescriptions.set(id, changeDescription);\n }\n }\n updateContextsForFiber(fiber);\n }\n }\n }\n }\n function\n recordResetChildren(fiber: Fiber, childSet: Fiber) {\n if (__DEBUG__) {\n debug('recordResetChildren()',\n childSet, fiber);\n }\n // The frontend only really cares about the displayName, key, and children.\n // The first\n two don't really change, so we are only concerned with the order of children here.\n // This is trickier than a simple\n comparison though, since certain types of fibers are filtered.\n const nextChildren: Array<number> = [];\n // This\n is a naive implementation that shallowly recurses children.\n // We might want to revisit this if it proves to\n be too inefficient.\n let child = childSet;\n while (child !== null) {\n findReorderedChildrenRecursively(child, nextChildren);\n child = child.sibling;\n }\n const numChildren =\n nextChildren.length;\n if (numChildren < 2) {\n // No need to reorder.\n return;\n }\n pushOperation(TREE_OPERATION_REORDER_CHILDREN);\n pushOperation(getFiberIDThrows(fiber));\n pushOperation(numChildren);\n for (let i = 0; i < nextChildren.length; i++) {\n pushOperation(nextChildren[i]);\n }\n }\n function findReorderedChildrenRecursively(\n fiber: Fiber,\n nextChildren: Array<number>,\n) {\n if (!shouldFilterFiber(fiber)) {\n nextChildren.push(getFiberIDThrows(fiber));\n } else {\n let child = fiber.child;\n const\n isTimedOutSuspense =\n fiber.tag === SuspenseComponent && fiber.memoizedState !== null;\n if\n (isTimedOutSuspense) {\n // Special case: if Suspense mounts in a timed-out state,\n // get the fallback\n child from the inner fragment,\n // and skip over the primary child.\n const primaryChildFragment =\n fiber.child;\n const fallbackChildFragment =\n primaryChildFragment\n ? primaryChildFragment.sibling\n :\n null;\n const fallbackChild =\n fallbackChildFragment\n ? fallbackChildFragment.child\n :\n null;\n if (fallbackChild !== null) {\n child = fallbackChild;\n }\n }\n while (child !== null) {\n findReorderedChildrenRecursively(child, nextChildren);\n child = child.sibling;\n }\n }\n }\n // Returns\n whether closest unfiltered fiber parent needs to reset its child list.\n function updateFiberRecursively(\n nextFiber:\n Fiber,\n prevFiber: Fiber,\n parentFiber: Fiber | null,\n traceNearestHostComponentUpdate: boolean,\n):\n boolean {\n const id = getOrGenerateFiberID(nextFiber);\n if (__DEBUG__) {\n
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debug('updateFiberRecursively()', nextFiber, parentFiber);\n }\n\n if (traceUpdatesEnabled) {\n const
elementType = getElementTypeInfoForFiber(nextFiber);\n if (traceNearestHostComponentUpdate) {\n // If an
ancestor updated, we should mark the nearest host nodes for highlighting.\n if (elementType ===
ElementTypeHostComponent) {\n traceUpdatesForNodes.add(nextFiber.stateNode);\n traceNearestHostComponentUpdate = false;\n }\n } else {\n if (\n elementType ===
ElementTypeFunction ||\n elementType === ElementTypeClass ||\n elementType ===
ElementTypeContext\n) {\n // Otherwise if this is a traced ancestor, flag for the nearest host
descendant(s).\n traceNearestHostComponentUpdate = didFiberRender(\n prevFiber,\n
nextFiber,\n);\n }\n }\n }\n\n if (\n mostRecentlyInspectedElement !== null &&\n
mostRecentlyInspectedElement.id === id &&\n didFiberRender(prevFiber, nextFiber)\n) {\n // If this Fiber
has updated, clear cached inspected data.\n // If it is inspected again, it may need to be re-run to obtain updated
hooks values.\n hasElementUpdatedSinceLastInspected = true;\n }\n\n const shouldIncludeInTree =
!shouldFilterFiber(nextFiber);\n const isSuspense = nextFiber.tag === SuspenseComponent;\n let
shouldResetChildren = false;\n // The behavior of timed-out Suspense trees is unique.\n // Rather than unmount
the timed out content (and possibly lose important state),\n // React re-parents this content within a hidden
Fragment while the fallback is showing.\n // This behavior doesn't need to be observable in the DevTools
though.\n // It might even result in a bad user experience for e.g. node selection in the Elements panel.\n // The
easiest fix is to strip out the intermediate Fragment fibers,\n // so the Elements panel and Profiler don't need to
special case them.\n // Suspense components only have a non-null memoizedState if they're timed-out.\n const
prevDidTimeout = isSuspense && prevFiber.memoizedState !== null;\n const nextDidTimeout = isSuspense &&
nextFiber.memoizedState !== null;\n // The logic below is inspired by the code paths in
updateSuspenseComponent()\n // inside ReactFiberBeginWork in the React source code.\n if (prevDidTimeout
&& nextDidTimeout) {\n // Fallback -> Fallback:\n // 1. Reconcile fallback set.\n const nextFiberChild =
nextFiber.child;\n const nextFallbackChildSet = nextFiberChild\n ? nextFiberChild.sibling\n : null;\n // Note: We can't use nextFiber.child.sibling.alternate\n // because the set is special and alternate may not exist.\n const prevFiberChild = prevFiber.child;\n const prevFallbackChildSet = prevFiberChild\n ?
prevFiberChild.sibling\n : null;\n if (\n nextFallbackChildSet !== null &&\n prevFallbackChildSet !==
null &&\n updateFiberRecursively(\n nextFallbackChildSet,\n prevFallbackChildSet,\n
nextFiber,\n traceNearestHostComponentUpdate,\n)\n) {\n shouldResetChildren = true;\n }\n }
else if (prevDidTimeout && !nextDidTimeout) {\n // Fallback -> Primary:\n // 1. Unmount fallback set\n // Note: don't emulate fallback unmount because React actually did it.\n // 2. Mount primary set\n const
nextPrimaryChildSet = nextFiber.child;\n if (nextPrimaryChildSet !== null) {\n mountFiberRecursively(\n
 nextPrimaryChildSet,\n shouldIncludeInTree ? nextFiber : parentFiber,\n true,\n
traceNearestHostComponentUpdate,\n);\n }\n shouldResetChildren = true;\n } else if
(!prevDidTimeout && nextDidTimeout) {\n // Primary -> Fallback:\n // 1. Hide primary set\n // This is
not a real unmount, so it won't get reported by React.\n // We need to manually walk the previous tree and record
unmounts.\n unmountFiberChildrenRecursively(prevFiber);\n // 2. Mount fallback set\n const
nextFiberChild = nextFiber.child;\n const nextFallbackChildSet = nextFiberChild\n ?
nextFiberChild.sibling\n : null;\n if (nextFallbackChildSet !== null) {\n mountFiberRecursively(\n
 nextFallbackChildSet,\n shouldIncludeInTree ? nextFiber : parentFiber,\n true,\n
traceNearestHostComponentUpdate,\n);\n shouldResetChildren = true;\n }\n } else {\n // Common
case: Primary -> Primary.\n // This is the same code path as for non-Suspense fibers.\n if (nextFiber.child !==
prevFiber.child) {\n // If the first child is different, we need to traverse them.\n // Each next child will be
either a new child (mount) or an alternate (update).\n let nextChild = nextFiber.child;\n let
prevChildAtSameIndex = prevFiber.child;\n while (nextChild) {\n // We already know children will be
referentially different because\n // they are either new mounts or alternates of previous children.\n //
Schedule updates and mounts depending on whether alternates exist.\n // We don't track deletions here because
they are reported separately.\n if (nextChild.alternate) {\n const prevChild = nextChild.alternate;\n

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if (\n updateFiberRecursively(\n nextChild,\n prevChild,\n shouldIncludeInTree
? nextFiber : parentFiber,\n traceNearestHostComponentUpdate,\n)\n) {\n // If a
nested tree child order changed but it can't handle its own\n // child order invalidation (e.g. because it's
filtered out like host nodes),\n // propagate the need to reset child order upwards to this Fiber.\n shouldResetChildren = true;\n }\n // However we also keep track if the order of the children matches\n
 // the previous order. They are always different referentially, but\n // if the instances line up
conceptually we'll want to know that.\n if (prevChild !== prevChildAtSameIndex) {\n
 shouldResetChildren = true;\n }\n } else {\n mountFiberRecursively(\n nextChild,\n
 shouldIncludeInTree ? nextFiber : parentFiber,\n false,\n traceNearestHostComponentUpdate,\n
);\n shouldResetChildren = true;\n }\n // Try the next child.\n nextChild =
nextChild.sibling;\n // Advance the pointer in the previous list so that we can\n // keep comparing if they
line up.\n if (!shouldResetChildren && prevChildAtSameIndex !== null) {\n prevChildAtSameIndex =
prevChildAtSameIndex.sibling;\n }\n }\n // If we have no more children, but used to, they don't line
up.\n if (prevChildAtSameIndex !== null) {\n shouldResetChildren = true;\n }\n } else {\n if
(traceUpdatesEnabled) {\n // If we're tracing updates and we've bailed out before reaching a host node,\n
// we should fall back to recursively marking the nearest host descendants for highlight.\n if
(traceNearestHostComponentUpdate) {\n const hostFibers = findAllCurrentHostFibers(\n
getFiberIDThrows(nextFiber),\n);\n hostFibers.forEach(hostFiber => {\n
traceUpdatesForNodes.add(hostFiber.stateNode);\n });\n }\n }\n }\n }\n }\n if
(shouldIncludeInTree) {\n const isProfilingSupported = nextFiber.hasOwnProperty('treeBaseDuration');\n if
(isProfilingSupported) {\n recordProfilingDurations(nextFiber);\n }\n }\n if (shouldResetChildren) {\n
// We need to crawl the subtree for closest non-filtered Fibers\n // so that we can display them in a flat children
set.\n if (shouldIncludeInTree) {\n // Normally, search for children from the rendered child.\n let
nextChildSet = nextFiber.child;\n if (nextDidTimeOut) {\n // Special case: timed-out Suspense renders the
fallback set.\n const nextFiberChild = nextFiber.child;\n nextChildSet = nextFiberChild ?
nextFiberChild.sibling : null;\n }\n if (nextChildSet !== null) {\n recordResetChildren(nextFiber,
nextChildSet);\n }\n // We've handled the child order change for this Fiber.\n // Since it's included,
there's no need to invalidate parent child order.\n return false;\n } else {\n // Let the closest unfiltered
parent Fiber reset its child order instead.\n return true;\n }\n } else {\n return false;\n }\n }\n }\n function cleanup() {\n // We don't patch any methods so there is no cleanup.\n }\n function
rootSupportsProfiling(root) {\n if (root.memoizedInteractions !== null) {\n // v16 builds include this field for the
scheduler/tracing API.\n return true;\n } else if (\n root.current !== null &&\n
root.current.hasOwnProperty('treeBaseDuration')\n) {\n // The scheduler/tracing API was removed in v17
though\n // so we need to check a non-root Fiber.\n return true;\n } else {\n return false;\n }\n }\n }\n function flushInitialOperations() {\n const localPendingOperationsQueue = pendingOperationsQueue;\n
pendingOperationsQueue = null;\n if (\n localPendingOperationsQueue !== null &&\n
localPendingOperationsQueue.length > 0\n) {\n // We may have already queued up some operations before the
frontend connected\n // If so, let the frontend know about them.\n localPendingOperationsQueue.forEach(operations => {\n hook.emit('operations', operations);\n });\n } else
{\n // Before the traversals, remember to start tracking\n // our path in case we have selection to restore.\n
if (trackedPath !== null) {\n mightBeOnTrackedPath = true;\n }\n // If we have not been profiling, then
we can just walk the tree and build up its current state as-is.\n hook.getFiberRoots(rendererID).forEach(root =>
{\n currentRootID = getOrGenerateFiberID(root.current);\n setRootPseudoKey(currentRootID,
root.current);\n }\n // Handle multi-renderer edge-case where only some v16 renderers support profiling.\n if
(isProfiling && rootSupportsProfiling(root)) {\n // If profiling is active, store commit time and duration.\n
// The frontend may request this information after profiling has stopped.\n currentCommitProfilingMetadata =
{\n changeDescriptions: recordChangeDescriptions ? new Map() : null,\n durations: [],\n
commitTime: getCurrentTime() - profilingStartTime,\n maxActualDuration: 0,\n priorityLevel: null,\n

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 updaters: getUpdatersList(root),\n effectDuration: null,\n passiveEffectDuration: null,\n });\n }\n }\n mountFiberRecursively(root.current, null, false, false);\n flushPendingEvents(root);\n currentRootID = -1;\n });\n }\n }\n function getUpdatersList(root): Array<SerializedElement> | null {\n return root.memoizedUpdaters != null\n ? Array.from(root.memoizedUpdaters).map(fiberToSerializedElement)\n : null;\n }\n }\n function handleCommitFiberUnmount(fiber) {\n // This is not recursive.\n // We can't traverse fibers after unmounting so instead\n // we rely on React telling us about each unmount.\n recordUnmount(fiber, false);\n }\n }\n function handlePostCommitFiberRoot(root) {\n if (isProfiling && rootSupportsProfiling(root)) {\n if (currentCommitProfilingMetadata !== null) {\n const {effectDuration, passiveEffectDuration} =\n getEffectDurations(\n root,\n);\n currentCommitProfilingMetadata.effectDuration = effectDuration;\n currentCommitProfilingMetadata.passiveEffectDuration = passiveEffectDuration;\n }\n }\n }\n }\n function handleCommitFiberRoot(root, priorityLevel) {\n const current = root.current;\n const alternate = current.alternate;\n\n // Flush any pending Fibers that we are untracking before processing the new commit.\n // If we don't do this, we might end up double-deleting Fibers in some cases (like Legacy Suspense).\n untrackFibers();\n currentRootID = getOrGenerateFiberID(current);\n // Before the traversals, remember to start tracking\n // our path in case we have selection to restore.\n if (trackedPath !== null) {\n mightBeOnTrackedPath = true;\n }\n if (traceUpdatesEnabled) {\n traceUpdatesForNodes.clear();\n }\n }\n }\n // Handle multi-renderer edge-case where only some v16 renderers support profiling.\n const\n isProfilingSupported = rootSupportsProfiling(root);\n if (isProfiling && isProfilingSupported) {\n // If profiling is active, store commit time and duration.\n // The frontend may request this information after profiling has stopped.\n currentCommitProfilingMetadata = {\n changeDescriptions: recordChangeDescriptions ? new\n Map() : null,\n durations: [],\n commitTime: getCurrentTime() - profilingStartTime,\n maxActualDuration: 0,\n priorityLevel:\n priorityLevel == null ? null :\n formatPriorityLevel(priorityLevel),\n }\n updaters: getUpdatersList(root),\n // Initialize to null; if new\n enough React version is running,\n // these values will be read during separate handlePostCommitFiberRoot()\n call.\n effectDuration: null,\n passiveEffectDuration: null,\n);\n }\n }\n if (alternate) {\n // TODO:\n relying on this seems a bit fishy.\n const wasMounted =\n alternate.memoizedState != null &&\n alternate.memoizedState.element != null;\n const isMounted =\n current.memoizedState != null &&\n current.memoizedState.element != null;\n if (!wasMounted && isMounted) {\n // Mount a new root.\n setRootPseudoKey(currentRootID, current);\n mountFiberRecursively(current, null, false, false);\n } else if\n (wasMounted && isMounted) {\n // Update an existing root.\n updateFiberRecursively(current, alternate,\n null, false);\n } else if (wasMounted && !isMounted) {\n // Unmount an existing root.\n removeRootPseudoKey(currentRootID);\n recordUnmount(current, false);\n }\n }\n }\n // Mount a\n new root.\n setRootPseudoKey(currentRootID, current);\n mountFiberRecursively(current, null, false,\n false);\n }\n }\n if (isProfiling && isProfilingSupported) {\n const commitProfilingMetadata =\n ((rootToCommitProfilingMetadataMap: any): CommitProfilingMetadataMap).get(\n currentRootID,\n);\n if (commitProfilingMetadata != null) {\n commitProfilingMetadata.push(\n ((currentCommitProfilingMetadata: any): CommitProfilingData),\n);\n } else {\n ((rootToCommitProfilingMetadataMap: any): CommitProfilingMetadataMap).set(\n currentRootID,\n [((currentCommitProfilingMetadata: any): CommitProfilingData)],\n);\n }\n }\n }\n }\n }\n // We're done here.\n flushPendingEvents(root);\n if (traceUpdatesEnabled) {\n hook.emit('traceUpdates',\n traceUpdatesForNodes);\n }\n }\n }\n currentRootID = -1;\n }\n }\n function findAllCurrentHostFibers(id: number):\n $ReadOnlyArray<Fiber> {\n const fibers = [];\n const fiber = findCurrentFiberUsingSlowPathById(id);\n if\n (!fiber) {\n return fibers;\n }\n // Next we'll drill down this component to find all HostComponent/Text.\n let node: Fiber = fiber;\n while (true) {\n if (node.tag === HostComponent || node.tag === HostText) {\n fibers.push(node);\n } else if (node.child) {\n node.child.return = node;\n node = node.child;\n continue;\n }\n if (node === fiber) {\n return fibers;\n }\n while (!node.sibling) {\n if\n (!node.return || node.return === fiber) {\n return fibers;\n }\n node = node.return;\n }\n node.sibling.return = node.return;\n node = node.sibling;\n }\n // Flow needs the return here, but ESLint

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complains about it.\n // eslint-disable-next-line no-unreachable\n return fibers;\n }\n\n function
findNativeNodesForFiberID(id: number) {\n try {\n let fiber = findCurrentFiberUsingSlowPathById(id);\n
if (fiber === null) {\n return null;\n }\n // Special case for a timed-out Suspense.\n const
isTimedOutSuspense =\n fiber.tag === SuspenseComponent && fiber.memoizedState !== null;\n if
(isTimedOutSuspense) {\n // A timed-out Suspense's findDOMNode is useless.\n // Try our best to find the
fallback directly.\n const maybeFallbackFiber = fiber.child && fiber.child.sibling;\n if
(maybeFallbackFiber !== null) {\n fiber = maybeFallbackFiber;\n }\n }\n const hostFibers =
findAllCurrentHostFibers(id);\n return hostFibers.map(hostFiber => hostFiber.stateNode).filter(Boolean);\n }
catch (err) {\n // The fiber might have unmounted by now.\n return null;\n }\n }\n\n function
getDisplayNameForFiberID(id) {\n const fiber = idToArbitraryFiberMap.get(id);\n return fiber !== null ?
getDisplayNameForFiber(((fiber: any): Fiber)): null;\n }\n\n function getFiberIDForNative(\n hostInstance,\n
findNearestUnfilteredAncestor = false,\n) {\n let fiber = renderer.findFiberByHostInstance(hostInstance);\n if
(fiber !== null) {\n if (findNearestUnfilteredAncestor) {\n while (fiber !== null && shouldFilterFiber(fiber))
{\n fiber = fiber.return;\n }\n }\n return getFiberIDThrows(((fiber: any): Fiber));\n }\n return
null;\n }\n\n const MOUNTING = 1;\n const MOUNTED = 2;\n const UNMOUNTED = 3;\n\n // This function
is copied from React and should be kept in sync:\n // https://github.com/facebook/react/blob/master/packages/react-
reconciler/src/ReactFiberTreeReflection.js\n function isFiberMountedImpl(fiber: Fiber): number {\n let node =
fiber;\n let prevNode = null;\n if (!fiber.alternate) {\n // If there is no alternate, this might be a new tree that
isn't inserted\n // yet. If it is, then it will have a pending insertion effect on it.\n if ((getFiberFlags(node) &
Placement) !== NoFlags) {\n return MOUNTING;\n }\n // This indicates an error during render.\n if
((getFiberFlags(node) & Incomplete) !== NoFlags) {\n return UNMOUNTED;\n }\n while (node.return)
{\n prevNode = node;\n node = node.return;\n\n if ((getFiberFlags(node) & Placement) !== NoFlags)
{\n return MOUNTING;\n }\n // This indicates an error during render.\n if ((getFiberFlags(node)
& Incomplete) !== NoFlags) {\n return UNMOUNTED;\n }\n\n // If this node is inside of a timed out
suspense subtree, we should also ignore errors/warnings.\n const isTimedOutSuspense =\n node.tag ===
SuspenseComponent && node.memoizedState !== null;\n if (isTimedOutSuspense) {\n // Note that this
does not include errors/warnings in the Fallback tree though!\n const primaryChildFragment = node.child;\n
const fallbackChildFragment = primaryChildFragment\n ? primaryChildFragment.sibling\n : null;\n
if (prevNode !== fallbackChildFragment) {\n return UNMOUNTED;\n }\n }\n } else
{\n while (node.return) {\n node = node.return;\n }\n }\n if (node.tag === HostRoot) {\n // TODO:
Check if this was a nested HostRoot when used with\n // renderContainerIntoSubtree.\n return MOUNTED;\n
}\n // If we didn't hit the root, that means that we're in an disconnected tree\n // that has been unmounted.\n
return UNMOUNTED;\n }\n\n // This function is copied from React and should be kept in sync:\n //
https://github.com/facebook/react/blob/master/packages/react-reconciler/src/ReactFiberTreeReflection.js\n // It
would be nice if we updated React to inject this function directly (vs just indirectly via findDOMNode).\n // BEGIN
copied code\n function findCurrentFiberUsingSlowPathById(id: number): Fiber | null {\n const fiber =
idToArbitraryFiberMap.get(id);\n if (fiber === null) {\n console.warn(`Could not find Fiber with id
\`${id}\``);\n return null;\n }\n\n const alternate = fiber.alternate;\n if (!alternate) {\n // If there is no
alternate, then we only need to check if it is mounted.\n const state = isFiberMountedImpl(fiber);\n if (state
=== UNMOUNTED) {\n throw Error('Unable to find node on an unmounted component.);\n }\n if (state
=== MOUNTING) {\n return null;\n }\n return fiber;\n }\n // If we have two possible branches, we'll
walk backwards up to the root\n // to see what path the root points to. On the way we may hit one of the\n //
special cases and we'll deal with them.\n let a: Fiber = fiber;\n let b: Fiber = alternate;\n while (true) {\n
const parentA = a.return;\n if (parentA === null) {\n // We're at the root.\n break;\n }\n const
parentB = parentA.alternate;\n if (parentB === null) {\n // There is no alternate. This is an unusual case.
Currently, it only\n // happens when a Suspense component is hidden. An extra fragment fiber\n // is
inserted in between the Suspense fiber and its children. Skip\n // over this extra fragment fiber and proceed to
the next parent.\n const nextParent = parentA.return;\n if (nextParent !== null) {\n a = b =

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nextParent;\n continue;\n }\n // If there's no parent, we're at the root.\n break;\n }\n\n // If
both copies of the parent fiber point to the same child, we can\n // assume that the child is current. This happens
when we bailout on low\n // priority: the bailed out fiber's child reuses the current child.\n if (parentA.child
=== parentB.child) {\n let child = parentA.child;\n while (child) {\n if (child === a) {\n //
We've determined that A is the current branch.\n if (isFiberMountedImpl(parentA) !== MOUNTED) {\n
 throw Error('Unable to find node on an unmounted component.);\n }\n return fiber;\n }\n
if (child === b) {\n // We've determined that B is the current branch.\n if
(isFiberMountedImpl(parentA) !== MOUNTED) {\n throw Error('Unable to find node on an unmounted
component.);\n }\n return alternate;\n }\n child = child.sibling;\n }\n // We should
never have an alternate for any mounting node. So the only\n // way this could possibly happen is if this was
unmounted, if at all.\n throw Error('Unable to find node on an unmounted component.);\n }\n\n if
(a.return !== b.return) {\n // The return pointer of A and the return pointer of B point to different\n // fibers.
We assume that return pointers never criss-cross, so A must\n // belong to the child set of A.return, and B must
belong to the child\n // set of B.return.\n a = parentA;\n b = parentB;\n } else {\n // The return
pointers point to the same fiber. We'll have to use the\n // default, slow path: scan the child sets of each parent
alternate to see\n // which child belongs to which set.\n //\n // Search parent A's child set\n let
didFindChild = false;\n let child = parentA.child;\n while (child) {\n if (child === a) {\n
 didFindChild = true;\n a = parentA;\n b = parentB;\n break;\n }\n if (child === b)
{\n didFindChild = true;\n b = parentA;\n a = parentB;\n break;\n }\n child =
child.sibling;\n }\n if (!didFindChild) {\n // Search parent B's child set\n child = parentB.child;\n
 while (child) {\n if (child === a) {\n didFindChild = true;\n a = parentB;\n b =
parentA;\n break;\n }\n if (child === b) {\n didFindChild = true;\n b =
parentB;\n a = parentA;\n break;\n }\n child = child.sibling;\n }\n if
(!didFindChild) {\n throw Error(\n 'Child was not found in either parent set. This indicates a bug ' +\n
 '\n 'in React related to the return pointer. Please file an issue.);\n }\n }\n }\n\n if
(a.alternate !== b) {\n throw Error(\n '\n "Return fibers should always be each others' alternates. '\n '+\n
 'This error is likely caused by a bug in React. Please file an issue.);\n }\n }\n // If the root is not a host
container, we're in a disconnected tree. I.e.\n // unmounted.\n if (a.tag !== HostRoot) {\n throw Error('Unable
to find node on an unmounted component.);\n }\n if (a.stateNode.current === a) {\n // We've determined that
A is the current branch.\n return fiber;\n }\n // Otherwise B has to be current branch.\n return alternate;\n
}\n\n // END copied code\n\n function prepareViewAttributeSource(\n id: number,\n path: Array<string |
number>,\n): void {\n if (isMostRecentlyInspectedElement(id)) {\n window.$attribute = getInObject(\n
 ((mostRecentlyInspectedElement: any): InspectedElement),\n path,\n);\n }\n }\n\n function
prepareViewElementSource(id: number): void {\n const fiber = idToArbitraryFiberMap.get(id);\n if (fiber ==
null) {\n console.warn('Could not find Fiber with id "${id}"');\n return;\n }\n\n const {elementType, tag,
type} = fiber;\n\n switch (tag) {\n case ClassComponent:\n case IncompleteClassComponent:\n case
IndeterminateComponent:\n case FunctionComponent:\n global.$type = type;\n break;\n case
ForwardRef:\n global.$type = type.render;\n break;\n case MemoComponent:\n case
SimpleMemoComponent:\n global.$type =\n elementType != null && elementType.type != null\n
? elementType.type\n : type;\n break;\n default:\n global.$type = null;\n break;\n }\n }\n\n
function fiberToSerializedElement(fiber: Fiber): SerializedElement {\n return {\n displayName:
getDisplayNameForFiber(fiber) || 'Anonymous',\n id: getFiberIDThrows(fiber),\n key: fiber.key,\n type:
getElementTypeInfo(fiber),\n };\n }\n\n function getOwnersList(id: number): Array<SerializedElement> |
null {\n const fiber = findCurrentFiberUsingSlowPathById(id);\n if (fiber == null) {\n return null;\n }\n\n
const { _debugOwner } = fiber;\n\n const owners: Array<SerializedElement> =
[fiberToSerializedElement(fiber)];\n\n if (_debugOwner) {\n let owner = _debugOwner;\n while (owner !==
null) {\n owners.unshift(fiberToSerializedElement(owner));\n owner = owner._debugOwner || null;\n }\n
}\n\n return owners;\n }\n\n // Fast path props lookup for React Native style editor.\n // Could use

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inspectElementRaw() but that would require shallow rendering hooks components,\n // and could also mess with
memoization.\n function getInstanceAndStyle(id: number): InstanceAndStyle {\n let instance = null;\n let style
= null;\n\n const fiber = findCurrentFiberUsingSlowPathById(id);\n if (fiber !== null) {\n instance =
fiber.stateNode;\n\n if (fiber.memoizedProps !== null) {\n style = fiber.memoizedProps.style;\n }\n
}\n\n return {instance, style};\n }\n\n function inspectElementRaw(id: number): InspectedElement | null {\n
const fiber = findCurrentFiberUsingSlowPathById(id);\n if (fiber == null) {\n return null;\n }\n\n const {\n
_debugOwner,\n _debugSource,\n stateNode,\n key,\n memoizedProps,\n memoizedState,\n
dependencies,\n tag,\n type,\n } = fiber;\n\n const elementType = getElementTypeInfo(fiber);\n\n
const usesHooks =\n (tag === FunctionComponent ||\n tag === SimpleMemoComponent ||\n tag ===
ForwardRef) &&\n (!memoizedState || !dependencies);\n\n // TODO Show custom UI for Cache like we do
for Suspense\n // For now, just hide state data entirely since it's not meant to be inspected.\n const showState =
!usesHooks && tag !== CacheComponent;\n\n const typeSymbol = getTypeSymbol(type);\n\n let
canViewSource = false;\n let context = null;\n if (\n tag === ClassComponent ||\n tag ===
FunctionComponent ||\n tag === IncompleteClassComponent ||\n tag === IndeterminateComponent ||\n tag
=== MemoComponent ||\n tag === ForwardRef ||\n tag === SimpleMemoComponent\n) {\n
canViewSource = true;\n if (stateNode && stateNode.context != null) {\n // Don't show an empty context
object for class components that don't use the context API.\n const shouldHideContext =\n elementType
=== ElementTypeClass &&\n !(type.contextTypes || type.contextType);\n if (!shouldHideContext) {\n
context = stateNode.context;\n }\n }\n } else if (\n typeSymbol === CONTEXT_NUMBER ||\n
typeSymbol === CONTEXT_SYMBOL_STRING\n) {\n // 16.3-16.5 read from "type" because the
Consumer is the actual context object.\n // 16.6+ should read from "type._context" because Consumer can be
different (in DEV).\n // NOTE Keep in sync with getDisplayNameForFiber()\n const
consumerResolvedContext = type._context || type;\n\n // Global context value.\n context =
consumerResolvedContext._currentValue || null;\n\n // Look for overridden value.\n let current = ((fiber: any):
Fiber).return;\n while (current !== null) {\n const currentType = current.type;\n const
currentTypeSymbol = getTypeSymbol(currentType);\n if (\n currentTypeSymbol ===
PROVIDER_NUMBER ||\n currentTypeSymbol === PROVIDER_SYMBOL_STRING\n) {\n //
16.3.0 exposed the context object as "context"\n // PR #12501 changed it to "_context" for 16.3.1+\n //
NOTE Keep in sync with getDisplayNameForFiber()\n const providerResolvedContext =\n
currentType._context || currentType.context;\n if (providerResolvedContext === consumerResolvedContext)
{\n context = current.memoizedProps.value;\n break;\n }\n }\n\n current =
current.return;\n }\n }\n\n let hasLegacyContext = false;\n if (context !== null) {\n hasLegacyContext =
!!type.contextTypes;\n\n // To simplify hydration and display logic for context, wrap in a value object.\n //
Otherwise simple values (e.g. strings, booleans) become harder to handle.\n context = {value: context};\n }\n\n
let owners = null;\n if (_debugOwner) {\n owners = [];\n let owner = _debugOwner;\n while (owner !==
null) {\n owners.push(fiberToSerializedElement(owner));\n owner = owner._debugOwner || null;\n }\n
}\n\n const isTimedOutSuspense =\n tag === SuspenseComponent && memoizedState !== null;\n\n let
hooks = null;\n if (usesHooks) {\n const originalConsoleMethods = {};\n\n // Temporarily disable all
console logging before re-running the hook.\n for (const method in console) {\n try {\n
originalConsoleMethods[method] = console[method];\n\n // $FlowFixMe property error/warn is not writable.\n
console[method] = () => {};\n } catch (error) {\n }\n\n try {\n hooks = inspectHooksOfFiber(\n
fiber,\n (renderer.currentDispatcherRef: any),\n);\n } finally {\n // Restore original console
functionality.\n for (const method in originalConsoleMethods) {\n try {\n // $FlowFixMe property
error/warn is not writable.\n console[method] = originalConsoleMethods[method];\n } catch (error) {\n
}\n }\n }\n\n let rootType = null;\n let current = fiber;\n while (current.return !== null) {\n current
= current.return;\n }\n const fiberRoot = current.stateNode;\n if (fiberRoot != null &&
fiberRoot._debugRootType != null) {\n rootType = fiberRoot._debugRootType;\n }\n\n const errors =
fiberIDToErrorsMap.get(id) || new Map();\n const warnings = fiberIDToWarningsMap.get(id) || new Map();\n\n

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return {
 id,
 // Does the current renderer support editable hooks and function props?
 canEditHooks:
 typeof overrideHookState === 'function',
 canEditFunctionProps:
 typeof overrideProps === 'function',
 // Does the current renderer support advanced editing interface?
 canEditHooksAndDeletePaths:
 typeof overrideHookStateDeletePath === 'function',
 canEditHooksAndRenamePaths:
 typeof overrideHookStateRenamePath === 'function',
 canEditFunctionPropsDeletePaths:
 typeof overridePropsDeletePath === 'function',
 canEditFunctionPropsRenamePaths:
 typeof overridePropsRenamePath === 'function',
 canToggleSuspense:
 supportsTogglingSuspense &&
 // If it's showing the real content, we can always flip fallback.
 (!isTimedOutSuspense ||
 // If it's showing fallback because we previously forced it to,
 // allow toggling it back to remove the fallback override.
 forceFallbackForSuspenseIDs.has(id)),
 // Can view component source location.
 canViewSource,
 // Does the component have legacy context attached to it.
 hasLegacyContext,
 key: key != null ? key : null,
 displayName:
 getDisplayNameForFiber(fiber),
 type: elementType,
 // Inspectable properties.
 // TODO Review sanitization approach for the below inspectable values.
 context,
 hooks,
 props: memoizedProps,
 state: showState ? memoizedState : null,
 errors: Array.from(errors.entries()),
 warnings: Array.from(warnings.entries()),
 // List of owners
 owners,
 // Location of component in source code.
 source: _debugSource || null,
 rootType,
 rendererPackageName:
 renderer.rendererPackageName,
 rendererVersion:
 renderer.version,
};
}
let
mostRecentlyInspectedElement:
 InspectedElement | null = null;
let hasElementUpdatedSinceLastInspected:
 boolean = false;
let currentlyInspectedPaths:
 Object = {};
function isMostRecentlyInspectedElement(
 id: number):
 boolean {
 return (
 mostRecentlyInspectedElement !== null &&
 mostRecentlyInspectedElement.id === id
);
}
function isMostRecentlyInspectedElementCurrent(
 id: number):
 boolean {
 return (
 isMostRecentlyInspectedElement(id) &&
 !hasElementUpdatedSinceLastInspected
);
}
// Track the intersection of currently inspected paths,
// so that we can send their data along if the element is re-rendered.
function mergeInspectedPaths(
 path: Array<string | number>):
 void {
 let current = currentlyInspectedPaths;
 path.forEach(key => {
 if (!current[key]) {
 current[key] = {};
 }
 current = current[key];
 });
}
function createIsPathAllowed(
 key: string | null,
 secondaryCategory:
 'hooks' | null):
 boolean {
 // This function helps prevent previously-inspected paths from
 // being dehydrated in updates.
 // This is important to avoid a bad user experience where expanded toggles
 // collapse on update.
 return function isPathAllowed(
 path: Array<string | number>):
 boolean {
 switch (secondaryCategory) {
 case 'hooks':
 if (path.length === 1) {
 // Never dehydrate the "hooks"
 // object at the top levels.
 return true;
 }
 if (
 path[path.length - 1] === 'subHooks' ||
 path[path.length - 2] === 'subHooks'
) {
 // Dehydrating the 'subHooks' property makes the
 // HooksTree UI a lot more complicated,
 // so it's easiest for now if we just don't break on this boundary.
 // We can always dehydrate a level deeper (in the value object).
 return true;
 }
 break;
 default:
 break;
 }
 let current =
 key === null ?
 currentlyInspectedPaths :
 currentlyInspectedPaths[key];
 if (!current) {
 return false;
 }
 for (let i = 0; i < path.length; i++) {
 current = current[path[i]];
 if (!current) {
 return false;
 }
 }
 return true;
 };
}
function updateSelectedElement(
 inspectedElement:
 InspectedElement):
 void {
 const {
 hooks,
 id,
 props
 } = inspectedElement;
 const fiber =
 idToArbitraryFiberMap.get(id);
 if (fiber == null) {
 console.warn(
 `Could not find Fiber with id "${id}"`);
 return;
 }
 const {
 elementType,
 stateNode,
 tag,
 type
 } = fiber;
 switch (tag) {
 case ClassComponent:
 case IncompleteClassComponent:
 case IndeterminateComponent:
 global.$r = stateNode;
 break;
 case FunctionComponent:
 global.$r = {
 hooks,
 props,
 type,
 };
 break;
 case ForwardRef:
 global.$r = {
 hooks,
 props,
 type: type.render,
 };
 break;
 case MemoComponent:
 case SimpleMemoComponent:
 global.$r = {
 hooks,
 props,
 type:
 elementType != null &&
 elementType.type != null ?
 elementType.type :
 type,
 };
 break;
 default:
 global.$r = null;
 break;
 }
}
function storeAsGlobal(
 id: number,
 path:
 Array<string | number>,
 count:
 number):
 void {
 if (isMostRecentlyInspectedElement(id)) {
 const

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value = getObject(\n ((mostRecentlyInspectedElement: any): InspectedElement),\n path,\n);\n
const key = `\$reactTemp\${count}`;\n window[key] = value;\n console.log(key);\n
console.log(value);\n }\n }\n function copyElementPath(id: number, path: Array<string | number>): void {\n
if (isMostRecentlyInspectedElement(id)) {\n copyToClipboard(\n getObject(\n
((mostRecentlyInspectedElement: any): InspectedElement),\n path,\n),\n);\n }\n }\n function
inspectElement(\n requestID: number,\n id: number,\n path: Array<string | number> | null,\n):
InspectedElementPayload {\n if (path !== null) {\n mergeInspectedPaths(path);\n }\n if
(isMostRecentlyInspectedElement(id)) {\n if (!hasElementUpdatedSinceLastInspected) {\n if (path !== null)
{\n let secondaryCategory = null;\n if (path[0] === 'hooks') {\n secondaryCategory = 'hooks';\n
 }\n // If this element has not been updated since it was last inspected,\n // we can just return the
subset of data in the newly-inspected path.\n return {\n id,\n responseID: requestID,\n
type: 'hydrated-path',\n path,\n value: cleanForBridge(\n getObject(\n
((mostRecentlyInspectedElement: any): InspectedElement),\n path,\n),\n
 createIsPathAllowed(null, secondaryCategory),\n path,\n),\n);\n } else {\n // If this
element has not been updated since it was last inspected, we don't need to return it.\n // Instead we can just
return the ID to indicate that it has not changed.\n return {\n id,\n responseID: requestID,\n
type: 'no-change',\n);\n }\n }\n } else {\n currentlyInspectedPaths = {};\n }\n }
hasElementUpdatedSinceLastInspected = false;\n mostRecentlyInspectedElement = inspectElementRaw(id);\n
if (mostRecentlyInspectedElement === null) {\n return {\n id,\n responseID: requestID,\n type: 'not-
found',\n);\n }\n }\n // Any time an inspected element has an update,\n // we should update the selected \$r
value as wel.\n // Do this before dehydration (cleanForBridge).\n
updateSelectedElement(mostRecentlyInspectedElement);\n // Clone before cleaning so that we preserve the full
data.\n // This will enable us to send patches without re-inspecting if hydrated paths are requested.\n // (Reducing
how often we shallow-render is a better DX for function components that use hooks.)\n const
cleanedInspectedElement = {...mostRecentlyInspectedElement};\n cleanedInspectedElement.context =
cleanForBridge(\n cleanedInspectedElement.context,\n createIsPathAllowed('context', null),\n);\n
cleanedInspectedElement.hooks = cleanForBridge(\n cleanedInspectedElement.hooks,\n
 createIsPathAllowed('hooks', 'hooks'),\n);\n cleanedInspectedElement.props = cleanForBridge(\n
cleanedInspectedElement.props,\n createIsPathAllowed('props', null),\n);\n cleanedInspectedElement.state =
cleanForBridge(\n cleanedInspectedElement.state,\n createIsPathAllowed('state', null),\n);\n return {\n
id,\n responseID: requestID,\n type: 'full-data',\n value: cleanedInspectedElement,\n);\n }\n }\n function
logElementToConsole(id) {\n const result = isMostRecentlyInspectedElementCurrent(id)\n ?
mostRecentlyInspectedElement\n : inspectElementRaw(id);\n if (result === null) {\n console.warn('Could
not find Fiber with id '\${id}');\n return;\n }\n const supportsGroup = typeof console.groupCollapsed
=== 'function';\n if (supportsGroup) {\n console.groupCollapsed(\n `[Click to expand]
%c<\${result.displayName || 'Component'} />`,\n // --dom-tag-name-color is the CSS variable Chrome styles
HTML elements with in the console.\n 'color: var(--dom-tag-name-color); font-weight: normal;',\n);\n }\n
 if (result.props !== null) {\n console.log('Props:', result.props);\n }\n if (result.state !== null) {\n
console.log('State:', result.state);\n }\n if (result.hooks !== null) {\n console.log('Hooks:', result.hooks);\n
 }\n const nativeNodes = findNativeNodesForFiberID(id);\n if (nativeNodes !== null) {\n
console.log('Nodes:', nativeNodes);\n }\n if (result.source !== null) {\n console.log('Location:',
result.source);\n }\n if (window.chrome || /firefox/i.test(navigator.userAgent)) {\n console.log(\n
 'Right-click any value to save it as a global variable for further inspection.',\n);\n }\n if (supportsGroup) {\n
console.groupEnd();\n }\n }\n }\n function deletePath(\n type: 'context' | 'hooks' | 'props' | 'state',\n id: number,\n
 hookID: ?number,\n path: Array<string | number>,\n): void {\n const fiber =
findCurrentFiberUsingSlowPathById(id);\n if (fiber !== null) {\n const instance = fiber.stateNode;\n
 switch (type) {\n case 'context':\n // To simplify hydration and display of primitive context values (e.g.
number, string)\n // the inspectElement() method wraps context in a {value: ...} object.\n // We need to

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remove the first part of the path (the \"value\") before continuing.\n path = path.slice(1);\n\n switch
(fiber.tag) {\n case ClassComponent:\n if (path.length === 0) {\n // Simple context value
(noop)\n } else {\n deletePathInObject(instance.context, path);\n }\ninstance.forceUpdate();\n break;\n case FunctionComponent:\n // Function components using
legacy context are not editable\n // because there's no instance on which to create a cloned, mutated
context.\n break;\n }\n break;\n case 'hooks':\n if (typeof overrideHookStateDeletePath
=== 'function') {\n overrideHookStateDeletePath(fiber, ((hookID: any): number), path);\n }\nbreak;\n case 'props':\n if (instance === null) {\n if (typeof overridePropsDeletePath === 'function')
{\n overridePropsDeletePath(fiber, path);\n }\n } else {\n fiber.pendingProps =
copyWithDelete(instance.props, path);\n instance.forceUpdate();\n }\n break;\n case 'state':\n deletePathInObject(instance.state, path);\n instance.forceUpdate();\n break;\n }\n}\n}\n\nfunction renamePath(\n type: 'context' | 'hooks' | 'props' | 'state',\n id: number,\n hookID: ?number,\n oldPath:
Array<string | number>,\n newPath: Array<string | number>,\n): void {\n const fiber =
findCurrentFiberUsingSlowPathById(id);\n if (fiber !== null) {\n const instance = fiber.stateNode;\n switch (type) {\n case 'context':\n // To simplify hydration and display of primitive context values (e.g.
number, string)\n // the inspectElement() method wraps context in a {value: ...} object.\n // We need to
remove the first part of the path (the \"value\") before continuing.\n oldPath = oldPath.slice(1);\n newPath = newPath.slice(1);\n switch (fiber.tag) {\n case ClassComponent:\n if
(oldPath.length === 0) {\n // Simple context value (noop)\n } else {\n renamePathInObject(instance.context, oldPath, newPath);\n }\n instance.forceUpdate();\n break;\n case FunctionComponent:\n // Function components using legacy context are not editable\n // because there's no instance on which to create a cloned, mutated context.\n break;\n }\n break;\n case 'hooks':\n if (typeof overrideHookStateRenamePath === 'function') {\n overrideHookStateRenamePath(\n fiber,\n ((hookID: any): number),\n oldPath,\n newPath,\n);\n }\n break;\n case 'props':\n if (instance === null) {\n if (typeof
overridePropsRenamePath === 'function') {\n overridePropsRenamePath(fiber, oldPath, newPath);\n }\n } else {\n fiber.pendingProps = copyWithRename(\n instance.props,\n oldPath,\n newPath,\n);\n instance.forceUpdate();\n }\n break;\n case 'state':\n renamePathInObject(instance.state, oldPath, newPath);\n instance.forceUpdate();\n break;\n }\n }\n }\n}\n\nfunction overrideValueAtPath(\n type: 'context' | 'hooks' | 'props' | 'state',\n id: number,\n hookID:
?number,\n path: Array<string | number>,\n value: any,\n): void {\n const fiber =
findCurrentFiberUsingSlowPathById(id);\n if (fiber !== null) {\n const instance = fiber.stateNode;\n switch (type) {\n case 'context':\n // To simplify hydration and display of primitive context values (e.g.
number, string)\n // the inspectElement() method wraps context in a {value: ...} object.\n // We need to
remove the first part of the path (the \"value\") before continuing.\n path = path.slice(1);\n switch
(fiber.tag) {\n case ClassComponent:\n if (path.length === 0) {\n // Simple context value\n instance.context = value;\n } else {\n setInObject(instance.context, path, value);\n }\n }\n instance.forceUpdate();\n break;\n case FunctionComponent:\n // Function
components using legacy context are not editable\n // because there's no instance on which to create a
cloned, mutated context.\n break;\n }\n break;\n case 'hooks':\n if (typeof
overrideHookState === 'function') {\n overrideHookState(fiber, ((hookID: any): number), path, value);\n }\n break;\n case 'props':\n switch (fiber.tag) {\n case ClassComponent:\n fiber.pendingProps = copyWithSet(instance.props, path, value);\n instance.forceUpdate();\n break;\n default:\n if (typeof overrideProps === 'function') {\n overrideProps(fiber, path, value);\n }\n }\n break;\n }\n break;\n case 'state':\n switch (fiber.tag) {\n case
ClassComponent:\n setInObject(instance.state, path, value);\n instance.forceUpdate();\n break;\n }\n break;\n }\n }\n}\n}\n\n type CommitProfilingData = {\n changeDescriptions:
Map<number, ChangeDescription> | null,\n commitTime: number,\n durations: Array<number>,\n}

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effectDuration: number | null,\n maxActualDuration: number,\n passiveEffectDuration: number | null,\n priorityLevel: string | null,\n updaters: Array<SerializedElement> | null,\n };\n\n type\n CommitProfilingMetadataMap = Map<number, Array<CommitProfilingData>>;\n type DisplayNamesByRootID =\n Map<number, string>;\n\n let currentCommitProfilingMetadata: CommitProfilingData | null = null;\n let\n displayNamesByRootID: DisplayNamesByRootID | null = null;\n let idToContextsMap: Map<number, any> | null\n = null;\n let initialTreeBaseDurationsMap: Map<number, number> | null = null;\n let initialIDToRootMap:\n Map<number, number> | null = null;\n let isProfiling: boolean = false;\n let profilingStartTime: number = 0;\n let\n recordChangeDescriptions: boolean = false;\n let rootToCommitProfilingMetadataMap:\n CommitProfilingMetadataMap | null = null;\n\n function getProfilingData(): ProfilingDataBackend {\n const\n dataForRoots: Array<ProfilingDataForRootBackend> = [];\n\n if (rootToCommitProfilingMetadataMap === null)\n {\n throw Error(\n 'getProfilingData() called before any profiling data was recorded',\n);\n }\n\n rootToCommitProfilingMetadataMap.forEach(\n (commitProfilingMetadata, rootID) => {\n const\n commitData: Array<CommitDataBackend> = [];\n const initialTreeBaseDurations: Array<[number, number]>\n = [];\n const displayName =\n (displayNamesByRootID !== null &&\n displayNamesByRootID.get(rootID)) ||\n 'Unknown';\n\n if (initialTreeBaseDurationsMap !== null) {\n initialTreeBaseDurationsMap.forEach((treeBaseDuration, id) => {\n if (\n initialIDToRootMap !==\n null &&\n initialIDToRootMap.get(id) === rootID\n) {\n // We don't need to convert\n milliseconds to microseconds in this case,\n // because the profiling summary is JSON serialized.\n initialTreeBaseDurations.push([id, treeBaseDuration]);\n }\n });\n }\n\n commitProfilingMetadata.forEach((commitProfilingData, commitIndex) => {\n const {\n changeDescriptions,\n durations,\n effectDuration,\n maxActualDuration,\n passiveEffectDuration,\n priorityLevel,\n commitTime,\n updaters,\n } =\n commitProfilingData;\n\n const fiberActualDurations: Array<[number, number]> = [];\n const\n fiberSelfDurations: Array<[number, number]> = [];\n for (let i = 0; i < durations.length; i += 3) {\n const fiberID = durations[i];\n fiberActualDurations.push([fiberID, durations[i + 1]]);\n fiberSelfDurations.push([fiberID, durations[i + 2]]);\n }\n\n commitData.push({\n changeDescriptions:\n changeDescriptions !== null\n ? Array.from(changeDescriptions.entries())\n :\n null,\n duration: maxActualDuration,\n effectDuration,\n fiberActualDurations,\n fiberSelfDurations,\n passiveEffectDuration,\n priorityLevel,\n timestamp: commitTime,\n updaters,\n });\n });\n\n dataForRoots.push({\n commitData,\n displayName,\n initialTreeBaseDurations,\n rootID,\n });\n },\n);\n\n return {\n dataForRoots,\n rendererID,\n };\n }\n\n function startProfiling(shouldRecordChangeDescriptions: boolean) {\n if (isProfiling)\n {\n return;\n }\n\n recordChangeDescriptions = shouldRecordChangeDescriptions;\n\n // Capture initial\n values as of the time profiling starts.\n // It's important we snapshot both the durations and the id-to-root map,\n // since either of these may change during the profiling session\n // (e.g. when a fiber is re-rendered or when a fiber\n gets removed).\n displayNamesByRootID = new Map();\n initialTreeBaseDurationsMap = new\n Map(idToTreeBaseDurationMap);\n initialIDToRootMap = new Map(idToRootMap);\n idToContextsMap =\n new Map();\n\n hook.getFiberRoots(rendererID).forEach(root => {\n const rootID =\n getFiberIDThrows(root.current);\n ((displayNamesByRootID: any): DisplayNamesByRootID).set(\n rootID,\n getDisplayNameForRoot(root.current),\n);\n\n if (shouldRecordChangeDescriptions) {\n //\n Record all contexts at the time profiling is started.\n // Fibers only store the current context value,\n // so we\n need to track them separately in order to determine changed keys.\n crawlToInitializeContextsMap(root.current);\n }\n });\n\n isProfiling = true;\n profilingStartTime =\n getCurrentTime();\n rootToCommitProfilingMetadataMap = new Map();\n }\n\n function stopProfiling() {\n isProfiling = false;\n recordChangeDescriptions = false;\n }\n\n // Automatically start profiling so that we don't\n miss timing info from initial \"mount\".\n if (\n sessionStorage.getItem(SESSION_STORAGE_RELOAD_AND_PROFILE_KEY) === 'true'\n) {\n startProfiling(\n sessionStorage.getItem(SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY)\n)\n }\n
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===\n 'true',\n);\n }\n\n // React will switch between these implementations depending on whether\n // we have any manually suspended Fibers or not.\n\n function shouldSuspendFiberAlwaysFalse() {\n return false;\n }\n\n const forceFallbackForSuspenseIDs = new Set();\n function shouldSuspendFiberAccordingToSet(fiber) {\n const maybeID = getFiberIDUnsafe(((fiber: any): Fiber));\n return maybeID !== null &&\n forceFallbackForSuspenseIDs.has(maybeID);\n }\n\n function overrideSuspense(id, forceFallback) {\n if (\n typeof setSuspenseHandler !== 'function' ||\n typeof scheduleUpdate !== 'function'\n) {\n throw new\n Error(\n 'Expected overrideSuspense() to not get called for earlier React versions.',\n);\n }\n if\n (forceFallback) {\n forceFallbackForSuspenseIDs.add(id);\n if (forceFallbackForSuspenseIDs.size === 1) {\n // First override is added. Switch React to slower path.\n setSuspenseHandler(shouldSuspendFiberAccordingToSet);\n }\n } else {\n forceFallbackForSuspenseIDs.delete(id);\n if (forceFallbackForSuspenseIDs.size === 0) {\n // Last override\n is gone. Switch React back to fast path.\n setSuspenseHandler(shouldSuspendFiberAlwaysFalse);\n }\n }\n const fiber = idToArbitraryFiberMap.get(id);\n if (fiber !== null) {\n scheduleUpdate(fiber);\n }\n }\n\n // Remember if we're trying to restore the selection after reload.\n // In that case, we'll do some extra checks for\n matching mounts.\n let trackedPath: Array<PathFrame> | null = null;\n let trackedPathMatchFiber: Fiber | null =\n null;\n let trackedPathMatchDepth = -1;\n let mightBeOnTrackedPath = false;\n\n function setTrackedPath(path:\n Array<PathFrame> | null) {\n if (path === null) {\n trackedPathMatchFiber = null;\n trackedPathMatchDepth = -1;\n mightBeOnTrackedPath = false;\n }\n trackedPath = path;\n }\n\n // We call\n this before traversing a new mount.\n // It remembers whether this Fiber is the next best match for tracked path.\n // The return value signals whether we should keep matching siblings or not.\n function\n updateTrackedPathStateBeforeMount(fiber: Fiber): boolean {\n if (trackedPath === null ||\n !mightBeOnTrackedPath) {\n // Fast path: there's nothing to track so do nothing and ignore siblings.\n return\n false;\n }\n const returnFiber = fiber.return;\n const returnAlternate = returnFiber !== null ?\n returnFiber.alternate : null;\n // By now we know there's some selection to restore, and this is a new Fiber.\n // Is\n this newly mounted Fiber a direct child of the current best match?\n // (This will also be true for new roots if we\n haven't matched anything yet.)\n if (\n trackedPathMatchFiber === returnFiber ||\n (trackedPathMatchFiber\n === returnAlternate && returnAlternate !== null)\n) {\n // Is this the next Fiber we should select? Let's\n compare the frames.\n const actualFrame = getPathFrame(fiber);\n const expectedFrame =\n trackedPath[trackedPathMatchDepth + 1];\n if (expectedFrame === undefined) {\n throw new\n Error('Expected to see a frame at the next depth.);\n }\n if (\n actualFrame.index ===\n expectedFrame.index &&\n actualFrame.key === expectedFrame.key &&\n actualFrame.displayName ===\n expectedFrame.displayName\n) {\n // We have our next match.\n trackedPathMatchFiber = fiber;\n trackedPathMatchDepth++;\n // Are we out of frames to match?\n if (trackedPathMatchDepth ===\n trackedPath.length - 1) {\n // There's nothing that can possibly match afterwards.\n // Don't check the\n children.\n mightBeOnTrackedPath = false;\n } else {\n // Check the children, as they might reveal\n the next match.\n mightBeOnTrackedPath = true;\n }\n // In either case, since we have a match, we\n don't need\n // to check the siblings. They'll never match.\n return false;\n }\n }\n // This Fiber's\n parent is on the path, but this Fiber itself isn't.\n // There's no need to check its children--they won't be on the path\n either.\n mightBeOnTrackedPath = false;\n // However, one of its siblings may be on the path so keep\n searching.\n return true;\n }\n\n function updateTrackedPathStateAfterMount(mightSiblingsBeOnTrackedPath)\n {\n // updateTrackedPathStateBeforeMount() told us whether to match siblings.\n // Now that we're entering\n siblings, let's use that information.\n mightBeOnTrackedPath = mightSiblingsBeOnTrackedPath;\n }\n\n // Roots\n don't have a real persistent identity.\n // A root's \"pseudo key\" is \"childDisplayName:indexWithThatName\".\n // For\n example, \"App:0\" or, in case of similar roots, \"Story:0\", \"Story:1\", etc.\n // We will use this to try to\n disambiguate roots when restoring selection between reloads.\n const rootPseudoKeys: Map<number, string> =\n new Map();\n const rootDisplayNameCounter: Map<string, number> = new Map();\n\n function\n setRootPseudoKey(id: number, fiber: Fiber) {\n const name = getDisplayNameForRoot(fiber);\n const counter =\n rootDisplayNameCounter.get(name) || 0;\n rootDisplayNameCounter.set(name, counter + 1);\n const pseudoKey

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= `${name}:${counter}`;\n rootPseudoKeys.set(id, pseudoKey);\n }\n\n function removeRootPseudoKey(id:\n number) {\n const pseudoKey = rootPseudoKeys.get(id);\n if (pseudoKey === undefined) {\n throw new\n Error('Expected root pseudo key to be known.);\n }\n const name = pseudoKey.substring(0,\n pseudoKey.lastIndexOf(':'));\n const counter = rootDisplayNameCounter.get(name);\n if (counter ===\n undefined) {\n throw new Error('Expected counter to be known.);\n }\n if (counter > 1) {\n rootDisplayNameCounter.set(name, counter - 1);\n } else {\n rootDisplayNameCounter.delete(name);\n }\n rootPseudoKeys.delete(id);\n }\n\n function getDisplayNameForRoot(fiber: Fiber): string {\n let\n preferredDisplayName = null;\n let fallbackDisplayName = null;\n let child = fiber.child;\n // Go at most three\n levels deep into direct children\n // while searching for a child that has a displayName.\n for (let i = 0; i < 3; i++)\n {\n if (child === null) {\n break;\n }\n const displayName = getDisplayNameForFiber(child);\n if\n (displayName !== null) {\n // Prefer display names that we get from user-defined components.\n // We want\n to avoid using e.g. 'Suspense' unless we find nothing else.\n if (typeof child.type === 'function') {\n //\n There's a few user-defined tags, but we'll prefer the ones\n // that are usually explicitly named (function or\n class components).\n preferredDisplayName = displayName;\n } else if (fallbackDisplayName === null)\n {\n fallbackDisplayName = displayName;\n }\n }\n if (preferredDisplayName !== null) {\n break;\n }\n child = child.child;\n }\n return preferredDisplayName || fallbackDisplayName ||\n 'Anonymous';\n }\n\n function getPathFrame(fiber: Fiber): PathFrame {\n const {key} = fiber;\n let\n displayName = getDisplayNameForFiber(fiber);\n const index = fiber.index;\n switch (fiber.tag) {\n case\n HostRoot:\n // Roots don't have a real displayName, index, or key.\n // Instead, we'll use the pseudo key\n (childDisplayName:indexWithThatName).\n const id = getFiberIDThrows(fiber);\n const pseudoKey =\n rootPseudoKeys.get(id);\n if (pseudoKey === undefined) {\n throw new Error('Expected mounted root to\n have known pseudo key.);\n }\n displayName = pseudoKey;\n break;\n case HostComponent:\n displayName = fiber.type;\n break;\n default:\n break;\n }\n return {\n displayName,\n key,\n index,\n };\n }\n\n // Produces a serializable representation that does a best effort\n // of identifying a particular\n Fiber between page reloads.\n // The return path will contain Fibers that are "invisible" to the store\n // because\n their keys and indexes are important to restoring the selection.\n function getPathForElement(id: number):\n Array<PathFrame> | null {\n let fiber = idToArbitraryFiberMap.get(id);\n if (fiber == null) {\n return null;\n }\n const keyPath = [];\n while (fiber !== null) {\n keyPath.push(getPathFrame(fiber));\n fiber =\n fiber.return;\n }\n keyPath.reverse();\n return keyPath;\n }\n\n function getBestMatchForTrackedPath():\n PathMatch | null {\n if (trackedPath === null) {\n // Nothing to match.\n return null;\n }\n if\n (trackedPathMatchFiber === null) {\n // We didn't find anything.\n return null;\n }\n // Find the closest\n Fiber store is aware of.\n let fiber = trackedPathMatchFiber;\n while (fiber !== null && shouldFilterFiber(fiber))\n {\n fiber = fiber.return;\n }\n if (fiber === null) {\n return null;\n }\n return {\n id:\n getFiberIDThrows(fiber),\n isFullMatch: trackedPathMatchDepth === trackedPath.length - 1,\n };\n }\n\n const formatPriorityLevel = (priorityLevel: ?number) => {\n if (priorityLevel == null) {\n return 'Unknown';\n }\n switch (priorityLevel) {\n case ImmediatePriority:\n return 'Immediate';\n case\n UserBlockingPriority:\n return 'User-Blocking';\n case NormalPriority:\n return 'Normal';\n case\n LowPriority:\n return 'Low';\n case IdlePriority:\n return 'Idle';\n case NoPriority:\n default:\n return 'Unknown';\n }\n }\n\n function setTraceUpdatesEnabled(isEnabled: boolean): void {\n traceUpdatesEnabled = isEnabled;\n }\n\n return {\n cleanup,\n clearErrorsAndWarnings,\n clearErrorsForFiberID,\n clearWarningsForFiberID,\n copyElementPath,\n deletePath,\n findNativeNodesForFiberID,\n flushInitialOperations,\n getBestMatchForTrackedPath,\n getDisplayNameForFiberID,\n getFiberIDForNative,\n getInstanceAndStyle,\n getOwnersList,\n getPathForElement,\n getProfilingData,\n handleCommitFiberRoot,\n handleCommitFiberUnmount,\n handlePostCommitFiberRoot,\n inspectElement,\n logElementToConsole,\n prepareViewAttributeSource,\n prepareViewElementSource,\n overrideSuspense,\n overrideValueAtPath,\n renamePath,\n renderer,\n setTraceUpdatesEnabled,\n setTrackedPath,\n startProfiling,\n stopProfiling,\n storeAsGlobal,\n updateComponentFilters,\n };\n }\n\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source

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code is licensed under the MIT license found in the\n \* LICENSE file in the root directory of this source tree.\n \*\n \* @flow\n \*^\n// This list should be kept updated to reflect additions to 'shared/ReactSymbols'.\n// DevTools can't import symbols from 'shared/ReactSymbols' directly for two reasons:\n// 1. DevTools requires symbols which may have been deleted in more recent versions (e.g. concurrent mode)\n// 2. DevTools must support both Symbol and numeric forms of each symbol;\n// Since e.g. standalone DevTools runs in a separate process, it can't rely on its own ES capabilities.\n\nexport const CONCURRENT\_MODE\_NUMBER = 0xeacf;\nexport const CONCURRENT\_MODE\_SYMBOL\_STRING = 'Symbol(react.concurrent\_mode)';\nexport const CONTEXT\_NUMBER = 0xeace;\nexport const CONTEXT\_SYMBOL\_STRING = 'Symbol(react.context)';\nexport const DEPRECATED\_ASYNC\_MODE\_SYMBOL\_STRING = 'Symbol(react.async\_mode)';\nexport const ELEMENT\_NUMBER = 0xeac7;\nexport const ELEMENT\_SYMBOL\_STRING = 'Symbol(react.element)';\nexport const DEBUG\_TRACING\_MODE\_NUMBER = 0xae1;\nexport const DEBUG\_TRACING\_MODE\_SYMBOL\_STRING = 'Symbol(react.debug\_trace\_mode)';\nexport const FORWARD\_REF\_NUMBER = 0xeade;\nexport const FORWARD\_REF\_SYMBOL\_STRING = 'Symbol(react.forward\_ref)';\nexport const FRAGMENT\_NUMBER = 0xeacb;\nexport const FRAGMENT\_SYMBOL\_STRING = 'Symbol(react.fragment)';\nexport const LAZY\_NUMBER = 0xeade;\nexport const LAZY\_SYMBOL\_STRING = 'Symbol(react.lazy)';\nexport const MEMO\_NUMBER = 0xeade;\nexport const MEMO\_SYMBOL\_STRING = 'Symbol(react.memo)';\nexport const OPAQUE\_ID\_NUMBER = 0xae0;\nexport const OPAQUE\_ID\_SYMBOL\_STRING = 'Symbol(react.opaque.id)';\nexport const PORTAL\_NUMBER = 0xeaca;\nexport const PORTAL\_SYMBOL\_STRING = 'Symbol(react.portal)';\nexport const PROFILER\_NUMBER = 0xeade;\nexport const PROFILER\_SYMBOL\_STRING = 'Symbol(react.profiler)';\nexport const PROVIDER\_NUMBER = 0xeade;\nexport const PROVIDER\_SYMBOL\_STRING = 'Symbol(react.provider)';\nexport const SCOPE\_NUMBER = 0xeade;\nexport const SCOPE\_SYMBOL\_STRING = 'Symbol(react.scope)';\nexport const STRICT\_MODE\_NUMBER = 0xeacc;\nexport const STRICT\_MODE\_SYMBOL\_STRING = 'Symbol(react.strict\_mode)';\nexport const SUSPENSE\_NUMBER = 0xeade;\nexport const SUSPENSE\_SYMBOL\_STRING = 'Symbol(react.suspense)';\nexport const SUSPENSE\_LIST\_NUMBER = 0xeade;\nexport const SUSPENSE\_LIST\_SYMBOL\_STRING = 'Symbol(react.suspense\_list)';\n\n"/\*\*\n \* Copyright (c) Facebook, Inc. and its affiliates.\n \* This source code is licensed under the MIT license found in the\n \* LICENSE file in the root directory of this source tree.\n \* @flow\n \*^\n// This is a DevTools fork of shared/ConsolePatchingDev.\n// The shared console patching code is DEV-only.\n// We can't use it since DevTools only ships production builds.\n\n// Helpers to patch console.logs to avoid logging during side-effect free\n// replaying on render function. This currently only patches the object\n// lazily which won't cover if the log function was extracted eagerly.\n// We could also eagerly patch the method.\n\nlet disabledDepth = 0;\nlet prevLog;\nlet prevInfo;\nlet prevWarn;\nlet prevError;\nlet prevGroup;\nlet prevGroupCollapsed;\nlet prevGroupEnd;\n\nfunction disabledLog() {}\n\nconst disabledLog.\_\_reactDisabledLog = true;\n\nexport function disableLogs(): void {\n if (disabledDepth === 0) {\n /\* eslint-disable react-internal/no-production-logging \*/\n prevLog = console.log;\n prevInfo = console.info;\n prevWarn = console.warn;\n prevError = console.error;\n prevGroup = console.group;\n prevGroupCollapsed = console.groupCollapsed;\n prevGroupEnd = console.groupEnd;\n\n // https://github.com/facebook/react/issues/19099\n const props = {\n configurable: true,\n enumerable: true,\n value: disabledLog,\n writable: true,\n }; // \$FlowFixMe Flow thinks console is immutable.\n Object.defineProperties(console, {\n info: props,\n log: props,\n warn: props,\n error: props,\n group: props,\n groupCollapsed: props,\n groupEnd: props,\n });\n /\* eslint-enable react-internal/no-production-logging \*/\n }\n disabledDepth++;\n}\n\nexport function reenableViews(): void {\n disabledDepth--;\n if (disabledDepth === 0) {\n /\* eslint-disable react-internal/no-production-logging \*/\n const props = {\n configurable: true,\n enumerable: true,\n writable: true,\n }; // \$FlowFixMe Flow thinks console is immutable.\n Object.defineProperties(console, {\n log: {...props, value: prevLog},\n info: {...props, value: prevInfo},\n warn: {...props, value: prevWarn},\n error: {...props, value: prevError},\n group: {...props,

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value: prevGroup},\n groupCollapsed: {...props, value: prevGroupCollapsed},\n groupEnd: {...props, value:
prevGroupEnd},\n });\n /* eslint-enable react-internal/no-production-logging */\n } if (disabledDepth < 0)
{\n console.error(\n 'disabledDepth fell below zero. ' +\n 'This is a bug in React. Please file an issue.',\n);\n }\n }"/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the
MIT license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */ This is
a DevTools fork of ReactComponentStackFrame.\n// This fork enables DevTools to use the same "native"
component stack format,\n// while still maintaining support for multiple renderer versions\n// (which use different
values for ReactTypeOfWork).\n\nimport type {Source} from 'shared/ReactElementType';\nimport type
{LazyComponent} from 'react/src/ReactLazy';\nimport type {CurrentDispatcherRef} from './types';\nimport {\n
FORWARD_REF_NUMBER,\n FORWARD_REF_SYMBOL_STRING,\n LAZY_NUMBER,\n
LAZY_SYMBOL_STRING,\n MEMO_NUMBER,\n MEMO_SYMBOL_STRING,\n SUSPENSE_NUMBER,\n
SUSPENSE_SYMBOL_STRING,\n SUSPENSE_LIST_NUMBER,\n SUSPENSE_LIST_SYMBOL_STRING,\n}
from './ReactSymbols';\n\n// The shared console patching code is DEV-only.\n// We can't use it since DevTools only
ships production builds.\nimport {disableLogs, reenableViews} from './DevToolsConsolePatching';\n\nlet
prefix;\nexport function describeBuiltInComponentFrame(\n name: string,\n source: void | null | Source,\n ownerFn: void | null | Function,\n): string {\n if (prefix === undefined) {\n // Extract the VM specific prefix used
by each line.\n try {\n throw Error();\n } catch (x) {\n const match = x.stack.trim().match(/^(\n(*(at)?));\n
 prefix = (match && match[1]) || ";\n }\n }\n // We use the prefix to ensure our stacks line up with native stack
frames.\n return "\n' + prefix + name;\n}\n\nlet reentry = false;\nlet componentFrameCache;\nif (__DEV__) {\n
const PossiblyWeakMap = typeof WeakMap === 'function' ? WeakMap : Map;\n componentFrameCache = new
PossiblyWeakMap();\n}\n\nexport function describeNativeComponentFrame(\n fn: Function,\n construct:
boolean,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n // If something asked for a stack inside a
fake render, it should get ignored.\n if (!fn || reentry) {\n return ";\n }\n if (__DEV__) {\n const frame =
componentFrameCache.get(fn);\n if (frame !== undefined) {\n return frame;\n }\n }\n let control;\n const previousPrepareStackTrace = Error.prepareStackTrace;\n // $FlowFixMe It does accept undefined.\n Error.prepareStackTrace = undefined;\n reentry = true;\n // Override the dispatcher so effects scheduled by this
shallow render are thrown away.\n // Note that unlike the code this was forked from (in
ReactComponentStackFrame)\n // DevTools should override the dispatcher even when DevTools is compiled in
production mode,\n // because the app itself may be in development mode and log errors/warnings.\n const
previousDispatcher = currentDispatcherRef.current;\n currentDispatcherRef.current = null;\n disableLogs();\n try {\n // This should throw.\n if (construct) {\n // Something should be setting the props in the constructor.\n const Fake = function() {\n throw Error();\n }; // $FlowFixMe\n Object.defineProperty(Fake.prototype, 'props', {\n set: function() {\n // We use a throwing setter instead of
frozen or non-writable props\n // because that won't throw in a non-strict mode function.\n throw
Error();\n },\n });\n if (typeof Reflect === 'object' && Reflect.construct) {\n // We construct a
different control for this case to include any extra\n // frames added by the construct call.\n try {\n Reflect.construct(Fake, []);\n } catch (x) {\n control = x;\n }\n Reflect.construct(fn, [], Fake);\n } else {\n try {\n Fake.call();\n } catch (x) {\n control = x;\n }\n }\n fn.call(Fake.prototype);\n } else {\n try {\n throw Error();\n } catch (x) {\n control = x;\n }\n fn();\n }\n } catch (sample) {\n // This is inlined manually because closure doesn't do it for us.\n if
(sample && control && typeof sample.stack === 'string') {\n // This extracts the first frame from the sample that
isn't also in the control.\n // Skipping one frame that we assume is the frame that calls the two.\n const
sampleLines = sample.stack.split("\n");\n const controlLines = control.stack.split("\n");\n let s =
sampleLines.length - 1;\n let c = controlLines.length - 1;\n while (s >= 1 && c >= 0 && sampleLines[s] !==
controlLines[c]) {\n // We expect at least one stack frame to be shared.\n // Typically this will be the root
most one. However, stack frames may be\n // cut off due to maximum stack limits. In this case, one maybe cut
off\n // earlier than the other. We assume that the sample is longer or the same\n // and there for cut off
earlier. So we should find the root most frame in\n // the sample somewhere in the control.\n c--;\n }\n }\n }\n}

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for (; s >= 1 && c >= 0; s--, c--) {\n // Next we find the first one that isn't the same which should be the\n // frame that called our sample function and the control.\n if (sampleLines[s] !== controlLines[c]) {\n // In V8, the first line is describing the message but other VMs don't.\n // If we're about to return the first line, and the control is also on the same\n // line, that's a pretty good indicator that our sample threw at same line as\n // the control. I.e. before we entered the sample frame. So we ignore this result.\n // This can happen if you passed a class to function component, or non-function.\n if (s !== 1 || c !== 1) {\n do {\n s--;\n c--;\n // We may still have similar intermediate frames from the construct call.\n // The next one that isn't the same should be our match though.\n if (c < 0 || sampleLines[s] !== controlLines[c]) {\n // V8 adds a \"new\" prefix for native classes. Let's remove it to make it prettier.\n const frame = '\\n' + sampleLines[s].replace(' at new ', ' at ');\n if (__DEV__) {\n if (typeof fn === 'function') {\n componentFrameCache.set(fn, frame);\n }\n }\n // Return the line we found.\n return frame;\n }\n } while (s >= 1 && c >= 0);\n break;\n }\n }\n}\n\n} finally {\n reentry = false;\n Error.prepareStackTrace = previousPrepareStackTrace;\n currentDispatcherRef.current = previousDispatcher;\n reenableLogs();\n} // Fallback to just using the name if we couldn't make it throw.\nconst name = fn ? fn.displayName || fn.name : '';\nconst syntheticFrame = name ? describeBuiltInComponentFrame(name) : '';\nif (__DEV__) {\n if (typeof fn === 'function') {\n componentFrameCache.set(fn, syntheticFrame);\n }\n}\nreturn syntheticFrame;\n}\n\nexport function describeClassComponentFrame(\n ctor: Function,\n source: void | null | Source,\n ownerFn: void | null | Function,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n return describeNativeComponentFrame(ctor, true, currentDispatcherRef);\n}\n\nexport function describeFunctionComponentFrame(\n fn: Function,\n source: void | null | Source,\n ownerFn: void | null | Function,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n return describeNativeComponentFrame(fn, false, currentDispatcherRef);\n}\n\nfunction shouldConstruct(Component: Function) {\n const prototype = Component.prototype;\n return !!prototype && prototype.isReactComponent;\n}\n\nexport function describeUnknownElementTypeFrameInDEV(\n type: any,\n source: void | null | Source,\n ownerFn: void | null | Function,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n if (!__DEV__) {\n return '';\n }\n if (type == null) {\n return '';\n }\n if (typeof type === 'function') {\n return describeNativeComponentFrame(\n type,\n shouldConstruct(type),\n currentDispatcherRef,\n);\n }\n if (typeof type === 'string') {\n return describeBuiltInComponentFrame(type, source, ownerFn);\n }\n switch (type) {\n case SUSPENSE_NUMBER:\n case SUSPENSE_SYMBOL_STRING:\n return describeBuiltInComponentFrame('Suspense', source, ownerFn);\n case SUSPENSE_LIST_NUMBER:\n case SUSPENSE_LIST_SYMBOL_STRING:\n return describeBuiltInComponentFrame('SuspenseList', source, ownerFn);\n }\n if (typeof type === 'object') {\n switch (type.$$typeof) {\n case FORWARD_REF_NUMBER:\n case FORWARD_REF_SYMBOL_STRING:\n return describeFunctionComponentFrame(\n type.render,\n source,\n ownerFn,\n currentDispatcherRef,\n);\n case MEMO_NUMBER:\n case MEMO_SYMBOL_STRING:\n // Memo may contain any component type so we recursively resolve it.\n return describeUnknownElementTypeFrameInDEV(\n type.type,\n source,\n ownerFn,\n currentDispatcherRef,\n);\n case LAZY_NUMBER:\n case LAZY_SYMBOL_STRING: {\n const lazyComponent: LazyComponent<any, any> = (type: any);\n const payload = lazyComponent._payload;\n const init = lazyComponent._init;\n try {\n // Lazy may contain any component type so we recursively resolve it.\n return describeUnknownElementTypeFrameInDEV(\n init(payload),\n source,\n ownerFn,\n currentDispatcherRef,\n);\n } catch (x) {\n //\n }\n }\n }\n }\n}\n\nreturn '';\n}\n\n} //**\n\nCopyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\n\n// This is a DevTools fork of ReactFiberComponentStack.\n// This fork enables DevTools to use the same \"native\" component stack format,\n// while still maintaining support for multiple renderer versions\n// (which use different values for ReactTypeOfWork).\n\nimport type {Fiber} from 'react-reconciler/src/ReactInternalTypes';\nimport type {CurrentDispatcherRef, WorkTagMap} from './types';\nimport {\n describeBuiltInComponentFrame,\n}

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describeFunctionComponentFrame,\n describeClassComponentFrame,\n} from
'./DevToolsComponentStackFrame';\n\nfunction describeFiber(\n workTagMap: WorkTagMap,\n workInProgress:
Fiber,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n const {\n HostComponent,\n LazyComponent,\n SuspenseComponent,\n SuspenseListComponent,\n FunctionComponent,\n IndeterminateComponent,\n SimpleMemoComponent,\n ForwardRef,\n ClassComponent,\n } =
workTagMap;\n\n const owner: null | Function = __DEV__\n ? workInProgress._debugOwner\n ?
workInProgress._debugOwner.type\n : null\n : null;\n const source = __DEV__ ?
workInProgress._debugSource : null;\n switch (workInProgress.tag) {\n case HostComponent:\n return
describeBuiltInComponentFrame(workInProgress.type, source, owner);\n case LazyComponent:\n return
describeBuiltInComponentFrame('Lazy', source, owner);\n case SuspenseComponent:\n return
describeBuiltInComponentFrame('Suspense', source, owner);\n case SuspenseListComponent:\n return
describeBuiltInComponentFrame('SuspenseList', source, owner);\n case FunctionComponent:\n case
IndeterminateComponent:\n case SimpleMemoComponent:\n return describeFunctionComponentFrame(\n
workInProgress.type,\n source,\n owner,\n currentDispatcherRef,\n);\n case ForwardRef:\n
return describeFunctionComponentFrame(\n workInProgress.type.render,\n source,\n owner,\n
currentDispatcherRef,\n);\n case ClassComponent:\n return describeClassComponentFrame(\n
workInProgress.type,\n source,\n owner,\n currentDispatcherRef,\n);\n default:\n return ";\n
}\n}\n\nexport function getStackByFiberInDevAndProd(\n workTagMap: WorkTagMap,\n workInProgress:
Fiber,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n try {\n let info = ";\n let node =
workInProgress;\n do {\n info += describeFiber(workTagMap, node, currentDispatcherRef);\n node =
node.return;\n } while (node);\n return info;\n } catch (x) {\n return "\nError generating stack: ' + x.message +
'\n' + x.stack;\n }\n}\n\n/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed
under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n
*/\n\nimport type {Fiber} from 'react-reconciler/src/ReactInternalTypes';\nimport type {CurrentDispatcherRef,
ReactRenderer, WorkTagMap} from './types';\nimport {getInternalReactConstants} from './renderer';\nimport
{getStackByFiberInDevAndProd} from './DevToolsFiberComponentStack';\n\nconst
APPEND_STACK_TO_METHODS = ['error', 'trace', 'warn'];\n\n// React's custom built component stack strings
match "\\s{4}in"\n// Chrome's prefix matches "\\s{4}at"\nconst PREFIX_REGEX = /\s{4}(in|at)\s{1}/;\n\n//
Firefox and Safari have no prefix ("")\n// but we can fallback to looking for location info (e.g.
"foo.js:12:345")\nconst ROW_COLUMN_NUMBER_REGEX = /\d+:\d+(\|n$)/;\n\nexport function
isStringComponentStack(text: string): boolean {\n return PREFIX_REGEX.test(text) ||
ROW_COLUMN_NUMBER_REGEX.test(text);\n}\n\nntype OnErrorOrWarning = (\n fiber: Fiber,\n type: 'error' |
'warn',\n args: Array<any>,\n) => void;\n\nconst injectedRenderers: Map<\n ReactRenderer,\n {|\n
currentDispatcherRef: CurrentDispatcherRef,\n getCurrentFiber: () => Fiber | null,\n onErrorOrWarning:
?OnErrorOrWarning,\n workTagMap: WorkTagMap,\n }|\n> = new Map();\n\nlet targetConsole: Object =
console;\nlet targetConsoleMethods = {};\nfor (const method in console) {\n targetConsoleMethods[method] =
console[method];\n}\n\nlet unpatchFn: null | ((() => void) = null;\n\n// Enables e.g. Jest tests to inject a mock console
object.\n\nexport function dangerous_setTargetConsoleForTesting(\n targetConsoleForTesting: Object,\n): void {\n
targetConsole = targetConsoleForTesting;\n targetConsoleMethods = {};\n for (const method in targetConsole)
{\n targetConsoleMethods[method] = console[method];\n }\n}\n\n// v16 renderers should use this method to
inject internals necessary to generate a component stack.\n// These internals will be used if the console is
patched.\n// Injecting them separately allows the console to easily be patched or un-patched later (at
runtime).\n\nexport function registerRenderer(\n renderer: ReactRenderer,\n onErrorOrWarning?:
OnErrorOrWarning,\n): void {\n const {\n currentDispatcherRef,\n getCurrentFiber,\n
findFiberByHostInstance,\n version,\n } = renderer;\n\n // Ignore React v15 and older because they don't expose
a component stack anyway.\n if (typeof findFiberByHostInstance !== 'function') {\n return;\n }\n\n //
currentDispatcherRef gets injected for v16.8+ to support hooks inspection.\n // getCurrentFiber gets injected for
v16.9+.\n if (currentDispatcherRef != null && typeof getCurrentFiber === 'function') {\n const

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{ReactTypeOfWork} = getInternalReactConstants(version);\n\n injectedRenderers.set(renderer, {\n
currentDispatcherRef,\n getCurrentFiber,\n workTagMap: ReactTypeOfWork,\n onErrorOrWarning,\n
});\n }\n}\n\nconst consoleSettingsRef = {\n appendComponentStack: false,\n breakOnConsoleErrors: false,\n showInlineWarningsAndErrors: false,\n};\n\n// Patches console methods to append component stack for the current
fiber.\n\n// Call unpatch() to remove the injected behavior.\n\nexport function patch({\n appendComponentStack,\n breakOnConsoleErrors,\n showInlineWarningsAndErrors,\n}): {\n appendComponentStack: boolean,\n breakOnConsoleErrors: boolean,\n showInlineWarningsAndErrors: boolean,\n}): void {\n // Settings may change
after we've patched the console.\n // Using a shared ref allows the patch function to read the latest values.\n
consoleSettingsRef.appendComponentStack = appendComponentStack;\n
consoleSettingsRef.breakOnConsoleErrors = breakOnConsoleErrors;\n
consoleSettingsRef.showInlineWarningsAndErrors = showInlineWarningsAndErrors;\n\n if (unpatchFn !== null)
{\n // Don't patch twice.\n return;\n }\n\n const originalConsoleMethods = {};\n\n unpatchFn = () => {\n for
(const method in originalConsoleMethods) {\n try {\n // $FlowFixMe property error/warn is not writable.\n
 targetConsole[method] = originalConsoleMethods[method];\n } catch (error) {\n }\n };\n\n APPEND_STACK_TO_METHODS.forEach(method => {\n try {\n const originalMethod =
(originalConsoleMethods[method] =\n targetConsole[method]);\n\n const overrideMethod = (...args) => {\n
 let shouldAppendWarningStack = false;\n if (consoleSettingsRef.appendComponentStack) {\n const
lastArg = args.length > 0 ? args[args.length - 1] : null;\n const alreadyHasComponentStack =\n typeof
lastArg === 'string' && isStringComponentStack(lastArg);\n\n // If we are ever called with a string that
already has a component stack,\n // e.g. a React error/warning, don't append a second stack.\n
shouldAppendWarningStack = !alreadyHasComponentStack;\n }\n\n const
shouldShowInlineWarningsAndErrors =\n consoleSettingsRef.showInlineWarningsAndErrors &&\n
(method === 'error' || method === 'warn');\n\n if (shouldAppendWarningStack ||
shouldShowInlineWarningsAndErrors) {\n // Search for the first renderer that has a current Fiber.\n // We
don't handle the edge case of stacks for more than one (e.g. interleaved renderers?)\n // eslint-disable-next-line
no-for-of-loops/no-for-of-loops\n for (const {\n currentDispatcherRef,\n getCurrentFiber,\n
onErrorOrWarning,\n workTagMap,\n } of injectedRenderers.values()) {\n const current: ?Fiber
= getCurrentFiber();\n if (current !== null) {\n try {\n if
(shouldShowInlineWarningsAndErrors) {\n // patch() is called by two places: (1) the hook and (2) the
renderer backend.\n // The backend is what impliments a message queue, so it's the only one that injects
onErrorOrWarning.\n if (typeof onErrorOrWarning === 'function') {\n onErrorOrWarning(\n
current,\n ((method: any): 'error' | 'warn'),\n // Copy args before we mutate
them (e.g. adding the component stack)\n args.slice(),\n);\n }\n }\n\n if (shouldAppendWarningStack) {\n const componentStack = getStackByFiberInDevAndProd(\n
workTagMap,\n current,\n currentDispatcherRef,\n);\n if
(componentStack !== "") {\n args.push(componentStack);\n }\n }\n } catch
(error) {\n // Don't let a DevTools or React internal error interfere with logging.\n } finally {\n
break;\n }\n }\n }\n }\n }\n\n if (consoleSettingsRef.breakOnConsoleErrors) {\n
// --- Welcome to debugging with React DevTools ---\n // This debugger statement means that you've enabled
the \"break on warnings\" feature.\n // Use the browser's Call Stack panel to step out of this override function-
\n // to where the original warning or error was logged.\n // eslint-disable-next-line no-debugger\n
debugger;\n }\n\n originalMethod(...args);\n };\n\n overrideMethod.__REACT_DEVTOOLS_ORIGINAL_METHOD__ = originalMethod;\n
originalMethod.__REACT_DEVTOOLS_OVERRIDE_METHOD__ = overrideMethod;\n\n // $FlowFixMe
property error/warn is not writable.\n targetConsole[method] = overrideMethod;\n } catch (error) {\n
});\n }\n}\n\n// Removed component stack patch from console methods.\n\nexport function unpatch(): void {\n if
(unpatchFn !== null) {\n unpatchFn();\n unpatchFn = null;\n }\n}\n\n\"**\n * Copyright (c) Facebook, Inc. and
its affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root

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directory of this source tree.\n *\n * @flow\n */\n\nimport { createContext } from 'react';\nimport Store from
'./store';\nimport type { ViewAttributeSource } from 'react-devtools-shared/src/devtools/views/DevTools';\nimport
type { FrontendBridge } from 'react-devtools-shared/src/bridge';\n\nexport const BridgeContext =
createContext<FrontendBridge>(\n ((null: any): FrontendBridge),\n);\n\nBridgeContext.displayName =
'BridgeContext';\n\nexport const StoreContext = createContext<Store>(((null: any):
Store));\n\nStoreContext.displayName = 'StoreContext';\n\nexport type ContextMenuContextType = {\n
isEnabledForInspectedElement: boolean,\n viewAttributeSourceFunction: ViewAttributeSource |
null,\n};\n\nexport const ContextMenuContext = createContext<ContextMenuContextType>({\n
isEnabledForInspectedElement: false,\n viewAttributeSourceFunction:
null,\n});\n\nContextMenuContext.displayName = 'ContextMenuContext';\n\n", "import { createElement,
PureComponent } from 'react';\n\n**\n * Detect Element Resize.\n * https://github.com/sdecima/javascript-detect-
element-resize\n * Sebastian Decima\n *\n * Forked from version 0.5.3; includes the following modifications:\n *
1) Guard against unsafe 'window' and 'document' references (to support SSR).\n * 2) Defer initialization code via a
top-level function wrapper (to support SSR).\n * 3) Avoid unnecessary reflows by not measuring size for scroll
events bubbling from children.\n * 4) Add nonce for style element.\n **\n\nfunction
createDetectElementResize(nonce) {\n // Check `document` and `window` in case of server-side rendering\n var
_window;\n if (typeof window !== 'undefined') {\n _window = window;\n } else if (typeof self !== 'undefined')
{\n _window = self;\n } else {\n _window = global;\n }\n\n var attachEvent = typeof document !== 'undefined'
&& document.attachEvent;\n\n if (!attachEvent) {\n var requestFrame = function () {\n var raf =
_window.requestAnimationFrame || _window.mozRequestAnimationFrame ||
_window.webkitRequestAnimationFrame || function (fn) {\n return _window.setTimeout(fn, 20);\n };\n
return function (fn) {\n return raf(fn);\n };\n }();\n\n var cancelFrame = function () {\n var cancel =
_window.cancelAnimationFrame || _window.mozCancelAnimationFrame || _window.webkitCancelAnimationFrame ||
_window.clearTimeout;\n return function (id) {\n return cancel(id);\n };\n }();\n\n var resetTriggers
= function resetTriggers(element) {\n var triggers = element.__resizeTriggers__,\n expand =
triggers.firstElementChild,\n contract = triggers.lastElementChild,\n expandChild =
expand.firstElementChild;\n contract.scrollLeft = contract.scrollWidth;\n contract.scrollTop =
contract.scrollHeight;\n expandChild.style.width = expand.offsetWidth + 1 + 'px';\n expandChild.style.height
= expand.offsetHeight + 1 + 'px';\n expand.scrollLeft = expand.scrollWidth;\n expand.scrollTop =
expand.scrollHeight;\n };\n\n var checkTriggers = function checkTriggers(element) {\n return
element.offsetWidth !== element.__resizeLast__.width || element.offsetHeight !== element.__resizeLast__.height;\n
};\n\n var scrollListener = function scrollListener(e) {\n // Don't measure (which forces) reflow for scrolls that
happen inside of children!\n if (e.target.className.indexOf('contract-trigger') < 0 &&
e.target.className.indexOf('expand-trigger') < 0) {\n return;\n }\n\n var element = this;\n
resetTriggers(this);\n if (this.__resizeRAF__) {\n cancelFrame(this.__resizeRAF__);\n }\n
this.__resizeRAF__ = requestFrame(function () {\n if (checkTriggers(element)) {\n element.__resizeLast__.width = element.offsetWidth;\n element.__resizeLast__.height =
element.offsetHeight;\n element.__resizeListeners__.forEach(function (fn) {\n fn.call(element, e);\n
 });\n }\n });\n\n /* Detect CSS Animations support to detect element display/re-attach */\n var
animation = false,\n keyframeprefix = '',\n animationstartevent = 'animationstart',\n domPrefixes =
'Webkit Moz O ms'.split(' '),\n startEvents = 'webkitAnimationStart animationstart oAnimationStart
MSAnimationStart'.split(' '),\n pfx = '';\n {\n var elm = document.createElement('fakeelement');\n if
(elm.style.animationName !== undefined) {\n animation = true;\n }\n\n if (animation === false) {\n
for (var i = 0; i < domPrefixes.length; i++) {\n if (elm.style[domPrefixes[i] + 'AnimationName'] !==
undefined) {\n pfx = domPrefixes[i];\n keyframeprefix = '-' + pfx.toLowerCase() + '-';\n
 animationstartevent = startEvents[i];\n animation = true;\n break;\n }\n }\n
}\n\n var animationName = 'resizeanim';\n var animationKeyframes = '@' + keyframeprefix + 'keyframes' +
animationName + ' from { opacity: 0; } to { opacity: 0; }';\n var animationStyle = keyframeprefix +

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'animation: 1ms ' + animationName + ';';\n } \n\n var createStyles = function createStyles(doc) {\n if
(!doc.getElementById('detectElementResize')) {\n //opacity:0 works around a chrome bug
https://code.google.com/p/chromium/issues/detail?id=286360\n var css = (animationKeyframes ?
animationKeyframes : '') + '.resize-triggers { ' + (animationStyle ? animationStyle : '') + 'visibility: hidden; opacity:
0; } ' + '.resize-triggers, .resize-triggers > div, .contract-trigger:before { content: \" \"; display: block; position:
absolute; top: 0; left: 0; height: 100%; width: 100%; overflow: hidden; z-index: -1; } .resize-triggers > div {
background: #eee; overflow: auto; } .contract-trigger:before { width: 200%; height: 200%; }',\n head =
doc.head || doc.getElementsByTagName('head')[0],\n style = doc.createElement('style');\n style.id =
'detectElementResize';\n style.type = 'text/css';\n if (nonce != null) {\n style.setAttribute('nonce',
nonce);\n }\n if (style.styleSheet) {\n style.styleSheet.cssText = css;\n } else {\n style.appendChild(doc.createTextNode(css));\n }\n head.appendChild(style);\n }\n};\n\n var
addResizeListener = function addResizeListener(element, fn) {\n if (attachEvent) {\n element.attachEvent('onresize', fn);\n } else {\n if (!element.__resizeTriggers__) {\n var doc =
element.ownerDocument;\n var elementStyle = _window.getComputedStyle(element);\n if (elementStyle
&& elementStyle.position == 'static') {\n element.style.position = 'relative';\n }\n createStyles(doc);\n element.__resizeLast__ = {};\n element.__resizeListeners__ = [];\n (element.__resizeTriggers__ =
doc.createElement('div')).className = 'resize-triggers';\n element.__resizeTriggers__.innerHTML = '<div
class=\"expand-trigger\"><div></div></div>' + '<div class=\"contract-trigger\"></div>';\n element.appendChild(element.__resizeTriggers__);
 resetTriggers(element);\n element.addEventListener('scroll', scrollListener, true);\n /* Listen for a css animation to detect element
display/re-attach *\n if (animationstartevent) {\n element.__resizeTriggers__.__animationListener__ =
function animationListener(e) {\n if (e.animationName == animationName) {\n resetTriggers(element);\n }\n };\n element.__resizeTriggers__.addEventListener(animationstartevent,
element.__resizeTriggers__.__animationListener__);\n }\n element.__resizeListeners__.push(fn);\n }\n };\n\n var removeResizeListener = function removeResizeListener(element, fn) {\n if (attachEvent) {\n element.detachEvent('onresize', fn);\n } else {\n element.__resizeListeners__.splice(element.__resizeListeners__.indexOf(fn), 1);\n if
(!element.__resizeListeners__.length) {\n element.removeEventListener('scroll', scrollListener, true);\n if
(element.__resizeTriggers__.__animationListener__) {\n element.__resizeTriggers__.removeEventListener(animationstartevent,
element.__resizeTriggers__.__animationListener__);\n element.__resizeTriggers__.__animationListener__ =
null;\n }\n try {\n element.__resizeTriggers__ =
!element.removeChild(element.__resizeTriggers__); \n } catch (e) {\n // Preact compat; see
developit/preact-compat/issues/228\n }\n }\n }\n};\n\n return {\n addResizeListener:\n addResizeListener,\n removeResizeListener: removeResizeListener\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\nvar _extends = Object.assign ||
function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n for (var key in
source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n return target;\n};\n\nvar inherits = function (subClass, superClass) {\n if (typeof superClass !==
\"function\" && superClass !== null) {\n throw new TypeError(\"Super expression must either be null or a
function, not \" + typeof superClass);\n }\n subClass.prototype = Object.create(superClass &&

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superClass.prototype, {\n constructor: {\n value: subClass,\n enumerable: false,\n writable: true,\n configurable: true\n }\n});\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass,\n superClass) : subClass.__proto__ = superClass;\n};\n\nvar possibleConstructorReturn = function (self, call) {\n if\n (!self) {\n throw new ReferenceError("this hasn't been initialised - super() hasn't been called");\n }\n\n return\n call && (typeof call === "object" || typeof call === "function") ? call : self;\n};\n\nvar AutoSizer = function\n (_React$PureComponent) {\n inherits(AutoSizer, _React$PureComponent);\n\n function AutoSizer() {\n var\n _ref;\n\n var _temp, _this, _ret;\n\n classCallCheck(this, AutoSizer);\n\n for (var _len = arguments.length, args\n = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret =\n (_temp = (_this = possibleConstructorReturn(this, (_ref = AutoSizer.__proto__ ||\n Object.getPrototypeOf(AutoSizer)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n height:\n _this.props.defaultHeight || 0,\n width: _this.props.defaultWidth || 0\n }, _this._onResize = function () {\n var\n _this$props = _this.props,\n disableHeight = _this$props.disableHeight,\n disableWidth =\n _this$props.disableWidth,\n onResize = _this$props.onResize;\n\n if (_this._parentNode) {\n //\n Guard against AutoSizer component being removed from the DOM immediately after being added.\n // This can\n result in invalid style values which can result in NaN values if we don't handle them.\n // See issue #150 for\n more context.\n\n var _height = _this._parentNode.offsetHeight || 0;\n var _width =\n _this._parentNode.offsetWidth || 0;\n\n var _style = window.getComputedStyle(_this._parentNode) || {};\n\n var paddingLeft = parseInt(_style.paddingLeft, 10) || 0;\n var paddingRight = parseInt(_style.paddingRight, 10)\n || 0;\n var paddingTop = parseInt(_style.paddingTop, 10) || 0;\n var paddingBottom =\n parseInt(_style.paddingBottom, 10) || 0;\n\n var newHeight = _height - paddingTop - paddingBottom;\n var\n newWidth = _width - paddingLeft - paddingRight;\n\n if (!disableHeight && _this.state.height !== newHeight ||\n !disableWidth && _this.state.width !== newWidth) {\n _this.setState({\n height: _height - paddingTop\n - paddingBottom,\n width: _width - paddingLeft - paddingRight\n });\n\n onResize({ height:\n _height, width: _width });\n }\n }\n }, _this._setRef = function (autoSizer) {\n _this._autoSizer =\n autoSizer;\n }, _temp), possibleConstructorReturn(_this, _ret);\n}\n\ncreateClass(AutoSizer, [{\n key:\n 'componentDidMount',\n value: function componentDidMount() {\n var nonce = this.props.nonce;\n\n if\n (this._autoSizer && this._autoSizer.parentNode && this._autoSizer.parentNode.ownerDocument &&\n this._autoSizer.parentNode.ownerDocument.defaultView && this._autoSizer.parentNode instanceof\n this._autoSizer.parentNode.ownerDocument.defaultView.HTMLInputElement) {\n // Delay access of parentNode\n until mount.\n // This handles edge-cases where the component has already been unmounted before its ref has\n been set,\n // As well as libraries like react-lite which have a slightly different lifecycle.\n this._parentNode\n = this._autoSizer.parentNode;\n\n // Defer requiring resize handler in order to support server-side rendering.\n // See issue #41\n this._detectElementResize = createDetectElementResize(nonce);\n\n this._detectElementResize.addResizeListener(this._parentNode, this._onResize);\n this._onResize();\n }\n }\n}], {\n key: 'componentWillUnmount',\n value: function componentWillUnmount() {\n if\n (this._detectElementResize && this._parentNode) {\n this._detectElementResize.removeResizeListener(this._parentNode, this._onResize);\n }\n }\n}], {\n key:\n 'render',\n value: function render() {\n var _props = this.props,\n children = _props.children,\n className = _props.className,\n disableHeight = _props.disableHeight,\n disableWidth =\n _props.disableWidth,\n style = _props.style;\n\n var _state = this.state,\n height = _state.height,\n width = _state.width;\n\n // Outer div should not force width/height since that may prevent containers from\n shrinking.\n // Inner component should overflow and use calculated width/height.\n // See issue #68 for more\n information.\n\n var outerStyle = { overflow: 'visible' }; \n var childParams = {};\n\n // Avoid rendering\n children before the initial measurements have been collected.\n // At best this would just be wasting cycles.\n\n var bailoutOnChildren = false;\n\n if (!disableHeight) {\n if (height === 0) {\n bailoutOnChildren =\n true;\n }\n outerStyle.height = 0;\n childParams.height = height;\n }\n\n if (!disableWidth) {\n if (width === 0) {\n bailoutOnChildren = true;\n }\n outerStyle.width = 0;\n childParams.width =\n width;\n }\n\n return createElement(\n 'div',\n {\n className: className,\n ref:\n
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this._setRef,\n style: _extends({}, outerStyle, style) },\n !bailoutOnChildren && children(childParams)\n);\n }\n});\n return AutoSizer;\n})(PureComponent);\n\nAutoSizer.defaultProps = {\n onResize: function\nonResize() {},\n disableHeight: false,\n disableWidth: false,\n style: {}\n};\n\nexport default\nAutoSizer;\n","export default function _extends() {\n _extends = Object.assign || function (target) {\n for (var i =\n1; i < arguments.length; i++) {\n var source = arguments[i];\n for (var key in source) {\n if\n(Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n }\n return target;\n};\n\n return _extends.apply(this, arguments);\n"},"export default function\n_inheritsLoose(subClass, superClass) {\n subClass.prototype = Object.create(superClass.prototype);\n subClass.prototype.constructor = subClass;\n subClass.__proto__ = superClass;\n},"export default function\n_assertThisInitialized(self) {\n if (self === void 0) {\n throw new ReferenceError("\nthis hasn't been initialised -\nsuper()\nhasn't been called");\n }\n return self;\n},";\n\n\nvar simpleIsEqual = function simpleIsEqual(a, b) {\n return a === b;\n};\n\n\nexport default function (resultFn) {\n var isEqual = arguments.length > 1 && arguments[1]\n!=== undefined ? arguments[1] : simpleIsEqual;\n\n var lastThis = void 0;\n var lastArgs = [];\n var lastResult =\nvoid 0;\n var calledOnce = false;\n\n var isNewArgEqualToLast = function isNewArgEqualToLast(newArg, index)\n{\n return isEqual(newArg, lastArgs[index]);\n };\n\n var result = function result() {\n for (var _len =\narguments.length, newArgs = Array(_len), _key = 0; _key < _len; _key++) {\n newArgs[_key] =\narguments[_key];\n }\n\n if (calledOnce && lastThis === this && newArgs.length === lastArgs.length &&\nnewArgs.every(isNewArgEqualToLast)) {\n return lastResult;\n }\n\n calledOnce = true;\n lastThis =\nthis;\n lastArgs = newArgs;\n lastResult = resultFn.apply(this, newArgs);\n return lastResult;\n };\n\n return\nresult;\n},";\n\n\nexport default function _objectWithoutPropertiesLoose(source, excluded) {\n if (source === null) return\n{};\n var target = {};\n var sourceKeys = Object.keys(source);\n var key, i;\n\n for (i = 0; i < sourceKeys.length;\ni++) {\n key = sourceKeys[i];\n if (excluded.indexOf(key) >= 0) continue;\n target[key] = source[key];\n }\n\n return target;\n},";\n\n\nimport _extends from '@babel/runtime/helpers/esm/extends';\nimport _inheritsLoose from\n '@babel/runtime/helpers/esm/inheritsLoose';\nimport _assertThisInitialized from\n '@babel/runtime/helpers/esm/assertThisInitialized';\nimport memoizeOne from 'memoize-one';\nimport {\n createElement, PureComponent } from 'react';\nimport { flushSync } from 'react-dom';\nimport\n_objectWithoutPropertiesLoose from '@babel/runtime/helpers/esm/objectWithoutPropertiesLoose';\n\n\n// Animation\nframe based implementation of setTimeout.\n\n// Inspired by Joe Lambert,\nhttps://gist.github.com/joelambert/1002116#file-requesttimeout-js\n\nvar hasNativePerformanceNow = typeof\nperformance === 'object' && typeof performance.now === 'function';\n\nvar now = hasNativePerformanceNow ?\nfunction () {\n return performance.now();\n} : function () {\n return Date.now();\n};\n\nfunction\ncancelTimeout(timeoutID) {\n cancelAnimationFrame(timeoutID.id);\n}\n\nfunction requestTimeout(callback, delay)\n{\n var start = now();\n\n function tick() {\n if (now() - start >= delay) {\n callback.call(null);\n } else {\n timeoutID.id = requestAnimationFrame(tick);\n }\n }\n\n var timeoutID = {\n id:\nrequestAnimationFrame(tick)\n };\n return timeoutID;\n}\n\n\nvar size = -1; // This utility copied from "\ndom-\nhelpers"\npackage.\n\nfunction getScrollbarSize(recalculate) {\n if (recalculate === void 0) {\n recalculate =\nfalse;\n }\n\n if (size === -1 || recalculate) {\n var div = document.createElement('div');\n var style =\ndiv.style;\n style.width = '50px';\n style.height = '50px';\n style.overflow = 'scroll';\n\n document.body.appendChild(div);\n size = div.offsetWidth - div.clientWidth;\n\n document.body.removeChild(div);\n }\n\n return size;\n}\n\n\nvar cachedRTLResult = null; // TRICKY According to\nthe spec, scrollLeft should be negative for RTL aligned elements.\n\n// Chrome does not seem to adhere; its scrollLeft\nvalues are positive (measured relative to the left).\n\n// Safari's elastic bounce makes detecting this even more\ncomplicated wrt potential false positives.\n\n// The safest way to check this is to intentionally set a negative offset,\nand then verify that the subsequent "scroll" event matches the negative offset.\n\n// If it does not match, then we can\nassume a non-standard RTL scroll implementation.\n\nfunction getRTLOffsetType(recalculate) {\n if (recalculate\n=== void 0) {\n recalculate = false;\n }\n\n if (cachedRTLResult === null || recalculate) {\n var outerDiv =\ndocument.createElement('div');\n var outerStyle = outerDiv.style;\n outerStyle.width = '50px';\n outerStyle.height = '50px';\n outerStyle.overflow = 'scroll';\n outerStyle.direction = 'rtl';\n var innerDiv =

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document.createElement('div');\n var innerStyle = innerDiv.style;\n innerStyle.width = '100px';\n innerStyle.height = '100px';\n outerDiv.appendChild(innerDiv);\n document.body.appendChild(outerDiv);\n\n if (outerDiv.scrollLeft > 0) {\n cachedRTLResult = 'positive-descending';\n } else {\n outerDiv.scrollLeft = 1;\n\n if (outerDiv.scrollLeft === 0) {\n cachedRTLResult = 'negative';\n } else {\n cachedRTLResult = 'positive-ascending';\n }\n }\n\n document.body.removeChild(outerDiv);\n return cachedRTLResult;\n}\n\nreturn cachedRTLResult;\n}\n\nvar IS_SCROLLING_DEBOUNCE_INTERVAL = 150;\n\nvar defaultItemKey = function defaultItemKey(_ref) {\n var columnIndex = _ref.columnIndex,\n data = _ref.data,\n rowIndex = _ref.rowIndex;\n return rowIndex + ':' + columnIndex;\n}; // In DEV mode, this Set helps us only log a warning once per component instance.\n\n// This avoids spamming the console every time a render happens.\n\nvar devWarningsOverscanCount = null;\nvar devWarningsOverscanRowsColumnsCount = null;\nvar devWarningsTagName = null;\n\nif (process.env.NODE_ENV !== 'production') {\n if (typeof window !== 'undefined' && typeof window.WeakSet !== 'undefined') {\n devWarningsOverscanCount =\n /*#__PURE__*/\n new WeakSet();\n devWarningsOverscanRowsColumnsCount =\n /*#__PURE__*/\n new WeakSet();\n devWarningsTagName =\n /*#__PURE__*/\n new WeakSet();\n }\n}\n\nfunction createGridComponent(_ref2) {\n var _class, _temp;\n\n var getColumnOffset = _ref2.getColumnOffset,\n getColumnStartIndexForOffset = _ref2.getColumnStartIndexForOffset,\n getColumnStopIndexForStartIndex = _ref2.getColumnStopIndexForStartIndex,\n getColumnWidth = _ref2.getColumnWidth,\n getEstimatedTotalHeight = _ref2.getEstimatedTotalHeight,\n getEstimatedTotalWidth = _ref2.getEstimatedTotalWidth,\n getOffsetForColumnAndAlignment = _ref2.getOffsetForColumnAndAlignment,\n getOffsetForRowAndAlignment = _ref2.getOffsetForRowAndAlignment,\n getRowHeight = _ref2.getRowHeight,\n getRowOffset = _ref2.getRowOffset,\n getRowStartIndexForOffset = _ref2.getRowStartIndexForOffset,\n getRowStopIndexForStartIndex = _ref2.getRowStopIndexForStartIndex,\n initInstanceProps = _ref2.initInstanceProps,\n shouldResetStyleCacheOnItemSizeChange = _ref2.shouldResetStyleCacheOnItemSizeChange,\n validateProps = _ref2.validateProps;\n return _temp = _class =\n /*#__PURE__*/\n function (_PureComponent) {\n _inheritsLoose(Grid, _PureComponent);\n\n // Always use explicit constructor for React components.\n // It produces less code after transpilation. (#26)\n // eslint-disable-next-line no-useless-constructor\n function Grid(props) {\n var _this;\n\n _this = _PureComponent.call(this, props) || this;\n _this._instanceProps = initInstanceProps(_this.props, _assertThisInitialized(_assertThisInitialized(_this)));\n _this._resetIsScrollingTimeoutId = null;\n _this._outerRef = void 0;\n _this.state = {\n instance: _assertThisInitialized(_assertThisInitialized(_this)),\n isScrolling: false,\n horizontalScrollDirection: 'forward',\n scrollLeft: typeof _this.props.initialScrollLeft === 'number' ? _this.props.initialScrollLeft : 0,\n scrollTop: typeof _this.props.initialScrollTop === 'number' ? _this.props.initialScrollTop : 0,\n scrollUpdateWasRequested: false,\n verticalScrollDirection: 'forward'\n };\n _this._callOnItemsRendered = void 0;\n _this._callOnItemsRendered = memoizeOne(function (overscanColumnStartIndex, overscanColumnStopIndex, overscanRowStartIndex, overscanRowStopIndex, visibleColumnStartIndex, visibleColumnStopIndex, visibleRowStartIndex, visibleRowStopIndex) {\n return _this.props.onItemsRendered({\n overscanColumnStartIndex: overscanColumnStartIndex,\n overscanColumnStopIndex: overscanColumnStopIndex,\n overscanRowStartIndex: overscanRowStartIndex,\n overscanRowStopIndex: overscanRowStopIndex,\n visibleColumnStartIndex: visibleColumnStartIndex,\n visibleColumnStopIndex: visibleColumnStopIndex,\n visibleRowStartIndex: visibleRowStartIndex,\n visibleRowStopIndex: visibleRowStopIndex\n });\n });\n _this._callOnScroll = void 0;\n _this._callOnScroll = memoizeOne(function (scrollLeft, scrollTop, horizontalScrollDirection, verticalScrollDirection, scrollUpdateWasRequested) {\n return _this.props.onScroll({\n horizontalScrollDirection: horizontalScrollDirection,\n scrollLeft: scrollLeft,\n scrollTop: scrollTop,\n verticalScrollDirection: verticalScrollDirection,\n scrollUpdateWasRequested: scrollUpdateWasRequested\n });\n });\n _this._getItemStyle = void 0;\n _this._getItemStyle = function (rowIndex, columnIndex) {\n var _this$props = _this.props,\n columnIndex =\n
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_this$props.columnWidth,\n direction = _this$props.direction,\n rowHeight =\n _this$props.rowHeight;\n\n var itemStyleCache =\n _this._getItemStyleCache(shouldResetStyleCacheOnItemSizeChange && columnWidth,\n shouldResetStyleCacheOnItemSizeChange && direction, shouldResetStyleCacheOnItemSizeChange &&\n rowHeight);\n\n var key = rowIndex + ':' + columnIndex;\n var style;\n if\n (itemStyleCache.hasOwnProperty(key)) {\n style = itemStyleCache[key];\n } else {\n var _style;\n itemStyleCache[key] = style = (_style = {\n position: 'absolute'\n }, _style[direction === 'rtl' ?\n 'right' : 'left'] = getColumnOffset(_this.props, columnIndex, _this._instanceProps), _style.top =\n getRowOffset(_this.props, rowIndex, _this._instanceProps), _style.height = getRowHeight(_this.props, rowIndex,\n _this._instanceProps), _style.width = getColumnWidth(_this.props, columnIndex, _this._instanceProps), _style);\n }\n\n return style;\n };\n\n _this._getItemStyleCache = void 0;\n _this._getItemStyleCache =\n memoizeOne(function (_, __, ___) {\n return {};\n });\n\n _this._onScroll = function (event) {\n var\n _event$currentTarget = event.currentTarget,\n clientHeight = _event$currentTarget.clientHeight,\n clientWidth = _event$currentTarget.clientWidth,\n scrollLeft = _event$currentTarget.scrollLeft,\n scrollTop = _event$currentTarget.scrollTop,\n scrollHeight = _event$currentTarget.scrollHeight,\n scrollWidth = _event$currentTarget.scrollWidth;\n\n // Force flush sync for scroll updates to reduce visual\n checkerboarding.\n flushSync() => {\n _this.setState(function (prevState) {\n if\n (prevState.scrollLeft === scrollLeft && prevState.scrollTop === scrollTop) {\n // Scroll position may have\n // been updated by cDM/cDU,\n // In which case we don't need to trigger another render,\n // And we\n // don't want to update state.isScrolling.\n return null;\n }\n\n var direction =\n _this.props.direction; // TRICKY According to the spec, scrollLeft should be negative for RTL aligned elements.\n // This is not the case for all browsers though (e.g. Chrome reports values as positive, measured relative to the\n // left).\n // It's also easier for this component if we convert offsets to the same format as they would be in for\n // ltr.\n // So the simplest solution is to determine which browser behavior we're dealing with, and convert based\n // on it.\n\n var calculatedScrollLeft = scrollLeft;\n if (direction === 'rtl') {\n switch\n (getRTLOffsetType()) {\n case 'negative':\n calculatedScrollLeft = -scrollLeft;\n break;\n case 'positive-descending':\n calculatedScrollLeft = scrollWidth - clientWidth -\n scrollLeft;\n break;\n }\n // Prevent Safari's elastic scrolling from causing visual shaking\n // when scrolling past bounds.\n calculatedScrollLeft = Math.max(0, Math.min(calculatedScrollLeft,\n scrollWidth - clientWidth));\n }\n\n var calculatedScrollTop = Math.max(0, Math.min(scrollTop, scrollHeight -\n clientHeight));\n return {\n isScrolling: true,\n horizontalScrollDirection: prevState.scrollLeft\n < scrollLeft ? 'forward' : 'backward',\n scrollLeft: calculatedScrollLeft,\n scrollTop:\n calculatedScrollTop,\n verticalScrollDirection: prevState.scrollTop < scrollTop ? 'forward' : 'backward',\n scrollUpdateWasRequested: false\n };\n }, _this._resetIsScrollingDebounce);\n };\n\n _this._outerRefSetter = function (ref) {\n var outerRef = _this.props.outerRef;\n _this._outerRef =\n ref;\n if (typeof outerRef === 'function') {\n outerRef(ref);\n } else if (outerRef != null && typeof\n outerRef === 'object' && outerRef.hasOwnProperty('current')) {\n outerRef.current = ref;\n }\n };\n\n _this._resetIsScrollingDebounce = function () {\n if (_this._resetIsScrollingTimeoutId !== null) {\n cancelTimeout(_this._resetIsScrollingTimeoutId);\n }\n _this._resetIsScrollingTimeoutId =\n requestTimeout(_this._resetIsScrolling, IS_SCROLLING_DEBOUNCE_INTERVAL);\n };\n\n _this._resetIsScrolling = function () {\n _this._resetIsScrollingTimeoutId = null;\n _this.setState({\n isScrolling: false\n }, function () {\n // Clear style cache after state update has been committed.\n // This way we don't break pure sCU for items that don't use isScrolling param.\n _this._getItemStyleCache(-\n 1);\n });\n };\n\n return _this;\n }\n\n Grid.getDerivedStateFromProps = function\n getDerivedStateFromProps(nextProps, prevState) {\n validateSharedProps(nextProps, prevState);\n validateProps(nextProps);\n return null;\n };\n\n var _proto = Grid.prototype;\n _proto.scrollTo = function\n scrollTo(_ref3) {\n var scrollLeft = _ref3.scrollLeft,\n scrollTop = _ref3.scrollTop;\n if (scrollLeft !==\n undefined) {\n scrollLeft = Math.max(0, scrollLeft);\n }\n if (scrollTop !==\n undefined) {\n

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scrollTop = Math.max(0, scrollTop);\n }\n\n this.setState(function (prevState) {\n if (scrollLeft ===\n undefined) {\n scrollLeft = prevState.scrollLeft;\n }\n\n if (scrollTop === undefined) {\n scrollTop = prevState.scrollTop;\n }\n\n if (prevState.scrollLeft === scrollLeft && prevState.scrollTop\n === scrollTop) {\n return null;\n }\n\n return {\n horizontalScrollDirection: prevState.scrollLeft\n < scrollLeft ? 'forward' : 'backward',\n scrollLeft: scrollLeft,\n scrollTop: scrollTop,\n scrollUpdateWasRequested: true,\n verticalScrollDirection: prevState.scrollTop < scrollTop ? 'forward' :\n 'backward'\n };\n }, this._resetIsScrollingDebounced);\n }\n\n _proto.scrollToItem = function\n scrollToItem(_ref4) {\n var _ref4$align = _ref4.align,\n align = _ref4$align === void 0 ? 'auto' :\n _ref4$align,\n columnIndex = _ref4.columnIndex,\n rowIndex = _ref4.rowIndex;\n var _this$props2 =\n this.props,\n columnCount = _this$props2.columnCount,\n height = _this$props2.height,\n rowCount = _this$props2.rowCount,\n width = _this$props2.width;\n var _this$state = this.state,\n scrollLeft = _this$state.scrollLeft,\n scrollTop = _this$state.scrollTop;\n var scrollbarSize =\n getScrollbarSize();\n\n if (columnIndex !== undefined) {\n columnIndex = Math.max(0,\n Math.min(columnIndex, columnCount - 1));\n }\n\n if (rowIndex !== undefined) {\n rowIndex =\n Math.max(0, Math.min(rowIndex, rowCount - 1));\n }\n\n var estimatedTotalHeight =\n getEstimatedTotalHeight(this.props, this._instanceProps);\n var estimatedTotalWidth =\n getEstimatedTotalWidth(this.props, this._instanceProps); // The scrollbar size should be considered when scrolling\n an item into view,\n // to ensure it's fully visible.\n // But we only need to account for its size when it's actually\n visible.\n\n var horizontalScrollbarSize = estimatedTotalWidth > width ? scrollbarSize : 0;\n var\n verticalScrollbarSize = estimatedTotalHeight > height ? scrollbarSize : 0;\n this.scrollTo({\n scrollLeft:\n columnIndex !== undefined ? getOffsetForColumnAndAlignment(this.props, columnIndex, align, scrollLeft,\n this._instanceProps, verticalScrollbarSize) : scrollLeft,\n scrollTop: rowIndex !== undefined ?\n getOffsetForRowAndAlignment(this.props, rowIndex, align, scrollTop, this._instanceProps,\n horizontalScrollbarSize) : scrollTop\n });\n }\n\n _proto.componentDidMount = function\n componentDidMount() {\n var _this$props3 = this.props,\n initialScrollLeft =\n _this$props3.initialScrollLeft,\n initialScrollTop = _this$props3.initialScrollTop;\n\n if (this._outerRef !==\n null) {\n var outerRef = this._outerRef;\n\n if (typeof initialScrollLeft === 'number') {\n outerRef.scrollLeft = initialScrollLeft;\n }\n\n if (typeof initialScrollTop === 'number') {\n outerRef.scrollTop = initialScrollTop;\n }\n }\n\n this._callPropsCallbacks();\n }\n\n _proto.componentDidUpdate = function componentDidUpdate() {\n var direction = this.props.direction;\n var\n _this$state2 = this.state,\n scrollLeft = _this$state2.scrollLeft,\n scrollTop = _this$state2.scrollTop,\n scrollUpdateWasRequested = _this$state2.scrollUpdateWasRequested;\n\n if (scrollUpdateWasRequested &&\n this._outerRef !== null) {\n // TRICKY According to the spec, scrollLeft should be negative for RTL aligned\n elements.\n // This is not the case for all browsers though (e.g. Chrome reports values as positive, measured\n relative to the left).\n // So we need to determine which browser behavior we're dealing with, and mimic it.\n\n var outerRef = this._outerRef;\n\n if (direction === 'rtl') {\n switch (getRTLOffsetType()) {\n case\n 'negative':\n outerRef.scrollLeft = -scrollLeft;\n break;\n\n case 'positive-ascending':\n outerRef.scrollLeft = scrollLeft;\n break;\n\n default:\n var clientWidth =\n outerRef.clientWidth,\n scrollWidth = outerRef.scrollWidth;\n outerRef.scrollLeft = scrollWidth\n - clientWidth - scrollLeft;\n break;\n }\n } else {\n outerRef.scrollLeft = Math.max(0,\n scrollLeft);\n }\n\n outerRef.scrollTop = Math.max(0, scrollTop);\n }\n\n this._callPropsCallbacks();\n }\n\n _proto.componentWillUnmount = function componentWillUnmount() {\n if (this._resetIsScrollingTimeoutId !== null) {\n clearTimeout(this._resetIsScrollingTimeoutId);\n }\n }\n\n _proto.render = function render() {\n var _this$props4 = this.props,\n children =\n _this$props4.children,\n className = _this$props4.className,\n columnCount =\n _this$props4.columnCount,\n direction = _this$props4.direction,\n height = _this$props4.height,\n innerRef = _this$props4.innerRef,\n innerElementType = _this$props4.innerElementType,\n innerTagName = _this$props4.innerTagName,\n itemData = _this$props4.itemData,\n
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_this$props4$itemKey = _this$props4.itemKey,\n itemKey = _this$props4$itemKey === void 0 ?
defaultItemKey : _this$props4$itemKey,\n outerElementType = _this$props4.outerElementType,\n
outerTagName = _this$props4.outerTagName,\n rowCount = _this$props4.rowCount,\n style =
_this$props4.style,\n useIsScrolling = _this$props4.useIsScrolling,\n width = _this$props4.width;\n
var isScrolling = this.state.isScrolling;\n\n var _this$_getHorizontalR = this._getHorizontalRangeToRender(),\n
 columnStartIndex = _this$_getHorizontalR[0],\n columnStopIndex = _this$_getHorizontalR[1];\n\n var
_this$_getVerticalRan = this._getVerticalRangeToRender(),\n rowStartIndex = _this$_getVerticalRan[0],\n
 rowStopIndex = _this$_getVerticalRan[1];\n\n var items = [];\n\n if (columnCount > 0 && rowCount) {\n
for (var _rowIndex = rowStartIndex; _rowIndex <= rowStopIndex; _rowIndex++) {\n for (var _columnIndex
= columnStartIndex; _columnIndex <= columnStopIndex; _columnIndex++) {\n
items.push(createElement(children, {\n columnIndex: _columnIndex,\n data: itemData,\n
isScrolling: useIsScrolling ? isScrolling : undefined,\n key: itemKey({\n columnIndex:
_columnIndex,\n data: itemData,\n rowIndex: _rowIndex\n })),\n rowIndex:
_rowIndex,\n style: this._getItemStyle(_rowIndex, _columnIndex)\n }));\n }\n }\n } //
Read this value AFTER items have been created,\n // So their actual sizes (if variable) are taken into
consideration.\n\n var estimatedTotalHeight = getEstimatedTotalHeight(this.props, this._instanceProps);\n
var estimatedTotalWidth = getEstimatedTotalWidth(this.props, this._instanceProps);\n return
createElement(outerElementType || outerTagName || 'div', {\n className: className,\n onScroll:
this._onScroll,\n ref: this._outerRefSetter,\n style: _extends({\n position: 'relative',\n height:
height,\n width: width,\n overflow: 'auto',\n WebkitOverflowScrolling: 'touch',\n willChange:
'transform',\n direction: direction\n }, style)\n }, createElement(innerElementType || innerTagName ||
'div', {\n children: items,\n ref: innerRef,\n style: {\n height: estimatedTotalHeight,\n
pointerEvents: isScrolling ? 'none' : undefined,\n width: estimatedTotalWidth\n }\n }));\n }\n\n _proto._callPropsCallbacks = function _callPropsCallbacks() {\n
var _this$props5 = this.props,\n
columnCount = _this$props5.columnCount,\n onItemsRendered = _this$props5.onItemsRendered,\n
onScroll = _this$props5.onScroll,\n rowCount = _this$props5.rowCount;\n\n if (typeof onItemsRendered
=== 'function') {\n if (columnCount > 0 && rowCount > 0) {\n var _this$_getHorizontalR2 =
this._getHorizontalRangeToRender(),\n
 _overscanColumnStartIndex = _this$_getHorizontalR2[0],\n
 _overscanColumnStopIndex = _this$_getHorizontalR2[1],\n
 _visibleColumnStartIndex =
_this$_getHorizontalR2[2],\n
 _visibleColumnStopIndex = _this$_getHorizontalR2[3];\n\n var
_this$_getVerticalRan2 = this._getVerticalRangeToRender(),\n
 _overscanRowStartIndex =
_this$_getVerticalRan2[0],\n
 _overscanRowStopIndex = _this$_getVerticalRan2[1],\n
 _visibleRowStartIndex = _this$_getVerticalRan2[2],\n
 _visibleRowStopIndex =
_this$_getVerticalRan2[3];\n\n this._callOnItemsRendered(_overscanColumnStartIndex,
_overscanColumnStopIndex, _overscanRowStartIndex, _overscanRowStopIndex, _visibleColumnStartIndex,
_visibleColumnStopIndex, _visibleRowStartIndex, _visibleRowStopIndex);\n }\n }\n\n if (typeof
onScroll === 'function') {\n var _this$state3 = this.state,\n
 _horizontalScrollDirection =
_this$state3.horizontalScrollDirection,\n
 _scrollLeft = _this$state3.scrollLeft,\n
 _scrollTop =
_this$state3.scrollTop,\n
 _scrollUpdateWasRequested = _this$state3.scrollUpdateWasRequested,\n
 _verticalScrollDirection = _this$state3.verticalScrollDirection;\n\n this._callOnScroll(_scrollLeft, _scrollTop,
_horizontalScrollDirection, _verticalScrollDirection, _scrollUpdateWasRequested);\n }\n }; // Lazily create and
cache item styles while scrolling,\n // So that pure component sCU will prevent re-renders.\n // We maintain this
cache, and pass a style prop rather than index,\n // So that List can clear cached styles and force item re-render if
necessary.\n\n _proto._getHorizontalRangeToRender = function _getHorizontalRangeToRender() {\n
var _this$props6 = this.props,\n
columnCount = _this$props6.columnCount,\n overscanColumnCount =
_this$props6.overscanColumnCount,\n
 overscanColumnsCount = _this$props6.overscanColumnsCount,\n
 overscanCount = _this$props6.overscanCount,\n
 rowCount = _this$props6.rowCount;\n\n var _this$state4 =
this.state,\n
 horizontalScrollDirection = _this$state4.horizontalScrollDirection,\n
 isScrolling =

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_this$state4.isScrolling,\n scrollLeft = _this$state4.scrollLeft;\n var overscanCountResolved =\n overscanColumnCount || overscanColumnsCount || overscanCount || 1;\n if (columnCount === 0 || rowCount\n === 0) {\n return [0, 0, 0, 0];\n }\n var startIndex = getColumnStartIndexForOffset(this.props,\n scrollLeft, this._instanceProps);\n var stopIndex = getColumnStopIndexForStartIndex(this.props, startIndex,\n scrollLeft, this._instanceProps); // Overscan by one item in each direction so that tab/focus works.\n // If there isn't at least one extra item, tab loops back around.\n var overscanBackward = !isScrolling ||\n horizontalScrollDirection === 'backward' ? Math.max(1, overscanCountResolved) : 1;\n var overscanForward =\n !isScrolling || horizontalScrollDirection === 'forward' ? Math.max(1, overscanCountResolved) : 1;\n return\n [Math.max(0, startIndex - overscanBackward), Math.max(0, Math.min(columnCount - 1, stopIndex +\n overscanForward)), startIndex, stopIndex];\n };\n _proto._getVerticalRangeToRender = function\n _getVerticalRangeToRender() {\n var _this$props7 = this.props,\n columnCount =\n _this$props7.columnCount,\n overscanCount = _this$props7.overscanCount,\n overscanRowCount =\n _this$props7.overscanRowCount,\n overscanRowsCount = _this$props7.overscanRowsCount,\n rowCount = _this$props7.rowCount;\n var _this$state5 = this.state,\n isScrolling =\n _this$state5.isScrolling,\n verticalScrollDirection = _this$state5.verticalScrollDirection,\n scrollTop =\n _this$state5.scrollTop;\n var overscanCountResolved = overscanRowCount || overscanRowsCount ||\n overscanCount || 1;\n if (columnCount === 0 || rowCount === 0) {\n return [0, 0, 0, 0];\n }\n var\n startIndex = getRowStartIndexForOffset(this.props, scrollTop, this._instanceProps);\n var stopIndex =\n getRowStopIndexForStartIndex(this.props, startIndex, scrollTop, this._instanceProps); // Overscan by one item in\n each direction so that tab/focus works.\n // If there isn't at least one extra item, tab loops back around.\n var\n overscanBackward = !isScrolling || verticalScrollDirection === 'backward' ? Math.max(1, overscanCountResolved) :\n 1;\n var overscanForward = !isScrolling || verticalScrollDirection === 'forward' ? Math.max(1,\n overscanCountResolved) : 1;\n return [Math.max(0, startIndex - overscanBackward), Math.max(0,\n Math.min(rowCount - 1, stopIndex + overscanForward)), startIndex, stopIndex];\n };\n return Grid;\n }(PureComponent), _class.defaultProps = {\n direction: 'ltr',\n itemData: undefined,\n useIsScrolling: false\n }, _temp;\n}\n\nvar validateSharedProps = function validateSharedProps(_ref5, _ref6) {\n var children =\n _ref5.children,\n direction = _ref5.direction,\n height = _ref5.height,\n innerTagName =\n _ref5.innerTagName,\n outerTagName = _ref5.outerTagName,\n overscanColumnsCount =\n _ref5.overscanColumnsCount,\n overscanCount = _ref5.overscanCount,\n overscanRowsCount =\n _ref5.overscanRowsCount,\n width = _ref5.width;\n var instance = _ref6.instance;\n if\n (process.env.NODE_ENV !== 'production') {\n if (typeof overscanCount === 'number') {\n if\n (devWarningsOverscanCount && !devWarningsOverscanCount.has(instance)) {\n devWarningsOverscanCount.add(instance);\n console.warn('The overscanCount prop has been deprecated. ' +\n 'Please use the overscanColumnCount and overscanRowCount props instead.);\n }\n }\n if (typeof\n overscanColumnsCount === 'number' || typeof overscanRowsCount === 'number') {\n if\n (devWarningsOverscanRowsColumnsCount && !devWarningsOverscanRowsColumnsCount.has(instance)) {\n devWarningsOverscanRowsColumnsCount.add(instance);\n console.warn('The overscanColumnsCount and\n overscanRowsCount props have been deprecated. ' + 'Please use the overscanColumnCount and overscanRowCount\n props instead.);\n }\n }\n if (innerTagName !== null || outerTagName !== null) {\n if\n (devWarningsTagName && !devWarningsTagName.has(instance)) {\n devWarningsTagName.add(instance);\n console.warn('The innerTagName and outerTagName props have been deprecated. ' + 'Please use the\n innerElementType and outerElementType props instead.);\n }\n }\n if (children === null) {\n throw\n Error('An invalid \"children\" prop has been specified. ' + 'Value should be a React component. ' + (\""\" +\n (children === null ? 'null' : typeof children) + "\" was specified.);\n }\n switch (direction) {\n case\n 'ltr':\n case 'rtl':\n // Valid values\n break;\n default:\n throw Error('An invalid \"direction\" prop\n has been specified. ' + 'Value should be either \"ltr\" or \"rtl\". ' + (\""\" + direction + "\" was specified.);\n }\n if (typeof width !== 'number') {\n throw\n Error('An invalid \"width\" prop has been specified. ' + 'Grids\n must specify a number for width. ' + (\""\" + (width === null ? 'null' : typeof width) + "\" was specified.);\n }\n }\n}

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}\n\n if (typeof height !== 'number') {\n throw Error('An invalid \''height\' prop has been specified. ' + 'Grids
must specify a number for height. ' + ('\\\\" + (height === null ? 'null' : typeof height) + '\\\" was specified.));\n
}\n });\n\n nvar DEFAULT_ESTIMATED_ITEM_SIZE = 50;\n nvar getEstimatedTotalHeight = function
getEstimatedTotalHeight(_ref, _ref2) {\n var rowCount = _ref.rowCount;\n var rowMetadataMap =
_ref2.rowMetadataMap;\n estimatedRowHeight = _ref2.estimatedRowHeight;\n lastMeasuredRowIndex =
_ref2.lastMeasuredRowIndex;\n var totalSizeOfMeasuredRows = 0; // Edge case check for when the number of
items decreases while a scroll is in progress.\n // https://github.com/bvaughn/react-window/pull/138\n\n if
(lastMeasuredRowIndex >= rowCount) {\n lastMeasuredRowIndex = rowCount - 1;\n }\n\n if
(lastMeasuredRowIndex >= 0) {\n var itemMetadata = rowMetadataMap[lastMeasuredRowIndex];\n totalSizeOfMeasuredRows = itemMetadata.offset + itemMetadata.size;\n }\n\n var numUnmeasuredItems =
rowCount - lastMeasuredRowIndex - 1;\n var totalSizeOfUnmeasuredItems = numUnmeasuredItems *
estimatedRowHeight;\n return totalSizeOfMeasuredRows + totalSizeOfUnmeasuredItems;\n };\n\n nvar
getEstimatedTotalWidth = function getEstimatedTotalWidth(_ref3, _ref4) {\n var columnCount =
_ref3.columnCount;\n var columnMetadataMap = _ref4.columnMetadataMap;\n estimatedColumnWidth =
_ref4.estimatedColumnWidth;\n lastMeasuredColumnIndex = _ref4.lastMeasuredColumnIndex;\n var
totalSizeOfMeasuredRows = 0; // Edge case check for when the number of items decreases while a scroll is in
progress.\n // https://github.com/bvaughn/react-window/pull/138\n\n if (lastMeasuredColumnIndex >=
columnCount) {\n lastMeasuredColumnIndex = columnCount - 1;\n }\n\n if (lastMeasuredColumnIndex >= 0)
{\n var itemMetadata = columnMetadataMap[lastMeasuredColumnIndex];\n totalSizeOfMeasuredRows =
itemMetadata.offset + itemMetadata.size;\n }\n\n var numUnmeasuredItems = columnCount -
lastMeasuredColumnIndex - 1;\n var totalSizeOfUnmeasuredItems = numUnmeasuredItems *
estimatedColumnWidth;\n return totalSizeOfMeasuredRows + totalSizeOfUnmeasuredItems;\n };\n\n nvar
getItemMetadata = function getItemMetadata(itemType, props, index, instanceProps) {\n var itemMetadataMap,
itemSize, lastMeasuredIndex;\n\n if (itemType === 'column') {\n itemMetadataMap =
instanceProps.columnMetadataMap;\n itemSize = props.columnWidth;\n lastMeasuredIndex =
instanceProps.lastMeasuredColumnIndex;\n } else {\n itemMetadataMap = instanceProps.rowMetadataMap;\n itemSize = props.rowHeight;\n lastMeasuredIndex = instanceProps.lastMeasuredRowIndex;\n }\n\n if (index >
lastMeasuredIndex) {\n var offset = 0;\n\n if (lastMeasuredIndex >= 0) {\n var itemMetadata =
itemMetadataMap[lastMeasuredIndex];\n offset = itemMetadata.offset + itemMetadata.size;\n }\n\n for (var i
= lastMeasuredIndex + 1; i <= index; i++) {\n var size = itemSize(i);\n itemMetadataMap[i] = {\n offset:
offset,\n size: size\n }; \n offset += size;\n }\n\n if (itemType === 'column') {\n instanceProps.lastMeasuredColumnIndex = index;\n } else {\n instanceProps.lastMeasuredRowIndex =
index;\n }\n }\n\n return itemMetadataMap[index];\n };\n\n nvar findNearestItem = function
findNearestItem(itemType, props, instanceProps, offset) {\n var itemMetadataMap, lastMeasuredIndex;\n\n if
(itemType === 'column') {\n itemMetadataMap = instanceProps.columnMetadataMap;\n lastMeasuredIndex =
instanceProps.lastMeasuredColumnIndex;\n } else {\n itemMetadataMap = instanceProps.rowMetadataMap;\n lastMeasuredIndex = instanceProps.lastMeasuredRowIndex;\n }\n\n var lastMeasuredItemOffset =
lastMeasuredIndex > 0 ? itemMetadataMap[lastMeasuredIndex].offset : 0;\n\n if (lastMeasuredItemOffset >=
offset) {\n // If we've already measured items within this range just use a binary search as it's faster.\n return
findNearestItemBinarySearch(itemType, props, instanceProps, lastMeasuredIndex, 0, offset);\n } else {\n // If we
haven't yet measured this high, fallback to an exponential search with an inner binary search.\n // The exponential
search avoids pre-computing sizes for the full set of items as a binary search would.\n // The overall complexity
for this approach is O(log n).\n return findNearestItemExponentialSearch(itemType, props, instanceProps,
Math.max(0, lastMeasuredIndex), offset);\n }\n };\n\n nvar findNearestItemBinarySearch = function
findNearestItemBinarySearch(itemType, props, instanceProps, high, low, offset) {\n while (low <= high) {\n var
middle = low + Math.floor((high - low) / 2);\n var currentOffset = getItemMetadata(itemType, props, middle,
instanceProps).offset;\n\n if (currentOffset === offset) {\n return middle;\n } else if (currentOffset < offset)
{\n low = middle + 1;\n } else if (currentOffset > offset) {\n high = middle - 1;\n }\n }\n\n if (low > 0)

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{\n return low - 1;\n } else {\n return 0;\n }\n};\n\nvar findNearestItemExponentialSearch = function
findNearestItemExponentialSearch(itemType, props, instanceProps, index, offset) {\n var itemCount = itemType
=== 'column' ? props.columnCount : props.rowCount;\n var interval = 1;\n\n while (index < itemCount &&
getItemMetadata(itemType, props, index, instanceProps).offset < offset) {\n index += interval;\n interval *= 2;\n }\n\n return findNearestItemBinarySearch(itemType, props, instanceProps, Math.min(index, itemCount - 1),
Math.floor(index / 2), offset);\n};\n\nvar getOffsetForIndexAndAlignment = function
getOffsetForIndexAndAlignment(itemType, props, index, align, scrollOffset, instanceProps, scrollbarSize) {\n var
size = itemType === 'column' ? props.width : props.height;\n var itemMetadata = getItemMetadata(itemType,
props, index, instanceProps); // Get estimated total size after ItemMetadata is computed,\n // To ensure it reflects
actual measurements instead of just estimates.\n\n var estimatedTotalSize = itemType === 'column' ?
getEstimatedTotalWidth(props, instanceProps) : getEstimatedTotalHeight(props, instanceProps);\n var maxOffset =
Math.max(0, Math.min(estimatedTotalSize - size, itemMetadata.offset));\n var minOffset = Math.max(0,
itemMetadata.offset - size + scrollbarSize + itemMetadata.size);\n\n if (align === 'smart') {\n if (scrollOffset >=
minOffset - size && scrollOffset <= maxOffset + size) {\n align = 'auto';\n } else {\n align = 'center';\n }\n }\n\n switch (align) {\n case 'start':\n return maxOffset;\n\n case 'end':\n return minOffset;\n\n case
'center':\n return Math.round(minOffset + (maxOffset - minOffset) / 2);\n\n case 'auto':\n default:\n if
(scrollOffset >= minOffset && scrollOffset <= maxOffset) {\n return scrollOffset;\n } else if (minOffset >
maxOffset) {\n // Because we only take into account the scrollbar size when calculating minOffset\n // this
value can be larger than maxOffset when at the end of the list\n return minOffset;\n } else if (scrollOffset <
minOffset) {\n return minOffset;\n } else {\n return maxOffset;\n }\n }\n }\n};\n\nvar
VariableSizeGrid =\n/*#__PURE__*/\ncreateGridComponent({\n getColumnOffset: function
getColumnOffset(props, index, instanceProps) {\n return getItemMetadata('column', props, index,
instanceProps).offset;\n },\n getColumnStartIndexForOffset: function getColumnStartIndexForOffset(props,
scrollLeft, instanceProps) {\n return findNearestItem('column', props, instanceProps, scrollLeft);\n },\n getColumnStopIndexForStartIndex: function getColumnStopIndexForStartIndex(props, startIndex, scrollLeft,
instanceProps) {\n var columnCount = props.columnCount,\n width = props.width;\n var itemMetadata =
getItemMetadata('column', props, startIndex, instanceProps);\n var maxOffset = scrollLeft + width;\n var offset
= itemMetadata.offset + itemMetadata.size;\n var stopIndex = startIndex;\n\n while (stopIndex < columnCount -
1 && offset < maxOffset) {\n stopIndex++;\n offset += getItemMetadata('column', props, stopIndex,
instanceProps).size;\n }\n\n return stopIndex;\n },\n getColumnWidth: function getColumnWidth(props, index,
instanceProps) {\n return instanceProps.columnMetadataMap[index].size;\n },\n getEstimatedTotalHeight:
getEstimatedTotalHeight,\n getEstimatedTotalWidth: getEstimatedTotalWidth,\n getOffsetForColumnAndAlignment: function getOffsetForColumnAndAlignment(props, index, align, scrollOffset,
instanceProps, scrollbarSize) {\n return getOffsetForIndexAndAlignment('column', props, index, align,
scrollOffset, instanceProps, scrollbarSize);\n },\n getOffsetForRowAndAlignment: function
getOffsetForRowAndAlignment(props, index, align, scrollOffset, instanceProps, scrollbarSize) {\n return
getOffsetForIndexAndAlignment('row', props, index, align, scrollOffset, instanceProps, scrollbarSize);\n },\n getRowOffset: function getRowOffset(props, index, instanceProps) {\n return getItemMetadata('row', props,
index, instanceProps).offset;\n },\n getRowHeight: function getRowHeight(props, index, instanceProps) {\n return
instanceProps.rowMetadataMap[index].size;\n },\n getRowStartIndexForOffset: function
getRowStartIndexForOffset(props, scrollTop, instanceProps) {\n return findNearestItem('row', props,
instanceProps, scrollTop);\n },\n getRowStopIndexForStartIndex: function getRowStopIndexForStartIndex(props,
startIndex, scrollTop, instanceProps) {\n var rowCount = props.rowCount,\n height = props.height;\n var
itemMetadata = getItemMetadata('row', props, startIndex, instanceProps);\n var maxOffset = scrollTop + height;\n var
offset = itemMetadata.offset + itemMetadata.size;\n var stopIndex = startIndex;\n\n while (stopIndex <
rowCount - 1 && offset < maxOffset) {\n stopIndex++;\n offset += getItemMetadata('row', props, stopIndex,
instanceProps).size;\n }\n\n return stopIndex;\n },\n initStateProps: function initStateProps(props,
instance) {\n var _ref5 = props,\n estimatedColumnWidth = _ref5.estimatedColumnWidth,\n

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estimatedRowHeight = _ref5.estimatedRowHeight;\n var instanceProps = {\n columnMetadataMap: {},\n estimatedColumnWidth: estimatedColumnWidth || DEFAULT_ESTIMATED_ITEM_SIZE,\n estimatedRowHeight: estimatedRowHeight || DEFAULT_ESTIMATED_ITEM_SIZE,\n lastMeasuredColumnIndex: -1,\n lastMeasuredRowIndex: -1,\n rowMetadataMap: {} }\n};\n\ninstance.resetAfterColumnIndex = function (columnIndex, shouldForceUpdate) {\n if (shouldForceUpdate ===\n void 0) {\n shouldForceUpdate = true;\n }\n instance.resetAfterIndices({\n columnIndex:\n columnIndex,\n shouldForceUpdate: shouldForceUpdate\n });\n};\n\ninstance.resetAfterRowIndex =\n function (rowIndex, shouldForceUpdate) {\n if (shouldForceUpdate === void 0) {\n shouldForceUpdate =\n true;\n }\n instance.resetAfterIndices({\n rowIndex: rowIndex,\n shouldForceUpdate:\n shouldForceUpdate\n });\n };\n\ninstance.resetAfterIndices = function (_ref6) {\n var columnIndex =\n _ref6.columnIndex,\n rowIndex = _ref6.rowIndex,\n _ref6$shouldForceUpda =\n _ref6.shouldForceUpdate,\n shouldForceUpdate = _ref6$shouldForceUpda === void 0 ? true :\n _ref6$shouldForceUpda;\n if (typeof columnIndex === 'number') {\n instanceProps.lastMeasuredColumnIndex = Math.min(instanceProps.lastMeasuredColumnIndex, columnIndex -\n 1);\n }\n if (typeof rowIndex === 'number') {\n instanceProps.lastMeasuredRowIndex =\n Math.min(instanceProps.lastMeasuredRowIndex, rowIndex - 1);\n } // We could potentially optimize further by\n // only evicting styles after this index,\n // But since styles are only cached while scrolling is in progress-\n // It\n // seems an unnecessary optimization.\n // It's unlikely that resetAfterIndex() will be called while a user is\n // scrolling.\n instance._getItemStyleCache(-1);\n if (shouldForceUpdate) {\n instance.forceUpdate();\n }\n};\n\nreturn instanceProps;\n},\n shouldResetStyleCacheOnItemSizeChange:\n false,\n validateProps: function validateProps(_ref7) {\n var columnWidth = _ref7.columnWidth,\n rowHeight = _ref7.rowHeight;\n if (process.env.NODE_ENV !== 'production') {\n if (typeof columnWidth\n !== 'function') {\n throw Error('An invalid \"columnWidth\" prop has been specified. ' + 'Value should be a\n function. ' + (\"\\\"\\\"\" + (columnWidth === null ? 'null' : typeof columnWidth) + '\\\"\\\"\" was specified.\n \");\n } else\n if (typeof rowHeight !== 'function') {\n throw Error('An invalid \"rowHeight\" prop has been specified. ' +\n 'Value should be a function. ' + (\"\\\"\\\"\" + (rowHeight === null ? 'null' : typeof rowHeight) + '\\\"\\\"\" was\n specified.\n \");\n }\n }\n },\n IS_SCROLLING_DEBOUNCE_INTERVAL$1 = 150;\n defaultItemKey$1 = function defaultItemKey(index, data) {\n return index;\n }; // In DEV mode, this Set helps us\n // only log a warning once per component instance.\n // This avoids spamming the console every time a render\n // happens.\n devWarningsDirection = null;\n devWarningsTagName$1 = null;\n (process.env.NODE_ENV !== 'production') {\n if (typeof window !== 'undefined' && typeof window.WeakSet !==\n 'undefined') {\n devWarningsDirection =\n /*#__PURE__*/\n new WeakSet();\n devWarningsTagName$1\n =\n /*#__PURE__*/\n new WeakSet();\n }\n }\n function createListComponent(_ref) {\n var _class,\n _temp;\n var getItemOffset = _ref.getItemOffset,\n getEstimatedTotalSize = _ref.getEstimatedTotalSize,\n getItemSize = _ref.getItemSize,\n getOffsetForIndexAndAlignment = _ref.getOffsetForIndexAndAlignment,\n getStartIndexForOffset = _ref.getStartIndexForOffset,\n getStopIndexForStartIndex =\n _ref.getStopIndexForStartIndex,\n initInstanceProps = _ref.initInstanceProps,\n shouldResetStyleCacheOnItemSizeChange = _ref.shouldResetStyleCacheOnItemSizeChange,\n validateProps =\n _ref.validateProps;\n return _temp = _class =\n /*#__PURE__*/\n function (_PureComponent) {\n _inheritsLoose(List, _PureComponent);\n // Always use explicit constructor for React components.\n // It\n // produces less code after transpilation. (#26)\n // eslint-disable-next-line no-useless-constructor\n function\n List(props) {\n var _this;\n _this = _PureComponent.call(this, props) || this;\n _this._instanceProps =\n initInstanceProps(_this.props, _assertThisInitialized(_assertThisInitialized(_this)));\n _this._outerRef = void 0;\n _this._resetIsScrollingTimeoutId = null;\n _this.state = {\n instance:\n _assertThisInitialized(_assertThisInitialized(_this)),\n isScrolling: false,\n scrollDirection: 'forward',\n scrollOffset: typeof _this.props.initialScrollOffset === 'number' ? _this.props.initialScrollOffset : 0,\n scrollUpdateWasRequested: false\n };\n _this._callOnItemsRendered = void 0;\n _this._callOnItemsRendered = memoizeOne(function (overscanStartIndex, overscanStopIndex, visibleStartIndex,\n
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visibleStopIndex) {\n return _this.props.onItemsRendered({\n overscanStartIndex: overscanStartIndex,\n overscanStopIndex: overscanStopIndex,\n visibleStartIndex: visibleStartIndex,\n visibleStopIndex:\n visibleStopIndex\n });\n });\n _this._callOnScroll = void 0;\n _this._callOnScroll =\n memoizeOne(function (scrollDirection, scrollOffset, scrollUpdateWasRequested) {\n return\n _this.props.onScroll({\n scrollDirection: scrollDirection,\n scrollOffset: scrollOffset,\n scrollUpdateWasRequested: scrollUpdateWasRequested\n });\n });\n _this._getItemStyle = void 0;\n _this._getItemStyle = function (index) {\n var _this$props = _this.props,\n direction =\n _this$props.direction,\n itemSize = _this$props.itemSize,\n layout = _this$props.layout;\n var\n itemStyleCache = _this._getItemStyleCache(shouldResetStyleCacheOnItemSizeChange && itemSize,\n shouldResetStyleCacheOnItemSizeChange && layout, shouldResetStyleCacheOnItemSizeChange &&\n direction);\n var style;\n if (itemStyleCache.hasOwnProperty(index)) {\n style =\n itemStyleCache[index];\n } else {\n var _style;\n var _offset = getItemOffset(_this.props, index,\n _this._instanceProps);\n var size = getItemSize(_this.props, index, _this._instanceProps); // TODO\n Deprecate direction \"horizontal\"\n var isHorizontal = direction === 'horizontal' || layout === 'horizontal';\n itemStyleCache[index] = style = (_style = {\n position: 'absolute'\n }, _style[direction === 'rtl' ?\n 'right' : 'left'] = isHorizontal ? _offset : 0, _style.top = !isHorizontal ? _offset : 0, _style.height = !isHorizontal ? size\n : '100%', _style.width = isHorizontal ? size : '100%', _style);\n }\n return style;\n });\n _this._getItemStyleCache = void 0;\n _this._getItemStyleCache = memoizeOne(function (_, __, ___) {\n return {};\n });\n _this._onScrollHorizontal = function (event) {\n var _event$currentTarget =\n event.currentTarget,\n clientWidth = _event$currentTarget.clientWidth,\n scrollLeft =\n _event$currentTarget.scrollLeft,\n scrollWidth = _event$currentTarget.scrollWidth;\n // Force flush\n sync for scroll updates to reduce visual checkerboarding.\n flushSync() => {\n _this.setState(function\n (prevState) {\n if (prevState.scrollOffset === scrollLeft) {\n // Scroll position may have been updated\n by cDM/cDU,\n // In which case we don't need to trigger another render,\n // And we don't want to\n update state.isScrolling.\n return null;\n }\n var direction = _this.props.direction;\n var scrollOffset = scrollLeft;\n if (direction === 'rtl') {\n // TRICKY According to the spec,\n scrollLeft should be negative for RTL aligned elements.\n // This is not the case for all browsers though (e.g.\n Chrome reports values as positive, measured relative to the left).\n // It's also easier for this component if we\n convert offsets to the same format as they would be in for ltr.\n // So the simplest solution is to determine\n which browser behavior we're dealing with, and convert based on it.\n switch (getRTLOffsetType()) {\n case 'negative':\n scrollOffset = -scrollLeft;\n break;\n case 'positive-\n descending':\n scrollOffset = scrollWidth - clientWidth - scrollLeft;\n break;\n }\n }\n // Prevent Safari's elastic scrolling from causing visual shaking when scrolling past bounds.\n scrollOffset = Math.max(0, Math.min(scrollOffset, scrollWidth - clientWidth));\n return {\n isScrolling: true,\n scrollDirection: prevState.scrollOffset < scrollLeft ? 'forward' : 'backward',\n scrollOffset: scrollOffset,\n scrollUpdateWasRequested: false\n };\n },\n _this._resetIsScrollingDebounce);\n });\n _this._onScrollVertical = function (event) {\n var\n _event$currentTarget2 = event.currentTarget,\n clientHeight = _event$currentTarget2.clientHeight,\n scrollHeight = _event$currentTarget2.scrollHeight,\n scrollTop = _event$currentTarget2.scrollTop;\n // Force flush sync for scroll updates to reduce visual checkerboarding.\n flushSync() => {\n _this.setState(function (prevState) {\n if (prevState.scrollOffset === scrollTop) {\n // Scroll position\n may have been updated by cDM/cDU,\n // In which case we don't need to trigger another render,\n // And we don't want to update state.isScrolling.\n return null;\n }\n // Prevent Safari's elastic scrolling\n from causing visual shaking when scrolling past bounds.\n var scrollOffset = Math.max(0,\n Math.min(scrollTop, scrollHeight - clientHeight));\n return {\n isScrolling: true,\n scrollDirection: prevState.scrollOffset < scrollOffset ? 'forward' : 'backward',\n scrollOffset: scrollOffset,\n scrollUpdateWasRequested: false\n };\n },\n _this._resetIsScrollingDebounce);\n });\n _this._outerRefSetter = function (ref) {\n var outerRef = _this.props.outerRef;\n _this._outerRef =

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ref;\n\n if (typeof outerRef === 'function') {\n outerRef(ref);\n } else if (outerRef != null && typeof
outerRef === 'object' && outerRef.hasOwnProperty('current')) {\n outerRef.current = ref;\n }\n};\n\n _this._resetIsScrollingDebounce = function () {\n if (_this._resetIsScrollingTimeoutId !== null) {\n
cancelTimeout(_this._resetIsScrollingTimeoutId);\n }\n\n _this._resetIsScrollingTimeoutId =
requestTimeout(_this._resetIsScrolling, IS_SCROLLING_DEBOUNCE_INTERVAL$1);\n };\n\n _this._resetIsScrolling = function () {\n _this._resetIsScrollingTimeoutId = null;\n\n _this.setState({\n
isScrolling: false\n }, function () {\n // Clear style cache after state update has been committed.\n //
This way we don't break pure sCU for items that don't use isScrolling param.\n _this._getItemStyleCache(-1,
null);\n });\n };;\n\n return _this;\n}\n\nList.getDerivedStateFromProps = function
getDerivedStateFromProps(nextProps, prevState) {\n validateSharedProps$1(nextProps, prevState);\n
validateProps(nextProps);\n return null;\n};;\n\n var _proto = List.prototype;\n\n _proto.scrollTo = function
scrollTo(scrollOffset) {\n scrollOffset = Math.max(0, scrollOffset);\n this.setState(function (prevState) {\n
if (prevState.scrollOffset === scrollOffset) {\n return null;\n }\n\n return {\n scrollDirection:
prevState.scrollOffset < scrollOffset ? 'forward' : 'backward',\n scrollOffset: scrollOffset,\n
scrollUpdateWasRequested: true\n };;\n }, this._resetIsScrollingDebounce);\n };;\n\n _proto.scrollToItem
= function scrollToItem(index, align) {\n if (align === void 0) {\n align = 'auto';\n }\n\n var itemCount
= this.props.itemCount;\n var scrollOffset = this.state.scrollOffset;\n index = Math.max(0, Math.min(index,
itemCount - 1));\n this.scrollTo(getOffsetForIndexAndAlignment(this.props, index, align, scrollOffset,
this._instanceProps));\n };;\n\n _proto.componentDidMount = function componentDidMount() {\n var
_this$props2 = this.props,\n direction = _this$props2.direction,\n initialScrollOffset =
_this$props2.initialScrollOffset,\n layout = _this$props2.layout;\n\n if (typeof initialScrollOffset ===
'number' && this._outerRef != null) {\n var outerRef = this._outerRef; // TODO Deprecate direction
\"horizontal\"\n\n if (direction === 'horizontal' || layout === 'horizontal') {\n outerRef.scrollLeft =
initialScrollOffset;\n } else {\n outerRef.scrollTop = initialScrollOffset;\n }\n\n this._callPropsCallbacks();\n };;\n\n _proto.componentDidUpdate = function componentDidUpdate() {\n var
_this$props3 = this.props,\n direction = _this$props3.direction,\n layout = _this$props3.layout;\n\n var
_this$state = this.state,\n scrollOffset = _this$state.scrollOffset,\n scrollUpdateWasRequested =
_this$state.scrollUpdateWasRequested;\n\n if (scrollUpdateWasRequested && this._outerRef != null) {\n var outerRef = this._outerRef; // TODO Deprecate direction \"horizontal\"\n\n if (direction === 'horizontal' ||
layout === 'horizontal') {\n if (direction === 'rtl') {\n // TRICKY According to the spec, scrollLeft
should be negative for RTL aligned elements.\n // This is not the case for all browsers though (e.g. Chrome
reports values as positive, measured relative to the left).\n // So we need to determine which browser behavior
we're dealing with, and mimic it.\n switch (getRTLOffsetType()) {\n case 'negative':\n outerRef.scrollLeft = -scrollOffset;\n break;\n\n case 'positive-ascending':\n outerRef.scrollLeft = scrollOffset;\n break;\n\n default:\n var clientWidth =
outerRef.clientWidth,\n scrollWidth = outerRef.scrollWidth;\n outerRef.scrollLeft =
scrollWidth - clientWidth - scrollOffset;\n break;\n }\n } else {\n outerRef.scrollTop = scrollOffset;\n }\n }\n\n this._callPropsCallbacks();\n };;\n\n _proto.componentWillUnmount = function componentWillUnmount() {\n if (this._resetIsScrollingTimeoutId !== null) {\n cancelTimeout(this._resetIsScrollingTimeoutId);\n }\n };;\n\n _proto.render = function render() {\n var _this$props4 = this.props,\n children =
_this$props4.children,\n className = _this$props4.className,\n direction = _this$props4.direction,\n height = _this$props4.height,\n innerRef = _this$props4.innerRef,\n innerElementType =
_this$props4.innerElementType,\n innerTagName = _this$props4.innerTagName,\n itemCount =
_this$props4.itemCount,\n itemData = _this$props4.itemData,\n _this$props4$itemKey =
_this$props4.itemKey,\n itemKey = _this$props4$itemKey === void 0 ? defaultItemKey$1 :
_this$props4$itemKey,\n layout = _this$props4.layout,\n outerElementType =
_this$props4.outerElementType,\n outerTagName = _this$props4.outerTagName,\n style =

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_this$props4.style,\n useIsScrolling = _this$props4.useIsScrolling,\n width = _this$props4.width;\n var isScrolling = this.state.isScrolling; // TODO Deprecate direction \"horizontal\"\n var isHorizontal = direction === 'horizontal' || layout === 'horizontal';\n var onScroll = isHorizontal ? this._onScrollHorizontal : this._onScrollVertical;\n var _this$_getRangeToRend = this._getRangeToRender(),\n startIndex = _this$_getRangeToRend[0],\n stopIndex = _this$_getRangeToRend[1];\n var items = [];\n if (itemCount > 0) {\n for (var _index = startIndex; _index <= stopIndex; _index++) {\n items.push(createElement(children, {\n data: itemData,\n key: itemKey(_index, itemData),\n index: _index,\n isScrolling: useIsScrolling ? isScrolling : undefined,\n style: this._getItemStyle(_index)\n }));\n } // Read this value AFTER items have been created, // So their actual sizes (if variable) are taken into consideration.\n var estimatedTotalSize = getEstimatedTotalSize(this.props, this._instanceProps);\n return createElement(outerElementType || outerTagName || 'div', {\n className: className,\n onScroll: onScroll,\n ref: this._outerRefSetter,\n style: _extends({\n position: 'relative',\n height: height,\n width: width,\n overflow: 'auto',\n WebkitOverflowScrolling: 'touch',\n willChange: 'transform',\n direction: direction\n }, style)\n }, createElement(innerElementType || innerTagName || 'div', {\n children: items,\n ref: innerRef,\n style: {\n height: isHorizontal ? '100%' : estimatedTotalSize,\n pointerEvents: isScrolling ? 'none' : undefined,\n width: isHorizontal ? estimatedTotalSize : '100%'\n }\n }));\n }\n _proto._callPropsCallbacks = function _callPropsCallbacks() {\n if (typeof this.props.onItemsRendered === 'function') {\n var itemCount = this.props.itemCount;\n if (itemCount > 0) {\n var _this$_getRangeToRend2 = this._getRangeToRender(),\n _overscanStartIndex = _this$_getRangeToRend2[0],\n _overscanStopIndex = _this$_getRangeToRend2[1],\n _visibleStartIndex = _this$_getRangeToRend2[2],\n _visibleStopIndex = _this$_getRangeToRend2[3];\n this._callOnItemsRendered(_overscanStartIndex, _overscanStopIndex, _visibleStartIndex, _visibleStopIndex);\n }\n }\n if (typeof this.props.onScroll === 'function') {\n var _this$state2 = this.state,\n _scrollDirection = _this$state2.scrollDirection,\n _scrollOffset = _this$state2.scrollOffset,\n _scrollUpdateWasRequested = _this$state2.scrollUpdateWasRequested;\n this._callOnScroll(_scrollDirection, _scrollOffset, _scrollUpdateWasRequested);\n }\n }; // Lazily create and cache item styles while scrolling, // So that pure component sCU will prevent re-renders. // We maintain this cache, and pass a style prop rather than index, // So that List can clear cached styles and force item re-render if necessary.\n _proto._getRangeToRender = function _getRangeToRender() {\n var _this$props5 = this.props,\n itemCount = _this$props5.itemCount,\n overscanCount = _this$props5.overscanCount;\n var _this$state3 = this.state,\n isScrolling = _this$state3.isScrolling,\n scrollDirection = _this$state3.scrollDirection,\n scrollOffset = _this$state3.scrollOffset;\n if (itemCount === 0) {\n return [0, 0, 0, 0];\n }\n var startIndex = getStartIndexForOffset(this.props, scrollOffset, this._instanceProps);\n var stopIndex = getStopIndexForStartIndex(this.props, startIndex, scrollOffset, this._instanceProps); // Overscan by one item in each direction so that tab/focus works. // If there isn't at least one extra item, tab loops back around.\n var overscanBackward = !isScrolling || scrollDirection === 'backward' ? Math.max(1, overscanCount) : 1;\n var overscanForward = !isScrolling || scrollDirection === 'forward' ? Math.max(1, overscanCount) : 1;\n return [Math.max(0, startIndex - overscanBackward), Math.max(0, Math.min(itemCount - 1, stopIndex + overscanForward)), startIndex, stopIndex];\n };\n return List;\n}(PureComponent), _class.defaultProps = {\n direction: 'ltr',\n itemData: undefined,\n layout: 'vertical',\n overscanCount: 2,\n useIsScrolling: false\n}, _temp;\n// NOTE: I considered further wrapping individual items with a pure ListItem component. // This would avoid ever calling the render function for the same index more than once, // But it would also add the overhead of a lot of components/fibers. // I assume people already do this (render function returning a class component), // So my doing it would just unnecessarily double the wrappers.\nvar validateSharedProps$1 = function validateSharedProps(_ref2, _ref3) {\n var children = _ref2.children,\n direction = _ref2.direction,\n height = _ref2.height,\n layout = _ref2.layout,\n innerTagName = _ref2.innerTagName,\n outerTagName = _ref2.outerTagName,\n width = _ref2.width;\n var

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instance = _ref3.instance;\n\n if (process.env.NODE_ENV !== 'production') {\n if (innerTagName != null ||
outerTagName != null) {\n if (devWarningsTagName$1 && !devWarningsTagName$1.has(instance)) {\n
devWarningsTagName$1.add(instance);\n console.warn('The innerTagName and outerTagName props have
been deprecated. ' + 'Please use the innerElementType and outerElementType props instead.);\n }\n } // TODO
Deprecate direction \"horizontal\"\n\n var isHorizontal = direction === 'horizontal' || layout === 'horizontal';\n\n
switch (direction) {\n case 'horizontal':\n case 'vertical':\n if (devWarningsDirection &&
!devWarningsDirection.has(instance)) {\n devWarningsDirection.add(instance);\n console.warn('The
direction prop should be either \"ltr\" (default) or \"rtl\". ' + 'Please use the layout prop to specify \"vertical\"
(default) or \"horizontal\" orientation.);\n }\n break;\n\n case 'ltr':\n case 'rtl':\n // Valid
values\n break;\n\n default:\n throw Error('An invalid \"direction\" prop has been specified. ' + 'Value
should be either \"ltr\" or \"rtl\". ' + ('\"\"\"\" + direction + '\"\"\"\" was specified.));\n }\n\n switch (layout) {\n
case 'horizontal':\n case 'vertical':\n // Valid values\n break;\n\n default:\n throw Error('An invalid
\"layout\" prop has been specified. ' + 'Value should be either \"horizontal\" or \"vertical\". ' + ('\"\"\"\" + layout +
\"\"\"\" was specified.));\n }\n\n if (children == null) {\n throw Error('An invalid \"children\" prop has been
specified. ' + 'Value should be a React component. ' + ('\"\"\"\" + (children === null ? 'null' : typeof children) + '\"\"\"\"
was specified.));\n }\n\n if (isHorizontal && typeof width !== 'number') {\n throw Error('An invalid
\"width\" prop has been specified. ' + 'Horizontal lists must specify a number for width. ' + ('\"\"\"\" + (width === null
? 'null' : typeof width) + '\"\"\"\" was specified.));\n } else if (!isHorizontal && typeof height !== 'number') {\n
throw Error('An invalid \"height\" prop has been specified. ' + 'Vertical lists must specify a number for height. ' +
('\"\"\"\" + (height === null ? 'null' : typeof height) + '\"\"\"\" was specified.));\n }\n }\n\n\nvar
DEFAULT_ESTIMATED_ITEM_SIZE$1 = 50;\n\nvar getItemMetadata$1 = function getItemMetadata(props,
index, instanceProps) {\n var _ref = props,\n itemSize = _ref.itemSize;\n var itemMetadataMap =
instanceProps.itemMetadataMap,\n lastMeasuredIndex = instanceProps.lastMeasuredIndex;\n\n if (index >
lastMeasuredIndex) {\n var offset = 0;\n\n if (lastMeasuredIndex >= 0) {\n var itemMetadata =
itemMetadataMap[lastMeasuredIndex];\n offset = itemMetadata.offset + itemMetadata.size;\n }\n\n for (var i
= lastMeasuredIndex + 1; i <= index; i++) {\n var size = itemSize(i);\n itemMetadataMap[i] = {\n offset:
offset,\n size: size\n };\n offset += size;\n }\n\n instanceProps.lastMeasuredIndex = index;\n }\n\n
return itemMetadataMap[index];\n};\n\nvar findNearestItem$1 = function findNearestItem(props, instanceProps,
offset) {\n var itemMetadataMap = instanceProps.itemMetadataMap,\n lastMeasuredIndex =
instanceProps.lastMeasuredIndex;\n var lastMeasuredItemOffset = lastMeasuredIndex > 0 ?
itemMetadataMap[lastMeasuredIndex].offset : 0;\n\n if (lastMeasuredItemOffset >= offset) {\n // If we've already
measured items within this range just use a binary search as it's faster.\n return
findNearestItemBinarySearch$1(props, instanceProps, lastMeasuredIndex, 0, offset);\n } else {\n // If we haven't
yet measured this high, fallback to an exponential search with an inner binary search.\n // The exponential search
avoids pre-computing sizes for the full set of items as a binary search would.\n // The overall complexity for this
approach is O(log n).\n return findNearestItemExponentialSearch$1(props, instanceProps, Math.max(0,
lastMeasuredIndex), offset);\n }\n};\n\nvar findNearestItemBinarySearch$1 = function
findNearestItemBinarySearch(props, instanceProps, high, low, offset) {\n while (low <= high) {\n var middle =
low + Math.floor((high - low) / 2);\n var currentOffset = getItemMetadata$1(props, middle,
instanceProps).offset;\n\n if (currentOffset === offset) {\n return middle;\n } else if (currentOffset < offset)
{\n low = middle + 1;\n } else if (currentOffset > offset) {\n high = middle - 1;\n }\n }\n\n if (low > 0)
{\n return low - 1;\n } else {\n return 0;\n }\n};\n\nvar findNearestItemExponentialSearch$1 = function
findNearestItemExponentialSearch(props, instanceProps, index, offset) {\n var itemCount = props.itemCount;\n var
interval = 1;\n\n while (index < itemCount && getItemMetadata$1(props, index, instanceProps).offset < offset)
{\n index += interval;\n interval *= 2;\n }\n\n return findNearestItemBinarySearch$1(props, instanceProps,
Math.min(index, itemCount - 1), Math.floor(index / 2), offset);\n};\n\nvar getEstimatedTotalSize = function
getEstimatedTotalSize(_ref2, _ref3) {\n var itemCount = _ref2.itemCount;\n var itemMetadataMap =
_ref3.itemMetadataMap,\n estimatedItemSize = _ref3.estimatedItemSize,\n lastMeasuredIndex =

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_ref3.lastMeasuredIndex;\n var totalSizeOfMeasuredItems = 0; // Edge case check for when the number of items
decreases while a scroll is in progress.\n // https://github.com/bvaughn/react-window/pull/138\n\n if
(lastMeasuredIndex >= itemCount) {\n lastMeasuredIndex = itemCount - 1;\n }\n\n if (lastMeasuredIndex >= 0)
{\n var itemMetadata = itemMetadataMap[lastMeasuredIndex];\n totalSizeOfMeasuredItems =
itemMetadata.offset + itemMetadata.size;\n }\n\n var numUnmeasuredItems = itemCount - lastMeasuredIndex -
1;\n var totalSizeOfUnmeasuredItems = numUnmeasuredItems * estimatedItemSize;\n return
totalSizeOfMeasuredItems + totalSizeOfUnmeasuredItems;\n};\n\nvar VariableSizeList
=\n/*#__PURE__*/\ncreateListComponent({\n getItemOffset: function getItemOffset(props, index, instanceProps)
{\n return getItemMetadata$1(props, index, instanceProps).offset;\n },\n getItemSize: function
getItemSize(props, index, instanceProps) {\n return instanceProps.itemMetadataMap[index].size;\n },\n
getEstimatedTotalSize: getEstimatedTotalSize,\n getOffsetForIndexAndAlignment: function
getOffsetForIndexAndAlignment(props, index, align, scrollOffset, instanceProps) {\n var direction =
props.direction,\n height = props.height,\n layout = props.layout,\n width = props.width; // TODO
Deprecate direction \"horizontal\"\n\n var isHorizontal = direction === 'horizontal' || layout === 'horizontal';\n
var size = isHorizontal ? width : height;\n var itemMetadata = getItemMetadata$1(props, index, instanceProps); //
Get estimated total size after ItemMetadata is computed,\n // To ensure it reflects actual measurements instead of
just estimates.\n\n var estimatedTotalSize = getEstimatedTotalSize(props, instanceProps);\n var maxOffset =
Math.max(0, Math.min(estimatedTotalSize - size, itemMetadata.offset));\n var minOffset = Math.max(0,
itemMetadata.offset - size + itemMetadata.size);\n\n if (align === 'smart') {\n if (scrollOffset >= minOffset -
size && scrollOffset <= maxOffset + size) {\n align = 'auto';\n } else {\n align = 'center';\n }\n
}\n\n switch (align) {\n case 'start':\n return maxOffset;\n\n case 'end':\n return minOffset;\n\n
case 'center':\n return Math.round(minOffset + (maxOffset - minOffset) / 2);\n\n case 'auto':\n default:\n
if (scrollOffset >= minOffset && scrollOffset <= maxOffset) {\n return scrollOffset;\n } else if
(scrollOffset < minOffset) {\n return minOffset;\n } else {\n return maxOffset;\n }\n\n }\n },\n
getStartIndexForOffset: function getStartIndexForOffset(props, offset, instanceProps) {\n return
findNearestItem$1(props, instanceProps, offset);\n },\n getStopIndexForStartIndex: function
getStopIndexForStartIndex(props, startIndex, scrollOffset, instanceProps) {\n var direction = props.direction,\n
height = props.height,\n itemCount = props.itemCount,\n layout = props.layout,\n width = props.width;\n
// TODO Deprecate direction \"horizontal\"\n\n var isHorizontal = direction === 'horizontal' || layout ===
'horizontal';\n var size = isHorizontal ? width : height;\n var itemMetadata = getItemMetadata$1(props,
startIndex, instanceProps);\n var maxOffset = scrollOffset + size;\n var offset = itemMetadata.offset +
itemMetadata.size;\n var stopIndex = startIndex;\n\n while (stopIndex < itemCount - 1 && offset < maxOffset)
{\n stopIndex++;\n offset += getItemMetadata$1(props, stopIndex, instanceProps).size;\n }\n\n return
stopIndex;\n },\n initInstanceProps: function initInstanceProps(props, instance) {\n var _ref4 = props,\n
estimatedItemSize = _ref4.estimatedItemSize;\n var instanceProps = {\n itemMetadataMap: {},\n
estimatedItemSize: estimatedItemSize || DEFAULT_ESTIMATED_ITEM_SIZE$1,\n lastMeasuredIndex: -1\n
};\n\n instance.resetAfterIndex = function (index, shouldForceUpdate) {\n if (shouldForceUpdate === void 0)
{\n shouldForceUpdate = true;\n }\n\n instanceProps.lastMeasuredIndex =
Math.min(instanceProps.lastMeasuredIndex, index - 1); // We could potentially optimize further by only evicting
styles after this index,\n // But since styles are only cached while scrolling is in progress-\n // It seems an
unnecessary optimization.\n // It's unlikely that resetAfterIndex() will be called while a user is scrolling.\n\n
instance._getItemStyleCache(-1);\n\n if (shouldForceUpdate) {\n instance.forceUpdate();\n }\n };;\n\n
return instanceProps;\n },\n shouldResetStyleCacheOnItemSizeChange: false,\n validateProps: function
validateProps(_ref5) {\n var itemSize = _ref5.itemSize;\n\n if (process.env.NODE_ENV !== 'production') {\n
if (typeof itemSize !== 'function') {\n throw Error('An invalid \"itemSize\" prop has been specified. ' + 'Value
should be a function. ' + (\"\\\"\\\"\" + (itemSize === null ? 'null' : typeof itemSize) + \"\\\"\\\"\" was specified.'));\n
}\n }\n\n }});\n\nvar FixedSizeGrid =\n/*#__PURE__*/\ncreateGridComponent({\n getColumnOffset: function
getColumnOffset(_ref, index) {\n var columnWidth = _ref.columnWidth;\n return index * columnWidth;\n },\n

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getColumnWidth: function getColumnWidth(_ref2, index) {\n var columnWidth = _ref2.columnWidth;\n return
columnWidth;\n },\n getRowOffset: function getRowOffset(_ref3, index) {\n var rowHeight =
_ref3.rowHeight;\n return index * rowHeight;\n },\n getRowHeight: function getRowHeight(_ref4, index) {\n
var rowHeight = _ref4.rowHeight;\n return rowHeight;\n },\n getEstimatedTotalHeight: function
getEstimatedTotalHeight(_ref5) {\n var rowCount = _ref5.rowCount,\n rowHeight = _ref5.rowHeight;\n return rowHeight * rowCount;\n },\n getEstimatedTotalWidth: function getEstimatedTotalWidth(_ref6) {\n var
columnCount = _ref6.columnCount,\n columnWidth = _ref6.columnWidth;\n return columnWidth *
columnCount;\n },\n getOffsetForColumnAndAlignment: function getOffsetForColumnAndAlignment(_ref7,
columnIndex, align, scrollLeft, instanceProps, scrollbarSize) {\n var columnCount = _ref7.columnCount,\n columnWidth = _ref7.columnWidth,\n width = _ref7.width;\n var lastColumnOffset = Math.max(0,
columnCount * columnWidth - width);\n var maxOffset = Math.min(lastColumnOffset, columnIndex *
columnWidth);\n var minOffset = Math.max(0, columnIndex * columnWidth - width + scrollbarSize +
columnWidth);\n\n if (align === 'smart') {\n if (scrollLeft >= minOffset - width && scrollLeft <= maxOffset +
width) {\n align = 'auto';\n } else {\n align = 'center';\n }\n }\n\n switch (align) {\n case
'start':\n return maxOffset;\n\n case 'end':\n return minOffset;\n\n case 'center':\n // "Centered"\n
offset is usually the average of the min and max.\n // But near the edges of the list, this doesn't hold true.\n
var middleOffset = Math.round(minOffset + (maxOffset - minOffset) / 2);\n if (middleOffset <
Math.ceil(width / 2)) {\n return 0; // near the beginning\n } else if (middleOffset > lastColumnOffset +
Math.floor(width / 2)) {\n return lastColumnOffset; // near the end\n } else {\n return
middleOffset;\n }\n\n case 'auto':\n default:\n if (scrollLeft >= minOffset && scrollLeft <=
maxOffset) {\n return scrollLeft;\n } else if (minOffset > maxOffset) {\n // Because we only take
into account the scrollbar size when calculating minOffset\n // this value can be larger than maxOffset when at
the end of the list\n return minOffset;\n } else if (scrollLeft < minOffset) {\n return minOffset;\n
 } else {\n return maxOffset;\n }\n }\n },\n getOffsetForRowAndAlignment: function
getOffsetForRowAndAlignment(_ref8, rowIndex, align, scrollTop, instanceProps, scrollbarSize) {\n var
rowHeight = _ref8.rowHeight,\n height = _ref8.height,\n rowCount = _ref8.rowCount;\n var
lastRowOffset = Math.max(0, rowCount * rowHeight - height);\n var maxOffset = Math.min(lastRowOffset,
rowIndex * rowHeight);\n var minOffset = Math.max(0, rowIndex * rowHeight - height + scrollbarSize +
rowHeight);\n if (align === 'smart') {\n if (scrollTop >= minOffset - height && scrollTop <= maxOffset +
height) {\n align = 'auto';\n } else {\n align = 'center';\n }\n }\n\n switch (align) {\n case
'start':\n return maxOffset;\n\n case 'end':\n return minOffset;\n\n case 'center':\n // "Centered"\n
offset is usually the average of the min and max.\n // But near the edges of the list, this doesn't hold true.\n
var middleOffset = Math.round(minOffset + (maxOffset - minOffset) / 2);\n if (middleOffset <
Math.ceil(height / 2)) {\n return 0; // near the beginning\n } else if (middleOffset > lastRowOffset +
Math.floor(height / 2)) {\n return lastRowOffset; // near the end\n } else {\n return
middleOffset;\n }\n\n case 'auto':\n default:\n if (scrollTop >= minOffset && scrollTop <=
maxOffset) {\n return
scrollTop;\n } else if (minOffset > maxOffset) {\n // Because we only take into account the scrollbar size
when calculating minOffset\n // this value can be larger than maxOffset when at the end of the list\n
return minOffset;\n } else if (scrollTop < minOffset) {\n return minOffset;\n } else {\n return
maxOffset;\n }\n }\n },\n getColumnStartIndexForOffset: function getColumnStartIndexForOffset(_ref9,
scrollLeft) {\n var columnWidth = _ref9.columnWidth,\n columnCount = _ref9.columnCount;\n return
Math.max(0, Math.min(columnCount - 1, Math.floor(scrollLeft / columnWidth)));\n },\n
getColumnStopIndexForStartIndex: function getColumnStopIndexForStartIndex(_ref10, startIndex, scrollLeft) {\n
var columnWidth = _ref10.columnWidth,\n columnCount = _ref10.columnCount,\n width =
_ref10.width;\n var left = startIndex * columnWidth;\n var numVisibleColumns = Math.ceil((width + scrollLeft
- left) / columnWidth);\n return Math.max(0, Math.min(columnCount - 1, startIndex + numVisibleColumns - 1 // -
1 is because stop index is inclusive\n));\n },\n getRowStartIndexForOffset: function
getRowStartIndexForOffset(_ref11, scrollTop) {\n var rowHeight = _ref11.rowHeight,\n rowCount =

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_ref11.rowCount;\n return Math.max(0, Math.min(rowCount - 1, Math.floor(scrollTop / rowHeight));\n },\n getRowStopIndexForStartIndex: function getRowStopIndexForStartIndex(_ref12, startIndex, scrollTop) {\n var\n rowHeight = _ref12.rowHeight,\n rowCount = _ref12.rowCount,\n height = _ref12.height;\n var top =\n startIndex * rowHeight;\n var numVisibleRows = Math.ceil((height + scrollTop - top) / rowHeight);\n return\n Math.max(0, Math.min(rowCount - 1, startIndex + numVisibleRows - 1 // -1 is because stop index is inclusive\n));\n },\n initInstanceProps: function initInstanceProps(props) {\n // Noop\n },\n shouldResetStyleCacheOnItemSizeChange: true,\n validateProps: function validateProps(_ref13) {\n var\n columnWidth = _ref13.columnWidth,\n rowHeight = _ref13.rowHeight;\n\n if (process.env.NODE_ENV !==\n 'production') {\n if (typeof columnWidth !== 'number') {\n throw Error('An invalid \"columnWidth\" prop\n has been specified. ' + 'Value should be a number. ' + (\""\"\"\" + (columnWidth === null ? 'null' : typeof\n columnWidth) + "\"\"\"\" was specified.\"));\n }\n if (typeof rowHeight !== 'number') {\n throw Error('An\n invalid \"rowHeight\" prop has been specified. ' + 'Value should be a number. ' + (\""\"\"\" + (rowHeight === null ?\n 'null' : typeof rowHeight) + "\"\"\"\" was specified.\"));\n }\n }\n },\n FixedSizeList\n =\n /*#__PURE__*/\n \n createListComponent({\n getItemOffset: function getItemOffset(_ref, index) {\n var\n itemSize = _ref.itemSize;\n return index * itemSize;\n },\n getItemSize: function getItemSize(_ref2, index) {\n var\n itemSize = _ref2.itemSize;\n return itemSize;\n },\n getEstimatedTotalSize: function\n getEstimatedTotalSize(_ref3) {\n var\n itemCount = _ref3.itemCount,\n itemSize = _ref3.itemSize;\n return\n itemSize * itemCount;\n },\n getOffsetForIndexAndAlignment: function getOffsetForIndexAndAlignment(_ref4,\n index, align, scrollOffset) {\n var\n direction = _ref4.direction,\n height = _ref4.height,\n itemCount =\n _ref4.itemCount,\n itemSize = _ref4.itemSize,\n layout = _ref4.layout,\n width = _ref4.width;\n //\n TODO Deprecate direction \"horizontal\"\n var\n isHorizontal = direction === 'horizontal' || layout ===\n 'horizontal';\n var\n size = isHorizontal ? width : height;\n var\n lastItemOffset = Math.max(0, itemCount * itemSize\n - size);\n var\n maxOffset = Math.min(lastItemOffset, index * itemSize);\n var\n minOffset = Math.max(0, index *\n itemSize - size + itemSize);\n\n if (align === 'smart') {\n if (scrollOffset >= minOffset && scrollOffset\n <= maxOffset + size) {\n align = 'auto';\n } else {\n align = 'center';\n }\n }\n\n switch (align) {\n case 'start':\n return\n maxOffset;\n\n case 'end':\n return\n minOffset;\n\n case 'center':\n {\n //\n \"Centered\" offset is usually the average of the min and max.\n //\n // But near the edges of the list, this doesn't\n hold true.\n var\n middleOffset = Math.round(minOffset + (maxOffset -\n minOffset) / 2);\n\n if\n (middleOffset < Math.ceil(size / 2)) {\n return\n 0; // near the beginning\n } else if (middleOffset >\n lastItemOffset + Math.floor(size / 2)) {\n return\n lastItemOffset; // near the end\n } else {\n return\n middleOffset;\n }\n }\n\n case 'auto':\n default:\n if (scrollOffset >= minOffset && scrollOffset\n <= maxOffset) {\n return\n scrollOffset;\n } else if (scrollOffset < minOffset) {\n return\n minOffset;\n }\n } else {\n return\n maxOffset;\n }\n }\n },\n getStartIndexForOffset: function\n getStartIndexForOffset(_ref5, offset) {\n var\n itemCount = _ref5.itemCount,\n itemSize = _ref5.itemSize;\n return\n Math.max(0, Math.min(itemCount - 1, Math.floor(offset / itemSize)));\n },\n getStopIndexForStartIndex:\n function\n getStopIndexForStartIndex(_ref6, startIndex, scrollOffset) {\n var\n direction = _ref6.direction,\n height = _ref6.height,\n itemCount = _ref6.itemCount,\n itemSize = _ref6.itemSize,\n layout =\n _ref6.layout,\n width = _ref6.width;\n //\n TODO Deprecate direction \"horizontal\"\n var\n isHorizontal =\n direction === 'horizontal' || layout === 'horizontal';\n var\n offset = startIndex * itemSize;\n var\n size = isHorizontal\n ? width : height;\n var\n numVisibleItems = Math.ceil((size + scrollOffset -\n offset) / itemSize);\n return\n Math.max(0, Math.min(itemCount - 1, startIndex +\n numVisibleItems - 1 // -1 is because stop index is inclusive\n));\n },\n initInstanceProps: function\n initInstanceProps(props) {\n // Noop\n },\n shouldResetStyleCacheOnItemSizeChange: true,\n validateProps: function\n validateProps(_ref7) {\n var\n itemSize = _ref7.itemSize;\n\n if (process.env.NODE_ENV !==\n 'production') {\n if (typeof itemSize !== 'number') {\n throw\n Error('An invalid \"itemSize\" prop has been\n specified. ' + 'Value should be a number. ' + (\""\"\"\" + (itemSize\n === null ? 'null' : typeof itemSize) + "\"\"\"\" was\n specified.\"));\n }\n }\n }\n });\n //\n // Pulled from react-

 compat\n //\n https://github.com/developit/preact-

 compat/blob/7c5de00e7c85e2ffd011bf3af02899b63f699d3a/src/index.js#L349\n \n function\n shallowDiffers(prev, next)

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{\n for (var attribute in prev) {\n if (!(attribute in next)) {\n return true;\n }\n }\n\n for (var _attribute in
next) {\n if (prev[_attribute] !== next[_attribute]) {\n return true;\n }\n }\n\n return false;\n}\n\n// It knows
to compare individual style props and ignore the wrapper object.\n// See https://reactjs.org/docs/react-
api.html#reactmemo\n\nfunction areEqual(prevProps, nextProps) {\n var prevStyle = prevProps.style,\n prevRest = _objectWithoutPropertiesLoose(prevProps, [\"style\"]);,\n var nextStyle = nextProps.style,\n nextRest = _objectWithoutPropertiesLoose(nextProps, [\"style\"]);,\n\n return !shallowDiffers(prevStyle, nextStyle)
&& !shallowDiffers(prevRest, nextRest);\n}\n\n// It knows to compare individual style props and ignore the
wrapper object.\n// See https://reactjs.org/docs/react-component.html#shouldcomponentupdate\n\nfunction
shouldComponentUpdate(nextProps, nextState) {\n return !areEqual(this.props, nextProps) ||
shallowDiffers(this.state, nextState);\n}\n\n\nexport { VariableSizeGrid, VariableSizeList, FixedSizeGrid,
FixedSizeList, areEqual, shouldComponentUpdate };\n\n\n/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in
the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\n\nimport escapeStringRegExp
from 'escape-string-regexp';\nimport {meta} from '../hydration';\nimport {formatDataForPreview} from
'../utils';\nimport type {HooksTree} from 'react-debug-tools/src/ReactDebugHooks';\n\nexport function
alphaSortEntries(\n entryA: [string, mixed],\n entryB: [string, mixed],\n): number {\n const a = entryA[0];\n const
b = entryB[0];\n if (\" + +a === a) {\n if (\" + +b !== b) {\n return -1;\n }\n return +a < +b ? -1 : 1;\n }\n
return a < b ? -1 : 1;\n}\n\nexport function createRegExp(string: string): RegExp {\n // Allow /regex/ syntax with
optional last /\n if (string[0] === '/') {\n // Cut off first slash\n string = string.substring(1);\n // Cut off last
slash, but only if it's there\n if (string[string.length - 1] === '/') {\n string = string.substring(0, string.length -
1);\n }\n }\n try {\n return new RegExp(string, 'i');\n } catch (err) {\n // Bad regex. Make it not match
anything.\n // TODO: maybe warn in console?\n return new RegExp('^');\n }\n }\n\n function
isLetter(char: string) {\n return char.toLowerCase() !== char.toUpperCase();\n }\n\n function
matchAnyCase(char: string) {\n if (!isLetter(char)) {\n // Don't mess with special characters like [. return
char;\n }\n return '[' + char.toLowerCase() + char.toUpperCase() +'];\n }\n\n // 'item' should match 'Item' and
'ListItem', but not 'InviteMom'.\n // To do this, we'll slice off 'tem' and check first letter separately.\n const escaped
= escapeStringRegExp(string);\n const firstChar = escaped[0];\n let restRegex = \";\n // For 'item' input, restRegex
becomes '[tT][eE][mM]'\n // We can't simply make it case-insensitive because first letter case matters.\n for (let i =
1; i < escaped.length; i++) {\n restRegex += matchAnyCase(escaped[i]);\n }\n\n if (!isLetter(firstChar)) {\n //
We can't put a non-character like [in a group\n // so we fall back to the simple case.\n return new
RegExp(firstChar + restRegex);\n }\n\n // Construct a smarter regex.\n return new RegExp(\n // For example:\n //
(^([iI][tT][eE][mM])\n // Matches:\n // 'Item'\n // 'ListItem'\n // but not 'InviteMom'\n '(^' +\n
matchAnyCase(firstChar) +\n '[' +\n firstChar.toUpperCase() +\n ')'\n restRegex,\n);\n }\n\n\nexport
function getMetaValueLabel(data: Object): string | null {\n if (hasOwnProperty.call(data, meta.preview_long)) {\n
return data[meta.preview_long];\n } else {\n return formatDataForPreview(data, true);\n }\n}\n\n\nfunction
sanitize(data: Object): void {\n for (const key in data) {\n const value = data[key];\n\n if (value &&
value[meta.type]) {\n data[key] = getMetaValueLabel(value);\n } else if (value !== null) {\n if
(Array.isArray(value)) {\n sanitize(value);\n } else if (typeof value === 'object') {\n sanitize(value);\n
}\n }\n }\n }\n\n\nexport function serializeDataForCopy(props: Object): string {\n const cloned = Object.assign({},
props);\n\n sanitize(cloned);\n\n try {\n return JSON.stringify(cloned, null, 2);\n } catch (error) {\n return \";\n
}\n }\n\n\nexport function serializeHooksForCopy(hooks: HooksTree | null): string {\n // $FlowFixMe\n HooksTree is
not an object\"\n const cloned = Object.assign([], hooks);\n\n const queue = [...cloned];\n\n while (queue.length >
0) {\n const current = queue.pop();\n\n // These aren't meaningful\n delete current.id;\n delete
current.isStateEditable;\n\n if (current.subHooks.length > 0) {\n queue.push(...current.subHooks);\n }\n }\n }\n\n
sanitize(cloned);\n\n try {\n return JSON.stringify(cloned, null, 2);\n } catch (error) {\n return \";\n }\n }\n\n\n//
Keeping this in memory seems to be enough to enable the browser to download larger profiles.\n\n// Without this, we
would see a \"Download failed: network error\" failure.\n\nlet downloadUrl = null;\n\nexport function
downloadFile(\n element: HTMLAnchorElement,\n filename: string,\n text: string,\n): void {\n const blob = new

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Blob([text], { type: 'text/plain;charset=utf-8'});\n\n if (downloadUrl !== null) {\n
URL.revokeObjectURL(downloadUrl);\n } \n\n downloadUrl = URL.createObjectURL(blob);\n\n
element.setAttribute('href', downloadUrl);\n element.setAttribute('download', filename);\n\n
element.click();\n}\n\nexport function truncateText(text: string, maxLength: number): string {\n
const {length} =
text;\n if (length > maxLength) {\n return (\n text.substr(0, Math.floor(maxLength / 2)) +\n
'...' +\n
text.substr(length - Math.ceil(maxLength / 2) - 1)\n);\n } else {\n return text;\n }\n}\n\n",
/**\n * Copyright (c)
Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n// This context combines tree/selection
state, search, and the owners stack.\n// These values are managed together because changes in one often impact the
others.\n// Combining them enables us to avoid cascading renders.\n//\n// Changes to search state may impact tree
state.\n// For example, updating the selected search result also updates the tree's selected value.\n// Search does not
fundamentally change the tree though.\n// It is also possible to update the selected tree value independently.\n//\n//
Changes to owners state mask search and tree values.\n// When owners stack is not empty, search is temporarily
disabled,\n// and tree values (e.g. num elements, selected element) are masked.\n// Both tree and search values are
restored when the owners stack is cleared.\n//\n// For this reason, changes to the tree context are processed in
sequence: tree -> search -> owners\n// This enables each section to potentially override (or mask) previous
values.\n\nimport * as React from 'react';\nimport {\n createContext,\n useCallback,\n useContext,\n useEffect,\n
useLayoutEffect,\n useMemo,\n useReducer,\n useRef,\n startTransition,\n } from 'react';\nimport {createRegExp}
from './utils';\nimport {BridgeContext, StoreContext} from './context';\nimport Store from './store';\nimport
type {Element} from './types';\n\nexport type StateContext = {\n // Tree\n numElements: number,\n
ownerSubtreeLeafElementID: number | null,\n selectedElementID: number | null,\n selectedElementIndex: number
| null,\n\n // Search\n searchIndex: number | null,\n searchResults: Array<number>,\n searchText: string,\n\n //
Owners\n ownerID: number | null,\n ownerFlatTree: Array<Element> | null,\n\n // Inspection element panel\n
inspectedElementID: number | null,\n};\n\ntype ACTION_GO_TO_NEXT_SEARCH_RESULT = {\n type:
'GO_TO_NEXT_SEARCH_RESULT',\n};\ntype ACTION_GO_TO_PREVIOUS_SEARCH_RESULT = {\n
type: 'GO_TO_PREVIOUS_SEARCH_RESULT',\n};\ntype ACTION_HANDLE_STORE_MUTATION = {\n
type: 'HANDLE_STORE_MUTATION',\n payload: [Array<number>, Map<number, number>],\n};\ntype
ACTION_RESET_OWNER_STACK = {\n type: 'RESET_OWNER_STACK',\n};\ntype
ACTION_SELECT_CHILD_ELEMENT_IN_TREE = {\n type:
'SELECT_CHILD_ELEMENT_IN_TREE',\n};\ntype ACTION_SELECT_ELEMENT_AT_INDEX = {\n type:
'SELECT_ELEMENT_AT_INDEX',\n payload: number | null,\n};\ntype ACTION_SELECT_ELEMENT_BY_ID
= {\n type: 'SELECT_ELEMENT_BY_ID',\n payload: number | null,\n};\ntype
ACTION_SELECT_NEXT_ELEMENT_IN_TREE = {\n type:
'SELECT_NEXT_ELEMENT_IN_TREE',\n};\ntype
ACTION_SELECT_NEXT_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE = {\n type:
'SELECT_NEXT_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE',\n};\ntype
ACTION_SELECT_NEXT_SIBLING_IN_TREE = {\n type: 'SELECT_NEXT_SIBLING_IN_TREE',\n};\ntype
ACTION_SELECT_OWNER = {\n type: 'SELECT_OWNER',\n payload: number,\n};\ntype
ACTION_SELECT_PARENT_ELEMENT_IN_TREE = {\n type:
'SELECT_PARENT_ELEMENT_IN_TREE',\n};\n};\ntype ACTION_SELECT_PREVIOUS_ELEMENT_IN_TREE =
{\n type: 'SELECT_PREVIOUS_ELEMENT_IN_TREE',\n};\ntype
ACTION_SELECT_PREVIOUS_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE = {\n type:
'SELECT_PREVIOUS_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE',\n};\ntype
ACTION_SELECT_PREVIOUS_SIBLING_IN_TREE = {\n type:
'SELECT_PREVIOUS_SIBLING_IN_TREE',\n};\ntype
ACTION_SELECT_OWNER_LIST_NEXT_ELEMENT_IN_TREE = {\n type:
'SELECT_OWNER_LIST_NEXT_ELEMENT_IN_TREE',\n};\ntype
ACTION_SELECT_OWNER_LIST_PREVIOUS_ELEMENT_IN_TREE = {\n type:

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'SELECT_OWNER_LIST_PREVIOUS_ELEMENT_IN_TREE',\n|};\n\ntype ACTION_SET_SEARCH_TEXT = {\n
type: 'SET_SEARCH_TEXT',\n payload: string,\n};\n\ntype ACTION_UPDATE_INSPECTED_ELEMENT_ID =
{\n type: 'UPDATE_INSPECTED_ELEMENT_ID',\n};\n\ntype Action =\n |
ACTION_GO_TO_NEXT_SEARCH_RESULT\n | ACTION_GO_TO_PREVIOUS_SEARCH_RESULT\n |
ACTION_HANDLE_STORE_MUTATION\n | ACTION_RESET_OWNER_STACK\n |
ACTION_SELECT_CHILD_ELEMENT_IN_TREE\n | ACTION_SELECT_ELEMENT_AT_INDEX\n |
ACTION_SELECT_ELEMENT_BY_ID\n | ACTION_SELECT_NEXT_ELEMENT_IN_TREE\n |
ACTION_SELECT_NEXT_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE\n |
ACTION_SELECT_NEXT_SIBLING_IN_TREE\n | ACTION_SELECT_OWNER\n |
ACTION_SELECT_PARENT_ELEMENT_IN_TREE\n |
ACTION_SELECT_PREVIOUS_ELEMENT_IN_TREE\n |
ACTION_SELECT_PREVIOUS_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE\n |
ACTION_SELECT_PREVIOUS_SIBLING_IN_TREE\n |
ACTION_SELECT_OWNER_LIST_NEXT_ELEMENT_IN_TREE\n |
ACTION_SELECT_OWNER_LIST_PREVIOUS_ELEMENT_IN_TREE\n | ACTION_SET_SEARCH_TEXT\n |
ACTION_UPDATE_INSPECTED_ELEMENT_ID;\n\nexport type DispatcherContext = (action: Action) =>
void;\n\nconst TreeStateContext = createContext<StateContext>(\n ((null: any):
StateContext),\n);\n\nTreeStateContext.displayName = 'TreeStateContext';\n\nconst TreeDispatcherContext =
createContext<DispatcherContext>(\n ((null: any): DispatcherContext),\n);\n\nTreeDispatcherContext.displayName =
'TreeDispatcherContext';\n\ntype State = {\n // Tree\n numElements: number,\n ownerSubtreeLeafElementID:
number | null,\n selectedElementID: number | null,\n selectedElementIndex: number | null,\n\n // Search\n
searchIndex: number | null,\n searchResults: Array<number>,\n searchText: string,\n\n // Owners\n ownerID:
number | null,\n ownerFlatTree: Array<Element> | null,\n\n // Inspection element panel\n inspectedElementID:
number | null,\n};\n\nfunction reduceTreeState(store: Store, state: State, action: Action): State {\n let {\n
numElements,\n ownerSubtreeLeafElementID,\n selectedElementIndex,\n selectedElementID,\n } = state;\n
const ownerID = state.ownerID;\n\n let lookupIDForIndex = true;\n\n // Base tree should ignore selected element
changes when the owner's tree is active.\n if (ownerID === null) {\n switch (action.type) {\n case
'HANDLE_STORE_MUTATION':\n numElements = store.numElements;\n\n // If the currently-selected
Element has been removed from the tree, update selection state.\n const removedIDs = action.payload[1];\n
// Find the closest parent that wasn't removed during this batch.\n // We deduce the parent-child mapping from
removedIDs (id -> parentID)\n // because by now it's too late to read them from the store.\n while (\n
selectedElementID !== null &&\n removedIDs.has(selectedElementID)\n) {\n selectedElementID =
((removedIDs.get(\n selectedElementID,\n): any): number);\n } \n if (selectedElementID ===
0) {\n // The whole root was removed.\n selectedElementIndex = null;\n } \n break;\n case
'SELECT_CHILD_ELEMENT_IN_TREE':\n ownerSubtreeLeafElementID = null;\n\n if
(selectedElementIndex !== null) {\n const selectedElement = store.getElementAtIndex(\n
(selectedElementIndex: any): number,\n);\n if (\n selectedElement !== null &&\n
selectedElement.children.length > 0 &&\n !selectedElement.isCollapsed\n) {\n const
firstChildID = selectedElement.children[0];\n const firstChildIndex =
store.getIndexOfElementID(firstChildID);\n if (firstChildIndex !== null) {\n selectedElementIndex =
firstChildIndex;\n } \n } \n } \n break;\n case 'SELECT_ELEMENT_AT_INDEX':\n
ownerSubtreeLeafElementID = null;\n\n selectedElementIndex = (action:
ACTION_SELECT_ELEMENT_AT_INDEX).payload;\n break;\n case 'SELECT_ELEMENT_BY_ID':\n
ownerSubtreeLeafElementID = null;\n\n // Skip lookup in this case; it would be redundant.\n // It might
also cause problems if the specified element was inside of a (not yet expanded) subtree.\n lookupIDForIndex =
false;\n\n selectedElementID = (action: ACTION_SELECT_ELEMENT_BY_ID).payload;\n
selectedElementIndex =\n selectedElementID === null\n ? null\n :
store.getIndexOfElementID(selectedElementID);\n break;\n case
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'SELECT_NEXT_ELEMENT_IN_TREE':\n ownerSubtreeLeafElementID = null;\n\n if (\n
selectedElementIndex === null ||\n selectedElementIndex + 1 >= numElements\n) {\n
selectedElementIndex = 0;\n } else {\n selectedElementIndex++;\n }\n break;\n case
'SELECT_NEXT_SIBLING_IN_TREE':\n ownerSubtreeLeafElementID = null;\n\n if
(selectedElementIndex !== null) {\n const selectedElement = store.getElementAtIndex(\n
((selectedElementIndex: any): number),\n);\n if (selectedElement !== null &&
selectedElement.parentID !== 0) {\n const parent = store.getElementByID(selectedElement.parentID);\n
if (parent !== null) {\n const {children} = parent;\n const selectedChildIndex =
children.indexOf(selectedElement.id);\n const nextChildID =\n selectedChildIndex <
children.length - 1\n ? children[selectedChildIndex + 1]\n : children[0];\n
selectedElementIndex = store.getIndexOfElementID(nextChildID);\n }\n }\n }\n break;\n
case 'SELECT_OWNER_LIST_NEXT_ELEMENT_IN_TREE':\n if (selectedElementIndex !== null) {\n
if (\n ownerSubtreeLeafElementID !== null &&\n ownerSubtreeLeafElementID !==
selectedElementID\n) {\n const leafElement = store.getElementByID(ownerSubtreeLeafElementID);\n
if (leafElement !== null) {\n let currentElement = leafElement;\n while (currentElement !==
null) {\n if (currentElement.ownerID === selectedElementID) {\n selectedElementIndex =
store.getIndexOfElementID(\n currentElement.id,\n);\n break;\n } else if
(currentElement.ownerID !== 0) {\n currentElement =
store.getElementByID(currentElement.ownerID);\n }\n }\n }\n }\n }\n break;\n
case 'SELECT_OWNER_LIST_PREVIOUS_ELEMENT_IN_TREE':\n if (selectedElementIndex
!== null) {\n if (ownerSubtreeLeafElementID === null) {\n // If this is the first time we're stepping
through the owners tree,\n // pin the current component as the owners list leaf.\n // This will enable us
to step back down to this component.\n ownerSubtreeLeafElementID = selectedElementID;\n }\n\n
const selectedElement = store.getElementAtIndex(\n ((selectedElementIndex: any): number),\n);\n
if (selectedElement !== null && selectedElement.ownerID !== 0) {\n const ownerIndex =
store.getIndexOfElementID(\n selectedElement.ownerID,\n);\n if (ownerIndex !== null) {\n
selectedElementIndex = ownerIndex;\n }\n }\n }\n break;\n
case 'SELECT_PARENT_ELEMENT_IN_TREE':\n ownerSubtreeLeafElementID = null;\n\n if
(selectedElementIndex !== null) {\n const selectedElement = store.getElementAtIndex(\n
((selectedElementIndex: any): number),\n);\n if (selectedElement !== null &&
selectedElement.parentID !== 0) {\n const parentIndex = store.getIndexOfElementID(\n
selectedElement.parentID,\n);\n if (parentIndex !== null) {\n selectedElementIndex =
parentIndex;\n }\n }\n }\n break;\n
case 'SELECT_PREVIOUS_ELEMENT_IN_TREE':\n ownerSubtreeLeafElementID = null;\n\n if
(selectedElementIndex === null || selectedElementIndex === 0)
{\n selectedElementIndex = numElements - 1;\n } else {\n selectedElementIndex--;\n }\n
break;\n
case 'SELECT_PREVIOUS_SIBLING_IN_TREE':\n ownerSubtreeLeafElementID = null;\n\n
if (selectedElementIndex !== null) {\n const selectedElement = store.getElementAtIndex(\n
((selectedElementIndex: any): number),\n);\n if (selectedElement !== null &&
selectedElement.parentID !== 0) {\n const parent = store.getElementByID(selectedElement.parentID);\n
if (parent !== null) {\n const {children} = parent;\n const selectedChildIndex =
children.indexOf(selectedElement.id);\n const nextChildID =\n selectedChildIndex > 0\n ? children[selectedChildIndex - 1]\n : children[children.length - 1];\n
selectedElementIndex =
store.getIndexOfElementID(nextChildID);\n }\n }\n }\n break;\n
case 'SELECT_PREVIOUS_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE': {\n if (store.errorCount
=== 0 && store.warningCount === 0) {\n return state;\n }\n\n const
elementIndicesWithErrorsOrWarnings = store.getElementsWithErrorsAndWarnings();\n\n let flatIndex = 0;\n
if (selectedElementIndex !== null) {\n // Resume from the current position in the list.\n // Otherwise
step to the previous item, relative to the current selection.\n for (\n let i =

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elementIndicesWithErrorsOrWarnings.length - 1;\n i >= 0;\n i--\n) {\n const {index} =
elementIndicesWithErrorsOrWarnings[i];\n if (index >= selectedElementIndex) {\n flatIndex = i;\n } else {\n break;\n }\n }\n }\n let prevEntry;\n if (flatIndex === 0) {\n prevEntry =\n elementIndicesWithErrorsOrWarnings[\n elementIndicesWithErrorsOrWarnings.length - 1\n];\n selectedElementID = prevEntry.id;\n selectedElementIndex = prevEntry.index;\n } else {\n prevEntry =
elementIndicesWithErrorsOrWarnings[flatIndex - 1];\n selectedElementID = prevEntry.id;\n selectedElementIndex = prevEntry.index;\n }\n lookupIDForIndex = false;\n break;\n }\n case
'SELECT_NEXT_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE': {\n if (store.errorCount === 0
&& store.warningCount === 0) {\n return state;\n }\n const elementIndicesWithErrorsOrWarnings
= store.getElementsWithErrorsAndWarnings();\n let flatIndex = -1;\n if (selectedElementIndex !== null)
{\n // Resume from the current position in the list.\n // Otherwise step to the next item, relative to the
current selection.\n for (let i = 0; i < elementIndicesWithErrorsOrWarnings.length; i++) {\n const
{index} = elementIndicesWithErrorsOrWarnings[i];\n if (index <= selectedElementIndex) {\n
flatIndex = i;\n } else {\n break;\n }\n }\n }\n let nextEntry;\n if (flatIndex
>= elementIndicesWithErrorsOrWarnings.length - 1) {\n nextEntry =
elementIndicesWithErrorsOrWarnings[0];\n selectedElementID = nextEntry.id;\n selectedElementIndex
= nextEntry.index;\n } else {\n nextEntry = elementIndicesWithErrorsOrWarnings[flatIndex + 1];\n
selectedElementID = nextEntry.id;\n selectedElementIndex = nextEntry.index;\n }\n lookupIDForIndex = false;\n break;\n }\n default:\n // React can bailout of no-op updates.\n
return state;\n }\n }\n // Keep selected item ID and index in sync.\n if (lookupIDForIndex &&
selectedElementIndex !== state.selectedElementIndex) {\n if (selectedElementIndex === null) {\n
selectedElementID = null;\n } else {\n selectedElementID = store.getElementIDAtIndex(\n
((selectedElementIndex: any): number),\n);\n }\n }\n return {\n ...state,\n numElements,\n ownerSubtreeLeafElementID,\n selectedElementIndex,\n selectedElementID,\n };}\n\nfunction
reduceSearchState(store: Store, state: State, action: Action): State {\n let {\n searchIndex,\n searchResults,\n searchText,\n selectedElementID,\n selectedElementIndex,\n } = state;\n const ownerID = state.ownerID;\n const prevSearchIndex = searchIndex;\n const prevSearchText = searchText;\n const numPrevSearchResults =
searchResults.length;\n // We track explicitly whether search was requested because\n // we might want to search
even if search index didn't change.\n // For example, if you press \"next result\" on a search with a single\n // result
but a different current selection, we'll set this to true.\n let didRequestSearch = false;\n // Search isn't supported
when the owner's tree is active.\n if (ownerID === null) {\n switch (action.type) {\n case
'GO_TO_NEXT_SEARCH_RESULT':\n if (numPrevSearchResults > 0) {\n didRequestSearch = true;\n
 searchIndex =\n searchIndex + 1 < numPrevSearchResults ? searchIndex + 1 : 0;\n }\n break;\n case 'GO_TO_PREVIOUS_SEARCH_RESULT':\n if (numPrevSearchResults > 0) {\n didRequestSearch
= true;\n searchIndex =\n ((searchIndex: any): number) > 0\n ? ((searchIndex: any): number) -
1\n : numPrevSearchResults - 1;\n }\n break;\n case 'HANDLE_STORE_MUTATION':\n if
(searchText !== \"\") {\n const [\n addedElementIDs,\n removedElementIDs,\n] = (action:
ACTION_HANDLE_STORE_MUTATION).payload;\n removedElementIDs.forEach((parentID, id) => {\n
 // Prune this item from the search results.\n const index = searchResults.indexOf(id);\n if (index
>= 0) {\n searchResults = searchResults\n .slice(0, index)\n
 .concat(searchResults.slice(index + 1));\n }\n // If the results are now empty, also deselect things.\n if
(searchResults.length === 0) {\n searchIndex = null;\n } else if (((searchIndex: any): number) >=
searchResults.length) {\n searchIndex = searchResults.length - 1;\n }\n });\n addedElementIDs.forEach(id => {\n const element = ((store.getElementByID(id): any): Element);\n
 // It's possible that multiple tree operations will fire before this action has run.\n // So it's important to check
for elements that may have been added and then removed.\n if (element !== null) {\n const
{displayName} = element;\n // Add this item to the search results if it matches.\n const regExp =

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createRegExp(searchText);\n if (displayName !== null && regexp.test(displayName)) {\n const
newElementIndex = ((store.getIndexOfElementID(\n id,\n): any): number);\n let
foundMatch = false;\n for (let index = 0; index < searchResults.length; index++) {\n const
resultID = searchResults[index];\n if (\n newElementIndex <\n
((store.getIndexOfElementID(resultID): any): number)\n) {\n foundMatch = true;\n
searchResults = searchResults\n .slice(0, index)\n .concat(resultID)\n
.concat(searchResults.slice(index));\n break;\n }\n }\n if (!foundMatch) {\n
searchResults = searchResults.concat(id);\n }\n searchIndex = searchIndex === null ?
0 : searchIndex;\n }\n }\n });\n }\n break;\n case 'SET_SEARCH_TEXT':\n
searchIndex = null;\n searchResults = [];\n searchText = (action:
ACTION_SET_SEARCH_TEXT).payload;\n if (searchText !== "") {\n const regexp =
createRegExp(searchText);\n store.roots.forEach(rootID => {\n recursivelySearchTree(store, rootID,
regexp, searchResults);\n });\n if (searchResults.length > 0) {\n if (prevSearchIndex === null) {\n
if (selectedElementIndex !== null) {\n searchIndex = getNearestResultIndex(\n store,\n
searchResults,\n selectedElementIndex,\n);\n } else {\n searchIndex =
0;\n }\n } else {\n searchIndex = Math.min(\n ((prevSearchIndex: any): number),\n
searchResults.length - 1,\n);\n }\n }\n }\n break;\n default:\n // React
can bailout of no-op updates.\n return state;\n }\n }\n }\n if (searchText !== prevSearchText) {\n const
newSearchIndex = searchResults.indexOf(selectedElementID);\n if (newSearchIndex === -1) {\n // Only move
the selection if the new query\n // doesn't match the current selection anymore.\n didRequestSearch = true;\n
 } else {\n // Selected item still matches the new search query.\n // Adjust the index to reflect its position in
new results.\n searchIndex = newSearchIndex;\n }\n }\n if (didRequestSearch && searchIndex !== null) {\n
selectedElementID = ((searchResults[searchIndex]: any): number);\n selectedElementIndex =
store.getIndexOfElementID(\n ((selectedElementID: any): number),\n);\n }\n }\n return {\n ...state,\n
selectedElementID,\n selectedElementIndex,\n searchIndex,\n searchResults,\n searchText,\n
};\n }\n }\n function reduceOwnersState(store: Store, state: State, action: Action): State {\n let {\n numElements,\n
selectedElementID,\n selectedElementIndex,\n ownerId,\n ownerFlatTree,\n } = state;\n const { searchIndex,\n
searchResults, searchText } = state;\n let prevSelectedElementIndex = selectedElementIndex;\n switch
(action.type) {\n case 'HANDLE_STORE_MUTATION':\n if (ownerID !== null) {\n if
(!store.containsElement(ownerID)) {\n ownerId = null;\n ownerFlatTree = null;\n
selectedElementID = null;\n } else {\n ownerFlatTree = store.getOwnersListForElement(ownerID);\n
if (selectedElementID !== null) {\n // Mutation might have caused the index of this ID to shift.\n
selectedElementIndex = ownerFlatTree.findIndex(\n element => element.id === selectedElementID,\n
);\n }\n }\n } else {\n if (selectedElementID !== null) {\n // Mutation might have caused the
index of this ID to shift.\n selectedElementIndex = store.getIndexOfElementID(selectedElementID);\n }\n
 }\n if (selectedElementIndex === -1) {\n // If we couldn't find this ID after mutation, unselect it.\n
selectedElementIndex = null;\n selectedElementID = null;\n }\n break;\n case
'RESET_OWNER_STACK':\n ownerId = null;\n ownerFlatTree = null;\n selectedElementIndex =\n
selectedElementID !== null\n ? store.getIndexOfElementID(selectedElementID)\n : null;\n break;\n case
'SELECT_ELEMENT_AT_INDEX':\n if (ownerFlatTree !== null) {\n selectedElementIndex = (action:
ACTION_SELECT_ELEMENT_AT_INDEX).payload;\n }\n break;\n case
'SELECT_ELEMENT_BY_ID':\n if (ownerFlatTree !== null) {\n const payload = (action:
ACTION_SELECT_ELEMENT_BY_ID).payload;\n if (payload === null) {\n selectedElementIndex =
null;\n } else {\n selectedElementIndex = ownerFlatTree.findIndex(\n element => element.id ===
payload,\n);\n // If the selected element is outside of the current owners list,\n // exit the list and
select the element in the main tree.\n // This supports features like toggling Suspense.\n if
(selectedElementIndex !== null && selectedElementIndex < 0) {\n ownerId = null;\n ownerFlatTree
= null;\n selectedElementIndex = store.getIndexOfElementID(payload);\n }\n }\n }\n }\n
}

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break;\n case 'SELECT_NEXT_ELEMENT_IN_TREE':\n if (ownerFlatTree !== null &&
ownerFlatTree.length > 0) {\n if (selectedElementIndex === null) {\n selectedElementIndex = 0;\n }
else if (selectedElementIndex + 1 < ownerFlatTree.length) {\n selectedElementIndex++;\n }\n }
break;\n case 'SELECT_PREVIOUS_ELEMENT_IN_TREE':\n if (ownerFlatTree !== null &&
ownerFlatTree.length > 0) {\n if (selectedElementIndex !== null && selectedElementIndex > 0) {\n
selectedElementIndex--;\n }\n }\n break;\n case 'SELECT_OWNER':\n // If the Store doesn't have
any owners metadata, don't drill into an empty stack.\n // This is a confusing user experience.\n if
(store.hasOwnerMetadata) {\n ownerId = (action: ACTION_SELECT_OWNER).payload;\n
ownerFlatTree = store.getOwnersListForElement(ownerID);\n // Always force reset selection to be the top of
the new owner tree.\n selectedElementIndex = 0;\n prevSelectedElementIndex = null;\n }\n break;\n
default:\n // React can bailout of no-op updates.\n return state;\n }\n // Changes in the selected owner
require re-calculating the owners tree.\n if (\n ownerFlatTree !== state.ownerFlatTree ||\n action.type ===
'HANDLE_STORE_MUTATION'\n) {\n if (ownerFlatTree === null) {\n numElements =
store.numElements;\n } else {\n numElements = ownerFlatTree.length;\n }\n }\n // Keep selected item ID
and index in sync.\n if (selectedElementIndex !== prevSelectedElementIndex) {\n if (selectedElementIndex ===
null) {\n selectedElementID = null;\n } else {\n if (ownerFlatTree !== null) {\n selectedElementID =
ownerFlatTree[selectedElementIndex].id;\n }\n }\n }\n return {\n ...state,\n numElements,\n
selectedElementID,\n selectedElementIndex,\n searchIndex,\n searchResults,\n searchText,\n\n
ownerID,\n ownerFlatTree,\n };\n }\n\nfunction reduceSuspenseState(\n store: Store,\n state: State,\n action:
Action,\n): State {\n const {type} = action;\n switch (type) {\n case 'UPDATE_INSPECTED_ELEMENT_ID':\n
if (state.inspectedElementID !== state.selectedElementID) {\n return {\n ...state,\n
inspectedElementID: state.selectedElementID,\n }; }\n break;\n default:\n break;\n }\n // React
can bailout of no-op updates.\n return state;\n }\n\ntype Props = {\n children: React$Node,\n // Used for
automated testing\n defaultInspectedElementID?: ?number,\n defaultOwnerID?: ?number,\n
defaultSelectedElementID?: ?number,\n defaultSelectedElementIndex?: ?number,\n};\n\n// TODO Remove
TreeContextController wrapper element once global ConsearchText.write API exists.\nfunction
TreeContextController({\n children,\n defaultInspectedElementID,\n defaultOwnerID,\n
defaultSelectedElementID,\n defaultSelectedElementIndex,\n}: Props) {\n const bridge =
useContext(BridgeContext);\n const store = useContext(StoreContext);\n const initialRevision = useMemo(() =>
store.revision, [store]);\n // This reducer is created inline because it needs access to the Store.\n // The store is
mutable, but the Store itself is global and lives for the lifetime of the DevTools,\n // so it's okay for the reducer to
have an empty dependencies array.\n const reducer = useMemo(\n () => (state: State, action: Action): State => {\n
const {type} = action;\n switch (type) {\n case 'GO_TO_NEXT_SEARCH_RESULT':\n case
'GO_TO_PREVIOUS_SEARCH_RESULT':\n case 'HANDLE_STORE_MUTATION':\n case
'RESET_OWNER_STACK':\n case 'SELECT_ELEMENT_AT_INDEX':\n case
'SELECT_ELEMENT_BY_ID':\n case 'SELECT_CHILD_ELEMENT_IN_TREE':\n case
'SELECT_NEXT_ELEMENT_IN_TREE':\n case
'SELECT_NEXT_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE':\n case
'SELECT_NEXT_SIBLING_IN_TREE':\n case 'SELECT_OWNER_LIST_NEXT_ELEMENT_IN_TREE':\n
case 'SELECT_OWNER_LIST_PREVIOUS_ELEMENT_IN_TREE':\n case
'SELECT_PARENT_ELEMENT_IN_TREE':\n case 'SELECT_PREVIOUS_ELEMENT_IN_TREE':\n
case 'SELECT_PREVIOUS_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE':\n case
'SELECT_PREVIOUS_SIBLING_IN_TREE':\n case 'SELECT_OWNER':\n case
'UPDATE_INSPECTED_ELEMENT_ID':\n case 'SET_SEARCH_TEXT':\n state =
reduceTreeState(store, state, action);\n state = reduceSearchState(store, state, action);\n state =
reduceOwnersState(store, state, action);\n state = reduceSuspenseState(store, state, action);\n // If the
selected ID is in a collapsed subtree, reset the selected index to null.\n // We'll know the correct index after the
layout effect will toggle the tree.\n // and the store tree is mutated to account for that.\n if (\n

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state.selectedElementID !== null && \n store.isInsideCollapsedSubTree(state.selectedElementID)\n)\n {\n return {\n ...state,\n selectedElementIndex: null,\n }; \n } \n return\nstate;\n default:\n throw new Error(`Unrecognized action "${type}"`);\n }\n },\n [store],\n);\n\nconst [state, dispatch] = useReducer(reducer, {\n // Tree\n numElements: store.numElements,\n ownerSubtreeLeafElementID: null,\n selectedElementID:\n defaultSelectedElementID == null ? null :\n defaultSelectedElementID,\n selectedElementIndex:\n defaultSelectedElementIndex == null ? null :\n defaultSelectedElementIndex,\n // Search\n searchIndex: null,\n searchResults: [],\n searchText: "",\n // Owners\n ownerID: defaultOwnerID == null ? null : defaultOwnerID,\n ownerFlatTree: null,\n // Inspection\n element panel\n inspectedElementID:\n defaultInspectedElementID == null ? null :\n defaultInspectedElementID,\n });\n\nconst dispatchWrapper = useCallback((\n action: Action\n) => {\n dispatch(action);\n startTransition(() => {\n dispatch({\n type: 'UPDATE_INSPECTED_ELEMENT_ID'\n });\n });\n },\n [dispatch],\n);\n\n// Listen for host element selections.\nuseEffect(() => {\n const\n handleSelectFiber = (id: number) =>\n dispatchWrapper({\n type: 'SELECT_ELEMENT_BY_ID',\n payload: id\n });\n bridge.addListener('selectFiber', handleSelectFiber);\n return () => bridge.removeListener('selectFiber',\n handleSelectFiber);\n }, [bridge, dispatchWrapper]);\n\n// If a newly-selected search result or inspection selection\nis inside of a collapsed subtree, auto expand it.\n// This needs to be a layout effect to avoid temporarily flashing an\nincorrect selection.\nconst prevSelectedElementID = useRef<number | null>(null);\nuseLayoutEffect(() => {\n if (state.selectedElementID !== prevSelectedElementID.current) {\n prevSelectedElementID.current =\n state.selectedElementID;\n\n if (state.selectedElementID !== null) {\n const element =\n store.getElementByID(state.selectedElementID);\n if (element !== null && element.parentID > 0) {\n store.toggleIsCollapsed(element.parentID, false);\n }\n }\n }, [state.selectedElementID, store]);\n\n// Mutations to the underlying tree may impact this context (e.g. search results, selection state).\nuseEffect(() => {\n const handleStoreMutated = ([addedElementIDs, removedElementIDs]: [\n Array<number>,\n Map<number,\n number>,\n]) => {\n dispatchWrapper({\n type: 'HANDLE_STORE_MUTATION',\n payload:\n [addedElementIDs, removedElementIDs],\n });\n\n // Since this is a passive effect, the tree may have\n been mutated before our initial subscription.\n if (store.revision !== initialRevision) {\n // At the moment, we\n can treat this as a mutation.\n // We don't know which Elements were newly added/removed, but that should be\n okay in this case.\n // It would only impact the search state, which is unlikely to exist yet at this point.\n dispatchWrapper({\n type: 'HANDLE_STORE_MUTATION',\n payload: ([], new Map()),\n });\n }\n\n store.addListener('mutated', handleStoreMutated);\n return () => store.removeListener('mutated',\n handleStoreMutated);\n }, [dispatchWrapper, initialRevision, store];\n\n return (\n <TreeStateContext.Provider\n value={state}>\n <TreeDispatcherContext.Provider value={dispatchWrapper}>\n {children}\n </TreeDispatcherContext.Provider>\n </TreeStateContext.Provider>\n);\n\nfunction recursivelySearchTree(\n store: Store,\n elementID: number,\n regExp: RegExp,\n searchResults: Array<number>,\n): void {\n const\n {children, displayName, hocDisplayNames} = (store.getElementByID(\n elementID,\n): any): Element);\n\n (displayName !== null && regExp.test(displayName) === true) {\n searchResults.push(elementID);\n } else if (\n hocDisplayNames !== null &&\n hocDisplayNames.length > 0 &&\n hocDisplayNames.some(name =>\n regExp.test(name)) === true\n) {\n searchResults.push(elementID);\n }\n\n children.forEach(childID =>\n recursivelySearchTree(store, childID, regExp, searchResults),\n);\n\nfunction getNearestResultIndex(\n store:\n Store,\n searchResults: Array<number>,\n selectedElementIndex: number,\n): number {\n const index =\n searchResults.findIndex(id => {\n const innerIndex = store.getIndexOfElementID(id);\n return innerIndex !==\n null && innerIndex >= selectedElementIndex;\n });\n\n return index === -1 ? 0 : index;\n}\n\nexport\n {TreeDispatcherContext, TreeStateContext, TreeContextController};\n\n"/**\n * Copyright (c) Facebook, Inc. and\n its affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root\n directory of this source tree.\n */\n * @flow\n */\n\nimport * as React from 'react';\nimport styles from\n './Icon.css';\n\nexport type IconType =\n | 'arrow'\n | 'bug'\n | 'code'\n | 'components'\n | 'copy'\n | 'error'\n |\n 'facebook'\n | 'flame-chart'\n | 'profiler'\n | 'ranked-chart'\n | 'search'\n | 'settings'\n | 'store-as-global-variable'\n |\n 'warning';\n\nexport type Props = {\n className?: string,\n type: IconType,\n};\n\nexport default function

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Icon({className = ", type}: Props) {\n let pathData = null;\n switch (type) {\n case 'arrow':\n pathData =\n PATH_ARROW;\n break;\n case 'bug':\n pathData = PATH_BUG;\n break;\n case 'code':\n pathData = PATH_CODE;\n break;\n case 'components':\n pathData = PATH_COMPONENTS;\n break;\n case 'copy':\n pathData = PATH_COPY;\n break;\n case 'error':\n pathData =\n PATH_ERROR;\n break;\n case 'facebook':\n pathData = PATH_FACEBOOK;\n break;\n case 'flame-\n chart':\n pathData = PATH_FLAME_CHART;\n break;\n case 'profiler':\n pathData =\n PATH_PROFILER;\n break;\n case 'ranked-chart':\n pathData = PATH_RANKED_CHART;\n break;\n case 'search':\n pathData = PATH_SEARCH;\n break;\n case 'settings':\n pathData =\n PATH_SETTINGS;\n break;\n case 'store-as-global-variable':\n pathData =\n PATH_STORE_AS_GLOBAL_VARIABLE;\n break;\n case 'warning':\n pathData =\n PATH_WARNING;\n break;\n default:\n console.warn(`Unsupported type \"${type}\" specified for\n Icon`);\n break;\n }\n\n return (\n <svg\n xmlns="http://www.w3.org/2000/svg"\n className={` ${styles.Icon} ${className} `}\n width="24"\n height="24"\n viewBox="0 0 24 24">\n <path d="M0 0h24v24H0z" fill="none" />\n <path fill="currentColor" d={pathData} />\n </svg>\n);\n\nconst PATH_ARROW = 'M8 5v14l11-7z';\nconst PATH_BUG = '\n M20 8h-2.81c-.45-.78-1.07-1.45-\n 1.82-1.96L17 4.41 15.59 3l-2.17 2.17C12.96 5.06 12.49 5 12 5c-.49\n 0-.96.06-1.41.17L8.41 3 7 4.41l1.62\n 1.63C7.88 6.55 7.26 7.22 6.81 8H4v2h2.09c-.05.33-.09.66-.09\n 1v1H4v2h2v1c0 .34.04.67.09 1H4v2h2.81c1.04\n 1.79 2.97 3 5.19 3s4.15-1.21\n 5.19-3H20v-2h-2.09c.05-.33.09-.66.09-1v-1h2v-2h-2v-1c0-.34-.04-.67-.09-\n 1H20V8zm-6 8h-4v-2h4v2zm0-4h-4v-2h4v2z';\nconst PATH_CODE = '\n M9.4 16.6L4.8 12l4.6-4.6L8 6l-6 6\n 6 6 1.4-1.4zm5.2 0l4.6-4.6-4.6-4.6L16 6l6 6-6 6-1.4-1.4z';\nconst PATH_COMPONENTS = '\n M9.4\n 16.6L4.8 12l4.6-4.6L8 6l-6 6 6 6 1.4-1.4zm5.2 0l4.6-4.6-4.6-4.6L16 6l6 6-6 6-1.4-1.4z';\nconst PATH_COPY =\n '\n M3 13h2v-2H3v2zm0 4h2v-2H3v2zm2 4v-2H3a2 2 0 0 2 2zM3 9h2V7H3v2zm12 12h2v-2h-2v2zm4-18H9a2\n 2 0 0 0-2\n 2v10a2 2 0 0 2 2h10c1.1 0 2-.9 2-2V5c0-1.1-.9-2-2-2zm0 12H9V5h10v10zm-8 6h2v-2h-2v2zm-4\n 0h2v-2H7v2z';\nconst PATH_ERROR = `M16.971 0h-9.942l-7.029 7.029v9.941l7.029 7.03h9.941l7.03-\n 7.029v-9.942l-7.029-7.029zm-1.402 16.945l-3.554-3.521-3.518 3.568-1.418-1.418 3.507-3.566-3.586-3.472 1.418-\n 1.417 3.581 3.458 3.539-3.583 1.431 1.431-3.535 3.568 3.566 3.522-1.431 1.43z`;\nconst PATH_FACEBOOK =\n '\n M22,12c0-5.52-4.48-10-10-10S2,6.48,2,12c0,4.84,3.44,8.87,8.87,8.87V15H8v-\n 3h2V9.5C10,7.57,11.57,6,13.5,6H16v3h-2 c-0.55,0-1,0.45-1,1v2h3v3h-\n 3v6.95C18.05,21.45,22,17.19,22,12z';\nconst PATH_FLAME_CHART = '\n M10.0650893,21.5040462\n C7.14020814,20.6850349 5,18.0558698 5,14.9390244 C5,14.017627\n 5,9.81707317 7.83333333,7.37804878\n C7.83333333,7.37804878 7.58333333,11.199187 10,\n 10.6300813 C11.125,10.326087 13.0062497,7.63043487\n 8.91666667,2.5 C14.1666667,3.06910569\n 19.9,3.2926829 19,14.9390244 C19,18.0558698\n 16.8597919,20.6850349 13.9349107,21.5040462\n C14.454014,21.0118505 14.7765152,20.3233394\n 14.7765152,19.5613412 C14.7765152,17.2826087\n 12,15.0875871 12,15.0875871 C12,15.0875871\n 9.22348485,17.2826087 9.22348485,19.5613412\n C9.22348485,20.3233394 9.54598603,21.0118505\n 10.0650893,21.5040462 Z M12.0833333,20.6514763\n C11.3814715,20.6514763 10.8125,20.1226027\n 10.8125,19.4702042 C10.8125,18.6069669\n 12.0833333,16.9347829 12.0833333,16.9347829\n C12.0833333,16.9347829 13.3541667,18.6069669\n 13.3541667,19.4702042 C13.3541667,20.1226027\n 12.7851952,20.6514763 12.0833333,20.6514763 Z';\nconst PATH_PROFILER = 'M5 9.2h3V19H5zM10.6\n 5h2.8v14h-2.8zm5.6 8H19v6h-2.8z';\nconst PATH_SEARCH = '\n M15.5 14h-.79l-.28-.27C15.41 12.59 16\n 11.11 16 9.5 16 5.91 13.09 3 9.5 3S3 5.91 3 9.5 5.91\n 16 9.5 16c1.61 0 3.09-.59 4.23-1.57l.27.28v.79l5\n 4.99L20.49 19l-4.99-5zm-6 0C7.01 14 5 11.99\n 5 9.5S7.01 5 9.5 5 14 7.01 14 9.5 11.99 14 9.5 14z';\nconst\n PATH_RANKED_CHART = 'M3 5h18v3H3zM3 10.5h13v3H3zM3 16h8v3H3z';\nconst PATH_SETTINGS =\n '\n M19.43 12.98c.04-.32.07-.64.07-.98s-.03-.66-.07-.98l2.11-1.65c.19-.15.24-.42.12-.64l-2-3.46c-.12-.22-.39-.3-\n .61-.22l-2.49\n 1c-.52-.4-1.08-.73-1.69-.98l-.38-2.65C14.46 2.18 14.25 2 14 2h-4c-.25 0-.46.18-.49.42l-.38\n 2.65c-.61.25-1.17.59-1.69.98l-2.49-1c-.23-.09-.49 0-.61.22l-2 3.46c-.13.22-.07.49.12.64l2.11\n 1.65c-.04.32-\n .07.65-.07.98s.03.66.07.98l-2.11 1.65c-.19.15-.24.42-.12.64l2 3.46c.12.22.39.3.61.22l2.49-1c.52.4\n 1.08.73\n 1.69.98l.38 2.65c.03.24.24.42.49.42h4c.25 0 .46-.18.49-.42l.38-2.65c.61-.25 1.17-.59 1.69-.98l2.49\n 1c.23.09.49 0
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.61-.2212-3.46c.12-.22.07-.49-.12-.641-2.11-1.65zM12 15.5c-1.93 0-3.5-1.57-3.5-3.5s1.57-3.5\n 3.5-3.5 3.5 1.57 3.5
3.5-1.57 3.5-3.5 3.5z\n`;\n\nconst PATH_STORE_AS_GLOBAL_VARIABLE = `\n M20 8h-2.81c-.45-.78-1.07-
1.45-1.82-1.96L17 4.41 15.59 3l-2.17 2.17C12.96 5.06 12.49 5 12 5c-.49 0-.96.06-1.41.17L8.41\n 3 7 4.4111.62
1.63C7.88 6.55 7.26 7.22 6.81 8H4v2h2.09c-.05.33-.09.66-.09 1v1H4v2h2v1c0 .34.04.67.09 1H4v2h2.81c1.04\n
1.79 2.97 3 5.19 3s4.15-1.21 5.19-3H20v-2h-2.09c.05-.33.09-.66.09-1v-1h2v-2h-2v-1c0-.34-.04-.67-.09-
1H20V8zm-6\n 8h-4v-2h4v2zm0-4h-4v-2h4v2z\n`;\n\nconst PATH_WARNING = `M12 11-12 22h24l-12-22zm-1
8h2v7h-2v-7zm1 11.25c-.69 0-1.25-.56-1.25-1.25s.56-1.25 1.25-1.25 1.25.56 1.25 1.25-.56 1.25-1.25
1.25z`;\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT
license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport throttle
from 'lodash.throttle';\nimport {\n useCallback,\n useEffect,\n useLayoutEffect,\n useReducer,\n useState,\n
useContext,\n} from 'react';\nimport {\n localStorage.getItem,\n localStorage.setItem,\n} from 'react-devtools-
shared/src/storage';\nimport {StoreContext, BridgeContext} from './context';\nimport {sanitizeForParse, smartParse,
smartStringify} from './utils';\n\ntype ACTION_RESET = {\n type: 'RESET',\n externalValue: any,\n};\ntype
ACTION_UPDATE = {\n type: 'UPDATE',\n editableValue: any,\n externalValue: any,\n};\ntype
UseEditableValueAction = ACTION_RESET | ACTION_UPDATE;\ntype UseEditableValueDispatch = (action:
UseEditableValueAction) => void;\ntype UseEditableValueState = {\n editableValue: any,\n externalValue: any,\n
hasPendingChanges: boolean,\n isValid: boolean,\n parsedValue: any,\n};\n\nfunction
useEditableValueReducer(state, action) {\n switch (action.type) {\n case 'RESET':\n return {\n ...state,\n
editableValue: smartStringify(action.externalValue),\n externalValue: action.externalValue,\n
hasPendingChanges: false,\n isValid: true,\n parsedValue: action.externalValue,\n }; \n case
'UPDATE':\n let isNewValueValid = false;\n let newParsedValue;\n try {\n newParsedValue =
smartParse(action.editableValue);\n isNewValueValid = true;\n } catch (error) {\n return {\n
...state,\n editableValue: sanitizeForParse(action.editableValue),\n externalValue: action.externalValue,\n
hasPendingChanges:\n smartStringify(action.externalValue) !== action.editableValue,\n isValid:
isNewValueValid,\n parsedValue: isNewValueValid ? newParsedValue : state.parsedValue,\n }; \n
default:\n throw new Error(`Invalid action \`${action.type}\``);\n }\n}\n\n// Convenience hook for working with
an editable value that is validated via JSON.parse.\nexport function useEditableValue(\n externalValue: any,\n):
[UseEditableValueState, UseEditableValueDispatch] {\n const [state, dispatch] = useReducer<\n
UseEditableValueState,\n UseEditableValueState,\n UseEditableValueAction,\n >(useEditableValueReducer,
{\n editableValue: smartStringify(externalValue),\n externalValue,\n hasPendingChanges: false,\n isValid:
true,\n parsedValue: externalValue,\n });\n if (!Object.is(state.externalValue, externalValue)) {\n if
(!state.hasPendingChanges) {\n dispatch({\n type: 'RESET',\n externalValue,\n });\n } else {\n
dispatch({\n type: 'UPDATE',\n editableValue: state.editableValue,\n externalValue,\n });\n }\n
}\n\n return [state, dispatch];\n}\n\nexport function useIsOverflowing(\n containerRef: {current:
HTMLDivElement | null, ...},\n totalChildWidth: number,\n): boolean {\n const [isOverflowing, setIsOverflowing]
= useState<boolean>(false);\n\n // It's important to use a layout effect, so that we avoid showing a flash of
overflowed content.\n useLayoutEffect(() => {\n if (containerRef.current === null) {\n return () => {};\n
}\n\n const container = ((containerRef.current: any): HTMLDivElement);\n\n const handleResize = throttle(\n
() => setIsOverflowing(container.clientWidth <= totalChildWidth),\n 100,\n);\n\n handleResize();\n\n // It's
important to listen to the ownerDocument.defaultView to support the browser extension.\n // Here we use portals
to render individual tabs (e.g. Profiler),\n // and the root document might belong to a different window.\n const
ownerWindow = container.ownerDocument.defaultView;\n ownerWindow.addEventListener('resize',
handleResize);\n return () => ownerWindow.removeEventListener('resize', handleResize);\n }, [containerRef,
totalChildWidth]);\n\n return isOverflowing;\n}\n\n// Forked from https://usehooks.com/useLocalStorage/\nexport
function useLocalStorage<T>(\n key: string,\n initialValue: T | (() => T),\n): [T, (value: T | (() => T)) => void] {\n
const getValueFromLocalStorage = useCallback(() => {\n try {\n const item = localStorage.getItem(key);\n
if (item !== null) {\n return JSON.parse(item);\n }\n } catch (error) {\n console.log(error);\n }\n if
(typeof initialValue === 'function') {\n return ((initialValue: any): () => T)();\n } else {\n return

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initialValue;\n }\n }, [initialValue, key]);\n\n const [storedValue, setStoredValue] =
useState<any>(getValueFromLocalStorage);\n\n const setValue = useCallback(\n value => {\n try {\n
const valueToStore =\n value instanceof Function ? (value: any)(storedValue) : value;\n
setStoredValue(valueToStore);\n localStorage.setItem(key, JSON.stringify(valueToStore));\n } catch (error)
{\n console.log(error);\n }\n },\n [key, storedValue],\n);\n\n // Listen for changes to this local storage
value made from other windows.\n // This enables the e.g. \" Elements\" tab to update in response to changes from
\" Settings\".\n useLayoutEffect(() => {\n const onStorage = event => {\n const newValue =
getValueFromLocalStorage();\n if (key === event.key && storedValue !== newValue) {\n
setValue(newValue);\n }\n };\n\n window.addEventListener('storage', onStorage);\n\n return () => {\n
window.removeEventListener('storage', onStorage);\n };\n }, [getValueFromLocalStorage, key, storedValue,
setValue]);\n\n return [storedValue, setValue];\n}\n\nexport function useModalDismissSignal(\n modalRef:
{current: HTMLDivElement | null, ...},\n dismissCallback: () => void,\n dismissOnClickOutside?: boolean =
true,\n): void {\n useEffect(() => {\n if (modalRef.current === null) {\n return () => {};\n }\n\n const
handleDocumentKeyDown = (event: any) => {\n if (event.key === 'Escape') {\n dismissCallback();\n }\n
};\n\n const handleDocumentClick = (event: any) => {\n if (\n modalRef.current !== null &&\n
!modalRef.current.contains(event.target)\n) {\n event.stopPropagation();\n event.preventDefault();\n\n
dismissCallback();\n }\n };\n\n let ownerDocument = null;\n\n // Delay until after the current call stack is
empty,\n // in case this effect is being run while an event is currently bubbling.\n // In that case, we don't want to
listen to the pre-existing event.\n let timeoutID = setTimeout(() => {\n timeoutID = null;\n\n // It's important
to listen to the ownerDocument to support the browser extension.\n // Here we use portals to render individual
tabs (e.g. Profiler),\n // and the root document might belong to a different window.\n ownerDocument =
((modalRef.current: any): HTMLDivElement).ownerDocument;\n ownerDocument.addEventListener('keydown',
handleDocumentKeyDown);\n if (dismissOnClickOutside) {\n ownerDocument.addEventListener('click',
handleDocumentClick);\n }\n }, 0);\n\n return () => {\n if (timeoutID !== null) {\n
clearTimeout(timeoutID);\n }\n\n if (ownerDocument !== null) {\n
ownerDocument.removeEventListener('keydown', handleDocumentKeyDown);\n
ownerDocument.removeEventListener('click', handleDocumentClick);\n }\n };\n }, [modalRef,
dismissCallback, dismissOnClickOutside]);\n}\n\n// Copied from
https://github.com/facebook/react/pull/15022\nexport function useSubscription<Value>({\n getCurrentValue,\n
subscribe,\n}): {\n getCurrentValue: () => Value,\n subscribe: (callback: Function) => () => void,\n}: Value {\n
const [state, setState] = useState({\n getCurrentValue,\n subscribe,\n value: getCurrentValue(),\n });\n\n if (\n
state.getCurrentValue !== getCurrentValue ||\n state.subscribe !== subscribe\n) {\n setState({\n
getCurrentValue,\n subscribe,\n value: getCurrentValue(),\n });\n }\n\n useEffect(() => {\n let
didUnsubscribe = false;\n\n const checkForUpdates = () => {\n if (didUnsubscribe) {\n return;\n }\n\n
setState(prevState => {\n if (\n prevState.getCurrentValue !== getCurrentValue ||\n
prevState.subscribe !== subscribe\n) {\n return prevState;\n }\n\n const value =
getCurrentValue();\n if (prevState.value === value) {\n return prevState;\n }\n\n return
{...prevState, value};\n });\n };\n const unsubscribe = subscribe(checkForUpdates);\n\n checkForUpdates();\n\n return () => {\n didUnsubscribe = true;\n unsubscribe();\n };\n },
[getCurrentValue, subscribe]);\n\n return state.value;\n}\n\nexport function useHighlightNativeElement() {\n const
bridge = useContext(BridgeContext);\n const store = useContext(StoreContext);\n const highlightNativeElement
= useCallback(\n (id: number) => {\n const element = store.getElementByID(id);\n const rendererID =
store.getRendererIDForElement(id);\n if (element !== null && rendererID !== null) {\n
bridge.send('highlightNativeElement', {\n displayName: element.displayName,\n hideAfterTimeout:
false,\n id,\n openNativeElementsPanel: false,\n rendererID,\n scrollIntoView: false,\n
});\n }\n },\n [store, bridge],\n);\n\n const clearHighlightNativeElement = useCallback(() => {\n
bridge.send('clearNativeElementHighlight');\n }, [bridge]);\n\n return {\n highlightNativeElement,\n
clearHighlightNativeElement,\n };\n}\n\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source

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code is licensed under the MIT license found in the
 * LICENSE file in the root directory of this source tree.
 * @flow
 * ^
 * import * as React from 'react';
 * import {
 * createContext,
 * useContext,
 * useEffect,
 * useLayoutEffect,
 * useMemo,
 * } from 'react';
 * import {
 * COMFORTABLE_LINE_HEIGHT,
 * COMPACT_LINE_HEIGHT,
 * LOCAL_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS,
 * LOCAL_STORAGE_SHOULD_PATCH_CONSOLE_KEY,
 * LOCAL_STORAGE_TRACE_UPDATES_ENABLED_KEY,
 * LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY,
 * } from 'react-devtools-shared/src/constants';
 * import {useLocalStorage} from '../hooks';
 * import {BridgeContext} from '../context';
 * import type {BrowserTheme} from '../DevTools';
 * export type DisplayDensity = 'comfortable' | 'compact';
 * export type Theme = 'auto' | 'light' | 'dark';
 * type Context = {
 * displayDensity: DisplayDensity,
 * setDisplayDensity(value: DisplayDensity): void,
 * // Derived from display density.
 * // Specified as a separate prop so it can trigger a re-render of FixedSizeList.
 * lineHeight: number,
 * appendComponentStack: boolean,
 * setAppendComponentStack: (value: boolean) => void,
 * breakOnConsoleErrors: boolean,
 * setBreakOnConsoleErrors: (value: boolean) => void,
 * showInlineWarningsAndErrors: boolean,
 * setShowInlineWarningsAndErrors: (value: boolean) => void,
 * theme: Theme,
 * setTheme(value: Theme): void,
 * traceUpdatesEnabled: boolean,
 * setTraceUpdatesEnabled: (value: boolean) => void,
 * };
 * const SettingsContext = createContext<Context>((null: any): Context);
 * SettingsContext.displayName = 'SettingsContext';
 * type DocumentElements = Array<HTMLElement>;
 * type Props = {
 * browserTheme: BrowserTheme,
 * children: React$Node,
 * componentsPortalContainer?: Element,
 * profilerPortalContainer?: Element,
 * };
 * function SettingsContextController({
 * browserTheme,
 * children,
 * componentsPortalContainer,
 * profilerPortalContainer,
 * }: Props) {
 * const bridge = useContext(BridgeContext);
 * const [displayDensity, setDisplayDensity] = useLocalStorage<DisplayDensity>(
 * 'React::DevTools::displayDensity',
 * 'compact',
 *);
 * const [theme, setTheme] = useLocalStorage<Theme>(
 * 'React::DevTools::theme',
 * 'auto',
 *);
 * const [
 * appendComponentStack,
 * setAppendComponentStack,
 *] = useLocalStorage<boolean>(LOCAL_STORAGE_SHOULD_PATCH_CONSOLE_KEY, true);
 * const [
 * breakOnConsoleErrors,
 * setBreakOnConsoleErrors,
 *] = useLocalStorage<boolean>(
 * LOCAL_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS,
 * false,
 *);
 * const [
 * showInlineWarningsAndErrors,
 * setShowInlineWarningsAndErrors,
 *] = useLocalStorage<boolean>(
 * LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY,
 * true,
 *);
 * const [
 * traceUpdatesEnabled,
 * setTraceUpdatesEnabled,
 *] = useLocalStorage<boolean>(LOCAL_STORAGE_TRACE_UPDATES_ENABLED_KEY, false);
 * const documentElements = useMemo<DocumentElements>(() => {
 * const array: Array<HTMLElement> = [];
 * if (componentsPortalContainer != null) {
 * array.push(
 * (componentsPortalContainer.ownerDocument
 * .documentElement: any):
 * HTMLElement,
 *);
 * }
 * if (profilerPortalContainer != null) {
 * array.push(
 * (profilerPortalContainer.ownerDocument
 * .documentElement: any):
 * HTMLElement,
 *);
 * }
 * return array;
 * }, [componentsPortalContainer, profilerPortalContainer]);
 * useLayoutEffect(() => {
 * switch (displayDensity) {
 * case 'comfortable':
 * updateDisplayDensity('comfortable', documentElements);
 * break;
 * case 'compact':
 * updateDisplayDensity('compact', documentElements);
 * break;
 * default:
 * throw Error(`Unsupported displayDensity value "${displayDensity}"`);
 * }
 * }, [displayDensity, documentElements]);
 * useLayoutEffect(() => {
 * switch (theme) {
 * case 'light':
 * updateThemeVariables('light', documentElements);
 * break;
 * case 'dark':
 * updateThemeVariables('dark', documentElements);
 * break;
 * case 'auto':
 * updateThemeVariables(browserTheme, documentElements);
 * break;
 * default:
 * throw Error(`Unsupported theme value "${theme}"`);
 * }
 * }, [browserTheme, theme, documentElements]);
 * useEffect(() => {
 * bridge.send('updateConsolePatchSettings', {
 * appendComponentStack,
 * breakOnConsoleErrors,
 * showInlineWarningsAndErrors,
 * });
 * }, [
 * bridge,
 * appendComponentStack,
 * breakOnConsoleErrors,
 * showInlineWarningsAndErrors,
 *]);
 * useLayoutEffect(() =>

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{\n bridge.send('setTraceUpdatesEnabled', traceUpdatesEnabled);\n }, [bridge, traceUpdatesEnabled]);\n\n const
value = useMemo(\n () => ({\n appendComponentStack,\n breakOnConsoleErrors,\n displayDensity,\n
lineHeight:\n displayDensity === 'compact'\n ? COMPACT_LINE_HEIGHT\n :
COMFORTABLE_LINE_HEIGHT,\n setAppendComponentStack,\n setBreakOnConsoleErrors,\n
setDisplayDensity,\n setTheme,\n setTraceUpdatesEnabled,\n setShowInlineWarningsAndErrors,\n
showInlineWarningsAndErrors,\n theme,\n traceUpdatesEnabled,\n })),\n [\n
appendComponentStack,\n breakOnConsoleErrors,\n displayDensity,\n setAppendComponentStack,\n
setBreakOnConsoleErrors,\n setDisplayDensity,\n setTheme,\n setTraceUpdatesEnabled,\n
setShowInlineWarningsAndErrors,\n showInlineWarningsAndErrors,\n theme,\n traceUpdatesEnabled,\n
],\n);\n\n return (\n <SettingsContext.Provider value={value}>\n {children}\n)\n</SettingsContext.Provider>\n);\n}\n\nfunction setStyleVariable(\n name: string,\n value: string,\n
documentElements: DocumentElements,\n) {\n documentElements.forEach(documentElement =>\n
documentElement.style.setProperty(name, value),\n);\n}\n\nfunction updateStyleHelper(\n themeKey: string,\n
style: string,\n documentElements: DocumentElements,\n) {\n setStyleVariable(\n `--${style}`,\n `var(--
${themeKey}-${style})`,\n documentElements,\n);\n}\n\nexport function updateDisplayDensity(\n
displayDensity: DisplayDensity,\n documentElements: DocumentElements,\n): void {\n updateStyleHelper(\n
displayDensity,\n 'font-size-monospace-normal',\n documentElements,\n);\n updateStyleHelper(\n
displayDensity,\n 'font-size-monospace-large',\n documentElements,\n);\n updateStyleHelper(\n
displayDensity,\n 'font-size-monospace-small',\n documentElements,\n);\n updateStyleHelper(displayDensity,\n
'font-size-sans-normal', documentElements);\n updateStyleHelper(displayDensity, 'font-size-sans-large',
documentElements);\n updateStyleHelper(displayDensity, 'font-size-sans-small', documentElements);\n
updateStyleHelper(displayDensity, 'line-height-data', documentElements);\n\n // Sizes and paddings/margins are all
rem-based,\n // so update the root font-size as well when the display preference changes.\n const computedStyle =
getComputedStyle((document.body: any));\n const fontSize = computedStyle.getPropertyValue(\n `--
${displayDensity}-root-font-size`,\n);\n const root = ((document.querySelector(':root'): any): HTMLElement);\n
root.style.fontSize = fontSize;\n}\n\nexport function updateThemeVariables(\n theme: Theme,\n
documentElements: DocumentElements,\n): void {\n updateStyleHelper(theme, 'color-attribute-name',
documentElements);\n updateStyleHelper(\n theme,\n 'color-attribute-name-not-editable',\n
documentElements,\n);\n updateStyleHelper(theme, 'color-attribute-name-inverted', documentElements);\n
updateStyleHelper(theme, 'color-attribute-value', documentElements);\n updateStyleHelper(theme, 'color-attribute-
value-inverted', documentElements);\n updateStyleHelper(theme, 'color-attribute-editable-value',
documentElements);\n updateStyleHelper(theme, 'color-background', documentElements);\n
updateStyleHelper(theme, 'color-background-hover', documentElements);\n updateStyleHelper(theme, 'color-
background-inactive', documentElements);\n updateStyleHelper(theme, 'color-background-invalid',
documentElements);\n updateStyleHelper(theme, 'color-background-selected', documentElements);\n
updateStyleHelper(theme, 'color-border', documentElements);\n updateStyleHelper(theme, 'color-button-
background', documentElements);\n updateStyleHelper(theme, 'color-button-background-focus',
documentElements);\n updateStyleHelper(theme, 'color-button', documentElements);\n updateStyleHelper(theme,
'color-button-active', documentElements);\n updateStyleHelper(theme, 'color-button-disabled',
documentElements);\n updateStyleHelper(theme, 'color-button-focus', documentElements);\n
updateStyleHelper(theme, 'color-button-hover', documentElements);\n updateStyleHelper(\n theme,\n 'color-
commit-did-not-render-fill',\n documentElements,\n);\n updateStyleHelper(\n theme,\n 'color-commit-did-
not-render-fill-text',\n documentElements,\n);\n updateStyleHelper(\n theme,\n 'color-commit-did-not-
render-pattern',\n documentElements,\n);\n updateStyleHelper(\n theme,\n 'color-commit-did-not-render-
pattern-text',\n documentElements,\n);\n updateStyleHelper(theme, 'color-commit-gradient-0',
documentElements);\n updateStyleHelper(theme, 'color-commit-gradient-1', documentElements);\n
updateStyleHelper(theme, 'color-commit-gradient-2', documentElements);\n updateStyleHelper(theme, 'color-
commit-gradient-3', documentElements);\n updateStyleHelper(theme, 'color-commit-gradient-4',

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documentElements);\n updateStyleHelper(theme, 'color-commit-gradient-5', documentElements);\n updateStyleHelper(theme, 'color-commit-gradient-6', documentElements);\n updateStyleHelper(theme, 'color-commit-gradient-7', documentElements);\n updateStyleHelper(theme, 'color-commit-gradient-8',\n documentElements);\n updateStyleHelper(theme, 'color-commit-gradient-9', documentElements);\n updateStyleHelper(theme, 'color-commit-gradient-text', documentElements);\n updateStyleHelper(theme, 'color-component-name', documentElements);\n updateStyleHelper(theme, 'color-component-name-inverted',\n documentElements);\n updateStyleHelper(\n theme,\n 'color-component-badge-background',\n documentElements,\n);\n updateStyleHelper(\n theme,\n 'color-component-badge-background-inverted',\n documentElements,\n);\n updateStyleHelper(theme, 'color-component-badge-count', documentElements);\n updateStyleHelper(\n theme,\n 'color-component-badge-count-inverted',\n documentElements,\n);\n updateStyleHelper(theme, 'color-console-error-badge-text', documentElements);\n updateStyleHelper(theme, 'color-console-error-background', documentElements);\n updateStyleHelper(theme, 'color-console-error-border',\n documentElements);\n updateStyleHelper(theme, 'color-console-error-icon', documentElements);\n updateStyleHelper(theme, 'color-console-error-text', documentElements);\n updateStyleHelper(\n theme,\n 'color-console-warning-badge-text',\n documentElements,\n);\n updateStyleHelper(\n theme,\n 'color-console-warning-background',\n documentElements,\n);\n updateStyleHelper(theme, 'color-console-warning-border', documentElements);\n updateStyleHelper(theme, 'color-console-warning-icon', documentElements);\n updateStyleHelper(theme, 'color-console-warning-text', documentElements);\n updateStyleHelper(theme, 'color-context-border', documentElements);\n updateStyleHelper(theme, 'color-context-background',\n documentElements);\n updateStyleHelper(theme, 'color-context-background-hover', documentElements);\n updateStyleHelper(\n theme,\n 'color-context-background-selected',\n documentElements,\n);\n updateStyleHelper(theme, 'color-context-border', documentElements);\n updateStyleHelper(theme, 'color-context-text', documentElements);\n updateStyleHelper(theme, 'color-context-text-selected', documentElements);\n updateStyleHelper(theme, 'color-dim', documentElements);\n updateStyleHelper(theme, 'color-dimmer',\n documentElements);\n updateStyleHelper(theme, 'color-dimmest', documentElements);\n updateStyleHelper(theme, 'color-error-background', documentElements);\n updateStyleHelper(theme, 'color-error-border', documentElements);\n updateStyleHelper(theme, 'color-error-text', documentElements);\n updateStyleHelper(theme, 'color-expand-collapse-toggle', documentElements);\n updateStyleHelper(theme, 'color-link', documentElements);\n updateStyleHelper(theme, 'color-modal-background', documentElements);\n updateStyleHelper(\n theme,\n 'color-bridge-version-npm-background',\n documentElements,\n);\n updateStyleHelper(theme, 'color-bridge-version-npm-text', documentElements);\n updateStyleHelper(theme, 'color-bridge-version-number', documentElements);\n updateStyleHelper(\n theme,\n 'color-primitive-hook-badge-background',\n documentElements,\n);\n updateStyleHelper(theme, 'color-primitive-hook-badge-text',\n documentElements);\n updateStyleHelper(theme, 'color-record-active', documentElements);\n updateStyleHelper(theme, 'color-record-hover', documentElements);\n updateStyleHelper(theme, 'color-record-inactive', documentElements);\n updateStyleHelper(theme, 'color-color-scroll-thumb', documentElements);\n updateStyleHelper(theme, 'color-color-scroll-track', documentElements);\n updateStyleHelper(theme, 'color-search-match', documentElements);\n updateStyleHelper(theme, 'color-shadow', documentElements);\n updateStyleHelper(theme, 'color-search-match-current', documentElements);\n updateStyleHelper(\n theme,\n 'color-selected-tree-highlight-active',\n documentElements,\n);\n updateStyleHelper(\n theme,\n 'color-selected-tree-highlight-inactive',\n documentElements,\n);\n updateStyleHelper(theme, 'color-tab-selected-border', documentElements);\n updateStyleHelper(theme, 'color-text', documentElements);\n updateStyleHelper(theme, 'color-text-invalid', documentElements);\n updateStyleHelper(theme, 'color-text-selected', documentElements);\n updateStyleHelper(theme, 'color-toggle-background-invalid',\n documentElements);\n updateStyleHelper(theme, 'color-toggle-background-on', documentElements);\n updateStyleHelper(theme, 'color-toggle-background-off', documentElements);\n updateStyleHelper(theme, 'color-toggle-text', documentElements);\n updateStyleHelper(theme, 'color-tooltip-background', documentElements);\n updateStyleHelper(theme, 'color-tooltip-text', documentElements);\n\n // Font smoothing varies based on the
```



PATH\_COLLAPSED = 'M10 1715-5-5-5v10z';\n\nconst PATH\_COPY = `\n M3 13h2v-2H3v2zm0 4h2v-2H3v2zm2 4v-2H3a2 2 0 0 2 2zM3 9h2V7H3v2zm12 12h2v-2h-2v2zm4-18H9a2 2 0 0 0-2\n 2v10a2 2 0 0 0 2h10c1.1 0 2-.9 2-2V5c0-1.1-.9-2-2-2zm0 12H9V5h10v10zm-8 6h2v-2h-2v2zm-4 0h2v-2H7v2z\n`;\n\nconst PATH\_DELETE = `\n M12 2C6.47 2 2 6.47 2 12s4.47 10 10 10 10-4.47 10-10S17.53 2 12 2zm5 13.59L15.59 17 12\n 13.41 8.41 17 7 15.59 10.59 12 7 8.41 8.41 7 12 10.59 15.59 7 17 8.41 13.41 12 17 15.59z\n`;\n\nconst PATH\_DOWN = 'M7.41 8.59L12 13.17l4.59-4.58L18 10l-6 6-6 1.41-1.41z';\n\nconst PATH\_EXPANDED = 'M7 10l5 5 5-5z';\n\nconst PATH\_EXPORT = 'M15.82,2.14v7H21l-9,9L3,9.18H8.18v-7ZM3,20.13H21v1.73H3Z';\n\nconst PATH\_FILTER = 'M10 18h4v-2h-4v2zM3 6v2h18V6H3zm3 7h12v-2H6v2z';\n\nconst PATH\_IMPORT = 'M8.18,18.13v-7H3l9-8.95,9,9H15.82v7ZM3,20.13H21v1.73H3Z';\n\nconst PATH\_LOG\_DATA = `\n M20 8h-2.81c-.45-.78-1.07-1.45-1.82-1.96L17 4.41 15.59 3l-2.17 2.17C12.96 5.06 12.49 5 12 5c-.49 0-.96.06-1.41.17L8.41\n 3 7 4.41l1.62 1.63C7.88 6.55 7.26 7.22 6.81 8H4v2h2.09c-.05.33-.09.66-.09 1v1H4v2h2v1c0 .34.04.67.09 1H4v2h2.81c1.04\n 1.79 2.97 3 5.19 3s4.15-1.21 5.19-3H20v-2h-2.09c.05-.33.09-.66.09-1v-1h2v-2h-2v-1c0-.34-.04-.67-.09-1H20V8zm-6\n 8h-4v-2h4v2zm0-4h-4v-2h4v2z\n`;\n\nconst PATH\_MORE = `\n M12 8c1.1 0 2-.9 2-2s-.9-2-2-2 2 2 2zm0 2c-1.1 0-2 .9-2 2s.9\n \n 2 2 2-.9 2-2-.9-2-2-2zm0 6c-1.1 0-2 .9-2 2s.9 2 2 2-.9 2-2-.9-2-2-2z\n`;\n\nconst PATH\_NEXT = 'M12 4l-1.41 1.41L16.17 11H4v2h12.17l-5.58 5.59L12 20l8-8z';\n\nconst PATH\_PREVIOUS =\n 'M20 11H7.83l5.59-5.59L12 4l-8 8 8 1.41-1.41L7.83 13H20v-2z';\n\nconst PATH\_RECORD = 'M4,12a8,8 0 1,0 16,0a8,8 0 1,0 -16,0';\n\nconst PATH\_RELOAD = `\n M17.65 6.35C16.2 4.9 14.21 4 12 4c-4.42 0-7.99 3.58-7.99 8s3.57 8 7.99 8c3.73 0\n 6.84-2.55 7.73-6h-2.08c-.82 2.33-3.04 4-5.65 4-3.31 0-6-2.69-6-6s2.69-6 6-6c1.66 0\n 3.14.69 4.22 1.78L13 11h7V4l-2.35 2.35z\n`;\n\nconst PATH\_SAVE = `\n M17 3H5c-1.11 0-2 .9-2 2v14c0 1.1.89 2 2 2h14c1.1 0 2-.9 2-2V7l-4-4zm-5 16c-1.66 0-3-1.34-3-3s1.34-3 3-3 1.34 3 3-1.34 3-3 3zm3-10H5V5h10v4z\n`;\n\nconst PATH\_SEARCH = `\n M8.5,22H3.7l-1.4-1.5V3.8l1.3-1.5h17.2l1,1.5v4.9h-1.3V4.3l-0.4-0.6H4.2L3.6,4.3V20l0.7,0.7h4.2V22z\n M23,13.9l-4.6,3.6l4.6,4.6l-1.1,1.1l-4.7-4.4l-3.3,4.4l-3.2-12.3L23,13.9z\n`;\n\nconst PATH\_SETTINGS = `\n M19.43 12.98c.04-.32.07-.64.07-.98s-.03-.66-.07-.98l2.11-1.65c.19-.15.24-.42.12-.64l-2-3.46c-.12-.22-.39-.3-.61-.22l-2.49\n 1c-.52-.4-1.08-.73-1.69-.98l-.38-2.65C14.46 2.18 14.25 2 14 2h-4c-.25 0-.46.18-.49.42l-.38\n 2.65c-.61.25-1.17.59-1.69.98l-2.49-1c-.23-.09-.49 0-.61.22l-2 3.46c-.13.22-.07.49.12.64l2.11\n 1.65c-.04.32-.07.65-.07.98s.03.66.07.98l-2.11 1.65c-.19.15-.24.42-.12.64l2.38-3.46c.12.22.39.31.22l2.49-1c.52.4\n 1.08.73 1.69.98l.38 2.65c.03.24.24.42.42h4c.25 0 .46-.18.49-.42l.38-2.65c.61-.25 1.17-.59 1.69-.98l2.49\n 1c.23.09.49 0 .61-.22l2-3.46c.12-.22.07-.49-.12-.64l-2.11-1.65zM12 15.5c-1.93 0-3.5-1.57-3.5-3.5s1.57-3.5\n 3.5-3.5 3.5 1.57 3.5 3.5-1.57 3.5-3.5 3.5z\n`;\n\nconst PATH\_SUSPEND = `\n M15 1H9v2h6V1zm-4 13h2V8h-2v6zm8.03-6.61l1.42-1.42c-.43-.51-.9-.99-1.41-1.41l-1.42 1.42C16.07 4.74 14.12 4 12 4c-4.97\n 0-9 4.03-9 9s4.02 9 9 9-4.03 9-9c0-2.12-.74-4.07-1.97-5.61zM12 20c-3.87 0-7-3.13-7-7s3.13-7-7-7 7 3.13 7-3.13 7-7 7z\n`;\n\nconst PATH\_UNDO = `\n M12.5 8c-2.65 0-5.05.99-6.9 2.6L2 7v9h9l-3.62-3.62c1.39-1.16 3.16-1.88 5.12-1.88\n 3.54 0 6.55 2.31 7.6 5.5l2.37-.78C21.08 11.03 17.15 8 12.5 8z\n`;\n\nconst PATH\_UP = 'M7.41 15.41L12 10.83l4.59 4.58L18 14l-6-6 6z';\n\nconst PATH\_VIEW\_DOM = `\n M12 4.5C7 4.5 2.73 7.61 1 12c1.73 4.39 6 7.5 11 7.5s9.27-3.11 11-7.5c-1.73-4.39-6-7.5-11-7.5zM12\n 17c-2.76 0-5-2.24-5-5s2.24-5 5-5 2.24 5-5 5zm0-8c-1.66 0-3 1.34-3 3s1.34 3 3 3 3-1.34 3-3-1.34-3-3z\n`;\n\nconst PATH\_VIEW\_SOURCE = `\n M9.4 16.6L4.8 12l4.6-4.6L8 6l-6 6 6 1.4-1.4zm5.2 0l4.6-4.6-4.6-4.6L16 6l6 6-6-1.4-1.4z\n `;\n\n", "/\*\n \* Copyright (c) Facebook, Inc. and its affiliates.\n \* This source code is licensed under the MIT license found in the\n \* LICENSE file in the root directory of this source tree.\n \* @flow\n \*\n\nimport \* as React from 'react';\nimport {Fragment, useContext, useMemo, useState} from 'react';\nimport Store from 'react-devtools-shared/src/devtools/store';\nimport Badge from './Badge';\nimport ButtonIcon from './ButtonIcon';\nimport {createRegExp} from './utils';\nimport {TreeDispatcherContext, TreeStateContext} from './TreeContext';\nimport {SettingsContext} from './Settings/SettingsContext';\nimport {StoreContext} from './context';\nimport {useSubscription} from './hooks';\nimport type {ItemData} from './Tree';\nimport type {Element as ElementType} from './types';\nimport styles from './Element.css';\nimport Icon from './Icon';\n\nPropTypes = {\n data: ItemData,\n index: number,\n style: Object,\n ...PropTypes;\n\n\nexport default function Element({data, index, style}: Props) {\n const store = useContext(StoreContext);\n const {ownerFlatTree, ownerID,

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selectedElementID } = useContext(\n TreeStateContext,\n);\n const dispatch =
useContext(TreeDispatcherContext);\n const {showInlineWarningsAndErrors} =
React.useContext(SettingsContext);\n\n const element =\n ownerFlatTree !== null\n ? ownerFlatTree[index]\n : store.getElementAtIndex(index);\n\n const [isHovered, setIsHovered] = useState(false);\n\n const
{isNavigatingWithKeyboard, onElementMouseEnter, treeFocused} = data;\n const id = element === null ? null :
element.id;\n const isSelected = selectedElementID === id;\n\n const errorsAndWarningsSubscription =
useMemo(\n () => ({\n getCurrentValue: () =>\n element === null\n ? {errorCount: 0, warningCount:
0}\n : store.getErrorAndWarningCountForElementID(element.id),\n subscribe: (callback: Function) => {\n
store.addListener('mutated', callback);\n return () => store.removeListener('mutated', callback);\n },\n }),\n [store, element],\n);\n\n const {errorCount, warningCount} = useSubscription(<{\n errorCount: number,\n
warningCount: number,\n }>(errorsAndWarningsSubscription);\n\n const handleClick = () => {\n if (id
!== null) {\n dispatch({type: 'SELECT_OWNER', payload: id});\n }\n }; \n\n const handleMouseDown =
({metaKey}) => {\n if (id !== null) {\n dispatch({\n type: 'SELECT_ELEMENT_BY_ID',\n payload:
metaKey ? null : id,\n });\n }\n }; \n\n const handleMouseEnter = () => {\n setIsHovered(true);\n if (id !==
null) {\n onElementMouseEnter(id);\n }\n }; \n\n const handleMouseLeave = () => {\n
setIsHovered(false);\n }; \n\n const handleKeyDoubleClick = event => {\n // Double clicks on key value are used
for text selection (if the text has been truncated).\n // They should not enter the owners tree view.\n
event.stopPropagation();\n event.preventDefault();\n }; \n\n // Handle elements that are removed from the tree
while an async render is in progress.\n if (element == null) {\n console.warn(<Element> Could not find element
at index ${index}`);\n\n // This return needs to happen after hooks, since hooks can't be conditional.\n return
null;\n }\n\n const {\n depth,\n displayName,\n hocDisplayNames,\n key,\n type,\n } = (element: any):
ElementType);\n\n let className = styles.Element;\n if (isSelected) {\n className = treeFocused\n ?
styles.SelectedElement\n : styles.InactiveSelectedElement;\n } else if (isHovered &&
!isNavigatingWithKeyboard) {\n className = styles.HoveredElement;\n }\n\n return (\n <div\n
className={className}\n onMouseEnter={handleMouseEnter}\n onMouseLeave={handleMouseLeave}\n
onMouseDown={handleMouseDown}\n onDoubleClick={handleDoubleClick}\n style={style}\n data-
depth={depth}>\n /* This wrapper is used by Tree for measurement purposes. */\n <div\n
className={styles Wrapper}\n style={{\n // Left offset presents the appearance of a nested tree
structure.\n // We must use padding rather than margin/left because of the selected background color.\n
transform: `translateX(calc(${depth} * var(--indentation-size)))`,\n }}>\n {ownerID === null ? (\n
<ExpandCollapseToggle element={element} store={store} />\n) : null}\n <DisplayName
displayName={displayName} id={((id: any): number)} />\n {key && (\n <Fragment>\n
 key=\n <span\n
className={styles.KeyValue}\n title={key}\n onDoubleClick={handleKeyDoubleClick}>\n
{key}\n \n \n </Fragment>\n)}\n {hocDisplayNames !== null &&
hocDisplayNames.length > 0 ? (\n <Badge\n className={styles.Badge}\n
hocDisplayNames={hocDisplayNames}\n type={type}>\n <DisplayName\n
displayName={hocDisplayNames[0]}\n id={((id: any): number)}\n />\n </Badge>\n
) :
null}\n {showInlineWarningsAndErrors && errorCount > 0 && (\n <Icon\n type="error"\n
className={\n isSelected && treeFocused\n ? styles.ErrorIconContrast\n :
styles.ErrorIcon\n }\n />\n)}\n {showInlineWarningsAndErrors && warningCount > 0 && (\n
 <Icon\n type="warning"\n className={\n isSelected && treeFocused\n ?
styles.WarningIconContrast\n : styles.WarningIcon\n }\n />\n)}\n </div>\n </div>\n
);\n\n // Prevent double clicks on toggle from drilling into the owner list.\n\nconst swallowDoubleClick = event =>
{\n event.preventDefault();\n event.stopPropagation();\n};\n\ntype ExpandCollapseToggleProps = {\n element:
ElementType,\n store: Store,\n};\n\nfunction ExpandCollapseToggle({element, store}:
ExpandCollapseToggleProps) {\n const {children, id, isCollapsed} = element;\n\n const toggleCollapsed = event
=> {\n event.preventDefault();\n event.stopPropagation();\n\n store.toggleIsCollapsed(id, !isCollapsed);\n

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};
const stopPropagation = event => {
 // Prevent the row from selecting
 event.stopPropagation();
};
if (children.length === 0) {
 return <div className={styles.ExpandCollapseToggle} />;
}
return (
 <div
 className={styles.ExpandCollapseToggle}
 onMouseDown={stopPropagation}
 onClick={toggleCollapsed}
 onDoubleClick={swallowDoubleClick}>
 <ButtonIcon type={isCollapsed ?
'collapsed' : 'expanded'} />
 </div>
);
}
type DisplayNameProps = {
 displayName: string | null;
 id: number;
};
function DisplayName({displayName, id}: DisplayNameProps) {
 const {searchIndex,
searchResults, searchText} = useContext(TreeStateContext);
 const isSearchResult = useMemo(() => {
 return searchResults.includes(id);
 }, [id, searchResults]);
 const isCurrentResult = searchIndex !== null && id ===
searchResults[searchIndex];
 if (!isSearchResult || displayName === null) {
 return displayName;
 }
 const match = createRegExp(searchText).exec(displayName);
 if (match === null) {
 return displayName;
 }
 const startIndex = match.index;
 const stopIndex = startIndex + match[0].length;
 const children = [];
 if (startIndex > 0) {
 children.push({displayName.slice(0, startIndex)});
 }
 children.push(
 <mark
 key="middle"
 className={isCurrentResult ? styles.CurrentHighlight :
styles.Highlight}>
 {displayName.slice(startIndex, stopIndex)}
 </mark>,
);
 if (stopIndex <
displayName.length) {
 children.push({displayName.slice(stopIndex)});
 }
 return children;
}
"import { useState, useEffect } from 'react';
// Could use UUID but if we hit
9,007,199,254,740,991 unique components over
the lifetime of the app before it gets reloaded, I mean ... come
on.
I don't even know what xillion that is.
/me googles
Oh duh, quadrillion. Nine quadrillion components.
I think we're okay.
var id = 0;
var genId = function genId() {
 return ++id;
};
export var useId = function
useId() {
 var _useState = useState(null),
 id = _useState[0],
 setId = _useState[1];
 useEffect(function
() {
 return setId(genId());
 }, []);
 return id;
};
"var checkedPkgs = {};
var checkStyles = function
checkStyles() {};
if (process.env.NODE_ENV !== 'production') {
 checkStyles = function checkStyles(pkg)
{
 // only check once per package
 if (checkedPkgs[pkg]) return;
 checkedPkgs[pkg] = true;
 if (parseInt(window.getComputedStyle(document.body).getPropertyValue("--reach-" + pkg), 10) !== 1) {
 console.warn("@reach/" + pkg + " styles not found. If you are using a bundler like webpack or parcel include this
in the entry file of your app before any of your own styles:
import '@reach/" + pkg + "/styles.css";
Otherwise you'll need to include them some other way:
<link rel="stylesheet" type="text/css"
href="node_modules/@reach/" + pkg + "/styles.css" />
For more information visit
https://ui.reach.tech/styling.
");
 }
};
export { checkStyles };
export var wrapEvent = function
wrapEvent(theirHandler, ourHandler) {
 return function (event) {
 theirHandler && theirHandler(event);
 if (!event.defaultPrevented) {
 return ourHandler(event);
 }
 };
};
export var assignRef = function
assignRef(ref, value) {
 if (ref === null) return;
 if (typeof ref === 'function') {
 ref(value);
 } else {
 try {
 ref.current = value;
 } catch (error) {
 throw new Error("Cannot assign value '" + value + "'" to
ref '" + ref + "'");
 }
 }
};
function _classCallCheck(instance, Constructor) {
 if (!(instance instanceof
Constructor)) {
 throw new TypeError("Cannot call a class as a function");
 }
}
function _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;
}
function _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;
}
function _objectWithoutProperties(obj, keys) {
 var target = {};
 for (var i in obj) {
 if (keys.indexOf(i) >= 0) continue;
 if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;
 target[i] = obj[i];
 }
 return target;
}
import React from
'react';
import { object, func, oneOfType, node } from 'prop-types';
var cleanProps = function
cleanProps(props) {
 var initialState = props.initialState,
 getInitialState = props.getInitialState,
 refs = props.refs,
 getRefs = props.getRefs,
 didMount = props.didMount,
 didUpdate = props.didUpdate,
 willUnmount = props.willUnmount,
 getSnapshotBeforeUpdate = props.getSnapshotBeforeUpdate,

```

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shouldUpdate = props.shouldUpdate,\n render = props.render,\n rest = _objectWithoutProperties(props,\n ["initialState","\n getInitialState","\n refs","\n getRefs","\n didMount","\n didUpdate","\n willUnmount","\n getSnapshotBeforeUpdate","\n shouldUpdate","\n render"]);
\n\n return rest;\n};\n\n\nvar Component = function\n (_React$Component) {\n _inherits(Component, _React$Component);\n\n function Component() {\n var _temp,\n _this, _ret;\n\n _classCallCheck(this, Component);\n\n for (var _len = arguments.length, args = Array(_len),\n _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this =\n _possibleConstructorReturn(this, _React$Component.call.apply(_React$Component, [this].concat(args))), _this),\n _initialiseProps.call(_this), _temp), _possibleConstructorReturn(_this, _ret);\n }\n\n Component.prototype.getArgs\n = function getArgs() {\n var state = this.state,\n props = this.props,\n setState = this._setState,\n forceUpdate = this._forceUpdate,\n refs = this._refs;\n\n return {\n state: state,\n props:\n cleanProps(props),\n refs: refs,\n setState: setState,\n forceUpdate: forceUpdate\n };\n }\n\n Component.prototype.componentDidMount = function componentDidMount() {\n if (this.props.didMount)\n this.props.didMount(this.getArgs());\n };\n\n Component.prototype.shouldComponentUpdate = function\n shouldComponentUpdate(nextProps, nextState) {\n if (this.props.shouldUpdate) return\n this.props.shouldUpdate({\n props: this.props,\n state: this.state,\n nextProps: cleanProps(nextProps),\n nextState: nextState\n });else return true;\n };\n\n Component.prototype.componentWillUnmount = function\n componentWillUnmount() {\n if (this.props.willUnmount) this.props.willUnmount({\n state: this.state,\n props: cleanProps(this.props),\n refs: this._refs\n });\n };\n\n Component.prototype.componentDidUpdate =\n function componentDidUpdate(prevProps, prevState, snapshot) {\n if (this.props.didUpdate)\n this.props.didUpdate(Object.assign(this.getArgs(), {\n prevProps: cleanProps(prevProps),\n prevState:\n prevState\n }), snapshot);\n };\n\n Component.prototype.getSnapshotBeforeUpdate = function\n getSnapshotBeforeUpdate(prevProps, prevState) {\n if (this.props.getSnapshotBeforeUpdate) {\n return\n this.props.getSnapshotBeforeUpdate(Object.assign(this.getArgs(), {\n prevProps: cleanProps(prevProps),\n prevState: prevState\n }));\n } else {\n return null;\n }\n };\n\n Component.prototype.render = function\n render() {\n var _props = this.props,\n children = _props.children,\n render = _props.render;\n\n return\n render ? render(this.getArgs()) : typeof children === "function" ? children(this.getArgs()) : children || null;\n };\n\n return Component;\n})(React.Component);\n\nComponent.defaultProps = {\n getInitialState: function\n getInitialState() {},\n getRefs: function getRefs() {\n return {};\n }\n};\n\n\nvar _initialiseProps = function\n _initialiseProps() {\n var _this2 = this;\n\n this.state = this.props.initialState ||\n this.props.getInitialState(this.props);\n this._refs = this.props.refs || this.props.getRefs(this.getArgs());\n\n this._setState = function () {\n return _this2.setState.apply(_this2, arguments);\n };\n\n this._forceUpdate =\n function () {\n return _this2.forceUpdate.apply(_this2, arguments);\n };\n };\n\n\nprocess.env.NODE_ENV !==\n "production" ? Component.propTypes = {\n initialState: object,\n getInitialState: func,\n refs: object,\n getRefs:\n func,\n didMount: func,\n didUpdate: func,\n willUnmount: func,\n getSnapshotBeforeUpdate: func,\n shouldUpdate: func,\n render: func,\n children: oneOfType([func, node])\n} : void 0;\n\n\n\nexport default\n Component;"\nimport React from "react";\nimport { createPortal } from "react-dom";\nimport Component from\n "@reach/component-component";\n\nvar Portal = function Portal(_ref) {\n var children = _ref.children,\n _ref$type = _ref.type,\n type = _ref$type === undefined ? "reach-portal" : _ref$type;\n return\n React.createElement(Component, {\n getRefs: function getRefs() {\n return { mountNode: null, portalNode:\n null };\n },\n didMount: function didMount(_ref2) {\n var refs = _ref2.refs,\n forceUpdate =\n _ref2.forceUpdate;\n\n // It's possible that the content we are portal has, itself, been portaled.\n // In that case,\n it's important to append to the correct document element.\n var ownerDocument =\n refs.mountNode.ownerDocument;\n refs.portalNode = ownerDocument.createElement(type);\n ownerDocument.body.appendChild(refs.portalNode);\n forceUpdate();\n },\n willUnmount: function\n willUnmount(_ref3) {\n var portalNode = _ref3.refs.portalNode;\n\n portalNode.ownerDocument.body.removeChild(portalNode);\n },\n render: function render(_ref4) {\n var\n refs = _ref4.refs;\n var portalNode = refs.portalNode;\n\n if (!portalNode) {\n return\n React.createElement("div", { ref: function ref(div) {\n return refs.mountNode = div;\n } });\n } else

```



becomes visible, other tooltips nearby should skip resting and display immediately.

3. Tooltips stick around for a little bit after blur/mouseleave.

TODO: Research longpress tooltips on Android, iOS

Probably want to position it by default above, since your thumb is below and would cover it - I'm thinking after longpress, display the tooltip and cancel any click events. Then on touchend, so they can read it display the tooltip a little while longer in case their hand was obstructing the tooltip.

```

import React, { Fragment, cloneElement, Children, useState, useRef, forwardRef, useEffect } from
"react";
import { useId } from "@reach/auto-id";
import { wrapEvent, checkStyles } from
"@reach/utils";
import Portal from "@reach/portal";
import VisuallyHidden from "@reach/visually-
hidden";
import { useRect } from "@reach/rect";
import { node, string, func } from "prop-
types";
// ~The states~
// nothing goin' on
const IDLE = "idle";
// we're considering showing the tooltip, but we're gonna wait a sec
const FOCUSED =
"focused";
// IT'S ON
const VISIBLE = "visible";
// Focus has left, but we want to keep it visible for a
sec
const LEAVING_VISIBLE = "leavingVisible";
// The user clicked the tool, so we want to hide the thing, we
can't just use IDLE because we need to ignore mousemove, etc.
const DISMISSED = "dismissed";
const chart = {
 initial: IDLE,
 states: {
 _states: {},
 _states[IDLE]: {
 enter: clearContextId,
 on: {
 mouseenter:
FOCUSED,
 focus: VISIBLE
 }
 },
 _states[FOCUSED]: {
 enter: startRestTimer,
 leave:
clearRestTimer,
 on: {
 mousemove: FOCUSED,
 mouseleave: IDLE,
 mousedown: DISMISSED,
 blur: IDLE,
 rest: VISIBLE
 }
 },
 _states[VISIBLE]: {
 on: {
 focus: FOCUSED,
 mouseenter: FOCUSED,
 mouseleave: LEAVING_VISIBLE,
 blur: LEAVING_VISIBLE,
 mousedown: DISMISSED,
 selectWithKeyboard: DISMISSED,
 globalMouseMove:
LEAVING_VISIBLE
 }
 },
 _states[LEAVING_VISIBLE]: {
 enter: startLeavingVisibleTimer,
 leave:
function leave() {
 clearLeavingVisibleTimer();
 clearContextId();
 },
 on: {
 mouseenter:
VISIBLE,
 focus: VISIBLE,
 timecomplete: IDLE
 }
 },
 _states[DISMISSED]: {
 leave: function
leave() {
 // allows us to come on back later w/o entering something else first
 context.id = null;
 },
 on: {
 mouseleave: IDLE,
 blur: IDLE
 }
 }
 },
 _states
};
// chart context allows us to persist some
data around, in Tooltip all we use is the id of the current tooltip being interacted with.
const context = { id: null };
const state = chart.initial;
// Finds the next state from
the current state + action. If the chart doesn't describe that transition, it will throw.
// It also manages
lifecycles of the machine, (enter/leave hooks on the state chart)
function transition(action, newContext) {
 var
stateDef = chart.states[state];
 var nextState = stateDef.on[action];
 // Really useful for debugging
 //
 console.log({ action, state, nextState, contextId: context.id });
 if (!nextState) {
 throw new Error("Unknown
state for action '" + action + "' from state '" + state + "'");
 }
 if (stateDef.leave) {
 stateDef.leave();
 }
 if (newContext) {
 context = newContext;
 }
 var nextDef =
chart.states[nextState];
 if (nextDef.enter) {
 nextDef.enter();
 }
 state = nextState;
 notify();
}
// Subscriptions:
// We could require
apps to render a <TooltipProvider> around the app and use React context to notify Tooltips of changes to our
state machine, instead we manage subscriptions ourselves and simplify the Tooltip API.
// Maybe if default
context could take a hook (instead of just a static value) that was rendered at the root for us, that'd be cool! But it
doesn't.
const subscriptions = [];
function subscribe(fn) {
 subscriptions.push(fn);
 return function () {
 subscriptions.splice(subscriptions.indexOf(fn), 1);
 };
}
function notify() {
 subscriptions.forEach(function
(fn) {
 return fn(state, context);
 });
}
// Timeouts:
// Manages when the user "rests" on an element. Keeps the interface from being flashing tooltips
all the time as the user moves the mouse around the screen.
const restTimeout = void 0;
function startRestTimer() {
 clearTimeout(restTimeout);
 restTimeout = setTimeout(function () {
 return transition("rest");
 },
100);
}
function clearRestTimer() {
 clearTimeout(restTimeout);
}
// Manages the delay to hide the
tooltip after rest leaves.
const leavingVisibleTimer = void 0;
function startLeavingVisibleTimer() {
 clearTimeout(leavingVisibleTimer);
 leavingVisibleTimer = setTimeout(function () {
 return
transition("timecomplete");
 }, 500);
}
function clearLeavingVisibleTimer() {
}

```





```

triggerRect: triggerRect,\n ref: forwardRef(\n }, rest))\n) : null;\n});\n\nexport { TooltipPopup\n};\n\nprocess.env.NODE_ENV !== \"production\" ? TooltipPopup.propTypes = {\n label: node.isRequired,\n ariaLabel: string,\n position: func\n} : void 0;\n\n// Need a separate component so that useRect works inside the\nportal\n\nvar TooltipContent = forwardRef(function TooltipContent(_ref4, forwardRef) {\n var label = _ref4.label,\n ariaLabel = _ref4.ariaLabel,\n _ref4$position = _ref4.position,\n position = _ref4$position === undefined ?\n positionDefault : _ref4$position,\n isVisible = _ref4.isVisible,\n id = _ref4.id,\n triggerRect =\n _ref4.triggerRect,\n style = _ref4.style,\n rest = _objectWithoutProperties(_ref4, [\"label\", \"ariaLabel\",\n \"position\", \"isVisible\", \"id\", \"triggerRect\", \"style\"]);\n\n var useAriaLabel = ariaLabel != null;\n var tooltipRef = useRef();\n var tooltipRect = useRect(tooltipRef, isVisible);\n return React.createElement(\n Fragment,\n null,\n React.createElement(\"div\", _extends({\n \"data-reach-tooltip\": true,\n role:\n useAriaLabel ? undefined : \"tooltip\", \n id: useAriaLabel ? undefined : id,\n children: label,\n style:\n _extends({}, style, getStyles(position, triggerRect, tooltipRect)),\n ref: function ref(node) {\n tooltipRef.current = node;\n if (forwardRef) forwardRef(node);\n }\n }, rest),\n useAriaLabel &&\n React.createElement(\n VisuallyHidden,\n { role: \"tooltip\", id: id },\n ariaLabel\n)\n));\n\n// feels awkward when it's perfectly aligned w/ the trigger\n\nvar OFFSET = 8;\n\nvar getStyles = function getStyles(position, triggerRect, tooltipRect) {\n var haventMeasuredTooltipYet = !tooltipRect;\n if (haventMeasuredTooltipYet) {\n return { visibility: \"hidden\" };\n }\n return position(triggerRect, tooltipRect);\n};\n\nvar positionDefault =\nfunction positionDefault(triggerRect, tooltipRect) {\n var styles = {\n left: triggerRect.left + window.pageXOffset +\n \"px\", \n top: triggerRect.top + triggerRect.height + window.pageYOffset +\n \"px\" \n };\n\n var collisions = {\n top: triggerRect.top - tooltipRect.height < 0, \n right: window.innerWidth < triggerRect.left + tooltipRect.width, \n bottom: window.innerHeight < triggerRect.bottom + tooltipRect.height +\n OFFSET, \n left: triggerRect.left - tooltipRect.width < 0\n };\n\n var directionRight = collisions.right && !collisions.left;\n var directionUp = collisions.bottom && !collisions.top;\n\n return _extends({}, styles, {\n left: directionRight ? triggerRect.right - tooltipRect.width +\n window.pageXOffset + \"px\" : triggerRect.left + window.pageXOffset +\n \"px\", \n top: directionUp ? triggerRect.top - OFFSET - tooltipRect.height +\n window.pageYOffset + \"px\" : triggerRect.top + OFFSET + triggerRect.height +\n window.pageYOffset + \"px\" \n });\n};\n\n/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\nimport * as React from 'react';\nimport { useCallback } from 'react';\nimport Tooltip from '@reach/tooltip';\nimport styles from './Toggle.css';\nimport tooltipStyles from './Tooltip.css';\n\ntype Props = {\n children: React$Node,\n className?: string,\n isChecked: boolean,\n isDisabled?: boolean,\n onChange: (isChecked: boolean) => void,\n title?: string,\n ...\n};\n\nexport default function Toggle({\n children,\n className = \"\",\n isDisabled = false,\n isChecked,\n onChange,\n title,\n}: Props) {\n let defaultClassName;\n if (isDisabled) {\n defaultClassName = styles.ToggleDisabled;\n } else if (isChecked) {\n defaultClassName = styles.ToggleOn;\n } else {\n defaultClassName = styles.ToggleOff;\n }\n\n const handleClick = useCallback(() => onChange(!isChecked), [isChecked, onChange]);\n\n let toggle = (\n <button\n className={` ${defaultClassName} ${className} `}\n disabled={isDisabled}\n onClick={handleClick}>\n \n {children}\n \n </button>\n);\n\n if (title) {\n toggle = (\n <Tooltip className={tooltipStyles.Tooltip}\n label={title}>\n {toggle}\n </Tooltip>\n);\n }\n\n return toggle;\n}\n\n/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\nimport * as React from 'react';\nimport { useCallback, useContext, useEffect, useState } from 'react';\nimport { BridgeContext } from '../context';\nimport Toggle from './Toggle';\nimport ButtonIcon from './ButtonIcon';\n\nexport default function InspectHostNodesToggle() {\n const [isInspecting, setIsInspecting] = useState(false);\n const bridge = useContext(BridgeContext);\n\n const handleChange = useCallback(\n (isChecked: boolean) => {\n setIsInspecting(isChecked);\n\n if (isChecked) {\n bridge.send('startInspectingNative');\n } else {\n bridge.send('stopInspectingNative', false);\n }\n },\n [bridge]\n);\n\n useEffect(() => {\n const onStopInspectingNative = () => setIsInspecting(false);\n bridge.addListener('stopInspectingNative', onStopInspectingNative);\n return () =>\n
```

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bridge.removeListener('stopInspectingNative', onStopInspectingNative);\n }, [bridge]);\n\n return (\n <Toggle\n onChange={handleChange}\n isChecked={isInspecting}\n title="Select an element in the page to inspect it">\n <ButtonIcon type="search" />\n </Toggle>\n);\n\n", "import React from \"react\";\nimport { createPortal } from \"react-dom\";\nimport Component from \"@reach/component-component\";\n\nvar Portal = function Portal(_ref) {\n var children = _ref.children,\n _ref$type = _ref.type,\n type = _ref$type === undefined ? \"reach-portal\" : _ref$type;\n return React.createElement(Component, {\n getRefs: function getRefs() {\n return { mountNode: null, portalNode: null }; \n },\n didMount: function didMount(_ref2) {\n var refs = _ref2.refs,\n forceUpdate = _ref2.forceUpdate;\n // It's possible that the content we are portal has, itself, been portaled.\n // In that case, it's important to append to the correct document element.\n var ownerDocument = refs.mountNode.ownerDocument;\n refs.portalNode = ownerDocument.createElement(type);\n ownerDocument.body.appendChild(refs.portalNode);\n forceUpdate();\n },\n willUnmount: function willUnmount(_ref3) {\n var portalNode = _ref3.refs.portalNode;\n portalNode.ownerDocument.body.removeChild(portalNode);\n },\n render: function render(_ref4) {\n var refs = _ref4.refs;\n var portalNode = refs.portalNode;\n if (!portalNode) {\n return React.createElement(\"div\", { ref: function ref(div) {\n return refs.mountNode = div;\n } });\n } else {\n return createPortal(children, portalNode);\n }\n }\n });\n};\n\nexport default Portal;\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n return target;\n};\n\nimport React, { useRef, useState, useLayoutEffect } from \"react\";\nimport Component from \"@reach/component-component\";\nimport observeRect from \"@reach/observe-rect\";\nimport { func, bool } from \"prop-types\";\n\nvar render = function render(_ref) {\n var refs = _ref.refs,\n children = _ref.props.children,\n rect = _ref.state.rect;\n return children({ ref: function ref(node) {\n return refs.node = node;\n }, rect: rect });\n};\n\nvar didMount = function didMount(_ref2) {\n var setState = _ref2.setState,\n refs = _ref2.refs,\n props = _ref2.props;\n if (!refs.node) {\n console.warn(\"You need to place the ref\");\n }\n return;\n};\n\nrefs.observer = observeRect(refs.node, function (rect) {\n props.onChange && props.onChange(rect);\n setState({ rect: rect });\n});\n\nif (props.observe) {\n refs.observer.observe();\n}\n\nvar didUpdate = function didUpdate(_ref3) {\n var refs = _ref3.refs,\n props = _ref3.props,\n prevProps = _ref3.prevProps;\n if (props.observe && !prevProps.observe) {\n refs.observer.observe();\n } else if (!props.observe && prevProps.observe) {\n refs.observer.unobserve();\n }\n};\n\nvar willUnmount = function willUnmount(_ref4) {\n var refs = _ref4.refs;\n refs.observer.unobserve();\n};\n\nvar Rect = function Rect(props) {\n return React.createElement(Component, _extends({}, props, {\n refs: {\n node: undefined,\n observer: undefined\n },\n initialState: {\n rect: undefined\n },\n didMount: didMount,\n didUpdate: didUpdate,\n willUnmount: willUnmount,\n render: render\n }));\n};\n\nprocess.env.NODE_ENV !== \"production\" ?\nRect.propTypes = {\n children: func,\n observe: bool,\n onChange: func\n} : void 0;\n\nRect.defaultProps = {\n observe: true\n};\n\nexport function useRect(nodeRef) {\n var observe = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : true;\n var _useState = useState(null),\n rect = _useState[0],\n setRect = _useState[1];\n var observerRef = useRef(null);\n useLayoutEffect(function () {\n if (!observerRef.current) {\n observerRef.current = observeRect(nodeRef.current, setRect);\n }\n if (observe) {\n observerRef.current.observe();\n }\n return function () {\n return observerRef.current.unobserve();\n };\n }, [observe]);\n return rect;\n}\n\nexport default Rect;\n\nimport React from \"react\";\nimport Component from \"@reach/component-component\";\nimport { func } from \"prop-types\";\n\nvar hasWindow = typeof window !== \"undefined\";\n\nvar didMount = function didMount(_ref) {\n var refs = _ref.refs,\n setState = _ref.setState;\n var resize = function resize() {\n return setState({\n width: window.innerWidth,\n height: window.innerHeight\n });\n };\n window.addEventListener(\"resize\", resize);\n refs.removeEvent = function () {\n window.removeEventListener(\"resize\", resize);\n };\n \n var willUnmount = function willUnmount(_ref2) {\n var refs = _ref2.refs;\n refs.removeEvent();\n };\n \n var WindowSize = function WindowSize(_ref3) {\n var children = _ref3.children;\n return React.createElement(Component, {\n refs: { removeEvent: null },\n initialState: {\n width: hasWindow && window.innerWidth,\n height: hasWindow && window.innerHeight\n }\n });\n };\n};\n\nvar WindowSize = function WindowSize(_ref3) {\n var children = _ref3.children;\n return React.createElement(Component, {\n refs: { removeEvent: null },\n initialState: {\n width: hasWindow && window.innerWidth,\n height: hasWindow && window.innerHeight\n }\n });\n};\n\nexport default WindowSize;\n

```







```

? MenuListImpl.propTypes = {
 refs: object,
 state: object,
 setState: func,
 children: node,
 onKeyDown: func,
 onBlur: func
} : void 0;
nvar getStyles = function getStyles(buttonRect, menuRect) {
 var haventMeasuredButtonYet = !buttonRect;
 if (haventMeasuredButtonYet) {
 return { opacity: 0 };
 }
 var haventMeasuredMenuYet = !menuRect;
 var styles = {
 left: buttonRect.left + window.pageXOffset +
 'px',
 top: buttonRect.top + buttonRect.height + window.pageYOffset +
 'px'
 };
 if (haventMeasuredMenuYet) {
 return _extends({}, styles, { opacity: 0 });
 }
 if (buttonRect.width < 500) {
 styles.minWidth = buttonRect.width;
 }
 var collisions = {
 top: buttonRect.top - menuRect.height < 0,
 right: window.innerWidth < buttonRect.left + menuRect.width,
 bottom: window.innerHeight < buttonRect.top + menuRect.height,
 left: buttonRect.left - menuRect.width < 0
 };
 var directionRight = collisions.right && !collisions.left;
 var directionUp = collisions.bottom && !collisions.top;
 return _extends({}, styles, {
 left: directionRight ? buttonRect.right - menuRect.width + window.pageXOffset + 'px',
 top: directionUp ? buttonRect.top - menuRect.height + window.pageYOffset + 'px' : buttonRect.top + buttonRect.height + window.pageYOffset + 'px'
 });
};
nexport { Menu, MenuList, MenuButton, MenuItem };
/**
 * Copyright (c) Facebook, Inc. and its affiliates.
 * This source code is licensed under the MIT license found in the
 * LICENSE file in the root directory of this source tree.
 */
@flow
nimport * as React from 'react';
nimport Tooltip from '@reach/tooltip';
nimport styles from './Button.css';
nimport tooltipStyles from './Tooltip.css';
ntype Props = {
 children: React$Node,
 className?: string,
 title: React$Node,
 ...
};
nexport default function Button({
 children,
 className = "",
 title,
 ...rest
}: Props) {
 let button = (
 <button className={ `${styles.Button} ${className}` } {...rest}>

 {children}

 </button>
);
 if (title) {
 button = (
 <Tooltip className={ tooltipStyles.Tooltip } label={title}>
 {button}
 </Tooltip>
);
 }
 return button;
}
/**
 * Copyright (c) Facebook, Inc. and its affiliates.
 * This source code is licensed under the MIT license found in the
 * LICENSE file in the root directory of this source tree.
 */
@flow
nimport type { Thenable } from 'shared/ReactTypes';
nimport * as React from 'react';
nimport { createContext } from 'react';
n// TODO (cache) Remove this cache; it is outdated and will not work with newer APIs like startTransition.
n// Cache implementation was forked from the React repo:
n// https://github.com/facebook/react/blob/master/packages/react-cache/src/ReactCache.js
n// This cache is simpler than react-cache in that:
n// 1. Individual items don't need to be invalidated.
n// Profiling data is invalidated as a whole.
n// 2. We didn't need the added overhead of an LRU cache.
n// The size of this cache is bounded by how many renders were profiled,
n// and it will be fully reset between profiling sessions.
nexport type { Thenable };
ntype Suspender = {
 then(resolve: () => mixed, reject: () => mixed): mixed,
 ...
};
ntype PendingResult = {
 status: 0,
 value: Suspender,
};
ntype ResolvedResult<Value> = {
 status: 1,
 value: Value,
};
ntype RejectedResult = {
 status: 2,
 value: mixed,
};
ntype Result<Value> = PendingResult | ResolvedResult<Value> | RejectedResult;
nexport type Resource<Input, Key, Value> = {
 clear(): void,
 invalidate(Key): void,
 read(Input): Value,
 preload(Input): void,
 write(Key, Value): void,
 ...
};
nconst Pending = 0;
nconst Resolved = 1;
nconst Rejected = 2;
nconst ReactCurrentDispatcher = (React: any)
 .__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED.ReactCurrentDispatcher;
nfunction readContext(Context) {
 const dispatcher = ReactCurrentDispatcher.current;
 if (dispatcher === null) {
 throw new Error(
 'react-cache: read and preload may only be called from within a ' +
 'component's render. They are not supported in event handlers or ' +
 'lifecycle methods.'
);
 }
 return dispatcher.readContext(Context);
}
nconst CacheContext = createContext(null);
ntype Config = {
 useWeakMap?: boolean,
 ...
};
nconst entries: Map<Resource<any, any, any>, Map<any, any> | WeakMap<any, any>, > = new Map();
nconst resourceConfigs: Map<Resource<any, any, any>, Config> = new Map();
nfunction getEntriesForResource(resource: any): Map<any, any> | WeakMap<any, any> {
 let entriesForResource = (entries.get(resource): any): Map<any, any>;
 if (entriesForResource === undefined) {
 const config = resourceConfigs.get(resource);
 entriesForResource = config !== undefined && config.useWeakMap ? new WeakMap() : new Map();
 entries.set(resource, entriesForResource);
 }
 return

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entriesForResource;\n}\n\nfunction accessResult<Input, Key, Value>(\n resource: any,\n fetch: Input =>
Thenable<Value>,\n input: Input,\n key: Key,\n): Result<Value> {\n const entriesForResource =
getEntriesForResource(resource);\n const entry = entriesForResource.get(key);\n if (entry === undefined) {\n const thenable = fetch(input);\n thenable.then(\n value => {\n if (newResult.status === Pending) {\n const resolvedResult: ResolvedResult<Value> = (newResult: any);\n resolvedResult.status = Resolved;\n resolvedResult.value = value;\n }\n },\n error => {\n if (newResult.status === Pending) {\n const rejectedResult: RejectedResult = (newResult: any);\n rejectedResult.status = Rejected;\n rejectedResult.value = error;\n }\n },\n);\n const newResult: PendingResult = {\n status: Pending,\n value: thenable,\n };\n entriesForResource.set(key, newResult);\n return newResult;\n } else {\n return
entry;\n }\n}\n\nexport function createResource<Input, Key, Value>(\n fetch: Input => Thenable<Value>,\n hashInput: Input => Key,\n config?: Config = {},\n): Resource<Input, Key, Value> {\n const resource = {\n clear(): void {\n entries.delete(resource);\n },\n\n invalidate(key: Key): void {\n const entriesForResource
= getEntriesForResource(resource);\n entriesForResource.delete(key);\n },\n\n read(input: Input): Value {\n // Prevent access outside of render.\n readContext(CacheContext);\n\n const key = hashInput(input);\n const result: Result<Value> = accessResult(resource, fetch, input, key);\n switch (result.status) {\n case
Pending: {\n const suspender = result.value;\n throw suspender;\n }\n case Resolved: {\n const value = result.value;\n return value;\n }\n case Rejected: {\n const error = result.value;\n throw error;\n }\n default:\n // Should be unreachable\n return (undefined: any);\n }\n },\n\n preload(input: Input): void {\n // Prevent access outside of render.\n readContext(CacheContext);\n\n const key = hashInput(input);\n accessResult(resource, fetch, input, key);\n },\n\n write(key: Key, value:
Value): void {\n const entriesForResource = getEntriesForResource(resource);\n\n const resolvedResult:
ResolvedResult<Value> = {\n status: Resolved,\n value,\n };\n\n entriesForResource.set(key,
resolvedResult);\n },\n };\n\n resourceConfigs.set(resource, config);\n\n return resource;\n}\n\nexport function
invalidateResources(): void {\n entries.clear();\n}\n\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n * \n *
This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source
tree.\n * \n * @flow\n */\n\nimport * as React from 'react';\nimport { createContext, useCallback, useContext,
useEffect } from 'react';\nimport { createResource } from '../cache';\nimport { BridgeContext, StoreContext } from
'../context';\nimport { TreeStateContext } from './TreeContext';\nimport { separateDisplayNameAndHOCs } from
'react-devtools-shared/src/utils';\nimport type { OwnersList } from 'react-devtools-
shared/src/backend/types';\nimport type {\n Element,\n SerializedElement,\n} from 'react-devtools-
shared/src/devtools/views/Components/types';\nimport type { Resource, Thenable } from '../cache';\n\ntype Context
= (id: number) => Array<SerializedElement> | null;\n\nconst OwnersListContext = createContext<Context>(((null:
any): Context));\nOwnersListContext.displayName = 'OwnersListContext';\n\ntype ResolveFn = (ownersList:
Array<SerializedElement> | null) => void;\n\ntype InProgressRequest = {\n promise:
Thenable<Array<SerializedElement>>,\n resolveFn: ResolveFn,\n};\n\nconst inProgressRequests:
WeakMap<Element, InProgressRequest> = new WeakMap();\n\nconst resource: Resource<\n Element,\n Element,\n Array<SerializedElement>,\n> = createResource(\n (element: Element) => {\n const request =
inProgressRequests.get(element);\n if (request !== null) {\n return request.promise;\n }\n\n let resolveFn =
((null: any): ResolveFn);\n const promise = new Promise(resolve => {\n resolveFn = resolve;\n });\n\n inProgressRequests.set(element, { promise, resolveFn });\n\n return promise;\n },\n (element: Element) =>
element,\n { useWeakMap: true },\n);\n\ntype Props = {\n children: React$Node,\n};\n\nfunction
OwnersListContextController({ children }: Props) {\n const bridge = useContext(BridgeContext);\n const store =
useContext(StoreContext);\n const { ownerId } = useContext(TreeStateContext);\n\n const read = useCallback(\n (id: number) => {\n const element = store.getElementByID(id);\n if (element !== null) {\n return
resource.read(element);\n } else {\n return null;\n }\n },\n [store],\n);\n\n useEffect(() => {\n const
onOwnersList = (ownersList: OwnersList) => {\n const id = ownersList.id;\n const element =
store.getElementByID(id);\n if (element !== null) {\n const request = inProgressRequests.get(element);\n if (request !== null) {\n inProgressRequests.delete(element);\n request.resolveFn(\n

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ownersList.owners === null\n ? null\n : ownersList.owners.map(owner => {\n const [\n displayNameWithoutHOCs,\n hocDisplayNames,\n] =\n separateDisplayNameAndHOCs(owner.displayName, owner.type);\n return {\n ...owner,\n displayName: displayNameWithoutHOCs,\n hocDisplayNames,\n };\n }),\n);\n }\n };\n bridge.addListener('ownersList', onOwnersList);\n return () =>\n bridge.removeListener('ownersList', onOwnersList);\n }, [bridge, store]);\n // This effect requests an updated\n owners list any time the selected owner changes\n useEffect(() => {\n if (ownerID !== null) {\n const\n rendererID = store.getRendererIDForElement(ownerID);\n if (rendererID !== null) {\n bridge.send('getOwnersList', {id: ownerID, rendererID});\n }\n }\n }, [bridge, ownerID,\n store]);\n return (\n <OwnersListContext.Provider value={read}>\n {children}\n </OwnersListContext.Provider>\n);\n}\n\nexport { OwnersListContext, OwnersListContextController};\n"/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in\n * the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\nimport * as React from\n'react';\nimport {\n Fragment,\n useCallback,\n useContext,\n useLayoutEffect,\n useReducer,\n useRef,\n useState,\n} from 'react';\nimport Tooltip from '@reach/tooltip';\nimport {Menu, MenuItem, MenuList, MenuItem,\n MenuItem} from '@reach/menu-button';\nimport Button from './Button';\nimport ButtonIcon from\n'./ButtonIcon';\nimport Toggle from './Toggle';\nimport Badge from './Badge';\nimport {OwnersListContext} from\n'./OwnersListContext';\nimport {TreeDispatcherContext, TreeStateContext} from './TreeContext';\nimport\n{useIsOverflowing} from './hooks';\nimport {StoreContext} from './context';\nimport type {SerializedElement}\nfrom './types';\nimport styles from './OwnersStack.css';\nimport type SelectOwner = (owner: SerializedElement | null)\n=> void;\nimport type ACTION_UPDATE_OWNER_ID = {\n type: 'UPDATE_OWNER_ID',\n ownerID: number | null,\n owners: Array<SerializedElement>,\n};\nimport type ACTION_UPDATE_SELECTED_INDEX = {\n type:\n 'UPDATE_SELECTED_INDEX',\n selectedIndex: number,\n};\nimport type Action =\nACTION_UPDATE_OWNER_ID | ACTION_UPDATE_SELECTED_INDEX;\nimport type State = {\n ownerID:\n number | null,\n owners: Array<SerializedElement>,\n selectedIndex: number,\n};\nimport function\n dialogReducer(state, action) {\n switch (action.type) {\n case 'UPDATE_OWNER_ID':\n const selectedIndex\n = action.owners.findIndex(\n owner => owner.id === action.ownerID,\n);\n return {\n ownerID:\n action.ownerID,\n owners: action.owners,\n selectedIndex,\n };;\n case\n 'UPDATE_SELECTED_INDEX':\n return {\n ...state,\n selectedIndex: action.selectedIndex,\n };;\n default:\n throw new Error(`Invalid action \`${action.type}\`");\n }\n }\n\nexport default function OwnerStack()\n{\n const read = useContext(OwnersListContext);\n const {ownerID} = useContext(TreeStateContext);\n const\n treeDispatch = useContext(TreeDispatcherContext);\n const [state, dispatch] = useReducer<State, State,\n Action>(dialogReducer, {\n ownerID: null,\n owners: [],\n selectedIndex: 0,\n });\n // When an owner is\n selected, we either need to update the selected index, or we need to fetch a new list of owners.\n // We use a reducer\n here so that we can avoid fetching a new list unless the owner ID has actually changed.\n if (ownerID === null) {\n dispatch({\n type: 'UPDATE_OWNER_ID',\n ownerID: null,\n owners: [],\n });\n } else if (ownerID\n !== state.ownerID) {\n const isInStore =\n state.owners.findIndex(owner => owner.id === ownerID) >= 0;\n dispatch({\n type: 'UPDATE_OWNER_ID',\n ownerID,\n owners: isInStore ? state.owners :\n read(ownerID) || [],\n });\n }\n const {owners, selectedIndex} = state;\n const selectOwner =\n useCallback<SelectOwner>(\n (owner: SerializedElement | null) => {\n if (owner !== null) {\n const index\n = owners.indexOf(owner);\n dispatch({\n type: 'UPDATE_SELECTED_INDEX',\n selectedIndex:\n index >= 0 ? index : 0,\n });\n treeDispatch({type: 'SELECT_OWNER', payload: owner.id});\n } else\n {\n dispatch({\n type: 'UPDATE_SELECTED_INDEX',\n selectedIndex: 0,\n });\n treeDispatch({type: 'RESET_OWNER_STACK'});\n }\n },\n [owners, treeDispatch],\n);\n const\n [elementsTotalWidth, setElementsTotalWidth] = useState(0);\n const elementsBarRef = useRef<HTMLDivElement\n | null>(null);\n const isOverflowing = useIsOverflowing(elementsBarRef, elementsTotalWidth);\n const\n selectedOwner = owners[selectedIndex];\n useLayoutEffect(() => {\n // If we're already overflowing, then we\n don't need to re-measure items.\n // That's because once the owners stack is open, it can only get larger (by drilling

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./SearchInput.css';\n\n type Props = {};\n\n export default function SearchInput(props: Props) {\n const\n {searchIndex, searchResults, searchText} = useContext(TreeStateContext);\n const dispatch =\n useContext(TreeDispatcherContext);\n\n const inputRef = useRef<HTMLInputElement | null>(null);\n\n const\n handleTextChange = useCallback(\n ({currentTarget}) =>\n dispatch({type: 'SET_SEARCH_TEXT', payload:\n currentTarget.value}),\n [dispatch],\n);\n const resetSearch = useCallback(\n () => dispatch({type:\n 'SET_SEARCH_TEXT', payload: ''}),\n [dispatch],\n);\n\n const handleInputKeyPress = useCallback(\n ({key,\n shiftKey}) => {\n if (key === 'Enter') {\n if (shiftKey) {\n dispatch({type:\n 'GO_TO_PREVIOUS_SEARCH_RESULT'});\n } else {\n dispatch({type:\n 'GO_TO_NEXT_SEARCH_RESULT'});\n }\n }\n },\n [dispatch],\n);\n\n // Auto-focus search input\n useEffect(() => {\n if (inputRef.current === null) {\n return () => {};\n }\n\n const handleWindowKey =\n (event: KeyboardEvent) => {\n const {key, metaKey} = event;\n if (key === 'f' && metaKey) {\n if\n (inputRef.current !== null) {\n inputRef.current.focus();\n event.preventDefault();\n event.stopPropagation();\n }\n }\n };\n\n // It's important to listen to the ownerDocument to support the\n browser extension.\n // Here we use portals to render individual tabs (e.g. Profiler),\n // and the root document\n might belong to a different window.\n const ownerDocument = inputRef.current.ownerDocument;\n ownerDocument.addEventListener('keydown', handleWindowKey);\n\n return () =>\n ownerDocument.removeEventListener('keydown', handleWindowKey);\n }, [inputRef]);\n\n return (\n <div\n className={styles.SearchInput}>\n <Icon className={styles.InputIcon} type="search" />\n <input\n className={styles.Input}\n onChange={handleTextChange}\n onKeyPress={handleInputKeyPress}\n placeholder="Search (text or /regex/)"\n ref={inputRef}\n value={searchText}\n />\n {!!searchText\n && (\n <React.Fragment>\n \n {Math.min(searchIndex +\n 1, searchResults.length)} | '{\n '}'\n {searchResults.length}\n \n <div\n className={styles.LeftVRule} />\n <Button\n className={styles.IconButton}\n disabled={!searchText}\n onClick={() => dispatch({type: 'GO_TO_PREVIOUS_SEARCH_RESULT'})}\n title={\n <React.Fragment>\n Scroll to previous search result (<kbd>Shift</kbd> + '{\n '}'\n <kbd>Enter</kbd>)\n </React.Fragment>\n }\n <ButtonIcon type="up" />\n </Button>\n <Button\n className={styles.IconButton}\n disabled={!searchText}\n onClick={() => dispatch({type: 'GO_TO_NEXT_SEARCH_RESULT'})}\n title={\n <React.Fragment>\n Scroll to next search result (<kbd>Enter</kbd>)\n </React.Fragment>\n }\n >\n <ButtonIcon type="down" />\n </Button>\n <Button\n className={styles.IconButton}\n disabled={!searchText}\n onClick={resetSearch}\n title="Reset search">\n <ButtonIcon type="close" />\n </Button>\n </React.Fragment>\n)\n </div>\n);\n\n /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under\n the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n *\n * import * as React from 'react';\n * import {createContext, useMemo, useState} from 'react';\n * export type\n DisplayDensity = 'comfortable' | 'compact';\n * export type Theme = 'auto' | 'light' | 'dark';\n * type Context = {\n isModalShowing: boolean,\n setIsModalShowing: (value: boolean) => void,\n ...}\n *\n * const\n SettingsModalContext = createContext<Context>(((null: any): Context));\n * SettingsModalContext.displayName =\n 'SettingsModalContext';\n * function SettingsModalContextController({children}: {children: React$Node}) {\n const [isModalShowing, setIsModalShowing] = useState<boolean>(false);\n const value = useMemo(() =>\n ({isModalShowing, setIsModalShowing}), [isModalShowing,\n setIsModalShowing,\n]);\n\n return (\n <SettingsModalContext.Provider value={value}>\n {children}\n </SettingsModalContext.Provider>\n);\n\n * export {SettingsModalContext, SettingsModalContextController};\n */\n\n /**\n * Copyright (c) Facebook, Inc.\n and its affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the\n root directory of this source tree.\n * @flow\n *\n * import * as React from 'react';\n * import {useCallback,\n useContext, useMemo} from 'react';\n * import {SettingsModalContext} from './SettingsModalContext';\n * import\n Button from './Button';\n * import ButtonIcon from './ButtonIcon';\n * import {StoreContext} from './context';\n * import\n {useSubscription} from './hooks';\n * export default function SettingsModalContextToggle() {\n const

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{setIsModalShowing} = useContext(SettingsModalContext);\n const store = useContext(StoreContext);\n const
{profilerStore} = store;\n\n const showFilterModal = useCallback(() => setIsModalShowing(true), [\n
setIsModalShowing,\n]);\n\n // Updating preferences while profiling is in progress could break things (e.g.
filtering)\n // Explicitly disallow it for now.\n const isProfilingSubscription = useMemo(\n () => ({\n
getCurrentValue: () => profilerStore.isProfiling,\n subscribe: (callback: Function) => {\n
profilerStore.addListener('isProfiling', callback);\n return () => profilerStore.removeListener('isProfiling',
callback);\n },\n },\n),\n [profilerStore],\n);\n const isProfiling =
useSubscription<boolean>(isProfilingSubscription);\n\n return (\n <Button\n disabled={isProfiling}\n
onClick={showFilterModal}\n title="\u201cView settings\u201c">\n <ButtonIcon type="\u201csettings\u201c" />\n </Button>\n
);\n\n",\n /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT
license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\n\nimport
{createContext} from 'react';\n\nconst TreeFocusedContext = createContext<boolean>(false);\n\nexport default
TreeFocusedContext;\n",\n /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed
under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n
*/\n\nimport * as React from 'react';\nimport {useContext, useMemo} from 'react';\nimport {TreeStateContext}
from './TreeContext';\nimport {SettingsContext} from '../Settings/SettingsContext';\nimport TreeFocusedContext
from './TreeFocusedContext';\nimport {StoreContext} from '../context';\nimport {useSubscription} from
'../hooks';\nimport styles from './SelectedTreeHighlight.css';\n\ntype Data = {\n startIndex: number,\n stopIndex:
number,\n};\n\nexport default function SelectedTreeHighlight(_: {||}) {\n const {lineHeight} =
useContext(SettingsContext);\n const store = useContext(StoreContext);\n const treeFocused =
useContext(TreeFocusedContext);\n const {ownerID, selectedElementID} = useContext(TreeStateContext);\n\n
const subscription = useMemo(\n () => ({\n getCurrentValue: () => {\n if (\n selectedElementID ===
null ||\n store.isInsideCollapsedSubTree(selectedElementID)\n) {\n return null;\n }\n\n
const element = store.getElementByID(selectedElementID);\n if (\n element === null ||\n
element.isCollapsed ||\n element.children.length === 0\n) {\n return null;\n }\n\n const
startIndex = store.getIndexOfElementID(element.children[0]);\n if (startIndex === null) {\n return null;\n
}\n\n let stopIndex = null;\n let current = element;\n while (current !== null) {\n if
(current.isCollapsed || current.children.length === 0) {\n // We've found the last/deepest descendant.\n
stopIndex = store.getIndexOfElementID(current.id);\n current = null;\n } else {\n const
lastChildID = current.children[current.children.length - 1];\n current = store.getElementByID(lastChildID);\n
}\n }\n\n if (stopIndex === null) {\n return null;\n }\n\n return {\n startIndex,\n
stopIndex,\n },\n },\n subscribe: (callback: Function) => {\n store.addListener('mutated', callback);\n
return () => {\n store.removeListener('mutated', callback);\n },\n },\n),\n [selectedElementID,
store],\n);\n const data = useSubscription<Data | null>(subscription);\n\n if (ownerID !== null) {\n return null;\n
}\n\n if (data === null) {\n return null;\n }\n\n const {startIndex, stopIndex} = data;\n\n return (\n <div\n
className={treeFocused ? styles.Active : styles.Inactive}\n style={{\n position: 'absolute',\n top:
`${startIndex * lineHeight}px`,\n height: `${(stopIndex + 1 - startIndex) * lineHeight}px`,\n }}\n />\n
);\n\n",\n /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT
license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\n\nimport
{hydrate, fillInPath} from 'react-devtools-shared/src/hydration';\nimport {separateDisplayNameAndHOCs} from
'react-devtools-shared/src/Utils';\nimport Store from 'react-devtools-shared/src/devtools/store';\nimport type {\n
InspectedElement as InspectedElementBackend,\n InspectedElementPayload,\n } from 'react-devtools-
shared/src/backend/types';\nimport type {\n BackendEvents,\n FrontendBridge,\n } from 'react-devtools-
shared/src/bridge';\nimport type {\n DehydratedData,\n InspectedElement as InspectedElementFrontend,\n } from
'react-devtools-shared/src/devtools/views/Components/types';\n\nexport function clearErrorsAndWarnings({\n
bridge,\n store,\n}: {\n bridge: FrontendBridge,\n store: Store,\n}): void {\n
store.rootIDToRendererID.forEach(rendererID => {\n bridge.send('clearErrorsAndWarnings', {rendererID});\n
});\n\n}\n\nexport function clearErrorsForElement({\n bridge,\n id,\n rendererID,\n}: {\n bridge: FrontendBridge,\n

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id: number,\n rendererID: number,\n}): void {\n bridge.send('clearErrorsForFiberID', {\n rendererID,\n id,\n });\n}\n\nexport function clearWarningsForElement({\n bridge,\n id,\n rendererID,\n }): {\n bridge: FrontendBridge,\n id: number,\n rendererID: number,\n }): void {\n bridge.send('clearWarningsForFiberID', {\n rendererID,\n id,\n });\n}\n\nexport function copyInspectedElementPath({\n bridge,\n id,\n path,\n rendererID,\n }): {\n bridge: FrontendBridge,\n id: number,\n path: Array<string | number>,\n rendererID: number,\n }): void {\n bridge.send('copyElementPath', {\n id,\n path,\n rendererID,\n });\n}\n\nexport function inspectElement({\n bridge,\n id,\n path,\n rendererID,\n }): {\n bridge: FrontendBridge,\n id: number,\n path: Array<string | number> | null,\n rendererID: number,\n }): Promise<InspectedElementPayload> {\n const requestID = requestCounter++;\n const promise = getPromiseForRequestID<InspectedElementPayload>(\n requestID,\n 'inspectedElement',\n bridge,\n);\n\n bridge.send('inspectElement', {\n id,\n path,\n rendererID,\n requestID,\n });\n\n return promise;\n}\n\nlet storeAsGlobalCount = 0;\n\nexport function storeAsGlobal({\n bridge,\n id,\n path,\n rendererID,\n }): {\n bridge: FrontendBridge,\n id: number,\n path: Array<string | number>,\n rendererID: number,\n }): void {\n bridge.send('storeAsGlobal', {\n count: storeAsGlobalCount++,\n id,\n path,\n rendererID,\n });\n}\n\nconst TIMEOUT_DELAY = 5000;\n\nlet requestCounter = 0;\n\nfunction getPromiseForRequestID<T>(\n requestID: number,\n eventType: $Keys<BackendEvents>,\n bridge: FrontendBridge,\n): Promise<T> {\n return new Promise((resolve, reject) => {\n const cleanup = () => {\n bridge.removeListener(eventType, onInspectedElement);\n\n clearTimeout(timeoutID);\n };;\n\n const onInspectedElement = (data: any) => {\n if (data.responseID === requestID) {\n cleanup();\n resolve((data: T));\n };\n\n const onTimeout = () => {\n cleanup();\n reject();\n };\n\n bridge.addListener(eventType, onInspectedElement);\n\n const timeoutID = setTimeout(onTimeout, TIMEOUT_DELAY);\n });\n}\n\nexport function cloneInspectedElementWithPath(\n inspectedElement: InspectedElementFrontend,\n path: Array<string | number>,\n value: Object,\n): InspectedElementFrontend {\n const hydratedValue = hydrateHelper(value, path);\n const clonedInspectedElement = {...inspectedElement};\n\n fillInPath(clonedInspectedElement, value, path, hydratedValue);\n\n return clonedInspectedElement;\n}\n\nexport function convertInspectedElementBackendToFrontend(\n inspectedElementBackend: InspectedElementBackend,\n): InspectedElementFrontend {\n const {\n canEditFunctionProps,\n canEditFunctionPropsDeletePaths,\n canEditFunctionPropsRenamePaths,\n canEditHooks,\n canEditHooksAndDeletePaths,\n canEditHooksAndRenamePaths,\n canToggleSuspense,\n canViewSource,\n hasLegacyContext,\n id,\n source,\n type,\n owners,\n context,\n hooks,\n props,\n rendererPackageName,\n rendererVersion,\n rootType,\n state,\n key,\n errors,\n warnings,\n } = inspectedElementBackend;\n\n const inspectedElement: InspectedElementFrontend = {\n canEditFunctionProps,\n canEditFunctionPropsDeletePaths,\n canEditFunctionPropsRenamePaths,\n canEditHooks,\n canEditHooksAndDeletePaths,\n canEditHooksAndRenamePaths,\n canToggleSuspense,\n canViewSource,\n hasLegacyContext,\n id,\n key,\n rendererPackageName,\n rendererVersion,\n rootType,\n source,\n type,\n owners: {\n owners === null\n ? null\n : owners.map(owner => {\n const [displayName, hocDisplayNames] = separateDisplayNameAndHOCs(\n owner.displayName,\n owner.type,\n);\n return {\n ...owner,\n displayName,\n hocDisplayNames,\n });\n }},\n context: hydrateHelper(context),\n hooks: hydrateHelper(hooks),\n props: hydrateHelper(props),\n state: hydrateHelper(state),\n errors,\n warnings,\n };\n\n return inspectedElement;\n}\n\nexport function hydrateHelper(\n dehydratedData: DehydratedData | null,\n path?: Array<string | number>,\n): Object | null {\n if (dehydratedData !== null) {\n const {cleaned, data, unserializable} = dehydratedData;\n\n if (path) {\n const {length} = path;\n if (length > 0) {\n // Hydration helper requires full paths, but inspection dehydrates with relative paths.\n // In that event it's important that we adjust the \"cleaned\" paths to match.\n return hydrate(\n data,\n cleaned.map(cleanedPath => cleanedPath.slice(length)),\n unserializable.map(unserializablePath => unserializablePath.slice(length)),\n);\n }\n }\n\n return hydrate(data, cleaned, unserializable);\n } else {\n return null;\n }\n}\n\n/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */

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@flow\n *\n\nimport * as React from 'react';\nimport {\n Fragment,\n Suspense,\n useCallback,\n useContext,\n useEffect,\n useMemo,\n useRef,\n useState,\n} from 'react';\nimport AutoSizer from 'react-virtualized-auto-sizer';\nimport {FixedSizeList} from 'react-window';\nimport {TreeDispatcherContext, TreeStateContext} from './TreeContext';\nimport Icon from './Icon';\nimport {SettingsContext} from './Settings/SettingsContext';\nimport {BridgeContext, StoreContext} from './context';\nimport Element from './Element';\nimport InspectHostNodesToggle from './InspectHostNodesToggle';\nimport OwnersStack from './OwnersStack';\nimport SearchInput from './SearchInput';\nimport SettingsModalContextToggle from 'react-devtools-shared/src/devtools/views/Settings/SettingsModalContextToggle';\nimport SelectedTreeHighlight from './SelectedTreeHighlight';\nimport TreeFocusedContext from './TreeFocusedContext';\nimport {useHighlightNativeElement, useSubscription} from './hooks';\nimport {clearErrorsAndWarnings as clearErrorsAndWarningsAPI} from 'react-devtools-shared/src/backendAPI';\nimport styles from './Tree.css';\nimport ButtonIcon from './ButtonIcon';\nimport Button from './Button';\n\n// Never indent more than this number of pixels (even if we have the room).\nconst DEFAULT_INDENTATION_SIZE = 12;\n\nexport type ItemData = {\n numElements: number,\n isNavigatingWithKeyboard: boolean,\n lastScrolledIDRef: {current: number | null, ...},\n onElementMouseEnter: (id: number) => void,\n treeFocused: boolean,\n};\n\nexport type Props = {};\n\nexport default function Tree(props: Props) {\n const dispatch = useContext(TreeDispatcherContext);\n const {\n numElements,\n ownerID,\n searchIndex,\n searchResults,\n selectedElementID,\n selectedElementIndex,\n } = useContext(TreeStateContext);\n const bridge = useContext(BridgeContext);\n const store = useContext(StoreContext);\n const [isNavigatingWithKeyboard, setIsNavigatingWithKeyboard] =\n useState(\n false,\n);\n const {\n highlightNativeElement,\n clearHighlightNativeElement,\n } =\n useHighlightNativeElement();\n const treeRef = useRef<HTMLDivElement | null>(null);\n const focusTargetRef =\n useRef<HTMLDivElement | null>(null);\n const [treeFocused, setTreeFocused] =\n useState<boolean>(false);\n const {\n lineHeight,\n showInlineWarningsAndErrors,\n } =\n useContext(SettingsContext);\n // Make sure a newly selected element is visible in the list.\n // This is helpful for things like the owners list and search.\n // TRICKY:\n // It's important to use a callback ref for this, rather than a ref object and an effect.\n // As an optimization, the AutoSizer component does not render children when their size would be 0.\n // This means that in some cases (if the browser panel size is initially really small),\n // the Tree component might render without rendering an inner List.\n // In this case, the list ref would be null on mount (when the scroll effect runs),\n // meaning the scroll action would be skipped (since ref updates don't re-run effects).\n // Using a callback ref accounts for this case...\n const listCallbackRef =\n useCallback(\n (list => {\n if (list !== null && selectedElementIndex !== null) {\n list.scrollToItem(selectedElementIndex, 'smart');\n }\n },\n [selectedElementIndex],\n);\n // Picking an element in the inspector should put focus into the tree.\n // This ensures that keyboard navigation works right after picking a node.\n useEffect(() => {\n function handleStopInspectingNative(\n didSelectNode\n) {\n if (didSelectNode && focusTargetRef.current !== null) {\n focusTargetRef.current.focus();\n }\n }\n bridge.addListener('stopInspectingNative', handleStopInspectingNative);\n return () => {\n bridge.removeListener('stopInspectingNative', handleStopInspectingNative);\n }, [bridge];\n });\n // This ref is passed down the context to elements.\n // It lets them avoid autoscrolling to the same item many times\n // when a selected virtual row goes in and out of the viewport.\n const lastScrolledIDRef =\n useRef<number | null>(null);\n // Navigate the tree with up/down arrow keys.\n useEffect(() => {\n if (treeRef.current === null) {\n return () => {};\n }\n const handleKeyDown =\n (event: KeyboardEvent) => {\n if ((event: any).target.tagName === 'INPUT' || event.defaultPrevented) {\n return;\n }\n // TODO We should ignore arrow keys if the focus is outside of DevTools.\n // Otherwise the inline (embedded) DevTools might change selection unexpectedly,\n // e.g. when a text input or a select has focus.\n let element;\n switch (event.key) {\n case 'ArrowDown':\n event.preventDefault();\n if (event.altKey) {\n dispatch({type: 'SELECT_NEXT_SIBLING_IN_TREE'});\n } else {\n dispatch({type: 'SELECT_NEXT_ELEMENT_IN_TREE'});\n }\n break;\n case 'ArrowLeft':\n event.preventDefault();\n element =\n selectedElementID !== null\n ?\n store.getElementByID(selectedElementID)\n : null;\n if (element !== null) {\n if (event.altKey)

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{\n if (element.ownerID !== null) {\n dispatch({type:
'SELECT_OWNER_LIST_PREVIOUS_ELEMENT_IN_TREE'});\n }\n } else {\n if
(element.children.length > 0 && !element.isCollapsed) {\n store.toggleIsCollapsed(element.id, true);\n
 } else {\n dispatch({type: 'SELECT_PARENT_ELEMENT_IN_TREE'});\n }\n }\n
}\n break;\n case 'ArrowRight':\n event.preventDefault();\n element =\n
selectedElementID !== null\n ? store.getElementByID(selectedElementID)\n : null;\n if
(element !== null) {\n if (event.altKey) {\n dispatch({type:
'SELECT_OWNER_LIST_NEXT_ELEMENT_IN_TREE'});\n } else {\n if (element.children.length
> 0 && element.isCollapsed) {\n store.toggleIsCollapsed(element.id, false);\n } else {\n
dispatch({type: 'SELECT_CHILD_ELEMENT_IN_TREE'});\n }\n }\n }\n break;\n
case 'ArrowUp':\n event.preventDefault();\n if (event.altKey) {\n dispatch({type:
'SELECT_PREVIOUS_SIBLING_IN_TREE'});\n } else {\n dispatch({type:
'SELECT_PREVIOUS_ELEMENT_IN_TREE'});\n }\n break;\n default:\n return;\n }\n
setIsNavigatingWithKeyboard(true);\n };\n // It's important to listen to the ownerDocument to support the
browser extension.\n // Here we use portals to render individual tabs (e.g. Profiler),\n // and the root document
might belong to a different window.\n const ownerDocument = treeRef.current.ownerDocument;\n
ownerDocument.addEventListener('keydown', handleKeyDown);\n return () => {\n
ownerDocument.removeEventListener('keydown', handleKeyDown);\n };\n }, [dispatch, selectedElementID,
store]);\n // Focus management.\n const handleBlur = useCallback(() => setTreeFocused(false), []);\n const
handleFocus = useCallback(() => {\n setTreeFocused(true);\n if (selectedElementIndex === null &&
numElements > 0) {\n dispatch({\n type: 'SELECT_ELEMENT_AT_INDEX',\n payload: 0,\n });\n }\n }, [dispatch, numElements, selectedElementIndex]);\n const handleKeyPress = useCallback(\n event => {\n
 switch (event.key) {\n case 'Enter':\n case '':\n if (selectedElementID !== null) {\n dispatch({type: 'SELECT_OWNER', payload: selectedElementID});\n }\n break;\n default:\n break;\n }\n },\n [dispatch, selectedElementID],\n);\n // If we switch the selected element while using the
keyboard,\n // start highlighting it in the DOM instead of the last hovered node.\n const searchRef =
useRef({searchIndex, searchResults});\n useEffect(() => {\n let didSelectNewSearchResult = false;\n if (\n
searchRef.current.searchIndex !== searchIndex ||\n searchRef.current.searchResults !== searchResults\n) {\n
searchRef.current.searchIndex = searchIndex;\n searchRef.current.searchResults = searchResults;\n
didSelectNewSearchResult = true;\n }\n if (isNavigatingWithKeyboard || didSelectNewSearchResult) {\n if
(selectedElementID !== null) {\n highlightNativeElement(selectedElementID);\n } else {\n
clearHighlightNativeElement();\n }\n }\n }, [\n bridge,\n isNavigatingWithKeyboard,\n
highlightNativeElement,\n searchIndex,\n searchResults,\n selectedElementID,\n]);\n // Highlight last
hovered element.\n const handleElementMouseEnter = useCallback(\n id => {\n // Ignore hover while we're
navigating with keyboard.\n // This avoids flicker from the hovered nodes under the mouse.\n if
(!isNavigatingWithKeyboard) {\n highlightNativeElement(id);\n }\n },\n [isNavigatingWithKeyboard,
highlightNativeElement],\n);\n const handleMouseMove = useCallback(() => {\n // We started using the
mouse again.\n // This will enable hover styles in individual rows.\n setIsNavigatingWithKeyboard(false);\n },
[]);\n const handleMouseLeave = clearHighlightNativeElement;\n // Let react-window know to re-render any
time the underlying tree data changes.\n // This includes the owner context, since it controls a filtered view of the
tree.\n const itemData = useMemo<ItemData>(\n () => ({\n numElements,\n isNavigatingWithKeyboard,\n
onElementMouseEnter: handleElementMouseEnter,\n lastScrolledIDRef,\n treeFocused,\n }),\n [\n
numElements,\n isNavigatingWithKeyboard,\n handleElementMouseEnter,\n lastScrolledIDRef,\n
treeFocused,\n],\n);\n const itemKey = useCallback(\n (index: number) =>
store.getElementIDAtIndex(index),\n [store],\n);\n const handlePreviousErrorOrWarningClick =
React.useCallback(() => {\n dispatch({type:
'SELECT_PREVIOUS_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE'});\n }, []);\n const
handleNextErrorOrWarningClick = React.useCallback(() => {\n dispatch({type:

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'SELECT_NEXT_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE');\n }, []);\n\n const
errorsOrWarningsSubscription = useMemo(\n () => ({\n getCurrentValue: () => ({\n errors:
store.errorCount,\n warnings: store.warningCount,\n })),\n subscribe: (callback: Function) => {\n
store.addListener('mutated', callback);\n return () => store.removeListener('mutated', callback);\n },\n },\n);\n\n const {errors, warnings} = useSubscription(errorsOrWarningsSubscription);\n\n const
clearErrorsAndWarnings = () => {\n clearErrorsAndWarningsAPI({bridge, store});\n };;\n\n return (\n
<TreeFocusedContext.Provider value={treeFocused}>\n <div className={styles.Tree} ref={treeRef}>\n
<div className={styles.SearchInput}>\n {store.supportsNativeInspection && (\n <Fragment>\n
<InspectHostNodesToggle />\n <div className={styles.VRule} />\n </Fragment>\n)}\n
<Suspense fallback={<Loading />}>\n {ownerID !== null ? <OwnersStack /> : <SearchInput />}\n
</Suspense>\n <div className={styles.VRule} />\n {showInlineWarningsAndErrors &&\n
ownerID === null &&\n (errors > 0 || warnings > 0) && (\n <React.Fragment>\n {errors >
0 && (\n <div className={styles.IconAndCount}>\n <Icon className={styles.ErrorIcon}
type=\"error\" />\n {errors}\n </div>\n)}\n {warnings > 0 && (\n
<div className={styles.IconAndCount}>\n <Icon className={styles.WarningIcon} type=\"warning\"
/>\n {warnings}\n </div>\n)}\n <Button\n
onClick={handlePreviousErrorOrWarningClick}\n title=\"Scroll to previous error or warning\">\n
<ButtonIcon type=\"up\" />\n </Button>\n <Button\n
onClick={handleNextErrorOrWarningClick}\n title=\"Scroll to next error or warning\">\n
<ButtonIcon type=\"down\" />\n </Button>\n <Button\n
onClick={clearErrorsAndWarnings}\n title=\"Clear all errors and warnings\">\n <ButtonIcon
type=\"clear\" />\n </Button>\n <div className={styles.VRule} />\n
</React.Fragment>\n)}\n <SettingsModalContextToggle />\n </div>\n <div\n
className={styles.AutoSizerWrapper}\n onBlur={handleBlur}\n onFocus={handleFocus}\n
onKeyPress={handleKeyPress}\n onMouseMove={handleMouseMove}\n
onMouseLeave={handleMouseLeave}\n ref={focusTargetRef}\n tabIndex={0}>\n <AutoSizer>\n
({{height, width}} => (\n // $FlowFixMe https://github.com/facebook/flow/issues/7341\n
<FixedSizeList\n className={styles.List}\n height={height}\n
innerElementType={InnerElementType}\n itemCount={numElements}\n
itemData={itemData}\n itemKey={itemKey}\n itemSize={lineHeight}\n
ref={listCallbackRef}\n width={width}>\n {Element}\n </FixedSizeList>\n)}\n
</AutoSizer>\n </div>\n </TreeFocusedContext.Provider>\n);\n\n\n// Indentation size can
be adjusted but child width is fixed.\n// We need to adjust indentations so the widest child can fit without
overflowing.\n// Sometimes the widest child is also the deepest in the tree:\n// -----\n// <Foo>\n// •••<Foobar> \n// ••••••<Baz> \n// -----\n// \n// But this is not always the case.\n// Even with the above example, a change in indentation may change the overall widest child:\n// -----\n// <Foo> \n// ••<Foobar> \n// ••••<Baz> \n// -----\n// \n// In extreme
cases this difference can be important:\n// -----\n// <ReallyLongName> \n// ••<Foo>\n// ••••<Bar> \n// ••••••<Baz> \n// ••••••••<Qux> \n// -----\n// \n// In the above
example, the current indentation is fine,\n// but if we naively assumed that the widest element is also the deepest
element,\n// we would end up compressing the indentation unnecessarily:\n// -----\n// <ReallyLongName> \n// •<Foo> \n// ••<Bar> \n// •••<Baz> \n// ••••<Qux>\n// -----\n// \n// The way we deal with this is to compute the max indentation size that can fit each
child,\n// given the child's fixed width and depth within the tree.\n// Then we take the smallest of these indentation
sizes...\nfunction updateIndentationSizeVar(\n innerDiv: HTMLDivElement,\n cachedChildWidths:
WeakMap<HTMLElement, number>,\n indentationSizeRef: {current: number},\n prevListWidthRef: {current:
number},\n): void {\n const list = ((innerDiv.parentElement: any): HTMLDivElement);\n const listWidth =
list.clientWidth;\n // Skip measurements when the Components panel is hidden.\n if (listWidth === 0) {\n
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return;\n }\n\n // Reset the max indentation size if the width of the tree has increased.\n if (listWidth >
prevListWidthRef.current) {\n indentationSizeRef.current = DEFAULT_INDENTATION_SIZE;\n }\n
prevListWidthRef.current = listWidth;\n\n let maxIndentationSize: number = indentationSizeRef.current;\n\n //
eslint-disable-next-line no-for-of-loops/no-for-of-loops\n for (const child of innerDiv.children) {\n const depth =
parseInt(child.getAttribute('data-depth'), 10) || 0;\n\n let childWidth: number = 0;\n\n const cachedChildWidth =
cachedChildWidths.get(child);\n if (cachedChildWidth !== null) {\n childWidth = cachedChildWidth;\n } else
{\n const {firstElementChild} = child;\n\n // Skip over e.g. the guideline element\n if (firstElementChild !==
null) {\n childWidth = firstElementChild.clientWidth;\n cachedChildWidths.set(child, childWidth);\n }
}\n\n const remainingWidth = Math.max(0, listWidth - childWidth);\n\n maxIndentationSize =
Math.min(maxIndentationSize, remainingWidth / depth);\n }\n\n indentationSizeRef.current =
maxIndentationSize;\n\n list.style.setProperty('--indentation-size', `${maxIndentationSize}px`);\n\n\nfunction
InnerElementType({children, style, ...rest}) {\n const {ownerID} = useContext(TreeStateContext);\n\n const
cachedChildWidths = useMemo<WeakMap<HTMLElement, number>>(\n () => new WeakMap(),\n [],\n);\n\n // This ref tracks the current indentation size.\n // We decrease indentation to fit wider/deeper trees.\n // We
intentionally do not increase it again afterward, to avoid the perception of content \"jumping\"\n // e.g. clicking to
toggle/collapse a row might otherwise jump horizontally beneath your cursor,\n // e.g. scrolling a wide row off
screen could cause narrower rows to jump to the right some.\n //\n // There are two exceptions for this:\n // 1. The
first is when the width of the tree increases.\n // The user may have resized the window specifically to make more
room for DevTools.\n // In either case, this should reset our max indentation size logic.\n // 2. The second is when
the user enters or exits an owner tree.\n const indentationSizeRef =
useRef<number>(DEFAULT_INDENTATION_SIZE);\n const prevListWidthRef = useRef<number>(0);\n const
prevOwnerIDRef = useRef<number | null>(ownerID);\n const divRef = useRef<HTMLDivElement |
null>(null);\n\n // We shouldn't retain this width across different conceptual trees though,\n // so when the user
opens the \"owners tree\" view, we should discard the previous width.\n if (ownerID !== prevOwnerIDRef.current)
{\n prevOwnerIDRef.current = ownerID;\n indentationSizeRef.current = DEFAULT_INDENTATION_SIZE;\n }
}\n\n // When we render new content, measure to see if we need to shrink indentation to fit it.\n useEffect(() => {\n
if (divRef.current !== null) {\n updateIndentationSizeVar(\n divRef.current,\n cachedChildWidths,\n
 indentationSizeRef,\n prevListWidthRef,\n);\n }\n });\n\n // This style override enables the background
color to fill the full visible width,\n // when combined with the CSS tweaks in Element.\n // A lot of options were
considered; this seemed the one that requires the least code.\n // See https://github.com/bvaughn/react-devtools-
experimental/issues/9\n return (\n <div\n className={styles.InnerElementType}\n ref={divRef}\n
 style={style}\n {...rest}>\n <SelectedTreeHighlight />\n {children}\n </div>\n);\n\n\nfunction
Loading() {\n return <div className={styles.Loading}>Loading...</div>;\n}\n\n,\"/**\n * Copyright (c) Facebook,
Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in
the root directory of this source tree.\n * @flow\n */\n\nimport * as React from 'react';\nimport Button from
'./Button';\nimport ButtonIcon from './ButtonIcon';\nimport styles from './shared.css';\n\ntype Props = {\n
 callStack: string | null,\n children: React$Node,\n componentStack: string | null,\n dismissError: Function | null,\n
 errorMessage: string | null,\n};\n\nexport default function ErrorView({\n callStack,\n children,\n
 componentStack,\n dismissError = null,\n errorMessage,\n}: Props) {\n return (\n <div
 className={styles.ErrorBoundary}>\n {children}\n <div className={styles.ErrorInfo}>\n <div
 className={styles.HeaderRow}>\n <div className={styles.Header}>\n Uncaught Error:\n
 {errorMessage || \"}\n </div>\n {dismissError !== null && (\n <Button
 className={styles.CloseButton} onClick={dismissError}>\n Dismiss\n <ButtonIcon
 className={styles.CloseButtonIcon} type=\"close\" />\n </Button>\n)}\n </div>\n
 {!!callStack && (\n <div className={styles.Stack}>\n The error was thrown {callStack.trim()}\n
 </div>\n)}\n {!!componentStack && (\n <div className={styles.Stack}>\n The error
 occurred {componentStack.trim()}\n </div>\n)}\n </div>\n);\n}\n\n,\"/**\n * Copyright (c)
Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n *

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LICENSE file in the root directory of this source tree.\n * \n * @flow\n * /\n\nimport * as React from 'react';\nimport
styles from './LoadingAnimation.css';\n\ntype Props = {\n className?: string,\n};\n\nexport default function
LoadingAnimation({ className = '' }: Props) {\n return (\n <svg\n xmlns="http://www.w3.org/2000/svg"\n
 className={` ${styles.Icon} ${className} `}\n width="24"\n height="24"\n viewBox="0 0 100
100">\n <path d="M0 0h100v100H0z" fill="none" />\n <circle fill="currentColor" stroke="none"
 cx="20" cy="50" r="10">\n <animate\n attributeName="opacity"\n dur="1s"\n
 values="0;1;0"\n repeatCount="indefinite"\n begin="0.1"\n />\n </circle>\n <circle
 fill="currentColor" stroke="none" cx="50" cy="50" r="10">\n <animate\n
 attributeName="opacity"\n dur="1s"\n values="0;1;0"\n repeatCount="indefinite"\n
 begin="0.2"\n />\n </circle>\n <circle fill="currentColor" stroke="none" cx="80" cy="50"
 r="10">\n <animate\n attributeName="opacity"\n dur="1s"\n values="0;1;0"\n
 repeatCount="indefinite"\n begin="0.3"\n />\n </circle>\n </svg>\n);\n}\n\n",/**\n * Copyright
(c) Facebook, Inc. and its affiliates.\n * \n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n * \n * @flow\n * /\n\nimport * as React from 'react';\nimport
LoadingAnimation from 'react-devtools-shared/src/devtools/views/Components/LoadingAnimation';\nimport styles
from './shared.css';\n\nexport default function SearchingGitHubIssues() {\n return (\n <div
 className={styles.GitHubLinkRow}>\n <LoadingAnimation className={styles.LoadingIcon} />\n
 Searching GitHub for reports of this error...\n </div>\n);\n}\n\n",/**\n * Copyright (c) Facebook, Inc. and its
affiliates.\n * \n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root
directory of this source tree.\n * \n * @flow\n * /\n\nexport type GitHubIssue = {\n title: string,\n url:
string,\n};\n\nconst GITHUB_ISSUES_API = 'https://api.github.com/search/issues';\n\nexport function
searchGitHubIssuesURL(message: string): string {\n // Remove Fiber IDs from error message (as those will be
unique).\n message = message.replace(/"[0-9]+"/g, "");\n\n const filters = [\n 'in:title',\n 'is:issue',\n
 'is:open',\n 'is:public',\n 'label:"Component: Developer Tools"',\n 'repo:facebook/react',\n];\n\n return (\n
 GITHUB_ISSUES_API +\n '?q=' +\n encodeURIComponent(message) +\n '%20' +\n
 filters.map(encodeURIComponent).join('%20')\n);\n}\n\nexport async function searchGitHubIssues(\n message:
string,\n): Promise<GitHubIssue | null> {\n const response = await fetch(searchGitHubIssuesURL(message));\n
 const data = await response.json();\n if (data.items.length > 0) {\n const item = data.items[0];\n return {\n
 title: item.title,\n url: item.html_url,\n }; \n } else {\n return null;\n }\n}\n\n",/**\n * Copyright (c) Facebook,
Inc. and its affiliates.\n * \n * This source code is licensed under the MIT license found in the\n * LICENSE file in
the root directory of this source tree.\n * \n * @flow\n * /\n\nimport type {Wakeable} from
'shared/ReactTypes';\n\nimport type {GitHubIssue} from './githubAPI';\n\nimport {unstable_getCacheForType as
getCacheForType} from 'react';\n\nimport {searchGitHubIssues} from './githubAPI';\n\nconst API_TIMEOUT =
3000;\n\nconst Pending = 0;\n\nconst Resolved = 1;\n\nconst Rejected = 2;\n\n\ntype PendingRecord = {\n status: 0,\n
 value: Wakeable,\n};\n\n\ntype ResolvedRecord<T> = {\n status: 1,\n value: T,\n};\n\n\ntype RejectedRecord = {\n
 status: 2,\n value: null,\n};\n\n\ntype Record<T> = PendingRecord | ResolvedRecord<T> |
RejectedRecord;\n\nfunction readRecord<T>(record: Record<T>): ResolvedRecord<T> | RejectedRecord {\n if
(record.status === Resolved) {\n // This is just a type refinement.\n return record;\n } else if (record.status ===
Rejected) {\n // This is just a type refinement.\n return record;\n } else {\n throw record.value;\n }\n}\n\n\ntype
GitHubIssueMap = Map<string, Record<GitHubIssue>>;\n\nfunction createMap(): GitHubIssueMap {\n return new
Map();\n}\n\nfunction getRecordMap(): Map<string, Record<GitHubIssue>> {\n return
getCacheForType(createMap);\n}\n\nexport function findGitHubIssue(errorMessage: string): GitHubIssue | null {\n
 errorMessage = normalizeErrorMessage(errorMessage);\n\n const map = getRecordMap();\n let record =
 map.get(errorMessage);\n\n if (!record) {\n const callbacks = new Set();\n const wakeable: Wakeable = {\n
 then(callback) {\n callbacks.add(callback);\n },\n }; \n const wake = () => {\n // This assumes they
won't throw.\n callbacks.forEach(callback => callback());\n callbacks.clear();\n }; \n const newRecord:
Record<GitHubIssue> = (record = {\n status: Pending,\n value: wakeable,\n });\n\n let didTimeout =
false;\n\n searchGitHubIssues(errorMessage)\n .then(maybeItem => {\n if (didTimeout) {\n return;\n

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 }\n\n if (maybeItem) {\n const resolvedRecord = ((newRecord: any):
ResolvedRecord<GitHubIssue>);\n resolvedRecord.status = Resolved;\n resolvedRecord.value =
maybeItem;\n } else {\n const notFoundRecord = ((newRecord: any): RejectedRecord);\n
notFoundRecord.status = Rejected;\n notFoundRecord.value = null;\n }\n\n wake();\n })\n
.catch(error => {\n const thrownRecord = ((newRecord: any): RejectedRecord);\n thrownRecord.status =
Rejected;\n thrownRecord.value = null;\n\n wake();\n });\n // Only wait a little while for GitHub
results before showing a fallback.\n setTimeout(() => {\n didTimeout = true;\n\n const timedoutRecord =
((newRecord: any): RejectedRecord);\n timedoutRecord.status = Rejected;\n timedoutRecord.value = null;\n\n
wake();\n }, API_TIMEOUT);\n\n map.set(errorMessage, record);\n })\n\n const response =
readRecord(record).value;\n return response;\n }\n\nfunction normalizeErrorMessage(errorMessage: string): string
{\n // Remove Fiber IDs from error message (as those will be unique).\n errorMessage =
errorMessage.replace(/^[0-9]+\$/, "");\n return errorMessage;\n }\n\n"/**\n * Copyright (c) Facebook, Inc. and its
affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root
directory of this source tree.\n * \n * @flow\n */\n\nimport type {GitHubIssue} from './githubAPI';\nimport * as
React from 'react';\nimport Icon from './Icon';\nimport styles from './shared.css';\n\nexport default function
UpdateExistingIssue({\n gitHubIssue,\n}: {\n gitHubIssue: GitHubIssue,\n}) {\n const {title, url} =
gitHubIssue;\n return (\n <div className={styles.GitHubLinkRow}>\n <Icon className={styles.ReportIcon}
type="bug" />\n <div className={styles.UpdateExistingIssuePrompt}>\n Update existing issue:\n </div>\n <a\n className={styles.ReportLink}\n href={url}\n rel="noopener noreferrer"\n
target="_blank"\n title="Report bug"\n >\n {title}\n \n </div>\n);\n\n"/**\n * Copyright (c)
Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n * \n * @flow\n */\n\nimport * as React from 'react';\nimport
Icon from './Icon';\nimport {searchGitHubIssuesURL} from './githubAPI';\nimport styles from
 './shared.css';\n\nconst LABELS = [\n 'Component: Developer Tools',\n 'Type: Bug',\n 'Status:
Unconfirmed',\n];\n\n// This must match the filename in \\.github/ISSUE_TEMPLATE/\n\nconst TEMPLATE =
'devtools_bug_report.yml';\n\ninterface Props = {\n callStack: string | null,\n componentStack: string | null,\n
errorMessage: string | null,\n};\n\nexport default function ReportNewIssue({\n callStack,\n componentStack,\n
errorMessage,\n}: Props) {\n let bugURL = process.env.GITHUB_URL;\n if (!bugURL) {\n return null;\n }\n\n
const gitHubAPISearch =\n errorMessage !== null ? searchGitHubIssuesURL(errorMessage) : '(none)';\n\n const
title = `[DevTools Bug] ${errorMessage || ''}`;\n\n const parameters = [\n `template=${TEMPLATE}`, \n
 `labels=${encodeURIComponent(LABELS.join(','))}`, \n `title=${encodeURIComponent(title)}`, \n
 `automated_package=${process.env.DEVTOOLS_PACKAGE || ''}`, \n
 `automated_version=${process.env.DEVTOOLS_VERSION || ''}`, \n
 `automated_error_message=${encodeURIComponent(errorMessage || '')}`, \n
 `automated_call_stack=${encodeURIComponent(callStack || '')}`, \n
 `automated_component_stack=${encodeURIComponent(componentStack || '')}`, \n
 `automated_github_query_string=${gitHubAPISearch}`,\n];\n\n bugURL +=
`/issues/new?${parameters.join('&)}&`; \n\n return (\n <div className={styles.GitHubLinkRow}>\n <Icon
className={styles.ReportIcon} type="bug" />\n <a\n className={styles.ReportLink}\n
href={bugURL}\n rel="noopener noreferrer"\n target="_blank"\n title="Report bug"\n
 >\n Report this issue\n \n <div className={styles.ReproSteps}>\n (Please include steps on how to
reproduce it and the components used.)\n </div>\n </div>\n);\n\n"/**\n * Copyright (c) Facebook, Inc. and
its affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root
directory of this source tree.\n * \n * @flow\n */\n\nimport * as React from 'react';\nimport
{isInternalFacebookBuild} from 'react-devtools-feature-flags';\nimport
{REACT_DEVTOOLS_WORKPLACE_URL} from 'react-devtools-shared/src/constants';\nimport Icon from
 './Icon';\nimport styles from './shared.css';\n\nexport default function WorkplaceGroup() {\n if
(!isInternalFacebookBuild) {\n return null;\n }\n\n return (\n <div

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className={styles.WorkplaceGroupRow}>\n <Icon className={styles.ReportIcon} type="facebook" />\n
<a\n className={styles.ReportLink}\n href={REACT_DEVTOOLS_WORKPLACE_URL}\n
rel="noopener noreferrer"\n target="_blank"\n title="Report bug">\n Report this on Workplace\n
\n <div className={styles.FacebookOnly}>(Facebook employees only.)</div>\n </div>\n
);\n}\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT
license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\nimport * as
React from 'react';\nimport {findGitHubIssue} from './cache';\nimport UpdateExistingIssue from
 './UpdateExistingIssue';\nimport ReportNewIssue from './ReportNewIssue';\nimport WorkplaceGroup from
 './WorkplaceGroup';\n\ntype Props = {\n callStack: string | null,\n componentStack: string | null,\n errorMessage:
string | null,\n};\n\nexport default function SuspendingErrorView({\n callStack,\n componentStack,\n errorMessage,\n}: Props) {\n const maybeItem =\n errorMessage !== null ? findGitHubIssue(errorMessage) :
null;\n\n let GitHubUI;\n if (maybeItem !== null) {\n GitHubUI = <UpdateExistingIssue
gitHubIssue={maybeItem} />;\n } else {\n GitHubUI = (\n <ReportNewIssue\n callStack={callStack}\n
 componentStack={componentStack}\n errorMessage={errorMessage}\n />\n);\n }\n\n return (\n <>\n
 {GitHubUI}\n <WorkplaceGroup />\n </>\n);\n}\n", "/*\n * Copyright (c) Facebook, Inc. and its
affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root
directory of this source tree.\n *\n * @flow\n */\nimport * as React from 'react';\nimport {Component, Suspense}
from 'react';\nimport Store from 'react-devtools-shared/src/devtools/store';\nimport ErrorView from
 './ErrorView';\nimport SearchingGitHubIssues from './SearchingGitHubIssues';\nimport SuspendingErrorView from
 './SuspendingErrorView';\n\ntype Props = {\n children: React$Node,\n canDismiss?: boolean,\n store?:
Store,\n};\n\ntype State = {\n callStack: string | null,\n canDismiss: boolean,\n componentStack: string | null,\n
 errorMessage: string | null,\n hasError: boolean,\n};\n\nconst InitialState: State = {\n callStack: null,\n
 canDismiss: false,\n componentStack: null,\n errorMessage: null,\n hasError: false,\n};\n\nexport default class
ErrorBoundary extends Component<Props, State> {\n state: State = InitialState;\n\n static
getDerivedStateFromError(error: any) {\n const errorMessage =\n typeof error === 'object' &&\n error !==
null &&\n error.hasOwnProperty('message')\n ? error.message\n : " + error;\n\n const callStack =\n typeof error === 'object' &&\n error !== null &&\n error.hasOwnProperty('stack')\n ? error.stack\n
 .split("\\n")\n .slice(1)\n .join("\\n")\n : null;\n\n return {\n callStack,\n errorMessage,\n
 hasError: true,\n };\n }\n\n componentDidCatch(error: any, {componentStack}: any) {\n this.setState({\n
 componentStack,\n });\n }\n\n componentDidMount() {\n const {store} = this.props;\n if (store !== null) {\n
 store.addListener('error', this._onStoreError);\n }\n }\n\n componentWillUnmount() {\n const {store} =
this.props;\n if (store !== null) {\n store.removeListener('error', this._onStoreError);\n }\n }\n\n render() {\n
 const {canDismiss: canDismissProp, children} = this.props;\n const {\n callStack,\n canDismiss:\n canDismissState,\n componentStack,\n errorMessage,\n hasError,\n } = this.state;\n\n if (hasError) {\n
 return (\n <ErrorView\n callStack={callStack}\n componentStack={componentStack}\n
 dismissError={\n canDismissProp || canDismissState ? this._dismissError : null\n }\n
 errorMessage={errorMessage}>\n <Suspense fallback={<SearchingGitHubIssues />}>\n
 <SuspendingErrorView\n callStack={callStack}\n componentStack={componentStack}\n
 errorMessage={errorMessage}\n />\n </Suspense>\n </ErrorView>\n);\n }\n }\n\n return
children;\n}\n\n_dismissError = () => {\n this.setState(InitialState);\n};\n\n_onStoreError = (error: Error) =>
{\n if (!this.state.hasError) {\n this.setState({\n ...ErrorBoundary.getDerivedStateFromError(error),\n canDismiss: true,\n });\n }\n};\n}\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This
source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source
tree.\n *\n * @flow\n */\nimport ErrorBoundary from './ErrorBoundary';\n\nexport default
ErrorBoundary;\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under
the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n
*/\nimport * as React from 'react';\nimport {useContext} from 'react';\nimport {createPortal} from 'react-
dom';\nimport ErrorBoundary from './ErrorBoundary';\nimport {StoreContext} from './context';\n\nexport type Props

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= {portalContainer?: Element, ...};\n\nexport default function portaledContent(\n Component:
React$StatelessFunctionalComponent<any>,\n): React$StatelessFunctionalComponent<any> {\n return function
PortaledContent({portalContainer, ...rest}: Props) {\n const store = useContext(StoreContext);\n\n const children
= (\n <ErrorBoundary store={store}>\n <Component {...rest} />\n </ErrorBoundary>\n);\n\n return
portalContainer != null\n ? createPortal(children, portalContainer)\n : children;\n };\n}\n", "/*\n * Copyright
(c) Facebook, Inc. and its affiliates.\n * \n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n * \n * @flow\n * \n\nimport * as React from 'react';\nimport
{useContext} from 'react';\nimport ErrorBoundary from './ErrorBoundary';\nimport {TreeStateContext} from
'./TreeContext';\nimport styles from './InspectedElementErrorBoundary.css';\n\ntype WrapperProps = {\n children:
React$Node,\n};\n\nexport default function InspectedElementErrorBoundaryWrapper({\n children,\n}:
WrapperProps) {\n // Key on the selected element ID so that changing the selected element automatically hides the
boundary.\n // This seems best since an error inspecting one element isn't likely to be relevant to another element.\n
const {selectedElementID} = useContext(TreeStateContext);\n return (\n <div className={styles.Wrapper}>\n
<ErrorBoundary key={selectedElementID} canDismiss={true}>\n {children}\n </ErrorBoundary>\n
</div>\n);\n}\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n * \n * This source code is licensed under
the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n * \n * @flow\n
*\n\nimport * as React from 'react';\nimport {\n createContext,\n useCallback,\n useContext,\n useMemo,\n
useReducer,\n useRef,\n} from 'react';\nimport Button from './Button';\nimport {useModalDismissSignal} from
'./hooks';\n\nimport styles from './ModalDialog.css';\n\ntype ID = any;\n\ntype DIALOG_ACTION_HIDE = {\n
type: 'HIDE',\n id: ID,\n};\n\ntype DIALOG_ACTION_SHOW = {\n type: 'SHOW',\n canBeDismissed?:
boolean,\n content: React$Node,\n id: ID,\n title?: React$Node | null,\n};\n\ntype Action =
DIALOG_ACTION_HIDE | DIALOG_ACTION_SHOW;\n\ntype Dispatch = (action: Action) => void;\n\ntype
Dialog = {\n canBeDismissed: boolean,\n content: React$Node | null,\n id: ID,\n title: React$Node |
null,\n};\n\ntype State = {\n dialogs: Array<Dialog>,\n};\n\ntype ModalDialogContextType = {\n ...State,\n
dispatch: Dispatch,\n};\n\nconst ModalDialogContext = createContext<ModalDialogContextType>(\n (null: any):
ModalDialogContextType),\n);\n\nModalDialogContext.displayName = 'ModalDialogContext';\n\nfunction
dialogReducer(state, action) {\n switch (action.type) {\n case 'HIDE':\n return {\n dialogs:
state.dialogs.filter(dialog => dialog.id !== action.id),\n };;\n case 'SHOW':\n return {\n dialogs: [\n
...state.dialogs,\n {\n canBeDismissed: action.canBeDismissed !== false,\n content:
action.content,\n id: action.id,\n title: action.title || null,\n },\n],\n };;\n default:\n
throw new Error(`Invalid action "${action.type}"`);\n };\n}\n\n\ntype Props = {\n children:
React$Node,\n};\n\nfunction ModalDialogContextController({children}: Props) {\n const [state, dispatch] =
useReducer<State, State, Action>(dialogReducer, {\n dialogs: [],\n });\n\n const value =
useMemo<ModalDialogContextType>(\n () => ({\n dialogs: state.dialogs,\n dispatch,\n })),\n [state,
dispatch],\n);\n\n return (\n <ModalDialogContext.Provider value={value}>\n {children}\n
</ModalDialogContext.Provider>\n);\n}\n\nfunction ModalDialog(_: {}) {\n const {dialogs, dispatch} =
useContext(ModalDialogContext);\n\n if (dialogs.length === 0) {\n return null;\n }\n\n return (\n <div
className={styles.Background}>\n {dialogs.map(dialog => (\n <ModalDialogImpl\n
key={dialog.id}\n canBeDismissed={dialog.canBeDismissed}\n content={dialog.content}\n
dispatch={dispatch}\n id={dialog.id}\n title={dialog.title}\n />\n))}\n </div>\n
);\n}\n\nfunction ModalDialogImpl({\n canBeDismissed,\n content,\n dispatch,\n id,\n title,\n}: {\n
canBeDismissed: boolean,\n content: React$Node | null,\n dispatch: Dispatch,\n id: ID,\n title: React$Node |
null,\n}) {\n const dismissModal = useCallback(() => {\n if (canBeDismissed) {\n dispatch({type: 'HIDE',
id});\n };\n }, [canBeDismissed, dispatch]);\n\n const dialogRef = useRef<HTMLDivElement | null>(null);\n\n //
It's important to trap click events within the dialog,\n // so the dismiss hook will use it for click hit detection.\n //
Because multiple tabs may be showing this ModalDialog,\n // the normal `dialog.contains(target)` check would fail
on a background tab.\n useModalDismissSignal(dialogRef, dismissModal, false);\n\n // Clicks on the dialog should
not bubble.\n // This way we can dismiss by listening to clicks on the background.\n const handleClick =

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(event: any) => {\n event.stopPropagation();\n\n // It is important that we don't also prevent default,\n // or clicks within the dialog (e.g. on links) won't work.\n };\n\n return (\n <div ref={dialogRef}\n className={styles.Dialog} onClick={handleDialogClick}>\n {title !== null && <div\n className={styles.Title}>{title}</div>}\n {content}\n {canBeDismissed && (\n <div\n className={styles.Buttons}>\n <Button\n autoFocus={true}\n className={styles.Button}\n onClick={dismissModal}>\n Okay\n </Button>\n </div>\n)}\n </div>\n);\n}\n\nexport\n {ModalDialog, ModalDialogContext, ModalDialogContextController};\n", "/*\n * Copyright (c) Facebook, Inc.\n and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the\n root directory of this source tree.\n *\n * @flow\n */\n\nimport {createContext} from 'react';\nimport type {\n CanViewElementSource,\n ViewElementSource,\n} from 'react-devtools-\nshared/src/devtools/views/DevTools';\n\nexport type Context = {\n canViewElementSourceFunction:\n CanViewElementSource | null,\n viewElementSourceFunction: ViewElementSource | null,\n};\n\nconst\n ViewElementSourceContext = createContext<Context>(((null: any):\n Context));\n\nViewElementSourceContext.displayName = 'ViewElementSourceContext';\n\nexport default\n ViewElementSourceContext;\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is\n licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useContext} from 'react';\nimport {StoreContext} from\n './context';\nimport {\n ComponentFilterElementType,\n ElementTypeSuspense,\n} from 'react-devtools-\nshared/src/types';\n\nexport default function CannotSuspendWarningMessage() {\n const store =\n useContext(StoreContext);\n const areSuspenseElementsHidden = !!store.componentFilters.find(\n filter =>\n filter.type === ComponentFilterElementType &&\n filter.value === ElementTypeSuspense &&\n filter.isEnabled,\n);\n\n // Has the user filtered out Suspense nodes from the tree?\n // If so, the selected element\n might actually be in a Suspense tree after all.\n if (areSuspenseElementsHidden) {\n return (\n <div>\n Suspended state cannot be toggled while Suspense components are hidden.\n Disable the filter and try again.\n </div>\n);\n } else {\n return (\n <div>\n The selected element is not within a Suspense container.\n Suspending it\n would cause an error.\n </div>\n);\n }\n}\n", "/*\n * Copyright (c) Facebook, Inc. and its\n affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root\n directory of this source tree.\n *\n * @flow\n */\n\nimport {createContext} from 'react';\n\nexport type ShowFn =\n ({data: Object, pageX: number, pageY: number}) => void;\n\nexport type HideFn = () => void;\n\nconst\n idToShowFnMap = new Map<string, ShowFn>();\n idToHideFnMap = new Map<string, HideFn>();\n\nlet\n currentHideFn = null;\n\nfunction hideMenu() {\n if (typeof currentHideFn === 'function') {\n currentHideFn();\n }\n}\n\nfunction showMenu({\n data,\n id,\n pageX,\n pageY,\n}: {\n data: Object,\n id: string,\n pageX:\n number,\n pageY: number,\n}) {\n const showFn = idToShowFnMap.get(id);\n if (typeof showFn === 'function')\n {\n currentHideFn = idToHideFnMap.get(id);\n showFn({data, pageX, pageY});\n }\n}\n\nfunction\n registerMenu(id: string, showFn: ShowFn, hideFn: HideFn) {\n if (idToShowFnMap.has(id)) {\n throw\n Error(`Context menu with id "${id}" already registered.`);\n }\n\n idToShowFnMap.set(id, showFn);\n idToHideFnMap.set(id, hideFn);\n\n return function unregisterMenu() {\n idToShowFnMap.delete(id);\n idToHideFnMap.delete(id);\n };\n}\n\nexport type RegistryContextType = {\n hideMenu: () => void,\n showMenu: ({\n data: Object,\n id: string,\n pageX: number,\n pageY: number,\n }) => void,\n registerMenu: (string, ShowFn, HideFn) => Function,\n};\n\nexport const RegistryContext =\n createContext<RegistryContextType>({\n hideMenu,\n showMenu,\n registerMenu,\n });\n", "/*\n * Copyright (c)\n Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport\n {useContext, useEffect, useLayoutEffect, useRef, useState} from 'react';\nimport {createPortal} from 'react-\ndom';\nimport {RegistryContext} from './Contexts';\nimport styles from './ContextMenu.css';\nimport type\n {RegistryContextType} from './Contexts';\n\nfunction repositionToFit(element: HTMLElement, pageX: number,\n pageY: number) {\n const ownerWindow = element.ownerDocument.defaultView;\n if (element !== null) {\n if\n (pageY + element.offsetHeight >= ownerWindow.innerHeight) {\n if (pageY - element.offsetHeight > 0) {\n

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./AutoSizeInput.css';\n\n type Props = {\n className?: string,\n onFocus?: (event: FocusEvent) => void,\n placeholder?: string,\n value: any,\n ...rest\n};\n\n\n export default function AutoSizeInput({\n className,\n onFocus,\n placeholder = "",\n value,\n ...rest\n}: Props) {\n const onFocusWrapper = event => {\n const input = event.target;\n if (input !== null) {\n input.selectionStart = 0;\n input.selectionEnd = value.length;\n }\n }\n if (typeof onFocus === 'function') {\n onFocus(event);\n }\n const isEmpty = value === "" || value === ""\n return (\n <input\n className={[styles.Input, className].join(' ')}\n onFocus={onFocusWrapper}\n placeholder={placeholder}\n style={{\n width: `calc(${isEmpty ? placeholder.length : value.length}ch + 1px)`,\n }}\n value={isEmpty ? "" : value}\n {...rest}\n />\n);\n}\n\n", /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\n\n import * as React from 'react';\n import {useCallback, useState} from 'react';\n import AutoSizeInput from './NativeStyleEditor/AutoSizeInput';\n import styles from './EditableName.css';\n\n\n type Type = 'props' | 'state' | 'context' | 'hooks';\n\n type OverrideNameFn = (\n oldName: Array<string | number>,\n newName: Array<string | number>,\n) => void;\n\n type EditableNameProps = {\n allowEmpty?: boolean,\n allowWhiteSpace?: boolean,\n autoFocus?: boolean,\n className?: string,\n initialValue?: string,\n overrideName: OverrideNameFn,\n path: Array<string | number>,\n type: Type,\n};\n\n\n export default function EditableName({\n allowEmpty = false,\n allowWhiteSpace = false,\n autoFocus = false,\n className = "",\n initialValue = "",\n overrideName,\n path,\n type,\n}: EditableNameProps) {\n const [editableName, setEditableName] = useState(initialValue);\n const [isValid, setIsValid] = useState(false);\n const handleChange = useCallback(\n ({target}) => {\n let value = target.value;\n if (!allowWhiteSpace) {\n value = value.trim();\n }\n if (allowEmpty || value !== "") {\n setIsValid(true);\n } else {\n setIsValid(false);\n }\n setEditableName(value);\n },\n [overrideName,\n];\n const handleKeyDown = useCallback(\n event => {\n // Prevent keydown events from e.g. change selected element in the tree\n event.stopPropagation();\n switch (event.key) {\n case 'Enter':\n case 'Tab':\n if (isValid) {\n const basePath = path.slice(0, path.length - 1);\n overrideName(\n [...basePath, initialValue],\n [...basePath, editableName],\n);\n }\n break;\n case 'Escape':\n setEditableName(initialValue);\n break;\n default:\n break;\n }\n },\n [editableName, setEditableName, isValid, initialValue, overrideName],\n);\n return (\n <AutoSizeInput\n autoFocus={autoFocus}\n className={[styles.Input, className].join(' ')}\n onChange={handleChange}\n onKeyDown={handleKeyDown}\n placeholder="new entry"\n type="text"\n value={editableName}\n />\n);\n}\n\n", /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\n\n import * as React from 'react';\n import {Fragment} from 'react';\n import styles from './EditableValue.css';\n import {useEditableValue} from '../hooks';\n\n\n type OverrideValueFn = (path: Array<string | number>, value: any) => void;\n\n type EditableValueProps = {\n className?: string,\n overrideValue: OverrideValueFn,\n path: Array<string | number>,\n value: any,\n};\n\n\n export default function EditableValue({\n className = "",\n overrideValue,\n path,\n value,\n}: EditableValueProps) {\n const [state, dispatch] = useEditableValue(value);\n const {editableValue, hasPendingChanges, isValid, parsedValue} = state;\n const reset = () => dispatch({\n type: 'RESET',\n externalValue: value,\n });\n const handleChange = ({target}) => dispatch({\n type: 'UPDATE',\n editableValue: target.value,\n externalValue: value,\n });\n const handleCheckBoxToggle = ({target}) => {\n dispatch({\n type: 'UPDATE',\n editableValue: target.checked,\n externalValue: value,\n });\n // Unlike <input type="checkbox"> updates state *and* applies changes in a single event.\n // So we read from target.checked rather than parsedValue (which has not yet updated).\n // We also don't check isValid (because that hasn't changed yet either);\n // we don't need to check it anyway, since target.checked is always a boolean.\n overrideValue(path, target.checked);\n }; \n const handleKeyDown = event => {\n // Prevent keydown events from e.g. change selected element in the tree\n event.stopPropagation();\n switch (event.key) {\n case 'Enter':\n applyChanges();\n break;\n case 'Escape':\n reset();\n break;\n default:\n break;\n }\n }; \n const applyChanges = () => {\n if

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(isValid && hasPendingChanges) {\n overrideValue(path, parsedValue);\n }\n };\n\n let placeholder = ";\n if
(editableValue === undefined) {\n placeholder = '(undefined)';\n } else {\n placeholder = 'Enter valid JSON';\n
}\n\n const isBool = parsedValue === true || parsedValue === false;\n\n return (\n <Fragment>\n <input\n
autoComplete="new-password"\n className={` ${isValid ? styles.Input : styles.Invalid} ${className}` }\n
onBlur={applyChanges}\n onChange={handleChange}\n onKeyDown={handleKeyDown}\n
placeholder={placeholder}\n type="text"\n value={editableValue}\n />\n {isBool && (\n
<input\n className={styles.Checkbox}\n checked={parsedValue}\n type="checkbox"\n
onChange={handleCheckBoxToggle}\n />\n)}\n </Fragment>\n);\n}\n", /*\n * Copyright (c)
Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n *\n * Converts nested hooks paths to
the format expected by the backend.\n * e.g. [""] => [""]\n * e.g. [1, 'value', ...] => [...]\n * e.g. [2, 'subhooks', 1,
'value', ...] => [...]\n * e.g. [1, 'subhooks', 3, 'subhooks', 2, 'value', ...] => [...]\n */\n\nexport function
parseHookPathForEdit(\n path: Array<string | number>,\n): Array<string | number> {\n let index = 0;\n for (let i =
0; i < path.length; i++) {\n if (path[i] === 'value') {\n index = i + 1;\n break;\n }\n }\n return
path.slice(index);\n}\n", /*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed
under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useState} from 'react';\nimport Store from '../store';\nimport
EditableName from './EditableName';\nimport {smartParse} from '../utils';\nimport {parseHookPathForEdit} from
 '../utils';\nimport styles from './NewArrayValue.css';\nimport type {InspectedElement} from './types';\nimport type
{FrontendBridge} from 'react-devtools-shared/src/bridge';\n\nexport type Props = {\n bridge: FrontendBridge,\n depth:
number,\n hidden: boolean,\n hookID?: ?number,\n index: number,\n inspectedElement: InspectedElement,\n path:
Array<string | number>,\n store: Store,\n type: 'props' | 'context' | 'hooks' | 'state',\n};\n\nexport default
function NewArrayValue({\n bridge,\n depth,\n hidden,\n hookID,\n index,\n inspectedElement,\n path,\n store,\n type,\n}: Props) {\n const [key, setKey] = useState<number>(0);\n const [isInvalid, setIsInvalid] =
useState(false);\n // This is a bit of an unusual usage of the EditableName component,\n // but otherwise it acts
the way we want for a new Array entry.\n const overrideName = (oldPath, newPath) => {\n const value =
newPath[newPath.length - 1];\n let parsedValue;\n let newIsInvalid = true;\n try {\n parsedValue =
smartParse(value);\n newIsInvalid = false;\n } catch (error) {\n if (isInvalid !== newIsInvalid) {\n
setIsInvalid(newIsInvalid);\n }\n if (!newIsInvalid) {\n setKey(key + 1);\n const {id} =
inspectedElement;\n const rendererID = store.getRendererIDForElement(id);\n if (rendererID !== null) {\n
let basePath = path;\n if (hookID !== null) {\n basePath = parseHookPathForEdit(basePath);\n }\n bridge.send('overrideValueAtPath', {\n type,\n hookID,\n id,\n path: [...basePath, index],\n
 rendererID,\n value: parsedValue,\n });\n }\n }\n return (\n <div\n key={key}\n
 hidden={hidden}\n style={{\n paddingLeft: `${(depth - 1) * 0.75}rem`,\n }}>\n <div
 className={styles.NewArrayValue}>\n <EditableName\n allowWhiteSpace={true}\n
 autoFocus={key > 0}\n className={[\n styles.EditableName, isInvalid && styles.Invalid\n].join(' ')}\n
 initialValue=""\n overrideName={overrideName}\n path={path}\n />\n </div>\n
 </div>\n);\n}\n", /*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed
under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useState} from 'react';\nimport Store from '../store';\nimport
EditableName from './EditableName';\nimport EditableValue from './EditableValue';\nimport
{parseHookPathForEdit} from '../utils';\nimport styles from './NewKeyValue.css';\nimport type
{InspectedElement} from './types';\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\n\nexport type Props = {\n bridge: FrontendBridge,\n depth: number,\n hidden: boolean,\n hookID?: ?number,\n inspectedElement: InspectedElement,\n path: Array<string | number>,\n store: Store,\n type: 'props' | 'state' |
'hooks' | 'context',\n};\n\nexport default function NewKeyValue({\n bridge,\n depth,\n hidden,\n hookID,\n inspectedElement,\n path,\n store,\n type,\n}: Props) {\n const [newPropKey, setNewPropKey] =
useState<number>(0);\n const [newPropName, setNewPropName] = useState<string>("");\n const

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overrideNewEntryName = (oldPath, newPath) => {\n setNewPropName(newPath[newPath.length - 1]);\n };\n\n
const overrideNewEntryValue = (newPath, value) => {\n if (!NewPropName) {\n return;\n }\n\n
setNewPropName("");\n setNewPropKey(newPropKey + 1);\n\n const {id} = inspectedElement;\n const
rendererID = store.getRendererIDForElement(id);\n if (rendererID !== null) {\n let basePath = newPath;\n if
(hookID !== null) {\n basePath = parseHookPathForEdit(basePath);\n }\n\n
bridge.send('overrideValueAtPath', {\n type,\n hookID,\n id,\n path: basePath,\n rendererID,\n
 value,\n });\n }\n };\n\n return (\n <div\n key={newPropKey}\n hidden={hidden}\n style={{\n
paddingLeft: `${(depth - 1) * 0.75}rem`,\n }}>\n <div className={styles.NewKeyValue}>\n
<EditableName\n autoFocus={newPropKey > 0}\n className={styles.EditableName}\n
overrideName={overrideNewEntryName}\n path={[]} \n />\n \n <EditableValue\n
className={styles.EditableValue}\n overrideValue={overrideNewEntryValue}\n path=[...path,
newPropName]\n value="" \n />\n </div>\n </div>\n);\n }\n },"/*\n * Copyright (c) Facebook, Inc.
and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the
root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport Button from
'./Button';\nimport ButtonIcon from './ButtonIcon';\nimport styles from './ExpandCollapseToggle.css';\n\nexport
ExpandCollapseToggleProps = {\n disabled: boolean,\n isOpen: boolean,\n setIsOpen: Function,\n};\n\nexport
default function ExpandCollapseToggle({\n disabled,\n isOpen,\n setIsOpen,\n}: ExpandCollapseToggleProps)
{\n return (\n <Button\n className={styles.ExpandCollapseToggle}\n disabled={disabled}\n
onClick={() => setIsOpen(prevIsOpen => !prevIsOpen)}\n title={`\n ${isOpen ? 'Collapse' : 'Expand'}\n `
prop value`}\n <ButtonIcon type={isOpen ? 'expanded' : 'collapsed'} \n </Button>\n);\n }\n },"/*\n * Copyright
(c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {useContext, useEffect} from
'react';\nimport {RegistryContext} from './Contexts';\nimport type {RegistryContextType} from
'./Contexts';\nimport type {ElementRef} from 'react';\n\nexport default function useContextMenu({\n data,\n id,\n ref,\n}: {\n data: Object,\n id: string,\n ref: {current: ElementRef<'div'> | null},\n}) {\n const {showMenu} =
useContext<RegistryContextType>(RegistryContext);\n\n useEffect(() => {\n if (ref.current !== null) {\n
const handleContextMenu = (event: MouseEvent | TouchEvent) => {\n event.preventDefault();\n
event.stopPropagation();\n\n const pageX =\n (event: any).pageX ||\n (event.touches && (event:
any).touches[0].pageX);\n const pageY =\n (event: any).pageY ||\n (event.touches && (event:
any).touches[0].pageY);\n showMenu({data, id, pageX, pageY});\n };\n\n const trigger = ref.current;\n
trigger.addEventListener('contextmenu', handleContextMenu);\n\n return () => {\n
trigger.removeEventListener('contextmenu', handleContextMenu);\n };\n }}, [data, id,
showMenu]);\n }\n },"/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed
under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n
*/\n\nimport {\n convertInspectedElementBackendToFrontend,\n hydrateHelper,\n inspectElement as
inspectElementAPI,\n} from 'react-devtools-shared/src/backendAPI';\nimport {fillInPath} from 'react-devtools-
shared/src/hydration';\n\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\nimport type {\n InspectElementFullData,\n InspectElementHydratedPath,\n} from 'react-devtools-
shared/src/backend/types';\nimport type {\n Element,\n InspectedElement as InspectedElementFrontend,\n InspectedElementResponseType,\n} from 'react-devtools-shared/src/devtools/views/Components/types';\n\n// Map
an Element in the Store to the most recent copy of its inspected data.\n// As updates comes from the backend,
inspected data is updated.\n// Both this map and the inspected objects in it are mutable.\n// They should never be
read from directly during render;\n// Use a Suspense cache to ensure that transitions work correctly and there is no
tearing.\n\nconst inspectedElementMap: WeakMap<\n Element,\n InspectedElementFrontend,\n> = new
WeakMap();\n\nexport type Path = Array<string | number>;\n\nexport type InspectElementReturnType = [\n InspectedElementFrontend,\n InspectedElementResponseType,\n];\n\nexport function inspectElement({\n bridge,\n element,\n path,\n rendererID,\n}: {\n bridge: FrontendBridge,\n element: Element,\n path: Path | null,\n rendererID: number,\n}): Promise<InspectElementReturnType> {\n const {id} = element;\n return

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inspectElementAPI({\n bridge,\n id,\n path,\n rendererID,\n }).then((data: any) => {\n const {type} =
data;\n\n let inspectedElement;\n switch (type) {\n case 'no-change':\n // This is a no-op for the purposes
of our cache.\n inspectedElement = inspectedElementMap.get(element);\n if (inspectedElement != null) {\n return [inspectedElement, type];\n }\n break;\n\n case 'not-found':\n // This is effectively a no-
op.\n // If the Element is still in the Store, we can eagerly remove it from the Map.\n inspectedElementMap.delete(element);\n throw Error(`Element "${id}" not found`);\n\n case 'full-data':\n const fullData = ((data: any): InspectElementFullData);\n // New data has come in.\n // We should
replace the data in our local mutable copy.\n inspectedElement =
convertInspectedElementBackendToFrontend(\n fullData.value,\n);\n\n inspectedElementMap.set(element, inspectedElement);\n return [inspectedElement, type];\n\n case
'hydrated-path':\n const hydratedPathData = ((data: any): InspectElementHydratedPath);\n const {value} =
hydratedPathData;\n // A path has been hydrated.\n // Merge it with the latest copy we have locally and
resolve with the merged value.\n inspectedElement = inspectedElementMap.get(element) || null;\n if
(inspectedElement !== null) {\n // Clone element\n inspectedElement = {...inspectedElement};\n\n }\n // Merge hydrated data\n fillInPath(\n inspectedElement,\n value,\n ((path: any): Path),\n hydrateHelper(value, ((path: any): Path)),\n);\n inspectedElementMap.set(element,
inspectedElement);\n return [inspectedElement, type];\n }\n break;\n\n default:\n // Should
never happen.\n if (__DEV__) {\n console.error(\n `Unexpected inspected element response data:
"${type}"`,\n);\n }\n break;\n }\n }\n throw Error(`Unable to inspect element with id "${id}"`);\n
});\n\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT
license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\n\nimport {\n
unstable_getCacheForType as getCacheForType,\n startTransition,\n} from 'react';\nimport Store from
'./devtools/store';\nimport {inspectElement as inspectElementMutableSource} from
'./inspectedElementMutableSource';\nimport type {FrontendBridge} from 'react-devtools-
shared/src/bridge';\nimport type {Wakeable} from 'shared/ReactTypes';\nimport type {\n Element,\n
InspectedElement as InspectedElementFrontend,\n InspectedElementResponseType,\n} from 'react-devtools-
shared/src/devtools/views/Components/types';\n\nconst Pending = 0;\nconst Resolved = 1;\nconst Rejected =
2;\n\ntype PendingRecord = {\n status: 0,\n value: Wakeable,\n};\n\ntype ResolvedRecord<T> = {\n status: 1,\n
value: T,\n};\n\ntype RejectedRecord = {\n status: 2,\n value: string,\n};\n\ntype Record<T> = PendingRecord |
ResolvedRecord<T> | RejectedRecord;\n\nfunction readRecord<T>(record: Record<T>): ResolvedRecord<T> {\n
if (record.status === Resolved) {\n // This is just a type refinement.\n return record;\n} else {\n throw
record.value;\n}\n}\n\ntype InspectedElementMap = WeakMap<Element,\nRecord<InspectedElementFrontend>>;\n\ntype CacheSeedKey = () => InspectedElementMap;\n\nfunction
createMap(): InspectedElementMap {\n return new WeakMap();\n}\n\nfunction getRecordMap():\nWeakMap<Element, Record<InspectedElementFrontend>> {\n return
getCacheForType(createMap);\n}\n\nfunction createCacheSeed(\n element: Element,\n inspectedElement:\n InspectedElementFrontend,\n): [CacheSeedKey, InspectedElementMap] {\n const newRecord:\nRecord<InspectedElementFrontend> = {\n status: Resolved,\n value: inspectedElement,\n};\n const map =
createMap();\n map.set(element, newRecord);\n return [createMap, map];\n}\n\n/**\n * Fetches element props and
state from the backend for inspection.\n * This method should be called during render; it will suspend if data has not
yet been fetched.\n */\nexport function inspectElement(\n element: Element,\n path: Array<string | number> |
null,\n store: Store,\n bridge: FrontendBridge,\n): InspectedElementFrontend | null {\n const map =
getRecordMap();\n let record = map.get(element);\n if (!record) {\n const callbacks = new Set();\n const
wakeable: Wakeable = {\n then(callback) {\n callbacks.add(callback);\n },\n }; \n const wake = () =>
{\n // This assumes they won't throw.\n callbacks.forEach(callback => callback());\n callbacks.clear();\n
};\n const newRecord: Record<InspectedElementFrontend> = (record = {\n status: Pending,\n value:\n wakeable,\n });\n const rendererID = store.getRendererIDForElement(element.id);\n if (rendererID == null)\n {\n const rejectedRecord = ((newRecord: any): RejectedRecord);\n rejectedRecord.status = Rejected;\n

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rejectedRecord.value = `Could not inspect element with id ${element.id}`;\n map.set(element, record);\n\n return null;\n }\n\n inspectElementMutableSource({\n bridge,\n element,\n path,\n rendererID:\n ((rendererID: any): number),\n }).then(\n ([\n inspectedElement: InspectedElementFrontend\n]) => {\n const\n resolvedRecord = ((newRecord: any): ResolvedRecord<InspectedElementFrontend>);\n resolvedRecord.status\n = Resolved;\n resolvedRecord.value = inspectedElement;\n wake();\n },\n error => {\n if\n (newRecord.status === Pending) {\n const rejectedRecord = ((newRecord: any): RejectedRecord);\n rejectedRecord.status = Rejected;\n rejectedRecord.value = `Could not inspect element with id\n ${element.id}`;\n wake();\n }\n },\n);\n map.set(element, record);\n}\n\nconst response =\n readRecord(record).value;\nreturn response;\n}\n\nntype RefreshFunction = (\n seedKey: CacheSeedKey,\n cacheMap: InspectedElementMap,\n) => void;\n\n/**\n * Asks the backend for updated props and state from an\n * expected element.\n * This method should never be called during render; call it from an effect or event handler.\n * This method will schedule an update if updated information is returned.\n */\nexport function checkForUpdate({\n bridge,\n element,\n refresh,\n store,\n}: {\n bridge: FrontendBridge,\n element: Element,\n refresh:\n RefreshFunction,\n store: Store,\n}): void {\n const {id} = element;\n const rendererID =\n store.getRendererIDForElement(id);\n if (rendererID != null) {\n inspectElementMutableSource({\n bridge,\n element,\n path: null,\n rendererID: ((rendererID: any): number),\n }).then(\n ([\n inspectedElement: InspectedElementFrontend,\n responseType: InspectedElementResponseType,\n]) => {\n if (responseType === 'full-data') {\n startTransition(() => {\n const [key, value] =\n createCacheSeed(element, inspectedElement);\n refresh(key, value);\n });\n }\n }\n);\n }\n}\n\n/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT\n * license found in the\n * LICENSE file in the root directory of this source tree.\n */\n@flow\nimport * as\n React from 'react';\nimport {\n createContext,\n startTransition,\n unstable_useCacheRefresh as\n useCacheRefresh,\n useCallback,\n useContext,\n useEffect,\n useMemo,\n useState,\n} from 'react';\nimport {\n TreeStateContext\n} from './TreeContext';\nimport {\n BridgeContext,\n StoreContext\n} from './context';\nimport {\n checkForUpdate,\n inspectElement,\n} from 'react-devtools-shared/src/inspectedElementCache';\nimport type\n {ReactNodeList}\n from 'shared/ReactTypes';\nimport type {\n Element,\n InspectedElement,\n} from 'react-\ndevtools-shared/src/devtools/views/Components/types';\nntype Path = Array<string | number>;\nntype\n InspectPathFunction = (path: Path) => void;\nntype Context = {\n inspectedElement: InspectedElement | null,\n inspectPaths: InspectPathFunction,\n};\n\nexport const InspectedElementContext = createContext<Context>(\n ((null: any): Context),\n);\n\nconst POLL_INTERVAL = 1000;\n\nexport type Props = {\n children:\n ReactNodeList,\n};\n\nexport function InspectedElementContextController({children}: Props) {\n const\n {selectedElementID} = useContext(TreeStateContext);\n const bridge = useContext(BridgeContext);\n const store\n = useContext(StoreContext);\n\n const refresh = useCacheRefresh();\n // Temporarily stores most recently-\n inspected (hydrated) path.\n // The transition that updates this causes the component to re-render and ask the cache-\n >backend for the new path.\n // When a path is sent along with an "inspectElement" request,\n // the backend\n knows to send its dehydrated data even if the element hasn't updated since the last request.\n const [state, setState] =\n useState<{\n element: Element | null,\n path: Array<number | string> | null,\n }>({\n element: null,\n path:\n null,\n });\n\n const element =\n selectedElementID != null ? store.getElementByID(selectedElementID) :\n null;\n\n const elementHasChanged = element != null && element != state.element;\n // Reset the cached\n inspected paths when a new element is selected.\n if (elementHasChanged) {\n setState({\n element,\n path:\n null,\n });\n }\n\n // Don't load a stale element from the backend; it wastes bridge bandwidth.\n let\n inspectedElement = null;\n if (!elementHasChanged && element != null) {\n inspectedElement =\n inspectElement(element, state.path, store, bridge);\n }\n\n const inspectPaths: InspectPathFunction =\n useCallback<InspectPathFunction>(\n (path: Path) => {\n startTransition(() => {\n setState({\n element: state.element,\n path,\n });\n refresh();\n });\n },\n [setState, state],\n);\n\n // Reset\n path now that we've asked the backend to hydrate it.\n // The backend is stateful, so we don't need to remember this\n path the next time we inspect.\n useEffect(() => {\n if (state.path != null) {\n setState({\n element:\n state.element,\n path: null,\n });\n }\n }, [state]);\n\n // Periodically poll the selected element for

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updates.\n useEffect(() => {\n if (element !== null) {\n const checkForUpdateWrapper = () => {\n
checkForUpdate({bridge, element, refresh, store});\n timeoutID = setTimeout(checkForUpdateWrapper,
POLL_INTERVAL);\n };\n let timeoutID = setTimeout(checkForUpdateWrapper, POLL_INTERVAL);\n
return () => {\n clearTimeout(timeoutID);\n };\n }}, [element, // Reset this timer any time the
element we're inspecting gets a new response.\n // No sense to ping right away after e.g. inspecting/hydrating a
path.\n inspectedElement, state,]);\n\n const value = useMemo<Context>(\n () => ({\n
inspectedElement, inspectPaths, },\n [inspectedElement, inspectPaths],\n);\n\n return (\n
<InspectedElementContext.Provider value={value}>\n {children}\n </InspectedElementContext.Provider>\n
);\n}\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT
license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\nimport * as
React from 'react';\nimport {useTransition, useContext, useRef, useState} from 'react';\nimport EditableName from
'./EditableName';\nimport EditableValue from './EditableValue';\nimport NewArrayValue from
'./NewArrayValue';\nimport NewKeyValue from './NewKeyValue';\nimport LoadingAnimation from
'./LoadingAnimation';\nimport ExpandCollapseToggle from './ExpandCollapseToggle';\nimport {alphaSortEntries,
getMetaValueLabel} from './utils';\nimport {meta} from './../hydration';\nimport useContextMenu from
'./../ContextMenu/useContextMenu';\nimport Store from './../store';\nimport {parseHookPathForEdit} from
'./utils';\nimport styles from './KeyValue.css';\nimport Button from 'react-devtools-
shared/src/devtools/views/Button';\nimport ButtonIcon from 'react-devtools-
shared/src/devtools/views/ButtonIcon';\nimport {InspectedElementContext} from
'./InspectedElementContext';\n\nimport type {InspectedElement} from './types';\nimport type {Element} from 'react-
devtools-shared/src/devtools/views/Components/types';\nimport type {Element as ReactElement} from
'react';\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\n\ntype Type = 'props' | 'state' |
'context' | 'hooks';\n\ntype KeyValueProps = {\n alphaSort: boolean,\n bridge: FrontendBridge,\n canDeletePaths:
boolean,\n canEditValues: boolean,\n canRenamePaths: boolean,\n canRenamePathsAtDepth?: (depth: number)
=> boolean,\n depth: number,\n element: Element,\n hidden: boolean,\n hookID?: ?number,\n inspectedElement:
InspectedElement,\n isDirectChildOfAnArray?: boolean,\n name: string,\n path: Array<any>,\n pathRoot:
Type,\n store: Store,\n value: any,\n};\n\nexport default function KeyValue({\n alphaSort,\n bridge,\n
canDeletePaths,\n canEditValues,\n canRenamePaths,\n canRenamePathsAtDepth,\n depth,\n element,\n
inspectedElement,\n isDirectChildOfAnArray,\n hidden,\n hookID,\n name,\n path,\n pathRoot,\n store,\n
value,\n}: KeyValueProps) {\n const {id} = inspectedElement;\n\n const [isOpen, setIsOpen] =
useState<boolean>(false);\n const contextMenuTriggerRef = useRef(null);\n\n const {inspectPaths} =
useContext(InspectedElementContext);\n\n let isInspectable = false;\n let isReadOnly = false;\n if (value !== null
&& typeof value === 'object') {\n isInspectable = value[meta.inspectable] && value[meta.size] !== 0;\n
isReadOnly = value[meta.readonly];\n }\n\n const [isInspectPathsPending, startInspectPathsTransition] =
useTransition();\n const toggleIsOpen = () => {\n if (isOpen) {\n setIsOpen(false);\n } else {\n
setIsOpen(true);\n\n if (isInspectable) {\n startInspectPathsTransition(() => {\n inspectPaths([pathRoot,
...path]);\n });\n }\n });\n\n useContextMenu({\n data: {\n path: [pathRoot, ...path],\n type:\n value !== null &&\n typeof value === 'object' &&\n hasOwnProperty.call(value, meta.type)\n ?\n value[meta.type]\n : typeof value,\n },\n id: 'InspectedElement',\n ref: contextMenuTriggerRef,\n });\n\n const dataType = typeof value;\n const isSimpleType =\n dataType === 'number' ||\n dataType === 'string' ||\n dataType === 'boolean' ||\n value == null;\n\n const style = {\n paddingLeft: `${(depth - 1) * 0.75}rem`,\n
};\n\n const overrideValue = (newPath, newValue) => {\n if (hookID !== null) {\n newPath =
parseHookPathForEdit(newPath);\n }\n\n const rendererID = store.getRendererIDForElement(id);\n if
(rendererID !== null) {\n bridge.send('overrideValueAtPath', {\n hookID,\n id,\n path: newPath,\n
rendererID,\n type: pathRoot,\n value: newValue,\n });\n }\n\n const deletePath = pathToDelete
=> {\n if (hookID !== null) {\n pathToDelete = parseHookPathForEdit(pathToDelete);\n }\n\n const
rendererID = store.getRendererIDForElement(id);\n if (rendererID !== null) {\n bridge.send('deletePath', {\n
hookID,\n id,\n path: pathToDelete,\n rendererID,\n type: pathRoot,\n });\n }\n\n const

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renamePath = (oldPath, newPath) => {\n if (newPath[newPath.length - 1] === "") {\n // Deleting the key
suggests an intent to delete the whole path.\n if (canDeletePaths) {\n deletePath(oldPath);\n }\n } else
{\n if (hookID != null) {\n oldPath = parseHookPathForEdit(oldPath);\n newPath =
parseHookPathForEdit(newPath);\n }\n const rendererID = store.getRendererIDForElement(id);\n if
(rendererID !== null) {\n bridge.send('renamePath', {\n hookID,\n id,\n newPath,\n oldPath,\n rendererID,\n type: pathRoot,\n });\n }\n }\n} // TRICKY This is a bit of a
hack to account for context and hooks.\n // In these cases, paths can be renamed but only at certain depths.\n // The
special "\"value\"" wrapper for context shouldn't be editable.\n // Only certain types of hooks should be editable.\n let
canRenameTheCurrentPath = canRenamePaths;\n if (canRenameTheCurrentPath && typeof
canRenamePathsAtDepth === 'function') {\n canRenameTheCurrentPath = canRenamePathsAtDepth(depth);\n}
\n let renderedName;\n if (isDirectChildOfAnArray) {\n if (canDeletePaths) {\n renderedName = (\n
<DeleteToggle name={name} deletePath={deletePath} path={path} />\n);\n } else {\n renderedName =
{name};\n }\n } else if (canRenameTheCurrentPath) {\n
renderedName = (\n <EditableName\n allowEmpty={canDeletePaths}\n
className={styles.EditableName}\n initialValue={name}\n overrideName={renamePath}\n
path={path}\n />\n);\n } else {\n renderedName = {name};\n
}\n\n let children = null;\n if (isSimpleType) {\n let displayValue = value;\n if (dataType === 'string') {\n
displayValue = `\"${value}\"`;\n } else if (dataType === 'boolean') {\n displayValue = value ? 'true' : 'false';\n
} else if (value === null) {\n displayValue = 'null';\n } else if (value === undefined) {\n displayValue =
'undefined';\n }\n children = (\n <div\n key=\"root\"\n className={styles.Item}\n
hidden={hidden}\n ref={contextMenuTriggerRef}\n style={style}>\n <div
className={styles.ExpandCollapseToggleSpacer} />\n {renderedName}\n <div
className={styles.AfterName}>:</div>\n {canEditValues ? (\n <EditableValue\n
overrideValue={overrideValue}\n path={path}\n value={value}\n />\n) : (\n {displayValue}\n)}\n </div>\n);\n } else if (\n
hasOwnProperty.call(value, meta.type) &&\n !hasOwnProperty.call(value, meta.unserializable)\n) {\n children
= (\n <div\n key=\"root\"\n className={styles.Item}\n hidden={hidden}\n
ref={contextMenuTriggerRef}\n style={style}>\n {isInspectable ? (\n <ExpandCollapseToggle
isOpen={isOpen} setIsOpen={toggleIsOpen} />\n) : (\n <div
className={styles.ExpandCollapseToggleSpacer} />\n)}\n {renderedName}\n <div
className={styles.AfterName}>:</div>\n <span\n className={styles.Value}\n
onClick={isInspectable ? toggleIsOpen : undefined}>\n {getMetaValueLabel(value)}\n \n
</div>\n);\n }\n if (isInspectPathsPending) {\n children = (\n <>\n {children}\n <div
className={styles.Item} style={style}>\n <div className={styles.ExpandCollapseToggleSpacer} />\n
<LoadingAnimation />\n </div>\n </>\n);\n }\n } else {\n if (Array.isArray(value)) {\n const
hasChildren = value.length > 0 || canEditValues;\n const displayName = getMetaValueLabel(value);\n children
= value.map((innerValue, index) => (\n <KeyValue\n key={index}\n
alphaSort={alphaSort}\n bridge={bridge}\n canDeletePaths={canDeletePaths && !isReadOnly}\n
canEditValues={canEditValues && !isReadOnly}\n canRenamePaths={canRenamePaths && !isReadOnly}\n
canRenamePathsAtDepth={canRenamePathsAtDepth}\n depth={depth + 1}\n element={element}\n
hookID={hookID}\n inspectedElement={inspectedElement}\n isDirectChildOfAnArray={true}\n
hidden={hidden || !isOpen}\n name={index}\n path={path.concat(index)}\n
pathRoot={pathRoot}\n store={store}\n value={value[index]}\n />\n));\n }\n if (canEditValues
&& !isReadOnly) {\n children.push(\n <NewArrayValue\n key=\"NewKeyValue\"\n
bridge={bridge}\n depth={depth + 1}\n hidden={hidden || !isOpen}\n hookID={hookID}\n
index={value.length}\n element={element}\n inspectedElement={inspectedElement}\n
path={path}\n store={store}\n type={pathRoot}\n />\n);\n }\n }\n children.unshift(\n
<div\n key={` ${depth} -root`}\n className={styles.Item}\n hidden={hidden}\n

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ref={contextMenuTriggerRef}\n style={style}>\n {hasChildren ? (\n <ExpandCollapseToggle
isOpen={isOpen} setIsOpen={setIsOpen} />\n) : (\n <div
className={styles.ExpandCollapseToggleSpacer} />\n)}\n {renderedName}\n <div
className={styles.AfterName}>:</div>\n <span\n className={styles.Value}\n
onClick={hasChildren ? toggleIsOpen : undefined}>\n {displayName}\n \n </div>,\n
);\n } else {\n // TRICKY\n // It's important to use Object.entries() rather than Object.keys()\n // because
of the hidden meta Symbols used for hydration and unserializable values.\n const entries =
Object.entries(value);\n if (alphaSort) {\n entries.sort(alphaSortEntries);\n }\n const hasChildren =
entries.length > 0 || canEditValues;\n const displayName = getMetaValueLabel(value);\n children =
entries.map<ReactElement<any>>((\n [key, keyValue] => (\n <KeyValue\n key={key}\n
alphaSort={alphaSort}\n bridge={bridge}\n canDeletePaths={canDeletePaths && !isReadOnly}\n
canEditValues={canEditValues && !isReadOnly}\n canRenamePaths={canRenamePaths && !isReadOnly}\n
canRenamePathsAtDepth={canRenamePathsAtDepth}\n depth={depth + 1}\n element={element}\n
hookID={hookID}\n inspectedElement={inspectedElement}\n hidden={hidden || !isOpen}\n
name={key}\n path={path.concat(key)}\n pathRoot={pathRoot}\n store={store}\n
value={keyValue}\n />\n));\n if (canEditValues && !isReadOnly) {\n children.push(\n
<NewKeyValue\n key="NewKeyValue"\n bridge={bridge}\n depth={depth + 1}\n
element={element}\n hidden={hidden || !isOpen}\n hookID={hookID}\n
inspectedElement={inspectedElement}\n path={path}\n store={store}\n type={pathRoot}\n
/;>,\n);\n }\n children.unshift(\n <div\n key={`\${depth}-root`}\n
className={styles.Item}\n hidden={hidden}\n ref={contextMenuTriggerRef}\n style={style}>\n
 {hasChildren ? (\n <ExpandCollapseToggle isOpen={isOpen} setIsOpen={setIsOpen} />\n) : (\n
 <div className={styles.ExpandCollapseToggleSpacer} />\n)}\n {renderedName}\n <div
className={styles.AfterName}>:</div>\n <span\n className={styles.Value}\n
onClick={hasChildren ? toggleIsOpen : undefined}>\n {displayName}\n \n </div>,\n
);\n }\n}\n\nreturn children;\n}\n\nfunction DeleteToggle({deletePath, name, path}) {\n const handleClick =
event => {\n event.stopPropagation();\n deletePath(path);\n };\n\n return (\n <>\n <Button\n
className={styles.DeleteArrayItemButton}\n onClick={handleClick}\n title="Delete entry">\n
<ButtonIcon type="delete" />\n </Button>\n {name}\n </>\n
);\n}\n\n"/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT
license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\n\nimport {copy}
from 'clipboard-js';\nimport * as React from 'react';\nimport Button from '../Button';\nimport ButtonIcon from
'../ButtonIcon';\nimport KeyValue from './KeyValue';\nimport {alphaSortEntries, serializeDataForCopy} from
'./utils';\nimport Store from '../store';\nimport styles from './InspectedElementSharedStyles.css';\nimport {\n
ElementTypeClass,\n ElementTypeFunction,\n} from 'react-devtools-shared/src/types';\nimport type\n {InspectedElement} from './types';\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\nimport
type {Element} from 'react-devtools-shared/src/devtools/views/Components/types';\n\nexport type Props = {\n bridge:\n FrontendBridge,\n element: Element,\n inspectedElement: InspectedElement,\n store: Store,\n};\n\nexport default\n function InspectedElementContextTree({\n bridge,\n element,\n inspectedElement,\n store,\n}: Props) {\n const\n {hasLegacyContext, context, type} = inspectedElement;\n\n const isReadOnly = type !== ElementTypeClass &&\n type !== ElementTypeFunction;\n\n const entries = context !== null ? Object.entries(context) : null;\n if (entries !==\n null) {\n entries.sort(alphaSortEntries);\n }\n\n const isEmpty = entries === null || entries.length === 0;\n\n const handleCopy = () => copy(serializeDataForCopy(((context: any): Object)));\n // We add an object with a\n "value" key as a wrapper around Context data\n // so that we can use the shared <KeyValue> component to\n display it.\n // This wrapper object can't be renamed.\n const canRenamePathsAtDepth = depth => depth > 1;\n\n if (isEmpty) {\n return null;\n } else {\n return (\n <div className={styles.InspectedElementTree}>\n <div className={styles.HeaderRow}>\n <div className={styles.Header}>\n {hasLegacyContext ?\n 'legacy context' : 'context'}\n </div>\n {isEmpty && (\n <Button onClick={handleCopy}

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title="Copy to clipboard">\n <ButtonIcon type="copy" />\n </Button>\n)\n </div>\n {isEmpty && <div className={styles.Empty}>None</div>}\n {!isEmpty && \n (entries: any).map(([{name, value}] => (\n <KeyValue\n key={name}\n alphaSort={true}\n bridge={bridge}\n canDeletePaths={!isReadOnly}\n canEditValues={!isReadOnly}\n canRenamePaths={!isReadOnly}\n canRenamePathsAtDepth={canRenamePathsAtDepth}\n depth={1}\n element={element}\n hidden={false}\n inspectedElement={inspectedElement}\n name={name}\n path={name}\n pathRoot="context"\n store={store}\n type="context"\n value={value}\n />\n))}\n </div>\n);\n }\n\n"/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {\n useContext,\n unstable_useCacheRefresh as useCacheRefresh,\n useTransition,\n} from 'react';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport Store from '../store';\nimport sharedStyles from './InspectedElementSharedStyles.css';\nimport styles from './InspectedElementErrorsAndWarningsTree.css';\nimport {SettingsContext} from '../Settings/SettingsContext';\nimport {\n clearErrorsForElement as clearErrorsForElementAPI,\n clearWarningsForElement as clearWarningsForElementAPI,\n} from 'react-devtools-shared/src/backendAPI';\n\nimport type {InspectedElement} from './types';\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\n\nexport type Props = {\n bridge: FrontendBridge,\n inspectedElement: InspectedElement,\n store: Store,\n};\n\nexport default function InspectedElementErrorsAndWarningsTree({\n bridge,\n inspectedElement,\n store,\n}: Props) {\n const refresh = useCacheRefresh();\n const [\n isErrorsTransitionPending,\n startClearErrorsTransition,\n] = useTransition();\n const clearErrorsForInspectedElement = () => {\n const {id} = inspectedElement;\n const rendererID = store.getRendererIDForElement(id);\n if (rendererID !== null) {\n startClearErrorsTransition(() => {\n clearErrorsForElementAPI({\n bridge,\n id,\n rendererID,\n });\n refresh();\n });\n }\n }; \n const [\n isWarningsTransitionPending,\n startClearWarningsTransition,\n] = useTransition();\n const clearWarningsForInspectedElement = () => {\n const {id} = inspectedElement;\n const rendererID = store.getRendererIDForElement(id);\n if (rendererID !== null) {\n startClearWarningsTransition(() => {\n clearWarningsForElementAPI({\n bridge,\n id,\n rendererID,\n });\n refresh();\n });\n }\n }; \n const {showInlineWarningsAndErrors} = useContext(SettingsContext);\n if (!showInlineWarningsAndErrors) {\n return null;\n }\n const {errors, warnings} = inspectedElement;\n return (\n <React.Fragment>\n {errors.length > 0 && (\n <Tree\n badgeClassName={styles.ErrorBadge}\n bridge={bridge}\n className={styles.ErrorTree}\n clearMessages={clearErrorsForInspectedElement}\n entries={errors}\n isTransitionPending={isErrorsTransitionPending}\n label="errors"\n messageClassName={styles.Error}\n />\n)}\n {warnings.length > 0 && (\n <Tree\n badgeClassName={styles.WarningBadge}\n bridge={bridge}\n className={styles.WarningTree}\n clearMessages={clearWarningsForInspectedElement}\n entries={warnings}\n isTransitionPending={isWarningsTransitionPending}\n label="warnings"\n messageClassName={styles.Warning}\n />\n)}\n </React.Fragment>\n);\n}\n\nexport type TreeProps = {\n badgeClassName: string,\n actions: React$Node,\n className: string,\n clearMessages: () => {},\n entries: Array<[string, number]>,\n isTransitionPending: boolean,\n label: string,\n messageClassName: string,\n};\n\nfunction Tree({\n badgeClassName,\n actions,\n className,\n clearMessages,\n entries,\n isTransitionPending,\n label,\n messageClassName,\n}: TreeProps) {\n if (entries.length === 0) {\n return null;\n }\n return (\n <div className={` ${sharedStyles.InspectedElementTree} ${className}`}>\n <div\n className={` ${sharedStyles.HeaderRow} ${styles.HeaderRow}`>\n <div\n className={sharedStyles.Header}>{label}</div>\n <Button\n disabled={isTransitionPending}\n onClick={clearMessages}\n title={`Clear all ${label} for this component`}>\n <ButtonIcon\n type="clear" />\n </Button>\n </div>\n {entries.map(([message, count], index) => (\n

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<ErrorOrWarningView\n key={`\${label}-\${index}`} \n badgeClassName={badgeClassName}\n
 className={messageClassName}\n count={count}\n message={message}\n />\n)\n }\n}\n\n\ntype ErrorOrWarningViewProps = {\n badgeClassName: string,\n className: string,\n count:
 number,\n message: string,\n};\n\nfunction ErrorOrWarningView({\n className,\n badgeClassName,\n count,\n message,\n}: ErrorOrWarningViewProps) {\n return (\n <div className={className}>\n {count > 1 &&
 <div className={badgeClassName}>{count}</div>\n <div className={styles.Message} title={message}>\n
 {message}\n </div>\n </div>\n);\n}\n\n"/>**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * \n * This
 source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source
 tree.\n * \n * @flow\n */\n\nimport {copy} from 'clipboard-js';\nimport * as React from 'react';\nimport
 {useCallback, useContext, useRef, useState} from 'react';\nimport {BridgeContext, StoreContext} from
 './context';\nimport Button from './Button';\nimport ButtonIcon from './ButtonIcon';\nimport
 ExpandCollapseToggle from './ExpandCollapseToggle';\nimport KeyValue from './KeyValue';\nimport
 {getMetaValueLabel, serializeHooksForCopy} from './utils';\nimport Store from './store';\nimport styles from
 './InspectedElementHooksTree.css';\nimport useContextMenu from './ContextMenu/useContextMenu';\nimport
 {meta} from './../hydration';\nimport {enableProfilerChangedHookIndices} from 'react-devtools-feature-
 flags';\nimport type {InspectedElement} from './types';\nimport type {HooksNode, HooksTree} from 'react-debug-
 tools/src/ReactDebugHooks';\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\nimport type
 {Element} from 'react-devtools-shared/src/devtools/views/Components/types';\n\ntype HooksTreeViewProps = {\n
 bridge: FrontendBridge,\n element: Element,\n inspectedElement: InspectedElement,\n store: Store,\n};\n\nexport
 function InspectedElementHooksTree({\n bridge,\n element,\n inspectedElement,\n store,\n}:
 HooksTreeViewProps) {\n const {hooks, id} = inspectedElement;\n const handleCopy = () =>
 copy(serializeHooksForCopy(hooks));\n if (hooks === null) {\n return null;\n } else {\n return (\n <div
 className={styles.HooksTreeView}>\n <div className={styles.HeaderRow}>\n <div
 className={styles.Header}>hooks</div>\n <Button onClick={handleCopy} title=\"Copy to clipboard\">\n
 <ButtonIcon type=\"copy\" />\n </Button>\n </div>\n <InnerHooksTreeView\n
 hooks={hooks}\n id={id}\n element={element}\n inspectedElement={inspectedElement}\n
 path={[]}\n />\n </div>\n);\n }\n}\n\n\ntype InnerHooksTreeViewProps = {\n element: Element,\n hooks:
 HooksTree,\n id: number,\n inspectedElement: InspectedElement,\n path: Array<string | number>,\n};\n\nexport
 function InnerHooksTreeView({\n element,\n hooks,\n id,\n inspectedElement,\n path,\n}:
 InnerHooksTreeViewProps) {\n // $FlowFixMe \"Missing type annotation for U\" whatever that means\n return
 hooks.map((hook, index) => (\n <HookView\n key={index}\n element={element}\n
 hook={hooks[index]}\n id={id}\n inspectedElement={inspectedElement}\n path={path.concat([index])}\n
 />\n));\n}\n\n\ntype HookViewProps = {\n element: Element,\n hook: HooksNode,\n id: number,\n
 inspectedElement: InspectedElement,\n path: Array<string | number>,\n};\n\nfunction HookView({element, hook,
 id, inspectedElement, path}: HookViewProps) {\n const {\n canEditHooks,\n canEditHooksAndDeletePaths,\n
 canEditHooksAndRenamePaths,\n } = inspectedElement;\n const {id: hookID, isStateEditable, subHooks, value} =
 hook;\n const isReadOnly = hookID === null || !isStateEditable;\n const canDeletePaths = !isReadOnly &&
 canEditHooksAndDeletePaths;\n const canEditValues = !isReadOnly && canEditHooks;\n const canRenamePaths
 = !isReadOnly && canEditHooksAndRenamePaths;\n const bridge = useContext(BridgeContext);\n const store
 = useContext(StoreContext);\n const [isOpen, setIsOpen] = useState<boolean>(false);\n const toggleIsOpen =
 useCallback(\n () => setIsOpen(prevIsOpen => !prevIsOpen),\n [],\n);\n const contextMenuTriggerRef =
 useRef(null);\n useContextMenu({\n data: {\n path: ['hooks', ...path],\n type:\n hook !== null &&\n
 typeof hook === 'object' &&\n hook.hasOwnProperty(meta.type)\n ? hook[(meta.type: any)]\n :
 typeof value,\n },\n id: 'InspectedElement',\n ref: contextMenuTriggerRef,\n });\n if
 (hook.hasOwnProperty(meta.inspected)) {\n // This Hook is too deep and hasn't been hydrated.\n if (__DEV__)
 {\n console.warn('Unexpected dehydrated hook; this is a DevTools error.);\n }\n return (\n <div
 className={styles.Hook}>\n <div className={styles.NameValueRow}>\n ...\n </div>\n </div>\n);\n }\n}\n\n // Certain hooks are

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not editable at all (as identified by react-debug-tools).\n // Primitive hook names (e.g. the \"State\" name for
useState) are also never editable.\n const canRenamePathsAtDepth = depth => isStateEditable && depth > 1;\n\n
const isCustomHook = subHooks.length > 0;\n\n let name = hook.name;\n if (enableProfilerChangedHookIndices)
{\n if (!isCustomHook) {\n name = (\n <>\n {hookID + 1}\n {name}\n </>\n);\n }\n }\n\n
const type = typeof value;\n\n let displayValue;\n let isComplexDisplayValue = false;\n\n // Format data for
display to mimic the props/state/context for now.\n if (type === 'string') {\n displayValue = `\"${(value: any):
string)}\"`; \n } else if (type === 'boolean') {\n displayValue = value ? 'true' : 'false'; \n } else if (type ===
'number') {\n displayValue = value; \n } else if (value === null) {\n displayValue = 'null'; \n } else if (value ===
undefined) {\n displayValue = null; \n } else if (Array.isArray(value)) {\n isComplexDisplayValue = true; \n
displayValue = 'Array'; \n } else if (type === 'object') {\n isComplexDisplayValue = true; \n displayValue =
'Object'; \n }\n\n if (isCustomHook) {\n const subHooksView = Array.isArray(subHooks) ? (\n
<InnerHooksTreeView\n element={element}\n hooks={subHooks}\n id={id}\n
inspectedElement={inspectedElement}\n path={path.concat(['subHooks'])}\n />\n) : (\n <KeyValue\n
alphaSort={false}\n bridge={bridge}\n canDeletePaths={canDeletePaths}\n
canEditValues={canEditValues}\n canRenamePaths={canRenamePaths}\n
canRenamePathsAtDepth={canRenamePathsAtDepth}\n depth={1}\n element={element}\n
hookID={hookID}\n inspectedElement={inspectedElement}\n name=\"subHooks\"\n
path={path.concat(['subHooks'])}\n store={store}\n type=\"hooks\"\n value={subHooks}\n />\n
);\n\n if (isComplexDisplayValue) {\n return (\n <div className={styles.Hook}>\n <div
ref={contextMenuTriggerRef} className={styles.NameValueRow}>\n <ExpandCollapseToggle
isOpen={isOpen} setIsOpen={setIsOpen} />\n <span\n onClick={toggleIsOpen}\n
className={name !== \" ? styles.Name : styles.NameAnonymous}>\n {name || 'Anonymous'}\n
\n \n {isOpen ||
getMetaValueLabel(value)}\n \n </div>\n <div className={styles.Children}
hidden={!isOpen}>\n <KeyValue\n alphaSort={false}\n bridge={bridge}\n
canDeletePaths={canDeletePaths}\n canEditValues={canEditValues}\n
canRenamePaths={canRenamePaths}\n canRenamePathsAtDepth={canRenamePathsAtDepth}\n
depth={1}\n element={element}\n hookID={hookID}\n
inspectedElement={inspectedElement}\n name=\"Debug Value\"\n path={path.concat(['value'])}\n
pathRoot=\"hooks\"\n store={store}\n value={value}\n />\n {subHooksView}\n
</div>\n </div>\n);\n } else {\n return (\n <div className={styles.Hook}>\n <div
ref={contextMenuTriggerRef} className={styles.NameValueRow}>\n <ExpandCollapseToggle
isOpen={isOpen} setIsOpen={setIsOpen} />\n <span\n onClick={toggleIsOpen}\n
className={name !== \" ? styles.Name : styles.NameAnonymous}>\n {name || 'Anonymous'}\n
<' '\n { /* $FlowFixMe */}\n \n
{displayValue}\n \n </div>\n <div className={styles.Children}
hidden={!isOpen}>\n {subHooksView}\n </div>\n </div>\n);\n }\n } else {\n if
(isComplexDisplayValue) {\n return (\n <div className={styles.Hook}>\n <KeyValue\n
alphaSort={false}\n bridge={bridge}\n canDeletePaths={canDeletePaths}\n
canEditValues={canEditValues}\n canRenamePaths={canRenamePaths}\n
canRenamePathsAtDepth={canRenamePathsAtDepth}\n depth={1}\n element={element}\n
hookID={hookID}\n inspectedElement={inspectedElement}\n name={name}\n
path={path.concat(['value'])}\n pathRoot=\"hooks\"\n store={store}\n value={value}\n
/>\n </div>\n);\n } else {\n return (\n <div className={styles.Hook}>\n <KeyValue\n
alphaSort={false}\n bridge={bridge}\n canDeletePaths={false}\n
canEditValues={canEditValues}\n canRenamePaths={false}\n depth={1}\n
element={element}\n hookID={hookID}\n inspectedElement={inspectedElement}\n

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name={ name }\n path={ [] }\n pathRoot=\"hooks\"\n store={ store }\n value={ value }\n
/>\n </div>\n);\n }\n }\n}\n\n// $FlowFixMe\nexport default
React.memo(InspectedElementHooksTree);\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This
source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source
tree.\n *\n * @flow\n */\n\nimport { copy } from 'clipboard-js';\nimport * as React from 'react';\nimport Button from
'../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport KeyValue from '../KeyValue';\nimport NewKeyValue
from '../NewKeyValue';\nimport { alphaSortEntries, serializeDataForCopy } from '../utils';\nimport Store from
'../store';\nimport styles from './InspectedElementSharedStyles.css';\nimport { ElementTypeClass } from 'react-
devtools-shared/src/types';\n\nimport type { InspectedElement } from './types';\nimport type { FrontendBridge } from
'react-devtools-shared/src/bridge';\nimport type { Element } from 'react-devtools-
shared/src/devtools/views/Components/types';\n\ntype Props = {\n bridge: FrontendBridge,\n element: Element,\n inspectedElement: InspectedElement,\n store: Store,\n};\n\nexport default function InspectedElementPropsTree({\n bridge,\n element,\n inspectedElement,\n store,\n}: Props) {\n const {\n canEditFunctionProps,\n canEditFunctionPropsDeletePaths,\n canEditFunctionPropsRenamePaths,\n props,\n type,\n } =
inspectedElement;\n\n const canDeletePaths =\n type === ElementTypeClass ||
canEditFunctionPropsDeletePaths;\n const canEditValues = type === ElementTypeClass || canEditFunctionProps;\n\n const canRenamePaths =\n type === ElementTypeClass || canEditFunctionPropsRenamePaths;\n\n const entries =
props != null ? Object.entries(props) : null;\n if (entries !== null) {\n entries.sort(alphaSortEntries);\n }\n\n const
isEmpty = entries === null || entries.length === 0;\n\n const handleCopy = () =>
copy(serializeDataForCopy(((props: any): Object)));\n\n return (\n <div
className={ styles.InspectedElementTree }>\n <div className={ styles.HeaderRow }>\n <div
className={ styles.Header }>props</div>\n { !isEmpty && (\n <Button onClick={ handleCopy }
title=\"Copy to clipboard\">\n <ButtonIcon type=\"copy\" />\n </Button>\n) }\n </div>\n { !isEmpty && \n (entries: any).map(([name, value]) => (\n <KeyValue\n key={ name }\n alphaSort={ true }\n bridge={ bridge }\n canDeletePaths={ canDeletePaths }\n canEditValues={ canEditValues }\n canRenamePaths={ canRenamePaths }\n depth={ 1 }\n element={ element }\n hidden={ false }\n inspectedElement={ inspectedElement }\n name={ name }\n path={ [name] }\n pathRoot=\"props\"\n store={ store }\n value={ value }\n />\n)) }\n { canEditValues && (\n <NewKeyValue\n bridge={ bridge }\n depth={ 0 }\n hidden={ false }\n inspectedElement={ inspectedElement }\n path={ [] }\n store={ store }\n type=\"props\"\n />\n) }\n </div>\n);\n}\n", "/*\n * Copyright (c) Facebook, Inc.
and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the
root directory of this source tree.\n *\n * @flow\n */\n\nimport { copy } from 'clipboard-js';\nimport * as React from
'react';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport KeyValue from
'../KeyValue';\nimport { alphaSortEntries, serializeDataForCopy } from '../utils';\nimport Store from
'../store';\nimport styles from './InspectedElementSharedStyles.css';\n\nimport type { InspectedElement } from
'./types';\nimport type { FrontendBridge } from 'react-devtools-shared/src/bridge';\nimport type { Element } from
'react-devtools-shared/src/devtools/views/Components/types';\n\ntype Props = {\n bridge: FrontendBridge,\n element: Element,\n inspectedElement: InspectedElement,\n store: Store,\n};\n\nexport default function
InspectedElementStateTree({\n bridge,\n element,\n inspectedElement,\n store,\n}: Props) {\n const { state } =
inspectedElement;\n\n const entries = state != null ? Object.entries(state) : null;\n if (entries !== null) {\n entries.sort(alphaSortEntries);\n }\n\n const isEmpty = entries === null || entries.length === 0;\n\n const
handleCopy = () => copy(serializeDataForCopy(((state: any): Object)));\n\n if (isEmpty) {\n return null;\n } else
{\n return (\n <div className={ styles.InspectedElementTree }>\n <div
className={ styles.HeaderRow }>\n <div className={ styles.Header }>state</div>\n { !isEmpty && (\n <Button onClick={ handleCopy } title=\"Copy to clipboard\">\n <ButtonIcon type=\"copy\" />\n </Button>\n) }\n </div>\n { isEmpty && <div className={ styles.Empty }>None</div> }\n { !isEmpty && \n (entries: any).map(([name, value]) => (\n <KeyValue\n key={ name }\n

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alphaSort={true}\n bridge={bridge}\n canDeletePaths={true}\n canEditValues={true}\n
 canRenamePaths={true}\n depth={1}\n element={element}\n hidden={false}\n
inspectedElement={inspectedElement}\n name={name}\n path={{name}}\n
pathRoot={"state"}\n store={store}\n value={value}\n />\n))\n </div>\n);\n
}\n}\n", "/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT
license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as
React from 'react';\nimport EditableValue from './EditableValue';\nimport Store from './store';\nimport
{ElementTypeSuspense} from 'react-devtools-shared/src/types';\nimport styles from
 './InspectedElementSharedStyles.css';\n\nimport type {InspectedElement} from './types';\nimport type
{FrontendBridge} from 'react-devtools-shared/src/bridge';\n\ntype Props = {\n bridge: FrontendBridge,\n
inspectedElement: InspectedElement,\n store: Store,\n};\n\nexport default function
InspectedElementSuspenseToggle({\n bridge,\n inspectedElement,\n store,\n}: Props) {\n const
{canToggleSuspense, id, state, type} = inspectedElement;\n\n if (type !== ElementTypeSuspense) {\n return
null;\n }\n\n const isSuspended = state !== null;\n\n const toggleSuspense = (path, value) => {\n const
renderedID = store.getRenderedIDForElement(id);\n if (renderedID !== null) {\n
 bridge.send('overrideSuspense', {\n id,\n renderedID,\n forceFallback: value,\n });\n }\n };\n\n return (\n <div className={styles.InspectedElementTree}>\n <div className={styles.HeaderRow}>\n
<div className={styles.Header}>suspense</div>\n </div>\n <div
className={styles.ToggleSuspenseRow}>\n Suspended\n
{canToggleSuspense ? (\n // key is required to keep <EditableValue> and header row toggle button in sync\n
 <EditableValue\n key={isSuspended}\n overrideValue={toggleSuspense}\n
path={{['suspense', 'Suspended']}\n value={isSuspended}\n />\n) : (\n {isSuspended ? 'true' : 'false'}\n)\n)\n </div>\n </div>\n);\n }\n}\n", "/**\n
 * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in
the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from
'react';\nimport {\n createContext,\n useCallback,\n useContext,\n useEffect,\n useMemo,\n useState,\n} from
'react';\nimport {unstable_batchedUpdates as batchedUpdates} from 'react-dom';\nimport {createResource} from
'react-devtools-shared/src/devtools/cache';\nimport {\n BridgeContext,\n StoreContext,\n} from 'react-devtools-
shared/src/devtools/views/context';\nimport {TreeStateContext} from './TreeContext';\nimport type
{StateContext} from './TreeContext';\nimport type {FrontendBridge} from 'react-devtools-
shared/src/bridge';\nimport type Store from 'react-devtools-shared/src/devtools/store';\nimport type
{StyleAndLayout as StyleAndLayoutBackend} from 'react-devtools-
shared/src/backend/NativeStyleEditor/types';\nimport type {StyleAndLayout as StyleAndLayoutFrontend} from
 './types';\nimport type {Element} from 'react-devtools-shared/src/devtools/views/Components/types';\nimport type
{\n Resource,\n Thenable,\n} from 'react-devtools-shared/src/devtools/cache';\n\nexport type GetStyleAndLayout =
(id: number) => StyleAndLayoutFrontend | null;\n\ntype Context = {\n getStyleAndLayout:
GetStyleAndLayout,\n};\n\nconst NativeStyleContext = createContext<Context>(((null: any):
Context));\n\nNativeStyleContext.displayName = 'NativeStyleContext';\n\ntype ResolveFn = (styleAndLayout:
StyleAndLayoutFrontend) => void;\n\ntype InProgressRequest = {\n promise:
Thenable<StyleAndLayoutFrontend>,\n resolveFn: ResolveFn,\n};\n\nconst inProgressRequests:
WeakMap<Element, InProgressRequest> = new WeakMap();\n\nconst resource: Resource<\n Element,\n Element,\n
StyleAndLayoutFrontend,\n> = createResource(\n (element: Element) => {\n const request =
inProgressRequests.get(element);\n if (request !== null) {\n return request.promise;\n }\n\n let resolveFn =
((null: any): ResolveFn);\n const promise = new Promise(resolve => {\n resolveFn = resolve;\n });\n\n inProgressRequests.set(element, {promise, resolveFn});\n\n return promise;\n },\n (element: Element) =>
element,\n {useWeakMap: true},\n);\n\ntype Props = {\n children: React$Node,\n};\n\nfunction
NativeStyleContextController({children}: Props) {\n const bridge =
useContext<FrontendBridge>(BridgeContext);\n const store = useContext<Store>(StoreContext);\n const

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getStyleAndLayout = useCallback<GetStyleAndLayout>(\n (id: number) => {\n const element =
store.getElementByID(id);\n if (element !== null) {\n return resource.read(element);\n } else {\n
return null;\n }\n },\n [store],\n);\n\n // It's very important that this context consumes selectedElementID
and not NativeStyleID.\n // Otherwise the effect that sends the "inspect" message across the bridge-\n // would
itself be blocked by the same render that suspends (waiting for the data).\n const {selectedElementID} =
useContext<StateContext>(TreeStateContext);\n\n const [\n currentStyleAndLayout,\n
setCurrentStyleAndLayout,\n] = useState<StyleAndLayoutFrontend | null>(null);\n\n // This effect handler
invalidates the suspense cache and schedules rendering updates with React.\n useEffect(() => {\n const
onStyleAndLayout = ({id, layout, style}: StyleAndLayoutBackend) => {\n const element =
store.getElementByID(id);\n if (element !== null) {\n const styleAndLayout: StyleAndLayoutFrontend = {\n
 layout,\n style,\n };\n const request = inProgressRequests.get(element);\n if (request !== null)
{\n inProgressRequests.delete(element);\n batchedUpdates(() => {\n
request.resolveFn(styleAndLayout);\n setCurrentStyleAndLayout(styleAndLayout);\n });\n } else
{\n resource.write(element, styleAndLayout);\n // Schedule update with React if the currently-selected
element has been invalidated.\n if (id === selectedElementID) {\n
setCurrentStyleAndLayout(styleAndLayout);\n }\n }\n };\n\n bridge.addListener('NativeStyleEditor_styleAndLayout', onStyleAndLayout);\n return () =>{\n
bridge.removeListener(\n 'NativeStyleEditor_styleAndLayout',\n onStyleAndLayout,\n);\n }, [bridge,
currentStyleAndLayout, selectedElementID, store]);\n\n // This effect handler polls for updates on the currently
selected element.\n useEffect(() => {\n if (selectedElementID === null) {\n return () => {};\n }\n\n const
rendererID = store.getRendererIDForElement(selectedElementID);\n let timeoutID: TimeoutID | null = null;\n\n const
sendRequest = () => {\n timeoutID = null;\n\n if (rendererID !== null) {\n
bridge.send('NativeStyleEditor_measure', {\n id: selectedElementID,\n rendererID,\n });\n }\n\n // Send the initial measurement request.\n // We'll poll for an update in the response handler below.\n
sendRequest();\n\n const onStyleAndLayout = ({id}: StyleAndLayoutBackend) => {\n // If this is the element
we requested, wait a little bit and then ask for another update.\n if (id === selectedElementID) {\n if
(timeoutID !== null) {\n clearTimeout(timeoutID);\n }\n timeoutID = setTimeout(sendRequest,
1000);\n }\n\n bridge.addListener('NativeStyleEditor_styleAndLayout', onStyleAndLayout);\n\n return
() => {\n bridge.removeListener(\n 'NativeStyleEditor_styleAndLayout',\n onStyleAndLayout,\n
);\n\n if (timeoutID !== null) {\n clearTimeout(timeoutID);\n }\n }, [bridge, selectedElementID,
store]);\n\n const value = useMemo(\n () => ({getStyleAndLayout}),\n // NativeStyle is used to invalidate the
cache and schedule an update with React.\n [currentStyleAndLayout, getStyleAndLayout],\n);\n\n return (\n
<NativeStyleContext.Provider value={value}>\n {children}\n </NativeStyleContext.Provider>\n
);}\n\nexport {NativeStyleContext, NativeStyleContextController};\n\n/**\n * Copyright (c) Facebook, Inc. and
its affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root
directory of this source tree.\n * @flow\n */\n\nimport * as React from 'react';\nimport styles from
'./LayoutViewer.css';\nimport type {Layout} from './types';\n\nexport type Props = {\n id: number,\n layout:
Layout,\n};\n\nexport default function LayoutViewer({id, layout}: Props) {\n const {height, margin, padding, y,
width, x} = layout;\n\n return (\n <div className={styles.LayoutViewer}>\n <div
className={styles.Header}>layout</div>\n <div className={styles.DashedBox}>\n <div
className={styles.LabelRow}>\n <label className={styles.Label}>margin</label>\n <label>{margin.top || '-'}</label>\n </div>\n <div className={styles.BoxRow}>\n <label>{margin.left || '-'}</label>\n <div className={styles.SolidBox}>\n <div
className={styles.LabelRow}>\n <label className={styles.Label}>padding</label>\n <label>{padding.top || '-'}</label>\n </div>\n <div className={styles.BoxRow}>\n <label>{padding.left || '-'}</label>\n <div className={styles.DashedBox}>\n <div
className={styles.LabelRow}>\n {format(width)} x {format(height)} ({format(x)}, {format(y)})\n </div>\n </div>\n </div>\n </div>\n </div>\n <label>{padding.right || '-'}</label>\n </div>\n </div>\n </div>\n </div>\n);\n}

```

```

<label>{padding.bottom || '-'}</label>\n </div>\n <label>{margin.right || '-'}</label>\n </div>\n<label>{margin.bottom || '-'}</label>\n </div>\n </div>\n);\n\nfunction format(number: number): string | number {\n if (Math.round(number) === number) {\n return number;\n } else {\n return number.toFixed(1);\n }\n}\n\n"/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\nimport * as React from 'react';\nimport {useContext, useMemo, useRef, useState} from 'react';\nimport {unstable_batchedUpdates as batchedUpdates} from 'react-dom';\nimport {copy} from 'clipboard-js';\nimport {BridgeContext,\n StoreContext,\n} from 'react-devtools-shared/src/devtools/views/context';\nimport Button from './Button';\nimport ButtonIcon from './ButtonIcon';\nimport {serializeDataForCopy} from './utils';\nimport AutoSizeInput from './AutoSizeInput';\nimport styles from './StyleEditor.css';\nimport {sanitizeForParse} from './utils';\nimport type {Style} from './types';\n\nexport type Props = {\n id: number,\n style: Style,\n};\n\nexport type ChangeAttributeFn = (oldName: string, newName: string, value: any) => void;\nexport type ChangeValueFn = (name: string, value: any) => void;\n\nexport default function StyleEditor({id, style}: Props) {\n const bridge = useContext(BridgeContext);\n const store = useContext(StoreContext);\n const changeAttribute = (oldName: string, newName: string, value: any) => {\n const rendererID = store.getRendererIDForElement(id);\n if (rendererID !== null) {\n bridge.send('NativeStyleEditor_renameAttribute', {\n id,\n rendererID,\n oldName,\n newName,\n value,\n });\n }\n }\n const changeValue = (name: string, value: any) => {\n const rendererID = store.getRendererIDForElement(id);\n if (rendererID !== null) {\n bridge.send('NativeStyleEditor_setValue', {\n id,\n rendererID,\n name,\n value,\n });\n }\n }\n const keys = useMemo(() => Array.from(Object.keys(style)), [style]);\n const handleCopy = () => copy(serializeDataForCopy(style));\n return (\n <div className={styles.StyleEditor}>\n <div className={styles.HeaderRow}>\n <div className={styles.Header}>\n <div\n className={styles.Brackets}>{'style {'}</div>\n </div>\n <Button onClick={handleCopy} title="Copy to clipboard">\n <ButtonIcon type="copy" />\n </Button>\n </div>\n {keys.length > 0 &&\n keys.map(attribute => (\n <Row\n key={attribute}\n attribute={attribute}\n changeAttribute={changeAttribute}\n changeValue={changeValue}\n validAttributes={store.nativeStyleEditorValidAttributes}\n value={style[attribute]}\n />\n))\n <NewRow\n changeAttribute={changeAttribute}\n changeValue={changeValue}\n validAttributes={store.nativeStyleEditorValidAttributes}\n />\n </div>\n </div>\n);\n}\n\nexport type NewRowProps = {\n changeAttribute: ChangeAttributeFn,\n changeValue: ChangeValueFn,\n validAttributes: $ReadOnlyArray<string> | null,\n};\n\nfunction NewRow({changeAttribute, changeValue, validAttributes}: NewRowProps) {\n const [key, setKey] = useState<number>(0);\n const reset = () => setKey(key + 1);\n const newAttributeRef = useRef<string>("");\n const changeAttributeWrapper = (\n oldAttribute: string,\n newAttribute: string,\n value: any,\n) => {\n // Ignore attribute changes until a value has been specified\n newAttributeRef.current = newAttribute;\n }\n const changeValueWrapper = (attribute: string, value: any) => {\n // Blur events should reset/cancel if there's no value or no attribute\n if (newAttributeRef.current !== "") {\n if (value !== "") {\n changeValue(newAttributeRef.current, value);\n }\n reset();\n }\n }\n return (\n <Row\n key={key}\n attribute=""\n attributePlaceholder="attribute"\n changeAttribute={changeAttributeWrapper}\n changeValue={changeValueWrapper}\n validAttributes={validAttributes}\n value=""\n valuePlaceholder="value"\n />\n);\n}\n\nexport type RowProps = {\n attribute: string,\n attributePlaceholder?: string,\n changeAttribute: ChangeAttributeFn,\n changeValue: ChangeValueFn,\n validAttributes: $ReadOnlyArray<string> | null,\n value: any,\n valuePlaceholder?: string,\n};\n\nfunction Row({\n attribute,\n attributePlaceholder,\n changeAttribute,\n changeValue,\n validAttributes,\n value,\n valuePlaceholder,\n}: RowProps) {\n // TODO (RN style editor) Use @reach/combobox to auto-complete attributes.\n // The list of valid attributes would need to be injected by RN backend,\n // which would need to require them from ReactNativeViewViewConfig "validAttributes.style" keys.\n // This would need to degrade gracefully for react-native-web,\n // although we could let it also inject a custom set

```

of allowed attributes.

```

const [localAttribute, setLocalAttribute] = useState(attribute);
const [localValue, setLocalValue] = useState(JSON.stringify(value));
const [isAttributeValid, setIsAttributeValid] =
 useState(true);
const [isValueValid, setIsValueValid] = useState(true);

const validateAndSetLocalAttribute =
 newAttribute => {
 const isValid =
 newAttribute === "" ||
 validAttributes.indexOf(newAttribute) >= 0;
 batchedUpdates(() => {
 setLocalAttribute(newAttribute);
 setIsAttributeValid(isValid);
 });
 };

const validateAndSetLocalValue = newvalue => {
 let isValid =
 false;
 try {
 JSON.parse(sanitizeForParse(newvalue));
 isValid = true;
 } catch (error) {}
 batchedUpdates(() => {
 setLocalValue(newvalue);
 setIsValueValid(isValid);
 });
};

const resetAttribute = () => {
 setLocalAttribute(attribute);
};

const resetValue = () => {
 setLocalValue(value);
};

const submitValueChange = () => {
 if (isAttributeValid && isValueValid) {
 const parsedLocalValue =
 JSON.parse(sanitizeForParse(localValue));
 if (value !== parsedLocalValue) {
 changeValue(attribute, parsedLocalValue);
 }
 }
};

const submitAttributeChange = () => {
 if (isAttributeValid && isValueValid) {
 if (attribute !== localAttribute) {
 changeAttribute(attribute,
 localAttribute, value);
 }
 }
};

return (
 <div className={styles.Row}>
 <Field
 className={isAttributeValid ? styles.Attribute : styles.Invalid}
 onChange={validateAndSetLocalAttribute}
 onReset={resetAttribute}
 onSubscribe={submitAttributeChange}
 placeholder={attributePlaceholder}
 value={localAttribute}
 />

 <Field
 className={isValueValid ? styles.Value : styles.Invalid}
 onChange={validateAndSetLocalValue}
 onReset={resetValue}
 onSubscribe={submitValueChange}
 placeholder={valuePlaceholder}
 value={localValue}
 />
 </div>
);
}

type FieldProps = {
 className: string,
 onChange:
 (value: any) => void,
 onReset: () => void,
 onSubscribe: () => void,
 placeholder?: string,
 value:
 any,
};

function Field(
 {className,
 onChange,
 onReset,
 onSubscribe,
 placeholder,
 value,
}:
FieldProps) {
 const onKeyDown = event => {
 switch (event.key) {
 case 'Enter':
 onSubscribe();
 break;
 case 'Escape':
 onReset();
 break;
 case 'ArrowDown':
 case 'ArrowLeft':
 case 'ArrowRight':
 case 'ArrowUp':
 event.stopPropagation();
 break;
 default:
 break;
 }
 };

 return (
 <AutoSizeInput
 className={` ${className} ${styles.Input} `}
 onBlur={onSubscribe}
 onChange={event => onChange(event.target.value)}
 onKeyDown={onKeyDown}
 placeholder={placeholder}
 value={value}
 />
);
}

/**
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 affiliates.
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 * LICENSE file in the root
 directory of this source tree.
 * @flow
 */

import * as React from 'react';
import {Fragment, useContext,
 useMemo} from 'react';
import {StoreContext} from 'react-devtools-shared/src/devtools/views/context';
import {useSubscription} from 'react-devtools-shared/src/devtools/views/hooks';
import {NativeStyleContext} from './context';
import LayoutViewer from './LayoutViewer';
import StyleEditor from './StyleEditor';
import {TreeStateContext} from './TreeContext';

type Props = {};

export default function
NativeStyleEditorWrapper(
 _ : Props) {
 const store = useContext(StoreContext);
 const subscription =
 useMemo(
 () => (
 {
 getCurrentValue: () => store.supportsNativeStyleEditor,
 subscribe: (callback:
 Function) => {
 store.addListener('supportsNativeStyleEditor',
 callback);
 return () => {
 store.removeListener('supportsNativeStyleEditor',
 callback);
 };
 },
 },
),
 [store],
);
 const supportsNativeStyleEditor =
 useSubscription<boolean>(subscription);
 if (!supportsNativeStyleEditor) {
 return null;
 }

 return <NativeStyleEditor />;
}

function NativeStyleEditor(
 _ : Props) {
 const {getStyleAndLayout} =
 useContext(NativeStyleContext);
 const {inspectedElementID} =
 useContext(TreeStateContext);
 if (inspectedElementID === null) {
 return null;
 }

 const maybeStyleAndLayout =
 getStyleAndLayout(inspectedElementID);
 if (maybeStyleAndLayout === null) {
 return null;
 }

 const {layout, style} = maybeStyleAndLayout;

 return (
 <Fragment>
 {layout !== null && (
 <LayoutViewer id={inspectedElementID} layout={layout} />
)}
 {style !== null && (
 <StyleEditor id={inspectedElementID} style={style !== null ? style :
 {} } />
)}
 </Fragment>
);
}

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 * LICENSE file in the root
 directory of this source tree.
 * @flow
 */

```

```

*/\n\nimport { copy } from 'clipboard-js';\nimport * as React from 'react';\nimport { Fragment, useCallback,
useContext } from 'react';\nimport { TreeDispatcherContext } from './TreeContext';\nimport { BridgeContext,
ContextMenuContext, StoreContext } from './context';\nimport ContextMenu from
'./../ContextMenu/ContextMenu';\nimport ContextMenuItem from './../ContextMenu/ContextMenuItem';\nimport
Button from './Button';\nimport ButtonIcon from './ButtonIcon';\nimport Icon from './Icon';\nimport HocBadges
from './HocBadges';\nimport InspectedElementContextTree from './InspectedElementContextTree';\nimport
InspectedElementErrorsAndWarningsTree from './InspectedElementErrorsAndWarningsTree';\nimport
InspectedElementHooksTree from './InspectedElementHooksTree';\nimport InspectedElementPropsTree from
'./InspectedElementPropsTree';\nimport InspectedElementStateTree from './InspectedElementStateTree';\nimport
InspectedElementSuspenseToggle from './InspectedElementSuspenseToggle';\nimport NativeStyleEditor from
'./NativeStyleEditor';\nimport Badge from './Badge';\nimport { useHighlightNativeElement } from './hooks';\nimport
{\n copyInspectedElementPath as copyInspectedElementPathAPI,\n storeAsGlobal as storeAsGlobalAPI,\n} from
'react-devtools-shared/src/backendAPI';\nimport styles from './InspectedElementView.css';\nimport type
{ ContextMenuContextType } from './context';\nimport type { Element, InspectedElement, SerializedElement } from
'./types';\nimport type { ElementType } from 'react-devtools-shared/src/types';\n\nexport type CopyPath = (path:
Array<string | number>) => void;\nexport type InspectPath = (path: Array<string | number>) => void;\n\ntype Props
= {\n element: Element,\n inspectedElement: InspectedElement,\n};\n\nexport default function
InspectedElementView({\n element,\n inspectedElement,\n}: Props) {\n const { id } = element;\n const {\n owners,\n rendererPackageName,\n rendererVersion,\n rootType,\n source,\n } = inspectedElement;\n const bridge = useContext(BridgeContext);\n const store = useContext(StoreContext);\n const {\n isEnabledForInspectedElement: isContextMenuEnabledForInspectedElement,\n viewAttributeSourceFunction,\n } = useContext<ContextMenuContextType>(ContextMenuContext);\n const rendererLabel =\n rendererPackageName !== null && rendererVersion !== null\n ?\n `${rendererPackageName}@${rendererVersion}`\n : null;\n const showOwnersList = owners !== null &&\n owners.length > 0;\n const showRenderedBy =\n showOwnersList || rendererLabel !== null || rootType !==\n null;\n return (\n <Fragment>\n <div className={styles.InspectedElement}>\n <HocBadges\n element={element} />\n <InspectedElementPropsTree\n bridge={bridge}\n element={element}\n inspectedElement={inspectedElement}\n store={store} />\n <InspectedElementSuspenseToggle\n bridge={bridge}\n inspectedElement={inspectedElement}\n store={store} />\n <InspectedElementStateTree\n bridge={bridge}\n element={element}\n inspectedElement={inspectedElement}\n store={store} />\n <InspectedElementHooksTree\n bridge={bridge}\n element={element}\n inspectedElement={inspectedElement}\n store={store} />\n <InspectedElementContextTree\n bridge={bridge}\n element={element}\n inspectedElement={inspectedElement}\n store={store} />\n <InspectedElementErrorsAndWarningsTree\n bridge={bridge}\n element={element}\n inspectedElement={inspectedElement}\n store={store} />\n <NativeStyleEditor />\n {showRenderedBy && (\n <div className={styles.Owners}>\n <div\n className={styles.OwnersHeader}>rendered by</div>\n {showOwnersList &&\n ((owners: any):\n Array<SerializedElement>).map(owner => (\n <OwnerView\n key={owner.id}\n displayName={owner.displayName || 'Anonymous'}\n hocDisplayNames={owner.hocDisplayNames}\n id={owner.id}\n isInStore={store.containsElement(owner.id)}\n type={owner.type}\n />\n))}\n {rootType !== null && (\n <div\n className={styles.OwnersMetaField}>{rootType}</div>\n)}\n {rendererLabel !== null && (\n <div className={styles.OwnersMetaField}>{rendererLabel}</div>\n)}\n </div>\n)}\n {source !== null && (\n <Source fileName={source.fileName} lineNumber={source.lineNumber} />\n)}\n </div>\n {isContextMenuEnabledForInspectedElement && (\n <ContextMenu\n id={`InspectedElement`} >\n {{{path, type: pathType}}} => {\n const copyInspectedElementPath = () =>\n {\n const rendererID = store.getRendererIDForElement(id);\n if (rendererID !== null) {\n

```





```

{InspectedElementContext} from './InspectedElementContext';\n\nimport styles from
 './InspectedElement.css';\n\nimport type {InspectedElement} from './types';\n\nexport type Props = {};\n\n// TODO
Make edits and deletes also use transition API!\n\nexport default function InspectedElementWrapper(_: Props) {\n
 const {inspectedElementID} = useContext(TreeStateContext);\n const dispatch =
 useContext(TreeDispatcherContext);\n const {canViewElementSourceFunction, viewElementSourceFunction} =
 useContext(\n ViewElementSourceContext,\n);\n const bridge = useContext(BridgeContext);\n const store =
 useContext(StoreContext);\n const {dispatch: modalDialogDispatch} = useContext(ModalDialogContext);\n\n const {inspectedElement} = useContext(InspectedElementContext);\n\n const element =\n inspectedElementID
 !== null\n ? store.getElementByID(inspectedElementID)\n : null;\n\n const highlightElement =
 useCallback(() => {\n if (element !== null && inspectedElementID !== null) {\n const rendererID =
 store.getRendererIDForElement(inspectedElementID);\n if (rendererID !== null) {\n
 bridge.send('highlightNativeElement', {\n displayName: element.displayName,\n hideAfterTimeout:
 true,\n id: inspectedElementID,\n openNativeElementsPanel: true,\n rendererID,\n
 scrollIntoView: true,\n });\n }\n }, [bridge, element, inspectedElementID, store]);\n\n const
 logElement = useCallback(() => {\n if (inspectedElementID !== null) {\n const rendererID =
 store.getRendererIDForElement(inspectedElementID);\n if (rendererID !== null) {\n
 bridge.send('logElementToConsole', {\n id: inspectedElementID,\n rendererID,\n });\n }\n },
 [bridge, inspectedElementID, store]);\n\n const viewSource = useCallback(() => {\n if
 (viewElementSourceFunction !== null && inspectedElement !== null) {\n viewElementSourceFunction(\n
 inspectedElement.id,\n ((inspectedElement: any): InspectedElement),\n);\n }, [inspectedElement,
 viewElementSourceFunction]);\n\n // In some cases (e.g. FB internal usage) the standalone shell might not be able
 to view the source.\n // To detect this case, we defer to an injected helper function (if present).\n const
 canViewSource =\n inspectedElement !== null &&\n inspectedElement.canViewSource &&\n
 viewElementSourceFunction !== null &&\n (canViewElementSourceFunction === null ||\n
 canViewElementSourceFunction(inspectedElement));\n\n const isSuspended =\n element !== null &&\n
 element.type === ElementTypeSuspense &&\n inspectedElement !== null &&\n
 inspectedElement.state !==
 null;\n\n const canToggleSuspense =\n inspectedElement !== null && inspectedElement.canToggleSuspense;\n\n
 // TODO (suspense toggle) Would be nice to eventually use a two setState pattern here as well.\n const
 toggleSuspended = useCallback(() => {\n let nearestSuspenseElement = null;\n let currentElement = element;\n
 while (currentElement !== null) {\n if (currentElement.type === ElementTypeSuspense) {\n
 nearestSuspenseElement = currentElement;\n break;\n } else if (currentElement.parentID > 0) {\n
 currentElement = store.getElementByID(currentElement.parentID);\n } else {\n currentElement = null;\n
 }\n }\n\n // If we didn't find a Suspense ancestor, we can't suspend.\n // Instead we can show a warning to the
 user.\n if (nearestSuspenseElement === null) {\n modalDialogDispatch({\n id: 'InspectedElement',\n
 type: 'SHOW',\n content: <CannotSuspendWarningMessage />,\n });\n } else {\n const
 nearestSuspenseElementID = nearestSuspenseElement.id;\n\n // If we're suspending from an arbitrary (non-
 Suspense) component, select the nearest Suspense element in the Tree.\n // This way when the fallback UI is
 shown and the current element is hidden, something meaningful is selected.\n if (nearestSuspenseElement !==
 element) {\n dispatch({\n type: 'SELECT_ELEMENT_BY_ID',\n payload:
 nearestSuspenseElementID,\n });\n }\n\n const rendererID = store.getRendererIDForElement(\n
 nearestSuspenseElementID,\n);\n\n // Toggle suspended\n if (rendererID !== null) {\n
 bridge.send('overrideSuspense', {\n id: nearestSuspenseElementID,\n rendererID,\n forceFallback:
 !isSuspended,\n });\n }\n }, [bridge, dispatch, element, isSuspended, modalDialogDispatch,
 store]);\n\n if (element === null) {\n return (\n <div className={styles.InspectedElement}>\n
 <div
 className={styles.TitleRow} />\n </div>\n);\n }\n\n return (\n <div
 className={styles.InspectedElement}>\n <div className={styles.TitleRow}>\n {element.key} && (\n
 <>\n <div className={styles.Key} title={`key "${element.key}"`} >\n {element.key}\n
 </div>\n <div className={styles.KeyArrow} />\n </>\n)\n </div>

```

```

className={styles.SelectedComponentName}>\n <div className={styles.Component}
title={element.displayName}>\n {element.displayName}\n </div>\n </div>\n\n {canToggleSuspense && (\n <Toggle\n className={styles.IconButton}\n
isChecked={isSuspended}\n onChange={toggleSuspended}\n title={\n isSuspended\n
? 'Unsuspend the selected component'\n : 'Suspend the selected component'\n }>\n
<ButtonIcon type="suspend" />\n <Toggle>\n)}\n {store.supportsNativeInspection && (\n
<Button\n className={styles.IconButton}\n onClick={highlightElement}\n title="Inspect the
matching DOM element">\n <ButtonIcon type="view-dom" />\n </Button>\n)}\n <Button\n
 className={styles.IconButton}\n onClick={logElement}\n title="Log this component data to the
console">\n <ButtonIcon type="log-data" />\n </Button>\n <Button\n
 className={styles.IconButton}\n disabled={!canViewSource}\n onClick={viewSource}\n
 title="View source for this element">\n <ButtonIcon type="view-source" />\n </Button>\n
</div>\n\n {inspectedElement === null && (\n <div className={styles.Loading}>Loading...</div>\n
)}\n\n {inspectedElement !== null && (\n <InspectedElementView\n key={\n
inspectedElementID /* Force reset when selected Element changes */\n }\n element={element}\n
inspectedElement={inspectedElement}\n />\n)}\n </div>\n);}\n\n",/**\n * Copyright (c) Facebook, Inc.
and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the
root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {Fragment,
useCallback} from 'react';\nimport Tooltip from '@reach/tooltip';\nimport Icon from './Icon';\n\nimport styles from
 './TabBar.css';\nimport tooltipStyles from './Tooltip.css';\n\nimport type {IconType} from './Icon';\n\nexport type TabInfo =
{\n icon: IconType,\n id: string,\n label: string,\n title?: string,\n};\n\nexport type Props = {\n currentTab: any,\n
disabled?: boolean,\n id: string,\n selectTab: (tabID: any) => void,\n tabs: Array<TabInfo>,\n type: 'navigation' |
'profiler' | 'settings',\n};\n\nexport default function TabBar({\n currentTab,\n disabled = false,\n id: groupName,\n
selectTab,\n tabs,\n type,\n}: Props) {\n if (!tabs.some(tab => tab.id === currentTab)) {\n
selectTab(tabs[0].id);\n }\n\n const onChange = useCallback(\n ({currentTarget}) =>
selectTab(currentTarget.value),\n [selectTab],\n);\n\n const handleKeyDown = useCallback(event => {\n
switch (event.key) {\n case 'ArrowDown':\n case 'ArrowLeft':\n case 'ArrowRight':\n case 'ArrowUp':\n
event.stopPropagation();\n break;\n default:\n break;\n }\n }, []);\n\n let iconSizeClassName;\n let
tabLabelClassName;\n let tabSizeClassName;\n switch (type) {\n case 'navigation':\n iconSizeClassName =
styles.IconSizeNavigation;\n tabLabelClassName = styles.TabLabelNavigation;\n tabSizeClassName =
styles.TabSizeNavigation;\n break;\n case 'profiler':\n iconSizeClassName = styles.IconSizeProfiler;\n
tabLabelClassName = styles.TabLabelProfiler;\n tabSizeClassName = styles.TabSizeProfiler;\n break;\n
case 'settings':\n iconSizeClassName = styles.IconSizeSettings;\n tabLabelClassName =
styles.TabLabelSettings;\n tabSizeClassName = styles.TabSizeSettings;\n break;\n default:\n throw
Error(`Unsupported type "${type}"`);\n }\n\n return (\n <Fragment>\n {tabs.map(({icon, id, label, title}) =>
{\n let button = (\n <label\n className={[\n tabSizeClassName,\n disabled ?
styles.TabDisabled : styles.Tab,\n]\n !disabled && currentTab === id ? styles.TabCurrent : ",\n].join('
')}\n key={id}\n onKeyDown={handleKeyDown}\n onMouseDown={() => selectTab(id)}>\n
<input\n type="radio"\n className={styles.Input}\n checked={currentTab === id}\n
 disabled={disabled}\n name={groupName}\n value={id}\n
 onChange={onChange}\n />\n <Icon\n className={` ${\n disabled ?
styles.IconDisabled : "\n } ${iconSizeClassName} `}\n type={icon}\n />\n <span\n
 className={tabLabelClassName}>{label}\n </label>\n);\n if (title) {\n button = (\n
 <Tooltip key={id} className={tooltipStyles.Tooltip} label={title}>\n {button}\n </Tooltip>\n
);\n })\n }\n return button;\n)}\n </Fragment>\n);}\n\n",/**\n * Copyright (c) Facebook, Inc. and
its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root
directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {\n useCallback,\n
useContext,\n useEffect,\n useMemo,\n useRef,\n useState,\n} from 'react';\nimport {useSubscription} from

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'./hooks';\nimport {StoreContext} from './context';\nimport Button from './Button';\nimport ButtonIcon from
'./ButtonIcon';\nimport Toggle from './Toggle';\nimport {\n ComponentFilterDisplayName,\n
ComponentFilterElementType,\n ComponentFilterHOC,\n ComponentFilterLocation,\n ElementTypeClass,\n
ElementTypeContext,\n ElementTypeFunction,\n ElementTypeForwardRef,\n ElementTypeHostComponent,\n
ElementTypeMemo,\n ElementTypeOtherOrUnknown,\n ElementTypeProfiler,\n ElementTypeSuspense,\n} from
'react-devtools-shared/src/types';\n\nimport styles from './SettingsShared.css';\n\nimport type {\n
BooleanComponentFilter,\n ComponentFilter,\n ComponentFilterType,\n ElementType,\n
ElementTypeComponentFilter,\n RegExpComponentFilter,\n} from 'react-devtools-shared/src/types';\n\nexport
default function ComponentsSettings(_: {||}) {\n const store = useContext(StoreContext);\n\n const
collapseNodesByDefaultSubscription = useMemo(\n () => ({\n getCurrentValue: () =>
store.collapseNodesByDefault,\n subscribe: (callback: Function) => {\n
store.addListener('collapseNodesByDefault', callback);\n return () =>
store.removeListener('collapseNodesByDefault', callback);\n },\n }),\n [store],\n);\n const
collapseNodesByDefault = useSubscription<boolean>(\n collapseNodesByDefaultSubscription,\n);\n\n const
updateCollapseNodesByDefault = useCallback(\n ({currentTarget}) => {\n store.collapseNodesByDefault =
!currentTarget.checked;\n },\n [store],\n);\n\n const [componentFilters, setComponentFilters] = useState<\n
Array<ComponentFilter>,\n >()\n => [...store.componentFilters];\n\n const addFilter = useCallback(() => {\n
setComponentFilters(prevComponentFilters => {\n return [\n ...prevComponentFilters,\n {\n type:
ComponentFilterElementType,\n value: ElementTypeHostComponent,\n isEnabled: true,\n },\n];\n }));\n }, []);\n\n const changeFilterType = useCallback(\n (componentFilter: ComponentFilter, type:
ComponentFilterType) => {\n setComponentFilters(prevComponentFilters => {\n const cloned:
Array<ComponentFilter> = [...prevComponentFilters];\n const index =
prevComponentFilters.indexOf(componentFilter);\n if (index >= 0) {\n if (type ===
ComponentFilterElementType) {\n cloned[index] = {\n type: ComponentFilterElementType,\n
isEnabled: componentFilter.isEnabled,\n value: ElementTypeHostComponent,\n };;\n } else if
(type === ComponentFilterDisplayName) {\n cloned[index] = {\n type:
ComponentFilterDisplayName,\n isEnabled: componentFilter.isEnabled,\n isValid: true,\n
value: ",\n };;\n } else if (type === ComponentFilterLocation) {\n cloned[index] = {\n
type: ComponentFilterLocation,\n isEnabled: componentFilter.isEnabled,\n isValid: true,\n
value: ",\n };;\n } else if (type === ComponentFilterHOC) {\n cloned[index] = {\n type:
ComponentFilterHOC,\n isEnabled: componentFilter.isEnabled,\n isValid: true,\n };;\n
}\n }\n return cloned;\n }));\n },\n [],\n);\n\n const updateFilterValueElementType = useCallback(\n
(componentFilter: ComponentFilter, value: ElementType) => {\n if (componentFilter.type !==
ComponentFilterElementType) {\n throw Error('Invalid value for element type filter');\n }\n\n
setComponentFilters(prevComponentFilters => {\n const cloned: Array<ComponentFilter> =
[...prevComponentFilters];\n if (componentFilter.type === ComponentFilterElementType) {\n const index
= prevComponentFilters.indexOf(componentFilter);\n if (index >= 0) {\n cloned[index] = {\n
...componentFilter,\n value,\n };;\n }\n }\n return cloned;\n }));\n },\n [],\n);\n\n const updateFilterValueRegExp = useCallback(\n (componentFilter: ComponentFilter, value: string) => {\n if
(componentFilter.type === ComponentFilterElementType) {\n throw Error('Invalid value for element type
filter');\n }\n\n setComponentFilters(prevComponentFilters => {\n const cloned:
Array<ComponentFilter> = [...prevComponentFilters];\n if (\n componentFilter.type ===
ComponentFilterDisplayName ||\n componentFilter.type === ComponentFilterLocation\n) {\n const
index = prevComponentFilters.indexOf(componentFilter);\n if (index >= 0) {\n let isValid = true;\n
try {\n new RegExp(value); // eslint-disable-line no-new\n } catch (error) {\n isValid =
false;\n }\n cloned[index] = {\n ...componentFilter,\n isValid,\n value,\n
};;\n }\n }\n return cloned;\n }));\n },\n [],\n);\n\n const removeFilter = useCallback((index:
number) => {\n setComponentFilters(prevComponentFilters => {\n const cloned: Array<ComponentFilter> =

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[...prevComponentFilters];\n cloned.splice(index, 1);\n return cloned;\n });\n }, []);\n\n const
toggleFilterIsEnabled = useCallback(\n (componentFilter: ComponentFilter, isEnabled: boolean) => {\n
setComponentFilters(prevComponentFilters => {\n const cloned: Array<ComponentFilter> =
[...prevComponentFilters];\n const index = prevComponentFilters.indexOf(componentFilter);\n if (index >=
0) {\n if (componentFilter.type === ComponentFilterElementType) {\n cloned[index] = {\n
...((cloned[index]: any): ElementTypeComponentFilter),\n isEnabled,\n);\n } else if (\n
componentFilter.type === ComponentFilterDisplayName ||\n componentFilter.type ===
ComponentFilterLocation\n) {\n cloned[index] = {\n ...((cloned[index]: any):
RegExpComponentFilter),\n isEnabled,\n);\n } else if (componentFilter.type ===
ComponentFilterHOC) {\n cloned[index] = {\n ...((cloned[index]: any): BooleanComponentFilter),\n
 isEnabled,\n);\n }\n }\n return cloned;\n });\n }, []);\n\n // Filter updates
are expensive to apply (since they impact the entire tree).\n // Only apply them on unmount.\n // The Store will
avoid doing any expensive work unless they've changed.\n // We just want to batch the work in the event that they
do change.\n const componentFiltersRef = useRef<Array<ComponentFilter>>(componentFilters);\n useEffect(()
=> {\n componentFiltersRef.current = componentFilters;\n return () => {};\n }, [componentFilters]);\n
useEffect(\n () => () => {\n store.componentFilters = [...componentFiltersRef.current];\n },\n [store],\n
);\n\n return (\n <div className={styles.Settings}>\n <label className={styles.Setting}>\n <input\n
type=\"checkbox\"\n checked={!collapseNodesByDefault}\n
onChange={updateCollapseNodesByDefault}\n />{' '}\n Expand component tree by default\n
</label>\n\n <div className={styles.Header}>Hide components where...</div>\n\n <table
className={styles.Table}>\n <tbody>\n {componentFilters.length === 0 && (\n <tr
className={styles.TableRow}>\n <td className={styles.NoFiltersCell}>\n No filters have been
added.\n </td>\n </tr>\n)}\n {componentFilters.map((componentFilter, index) => (\n
 <tr className={styles.TableRow} key={index}>\n <td className={styles.TableCell}>\n
<Toggle\n className={\n componentFilter.isValid !== false\n ? \"\n
: styles.InvalidRegExp\n }\n isChecked={componentFilter.isEnabled}\n
onChange={isEnabled =>\n toggleFilterIsEnabled(componentFilter, isEnabled)\n }\n
title={\n componentFilter.isValid === false\n ? 'Filter invalid'\n :
componentFilter.isEnabled\n ? 'Filter enabled'\n : 'Filter disabled'\n }\n
>\n <ToggleIcon\n isEnabled={componentFilter.isEnabled}\n isValid={\n
 componentFilter.isValid === null ||\n componentFilter.isValid === true\n }\n />\n
</Toggle>\n </td>\n <td className={styles.TableCell}>\n <select\n
className={styles.Select}\n value={componentFilter.type}\n onChange={{(currentTarget)}
=>\n changeFilterType(\n componentFilter,\n ((parseInt(\n
currentTarget.value,\n 10,\n): any): ComponentFilterType),\n)\n }\n >\n <option value={ComponentFilterLocation}>location</option>\n <option
value={ComponentFilterDisplayName}>name</option>\n <option
value={ComponentFilterElementType}>type</option>\n <option
value={ComponentFilterHOC}>hoc</option>\n </select>\n </td>\n <td
className={styles.TableCell}>\n {componentFilter.type === ComponentFilterElementType &&\n
 'equals'}\n {(componentFilter.type === ComponentFilterLocation ||\n componentFilter.type
=== ComponentFilterDisplayName) &&\n 'matches'}\n </td>\n <td
className={styles.TableCell}>\n {componentFilter.type === ComponentFilterElementType && (\n
 <select\n className={styles.Select}\n value={componentFilter.value}\n
onChange={{(currentTarget)} =>\n updateFilterValueElementType(\n
 componentFilter,\n ((parseInt(currentTarget.value, 10): any): ElementType),\n)\n }\n >\n <option value={ElementTypeClass}>class</option>\n <option
value={ElementTypeContext}>context</option>\n <option

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value={ElementTypeFunction}>function</option>\n <option
value={ElementTypeForwardRef}>forward ref</option>\n <option
value={ElementTypeHostComponent}>\n host (e.g. <div>)\n </option>\n
<option value={ElementTypeMemo}>memo</option>\n <option
value={ElementTypeOtherOrUnknown}>other</option>\n <option
value={ElementTypeProfiler}>profiler</option>\n <option
value={ElementTypeSuspense}>suspense</option>\n </select>\n)}\n
{(componentFilter.type === ComponentFilterLocation ||\n componentFilter.type ===
ComponentFilterDisplayName) && (\n <input\n className={ styles.Input}\n
type=\'text\'\n placeholder=\'Regular expression\'\n onChange={({ currentTarget }) =>\n
 updateFilterValueRegExp(\n componentFilter,\n currentTarget.value,\n
)\n)\n value={componentFilter.value}\n />\n)}\n </td>\n
<td className={ styles.TableCell}>\n <Button\n onClick={() => removeFilter(index)}\n
 title=\'Delete filter\'\n <ButtonIcon type=\'delete\' />\n </Button>\n </td>\n
</tr>\n)}\n </tbody>\n </table>\n <Button onClick={ addFilter}>\n <ButtonIcon
className={ styles.ButtonIcon } type=\'add\' />\n Add filter\n </Button>\n </div>\n);\n)\n type
ToggleIconProps = {\n isEnabled: boolean,\n isValid: boolean,\n |};\n function ToggleIcon({ isEnabled, isValid }:\n ToggleIconProps) {\n let className;\n if (isValid) {\n className = isEnabled ? styles.ToggleOn :\n styles.ToggleOff;\n } else {\n className = isEnabled ? styles.ToggleOnInvalid :\n styles.ToggleOffInvalid;\n }\n return (\n <div className={className}>\n <div\n className={ isEnabled ? styles.ToggleInsideOn :\n styles.ToggleInsideOff}\n />\n </div>\n);\n)\n)\n },\n /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this
source tree.\n *\n * @flow\n */\n import * as React from 'react';\n import { useContext } from 'react';\n import
{ SettingsContext } from './SettingsContext';\n import styles from './SettingsShared.css';\n export default function
DebuggingSettings(_: {}) {\n const {\n appendComponentStack,\n breakOnConsoleErrors,\n setAppendComponentStack,\n setBreakOnConsoleErrors,\n setShowInlineWarningsAndErrors,\n showInlineWarningsAndErrors,\n } = useContext(SettingsContext);\n return (\n <div
className={ styles.Settings}>\n <div className={ styles.Setting}>\n <label>\n <input\n
type=\'checkbox\'\n checked={ appendComponentStack }\n onChange={({ currentTarget }) =>\n
 setAppendComponentStack(currentTarget.checked)\n }\n />{' }\n Append component stacks to
console warnings and errors.\n </label>\n </div>\n <div className={ styles.Setting}>\n <label>\n
<input\n type=\'checkbox\'\n checked={ showInlineWarningsAndErrors }\n
 onChange={({ currentTarget }) =>\n setShowInlineWarningsAndErrors(currentTarget.checked)\n }\n />{' }\n Show inline warnings and errors.\n </label>\n </div>\n <div
className={ styles.Setting}>\n <label>\n <input\n type=\'checkbox\'\n
 checked={ breakOnConsoleErrors }\n onChange={({ currentTarget }) =>\n
 setBreakOnConsoleErrors(currentTarget.checked)\n }\n />{' }\n Break on warnings\n
</label>\n </div>\n <div className={ styles.ConsoleAPIWarning}>\n These settings require DevTools
to override native console APIs.\n </div>\n </div>\n);\n)\n },\n /**\n * Copyright (c) Facebook, Inc. and its
affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root
directory of this source tree.\n *\n * @flow\n */\n import * as React from 'react';\n import { useContext } from
'react';\n import { SettingsContext } from './SettingsContext';\n import { StoreContext } from './context';\n import
{ CHANGE_LOG_URL } from 'react-devtools-shared/src/constants';\n import styles from
'./SettingsShared.css';\n export default function GeneralSettings(_: {}) {\n const {\n displayDensity,\n setDisplayDensity,\n setTheme,\n setTraceUpdatesEnabled,\n theme,\n traceUpdatesEnabled,\n } =
useContext(SettingsContext);\n const { supportsTraceUpdates } = useContext(StoreContext);\n return (\n <div
className={ styles.Settings}>\n <div className={ styles.Setting}>\n <div
className={ styles.RadioLabel}>Theme</div>\n <select\n className={ styles.Select}>\n

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value={ theme}\n onChange={({currentTarget}) => setTheme(currentTarget.value)}>\n <option
value="auto">Auto</option>\n <option value="light">Light</option>\n <option
value="dark">Dark</option>\n </select>\n </div>\n\n <div className={styles.Setting}>\n <div
className={styles.RadioButton}>Display density</div>\n <select\n className={styles.Select}\n
value={displayDensity}\n onChange={({currentTarget}) =>\n
setDisplayDensity(currentTarget.value)\n }>\n <option value="compact">Compact</option>\n
<option value="comfortable">Comfortable</option>\n </select>\n </div>\n\n {supportsTraceUpdates
&& (\n <div className={styles.Setting}>\n <label>\n <input\n type="checkbox"\n
checked={traceUpdatesEnabled}\n onChange={({currentTarget}) =>\n
setTraceUpdatesEnabled(currentTarget.checked)\n }\n />{' '\n Highlight updates when
components render.\n </label>\n </div>\n)}\n\n <div className={styles.ReleaseNotes}>\n
<a\n className={styles.ReleaseNotesLink}\n target="_blank"\n rel="noopener noreferrer"\n
href={CHANGE_LOG_URL}>\n View release notes\n {' '\n for DevTools version
{process.env.DEVTOOLS_VERSION}\n </div>\n </div>\n);\n\n", "/**\n * Copyright (c) Facebook, Inc. and
its affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root
directory of this source tree.\n * \n * @flow\n */\n\nimport * as React from 'react';\nimport {createContext,
useCallback, useContext, useMemo, useState} from 'react';\nimport {unstable_batchedUpdates as batchedUpdates}
from 'react-dom';\nimport {useLocalStorage, useSubscription} from '../hooks';\nimport {\n
TreeDispatcherContext,\n
TreeStateContext,\n} from '../Components/TreeContext';\nimport {StoreContext} from
'./context';\n\nimport type {ProfilingDataFrontend} from './types';\n\nexport type TabID = 'flame-chart' | 'ranked-
chart';\n\nexport type Context = {\n // Which tab is selected in the Profiler UI?\n selectedTabID: TabID,\n
selectTab(id: TabID): void,\n // Store subscription based values.\n // The isProfiling value may be modified by
the record button in the Profiler toolbar,\n // or from the backend itself (after a reload-and-profile action).\n // It
is synced between the backend and frontend via a Store subscription.\n didRecordCommits: boolean,\n
isProcessingData: boolean,\n isProfiling: boolean,\n profilingData: ProfilingDataFrontend | null,\n startProfiling():
void,\n stopProfiling(): void,\n supportsProfiling: boolean,\n\n // Which root should profiling data be shown for?\n
// This value should be initialized to either:\n // 1. The selected root in the Components tree (if it has any profiling
data) or\n // 2. The first root in the list with profiling data.\n rootID: number | null,\n setRootID: (id: number) =>
void,\n\n // Controls whether commits are filtered by duration.\n // This value is controlled by a filter toggle UI in
the Profiler toolbar.\n // It impacts the commit selector UI as well as the fiber commits bar chart.\n
isCommitFilterEnabled: boolean,\n setIsCommitFilterEnabled: (value: boolean) => void,\n minCommitDuration:
number,\n setMinCommitDuration: (value: number) => void,\n\n // Which commit is currently selected in the
commit selector UI.\n // Note that this is the index of the commit in all commits (non-filtered) that were profiled.\n
// This value is controlled by the commit selector UI in the Profiler toolbar.\n // It impacts the flame graph and
ranked charts.\n selectedCommitIndex: number | null,\n selectCommitIndex: (value: number | null) => void,\n\n //
Which fiber is currently selected in the Ranked or Flamegraph charts?\n selectedFiberID: number | null,\n
selectedFiberName: string | null,\n selectFiber: (id: number | null, name: string | null) => void,\n};\n\nconst
ProfilerContext = createContext<Context>((null: any): Context);\nProfilerContext.displayName =
'ProfilerContext';\n\ntype StoreProfilingState = {\n didRecordCommits: boolean,\n isProcessingData: boolean,\n
isProfiling: boolean,\n profilingData: ProfilingDataFrontend | null,\n supportsProfiling: boolean,\n};\n\ntype Props
= {\n children: React$Node,\n};\n\nfunction ProfilerContextController({children}: Props) {\n const store =
useContext(StoreContext);\n const {selectedElementID} = useContext(TreeStateContext);\n const dispatch =
useContext(TreeDispatcherContext);\n\n const {profilerStore} = store;\n\n const subscription = useMemo(\n ()
=> ({\n getCurrentValue: () => ({\n didRecordCommits: profilerStore.didRecordCommits,\n
isProcessingData: profilerStore.isProcessingData,\n isProfiling: profilerStore.isProfiling,\n profilingData:
profilerStore.profilingData,\n supportsProfiling: store.supportsProfiling,\n })),\n subscribe: (callback:
Function) => {\n profilerStore.addListener('profilingData', callback);\n
profilerStore.addListener('isProcessingData', callback);\n profilerStore.addListener('isProfiling', callback);\n

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store.addListener('supportsProfiling', callback);\n return () => {\n
profilerStore.removeListener('profilingData', callback);\n profilerStore.removeListener('isProcessingData',
callback);\n profilerStore.removeListener('isProfiling', callback);\n
store.removeListener('supportsProfiling', callback);\n },\n },\n },\n [profilerStore, store],\n);\n const
{\n didRecordCommits,\n isProcessingData,\n isProfiling,\n profilingData,\n supportsProfiling,\n } =
useSubscription<StoreProfilingState>(subscription);\n\n const [\n prevProfilingData,\n setPrevProfilingData,\n
] = useState<ProfilingDataFrontend | null>(null);\n const [rootID, setRootID] = useState<number | null>(null);\n
const [selectedFiberID, selectFiberID] = useState<number | null>(null);\n const [selectedFiberName,
selectFiberName] = useState<string | null>(null);\n\n const selectFiber = useCallback(\n (id: number | null, name:
string | null) => {\n selectFiberID(id);\n selectFiberName(name);\n\n // Sync selection to the Components
tab for convenience.\n // Keep in mind that profiling data may be from a previous session.\n // If data has been
imported, we should skip the selection sync.\n if (\n id !== null &&\n profilingData !== null &&\n
 profilingData.imported === false\n) {\n // We should still check to see if this element is still in the store.\n
 // It may have been removed during profiling.\n if (store.containsElement(id)) {\n dispatch({\n
type: 'SELECT_ELEMENT_BY_ID',\n payload: id,\n },\n },\n },\n },\n [dispatch,
selectFiberID, selectFiberName, store, profilingData],\n);\n\n const setRootIDAndClearFiber = useCallback(\n
(id: number | null) => {\n selectFiber(null, null);\n setRootID(id);\n },\n [setRootID, selectFiber],\n);\n\n
if (prevProfilingData !== profilingData) {\n batchedUpdates(() => {\n setPrevProfilingData(profilingData);\n\n
 const dataForRoots = \n profilingData !== null ? profilingData.dataForRoots : null;\n if (dataForRoots !=
null) {\n const firstRootID = dataForRoots.keys().next().value || null;\n\n if (rootID === null ||
!dataForRoots.has(rootID)) {\n let selectedElementRootID = null;\n if (selectedElementID !== null) {\n
 selectedElementRootID = store.getRootIDForElement(\n selectedElementID,\n);\n }\n
 if (\n selectedElementRootID !== null &&\n dataForRoots.has(selectedElementRootID)\n) {\n
 setRootIDAndClearFiber(selectedElementRootID);\n } else {\n
 setRootIDAndClearFiber(firstRootID);\n }\n }\n }\n);\n\n const startProfiling =
useCallback(\n () => store.profilerStore.startProfiling(),\n [store],\n);\n const stopProfiling = useCallback(() =>
store.profilerStore.stopProfiling(), [\n store,\n]);\n\n const [\n isCommitFilterEnabled,\n setIsCommitFilterEnabled,\n] = useLocalStorage<boolean>('React::DevTools::isCommitFilterEnabled', false);\n
const [minCommitDuration, setMinCommitDuration] = useLocalStorage<number>(\n 'minCommitDuration',\n 0,\n);\n\n const [selectedCommitIndex, selectCommitIndex] = useState<number | null>(\n null,\n);\n const
[selectedTabID, selectTab] = useState<TabID>('flame-chart');\n\n if (isProfiling) {\n batchedUpdates(() => {\n
 if (selectedCommitIndex !== null) {\n selectCommitIndex(null);\n }\n if (selectedFiberID !== null) {\n
 selectFiberID(null);\n selectFiberName(null);\n }\n });\n }\n\n const value = useMemo(\n () => ({\n
selectedTabID,\n selectTab,\n\n didRecordCommits,\n isProcessingData,\n isProfiling,\n profilingData,\n startProfiling,\n stopProfiling,\n supportsProfiling,\n\n rootID,\n setRootID:\n setRootIDAndClearFiber,\n\n isCommitFilterEnabled,\n setIsCommitFilterEnabled,\n\n minCommitDuration,\n setMinCommitDuration,\n\n selectedCommitIndex,\n selectCommitIndex,\n\n selectedFiberID,\n selectedFiberName,\n selectFiber,\n })),\n [\n selectedTabID,\n selectTab,\n\n didRecordCommits,\n isProcessingData,\n isProfiling,\n profilingData,\n startProfiling,\n stopProfiling,\n supportsProfiling,\n\n rootID,\n setRootID,\n setRootIDAndClearFiber,\n\n isCommitFilterEnabled,\n setIsCommitFilterEnabled,\n minCommitDuration,\n setMinCommitDuration,\n\n selectedCommitIndex,\n selectCommitIndex,\n\n selectedFiberID,\n selectedFiberName,\n selectFiber,\n],\n);\n\n return (\n <ProfilerContext.Provider value={value}>\n {children}\n </ProfilerContext.Provider>\n);\n\n\nexport {ProfilerContext,
ProfilerContextController};\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is
licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n *
@flow\n */\n\nimport * as React from 'react';\nimport {useCallback, useContext, useMemo, useRef} from
'react';\nimport {useSubscription} from '../hooks';\nimport {StoreContext} from '../context';\nimport

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```

{ProfilerContext} from 'react-devtools-shared/src/devtools/views/Profiler/ProfilerContext';
import styles from './SettingsShared.css';
export default function ProfilerSettings(_: {}) {
 const {
 isCommitFilterEnabled,
 minCommitDuration,
 setIsCommitFilterEnabled,
 setMinCommitDuration,
 } = useContext(ProfilerContext);
 const store = useContext(StoreContext);
 const recordChangeDescriptionsSubscription = useMemo(() => ({
 getCurrentValue: () => store.recordChangeDescriptions,
 subscribe: (callback: Function) => {
 store.addListener('recordChangeDescriptions', callback);
 return () => store.removeListener('recordChangeDescriptions', callback);
 },
 }), [store]);
 const recordChangeDescriptions = useSubscription<boolean>(recordChangeDescriptionsSubscription);
 const updateRecordChangeDescriptions = useCallback(() => {
 store.recordChangeDescriptions = recordChangeDescriptions.checked;
 }, [store]);
 const updateMinCommitDuration = useCallback((event: SyntheticEvent<HTMLInputElement>) => {
 const newValue = parseFloat(event.currentTarget.value);
 setMinCommitDuration(Number.isNaN(newValue) || newValue <= 0 ? 0 : newValue);
 }, [setMinCommitDuration]);
 const updateIsCommitFilterEnabled = useCallback((event: SyntheticEvent<HTMLInputElement>) => {
 const checked = event.currentTarget.checked;
 setIsCommitFilterEnabled(checked);
 if (checked) {
 if (minCommitDurationInputRef.current !== null) {
 minCommitDurationInputRef.current.focus();
 }
 }
 }, [setIsCommitFilterEnabled]);
 const minCommitDurationInputRef = useRef<HTMLInputElement | null>(null);
 return (
 <div className={styles.Settings}>
 <div className={styles.Setting}>
 <label>
 <input
 type="checkbox"
 checked={recordChangeDescriptions}
 onChange={updateRecordChangeDescriptions}
 />{' '}
 Record why each component rendered while profiling.
 </label>
 </div>
 <div className={styles.Setting}>
 <label>
 <input
 checked={isCommitFilterEnabled}
 onChange={updateIsCommitFilterEnabled}
 type="checkbox"
 />{' '}
 Hide commits below
 </label>{' '}
 <input
 className={styles.Input}
 onChange={updateMinCommitDuration}
 ref={minCommitDurationInputRef}
 type="number"
 value={minCommitDuration}
 />{' '}
 (ms)
 </div>
 </div>
);
 }
}
/**
 * Copyright (c) Facebook, Inc. and its affiliates.
 * This source code is licensed under the MIT license found in the LICENSE file in the root directory of this source tree.
 */
import * as React from 'react';
import {useCallback, useContext, useEffect, useMemo, useRef} from 'react';
import {SettingsModalContext} from './SettingsModalContext';
import Button from './Button';
import ButtonIcon from './ButtonIcon';
import TabBar from './TabBar';
import {StoreContext} from './context';
import {
 useLocalStorage,
 useModalDismissSignal,
 useSubscription,
} from './hooks';
import ComponentsSettings from './ComponentsSettings';
import DebuggingSettings from './DebuggingSettings';
import GeneralSettings from './GeneralSettings';
import ProfilerSettings from './ProfilerSettings';
import styles from './SettingsModal.css';
type TabID = 'general' | 'components' | 'profiler';
export default function SettingsModal(_: {}) {
 const {isModalShowing, setIsModalShowing} = useContext(SettingsModalContext);
 const store = useContext(StoreContext);
 const {profilerStore} = store;
 // Updating preferences while profiling is in progress could break things (e.g. filtering)
 // Explicitly disallow it for now.
 const isProfilingSubscription = useMemo(() => ({
 getCurrentValue: () => profilerStore.isProfiling,
 subscribe: (callback: Function) => {
 profilerStore.addListener('isProfiling', callback);
 return () => profilerStore.removeListener('isProfiling', callback);
 },
 }), [profilerStore]);
 const isProfiling = useSubscription<boolean>(isProfilingSubscription);
 if (isProfiling && isModalShowing) {
 setIsModalShowing(false);
 }
 if (!isModalShowing) {
 return null;
 }
 return <SettingsModalImpl />;
}
function SettingsModalImpl(_: {}) {
 const {setIsModalShowing} = useContext(SettingsModalContext);
 const dismissModal = useCallback(() => setIsModalShowing(false), [setIsModalShowing]);
 const [selectedTabID, selectTab] = useLocalStorage<TabID>(
 'React::DevTools::selectedSettingsTabID',
 'general',
);
 const modalRef = useRef<HTMLDivElement | null>(null);
 useModalDismissSignal(modalRef, dismissModal);
 useEffect(() => {
 if (modalRef.current

```

```

!==(null) {
 modalRef.current.focus();
}, [modalRef]);

let view = null;

switch (selectedTabID) {
 case 'components':
 view = <ComponentsSettings />;
 break;
 case 'debugging':
 view = <DebuggingSettings />;
 break;
 case 'general':
 view = <GeneralSettings />;
 break;
 case 'profiler':
 view = <ProfilerSettings />;
 break;
 default:
 break;
}

return (
 <div
 className={styles.Background}>
 <div
 className={styles.Modal}
 ref={modalRef}>
 <div
 className={styles.Tabs}>
 <TabBar
 currentTab={selectedTabID}
 id="Settings"
 selectTab={selectTab}
 tabs={tabs}
 type="settings" />
 <div
 className={styles.Spacer} />
 <Button
 onClick={dismissModal}
 title="Close settings dialog" />
 <ButtonIcon
 type="close" />
 </Button>
 </div>
 <div
 className={styles.Content}>
 {view}
 </div>
 </div>
);

const tabs = [
 { id: 'general', icon: 'settings', label: 'General' },
 { id: 'debugging', icon: 'bug', label: 'Debugging' },
 { id: 'components', icon: 'components', label: 'Components' },
 { id: 'profiler', icon: 'profiler', label: 'Profiler' },
];

/**
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 * LICENSE file in the root directory of this source tree.
 */

import * as React from 'react';
import {
 Fragment,
 Suspense,
 useEffect,
 useLayoutEffect,
 useReducer,
 useRef,
} from 'react';
import Tree from './Tree';
import {
 OwnersListContextController,
} from './OwnersListContext';
import portaledContent from './portaledContent';
import {
 SettingsModalContextController,
} from 'react-devtools-shared/src/devtools/views/Settings/SettingsModalContext';
import {
 localStorageGetItem,
 localStorageSetItem,
} from 'react-devtools-shared/src/storage';
import InspectedElementErrorBoundary from './InspectedElementErrorBoundary';
import InspectedElement from './InspectedElement';
import {
 InspectedElementContextController,
} from './InspectedElementContext';
import {
 ModalDialog,
} from './ModalDialog';
import SettingsModal from 'react-devtools-shared/src/devtools/views/Settings/SettingsModal';
import {
 NativeStyleContextController,
} from './NativeStyleEditor/context';
import styles from './Components.css';

type Orientation = 'horizontal' | 'vertical';
type ResizeActionType =
 | 'ACTION_SET_DID_MOUNT'
 | 'ACTION_SET_IS_RESIZING'
 | 'ACTION_SET_HORIZONTAL_PERCENTAGE'
 | 'ACTION_SET_VERTICAL_PERCENTAGE';
type ResizeAction = {
 type: ResizeActionType,
 payload: any,
};
type ResizeState = {
 horizontalPercentage: number,
 isResizing: boolean,
 verticalPercentage: number,
};

function Components(_: {}) {
 const wrapperElementRef = useRef<null | HTMLDivElement>(null);
 const resizeElementRef = useRef<null | HTMLDivElement>(null);

 const [state, dispatch] = useReducer<ResizeState, any, ResizeAction>(
 resizeReducer,
 null,
 initResizeState,
);

 const {
 horizontalPercentage,
 verticalPercentage,
 } = state;

 useLayoutEffect(() => {
 const resizeElement = resizeElementRef.current;
 setResizeCSSVariable(
 resizeElement,
 'horizontal',
 horizontalPercentage * 100,
);
 setResizeCSSVariable(
 resizeElement,
 'vertical',
 verticalPercentage * 100,
);
 }, []);

 useEffect(() => {
 const timeoutID = setTimeout(() => {
 localStorageSetItem(
 LOCAL_STORAGE_KEY,
 JSON.stringify({
 horizontalPercentage,
 verticalPercentage,
 }),
 500,
);
 });

 return () => clearTimeout(timeoutID);
 }, [horizontalPercentage, verticalPercentage]);

 const { isResizing } = state;
 const onResizeStart = () => dispatch({
 type: 'ACTION_SET_IS_RESIZING',
 payload: true,
 });
 const onResizeEnd = () => dispatch({
 type: 'ACTION_SET_IS_RESIZING',
 payload: false,
 });

 const onResize = event => {
 const resizeElement = resizeElementRef.current;
 const wrapperElement = wrapperElementRef.current;

 if (!isResizing || wrapperElement === null || resizeElement === null) {
 return;
 }

 event.preventDefault();

 const orientation = getOrientation(wrapperElement);
 const {
 height,
 width,
 left,
 top,
 } = wrapperElement.getBoundingClientRect();

 const currentMousePosition =
 orientation === 'horizontal'
 ? event.clientX - left
 : event.clientY - top;

 const boundaryMin =
 MINIMUM_SIZE;
 const boundaryMax =
 orientation === 'horizontal'
 ? width - MINIMUM_SIZE
 : height - MINIMUM_SIZE;

 const isMousePositionInBounds =
 currentMousePosition > boundaryMin &&
 currentMousePosition < boundaryMax;

 if

```

```

(isMousePositionInBounds) {\n const resizedElementDimension =\n orientation === 'horizontal' ? width :
height;\n const actionType =\n orientation === 'horizontal'\n ?
'ACTION_SET_HORIZONTAL_PERCENTAGE'\n : 'ACTION_SET_VERTICAL_PERCENTAGE';\n
const percentage =\n (currentMousePosition / resizedElementDimension) * 100;\n\n
setResizeCSSVariable(resizeElement, orientation, percentage);\n\n dispatch({\n type: actionType,\n
payload: currentMousePosition / resizedElementDimension,\n });\n }\n };\n }\n\n return (\n
<SettingsModalContextController>\n <OwnersListContextController>\n <div\n
ref={wrapperElementRef}\n className={styles.Components}\n onMouseMove={onResize}\n
onMouseLeave={onResizeEnd}\n onMouseUp={onResizeEnd}>\n <Fragment>\n <div
ref={resizeElementRef} className={styles.TreeWrapper}>\n <Tree />\n </div>\n <div
className={styles.ResizeBarWrapper}>\n <div onMouseDown={onResizeStart}
className={styles.ResizeBar} />\n </div>\n <div className={styles. InspectedElementWrapper}>\n
 <NativeStyleContextController>\n <InspectedElementErrorBoundary>\n <Suspense
fallback={<Loading />}>\n <InspectedElementContextController>\n <InspectedElement
/>\n </InspectedElementContextController>\n </Suspense>\n </InspectedElementErrorBoundary>\n </NativeStyleContextController>\n </div>\n
<ModalDialog />\n <SettingsModal />\n </Fragment>\n </div>\n
</OwnersListContextController>\n </SettingsModalContextController>\n);\n\n\nfunction Loading() {\n return
<div className={styles.Loading}>Loading...</div>;\n}\n\nconst LOCAL_STORAGE_KEY =
'React::DevTools::createResizeReducer';\nconst VERTICAL_MODE_MAX_WIDTH = 600;\nconst
MINIMUM_SIZE = 50;\n\nfunction initResizeState(): ResizeState {\n let horizontalPercentage = 0.65;\n let
verticalPercentage = 0.5;\n\n try {\n let data = localStorage.getItem(LOCAL_STORAGE_KEY);\n if (data !==
null) {\n data = JSON.parse(data);\n horizontalPercentage = data.horizontalPercentage;\n
verticalPercentage = data.verticalPercentage;\n }\n } catch (error) {};\n\n return {\n horizontalPercentage,\n
isResizing: false,\n verticalPercentage,\n };\n}\n\nfunction resizeReducer(state: ResizeState, action:
ResizeAction): ResizeState {\n switch (action.type) {\n case 'ACTION_SET_IS_RESIZING':\n return {\n
...state,\n isResizing: action.payload,\n };\n case 'ACTION_SET_HORIZONTAL_PERCENTAGE':\n
 return {\n ...state,\n horizontalPercentage: action.payload,\n };\n case
'ACTION_SET_VERTICAL_PERCENTAGE':\n return {\n ...state,\n verticalPercentage:
action.payload,\n };\n default:\n return state;\n }\n}\n\nfunction getOrientation(\n wrapperElement: null |
HTMLElement,\n): null | Orientation {\n if (wrapperElement !== null) {\n const {width} =
wrapperElement.getBoundingClientRect();\n return width > VERTICAL_MODE_MAX_WIDTH ? 'horizontal' :
'vertical';\n }\n return null;\n}\n\nfunction setResizeCSSVariable(\n resizeElement: null | HTMLElement,\n orientation: null | Orientation,\n percentage: number,\n): void {\n if (resizeElement !== null && orientation !==
null) {\n resizeElement.style.setProperty(\n `--${orientation}-resize-percentage`,\n `${percentage}%`,\n
);\n }\n}\n\nexport default portaledContent(Components);\n\n","**\n * Copyright (c) Facebook, Inc. and its
affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root
directory of this source tree.\n * \n * @flow\n */\n\nimport * as React from 'react';\nimport {useCallback,
useContext} from 'react';\nimport {ProfilerContext} from './ProfilerContext';\nimport Button from
'./Button';\nimport ButtonIcon from './ButtonIcon';\nimport {StoreContext} from './context';\n\nexport default
function ClearProfilingDataButton() {\n const store = useContext(StoreContext);\n const {didRecordCommits,
isProfiling} = useContext(ProfilerContext);\n const {profilerStore} = store;\n\n const clear = useCallback(() =>
profilerStore.clear(), [profilerStore]);\n\n return (\n <Button\n disabled={isProfiling || !didRecordCommits}\n
 onClick={clear}\n title="Clear profiling data">\n <ButtonIcon type="clear" />\n </Button>\n
);\n\n },\n\n /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT
license found in the\n * LICENSE file in the root directory of this source tree.\n * \n * @flow\n */\n\n import * as
React from 'react';\n import styles from './NoCommitData.css';\n\n export default function NoCommitData(.: {||})
{\n return (\n <div className={styles.NoCommitData}>\n <div className={styles.Header}>\n There is

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no data matching the current filter criteria.\n </div>\n <div className={styles.FilterMessage}>\n Try
adjusting the commit filter in Profiler settings.\n </div>\n);\n}\n", "/*\n * Copyright (c) Facebook,
Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in
the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\n\nimport styles from
'./ChartNode.css';\n\ntype Props = {\n color: string,\n height: number,\n isDimmed?: boolean,\n label: string,\n onClick: (event: SyntheticMouseEvent<*>) => mixed,\n onDoubleClick?: (event: SyntheticMouseEvent<*>) =>
mixed,\n onMouseEnter: (event: SyntheticMouseEvent<*>) => mixed,\n onMouseLeave: (event:
SyntheticMouseEvent<*>) => mixed,\n placeLabelAboveNode?: boolean,\n textStyle?: Object,\n width:
number,\n x: number,\n y: number,\n};\n\nconst minWidthToDisplay = 35;\n\nexport default function
ChartNode({\n color,\n height,\n isDimmed = false,\n label,\n onClick,\n onMouseEnter,\n onMouseLeave,\n onDoubleClick,\n textStyle,\n width,\n x,\n y,\n}: Props) {\n return (\n <g className={styles.Group}
transform={`translate(${x},${y})`} >\n <rect\n width={width}\n height={height}\n fill={color}\n
onClick={onClick}\n onMouseEnter={onMouseEnter}\n onMouseLeave={onMouseLeave}\n
onDoubleClick={onDoubleClick}\n className={styles.Rect}\n style={{\n opacity: isDimmed ? 0.5 :
1,\n }}\n />\n <foreignObject\n width={width}\n height={height}\n className={styles.ForeignObject}\n style={{\n paddingLeft: x < 0 ? -x : 0,\n
opacity: isDimmed ? 0.75 : 1,\n display: width < minWidthToDisplay ? 'none' : 'block',\n }}\n >\n <div className={styles.Div} style={textStyle}>\n {label}\n </div>\n </foreignObject>\n)\n </g>\n);\n}\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This
source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source
tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\n\nimport {Fragment, memo, useCallback, useContext}
from 'react';\n\nimport {areEqual} from 'react-window';\n\nimport {barWidthThreshold} from './constants';\n\nimport
{getGradientColor} from './utils';\n\nimport ChartNode from './ChartNode';\n\nimport {SettingsContext} from
'./Settings/SettingsContext';\n\nimport type {ChartNode as ChartNodeType} from
'./FlamegraphChartBuilder';\n\nimport type {ItemData} from './CommitFlamegraph';\n\ntype Props = {\n data:
ItemData,\n index: number,\n style: Object,\n ...>};\n\nfunction CommitFlamegraphListItem({data, index, style}:
Props) {\n const {\n chartData,\n onElementMouseEnter,\n onElementMouseLeave,\n scaleX,\n selectedChartNode,\n selectedChartNodeIndex,\n selectFiber,\n width,\n } = data;\n const {renderPathNodes,
maxSelfDuration, rows} = chartData;\n\n const {lineHeight} = useContext(SettingsContext);\n\n const handleClick
= useCallback(\n (event: SyntheticMouseEvent<*>, id: number, name: string) => {\n
event.stopPropagation();\n selectFiber(id, name);\n },\n [selectFiber],\n);\n\n const handleMouseEnter =
(nodeData: ChartNodeType) => {\n const {id, name} = nodeData;\n onElementMouseEnter({id, name});\n
 }; \n\n const handleMouseLeave = () => {\n onElementMouseLeave();\n }; \n\n // List items are absolutely
positioned using the CSS "top" attribute.\n // The "left" value will always be 0.\n // Since height is fixed, and
width is based on the node's duration,\n // We can ignore those values as well.\n const top = parseInt(style.top,
10);\n\n const row = rows[index];\n\n const selectedNodeOffset = scaleX(\n selectedChartNode !== null ?
selectedChartNode.offset : 0,\n width,\n);\n\n return (\n <Fragment>\n {row.map(chartNode => {\n
const {\n didRender,\n id,\n label,\n name,\n offset,\n selfDuration,\n
treeBaseDuration,\n } = chartNode;\n\n const nodeOffset = scaleX(offset, width);\n const nodeWidth =
scaleX(treeBaseDuration, width);\n\n // Filter out nodes that are too small to see or click.\n // This also
helps render large trees faster.\n if (nodeWidth < barWidthThreshold) {\n return null;\n }\n\n //
Filter out nodes that are outside of the horizontal window.\n if (\n nodeOffset + nodeWidth <
selectedNodeOffset ||\n nodeOffset > selectedNodeOffset + width\n) {\n return null;\n }\n\n
let color = 'url(#didNotRenderPattern)';\n let textColor = 'var(--color-commit-did-not-render-pattern-text)';\n
if (didRender) {\n color = getGradientColor(selfDuration / maxSelfDuration);\n textColor = 'var(--color-
commit-gradient-text)';\n } else if (renderPathNodes.has(id)) {\n color = 'var(--color-commit-did-not-
render-fill)';\n textColor = 'var(--color-commit-did-not-render-fill-text)';\n }\n\n return (\n
<ChartNode\n color={color}\n height={lineHeight}\n isDimmed={index <

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selectedChartNodeIndex}\n key={id}\n label={label}\n onClick={event => handleClick(event,
id, name)}\n onMouseEnter={() => handleMouseEnter(chartNode)}\n
onMouseLeave={handleMouseLeave}\n textStyle={{ color: textColor }}\n width={nodeWidth}\n
x={nodeOffset - selectedNodeOffset}\n y={top}\n />\n);\n }</Fragment>\n
);\n}\n\nexport default memo<Props>(CommitFlamegraphListItem, areEqual);\n", "/*\n * Copyright (c) Facebook,
Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in
the root directory of this source tree.\n *\n * @flow\n */\n\nexport const barWidthThreshold = 2;\nexport const
maxBarWidth = 30;\nexport const minBarWidth = 5;\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n
*\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this
source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useContext} from 'react';\nimport
{enableProfilerChangedHookIndices} from 'react-devtools-feature-flags';\nimport {ProfilerContext} from
'./Profiler/ProfilerContext';\nimport {StoreContext} from './context';\nimport styles from
'./WhatChanged.css';\n\nfunction hookIndicesToString(indices: Array<number>): string {\n // This is debatable but
I think 1-based might ake for a nicer UX.\n const numbers = indices.map(value => value + 1);\n\n switch
(numbers.length) {\n case 0:\n return 'No hooks changed';\n case 1:\n return `Hook ${numbers[0]}
changed`;\n case 2:\n return `Hooks ${numbers[0]} and ${numbers[1]} changed`;\n default:\n return
`Hooks ${numbers.slice(0, numbers.length - 1).join(', ')} and ${\n numbers[numbers.length - 1]\n }
changed`;\n }\n}\n\ntype Props = {\n fiberID: number,\n};\n\nexport default function WhatChanged({ fiberID}:
Props) {\n const {profilerStore} = useContext(StoreContext);\n const {rootID, selectedCommitIndex} =
useContext(ProfilerContext);\n\n // TRICKY\n // Handle edge case where no commit is selected because of a min-
duration filter update.\n // If the commit index is null, suspending for data below would throw an error.\n // TODO
(ProfilerContext) This check should not be necessary.\n if (selectedCommitIndex === null) {\n return null;\n
}\n\n const {changeDescriptions} = profilerStore.getCommitData(\n ((rootID: any): number),\n
selectedCommitIndex,\n);\n\n if (changeDescriptions === null) {\n return null;\n }\n\n const changeDescription
= changeDescriptions.get(fiberID);\n if (changeDescription == null) {\n return null;\n }\n\n const {\n
context,\n didHooksChange,\n hooks,\n isFirstMount,\n props,\n state,\n } = changeDescription;\n\n if
(isFirstMount) {\n return (\n <div className={styles.Component}>\n <label
className={styles.Label}>Why did this render?</label>\n <div className={styles.Item}>\n This is the
first time the component rendered.\n </div>\n </div>\n);\n }\n\n const changes = [];\n\n if (context ===
true) {\n changes.push(\n <div key="context" className={styles.Item}>\n • Context changed\n
</div>,\n);\n } else if (\n typeof context === 'object' &&\n context !== null &&\n context.length !== 0\n)
{\n changes.push(\n <div key="context" className={styles.Item}>\n • Context changed:\n
{context.map(key => (\n \n {key}\n \n
))}\n </div>,\n);\n }\n\n if (didHooksChange) {\n if (enableProfilerChangedHookIndices &&
Array.isArray(hooks)) {\n changes.push(\n <div key="hooks" className={styles.Item}>\n •
{hookIndicesToString(hooks)}\n </div>,\n);\n } else {\n changes.push(\n <div key="hooks"
className={styles.Item}>\n • Hooks changed\n </div>,\n);\n }\n\n if (props !== null &&
props.length !== 0) {\n changes.push(\n <div key="props" className={styles.Item}>\n • Props
changed:\n {props.map(key => (\n \n {key}\n
\n))}\n </div>,\n);\n }\n\n if (state !== null && state.length !== 0) {\n changes.push(\n
<div key="state" className={styles.Item}>\n • State changed:\n {state.map(key => (\n \n {key}\n \n))}\n </div>,\n);\n }\n\n if
(changes.length === 0) {\n changes.push(\n <div key="nothing" className={styles.Item}>\n The parent
component rendered.\n </div>,\n);\n }\n\n return (\n <div className={styles.Component}>\n <label
className={styles.Label}>Why did this render?</label>\n {changes}\n </div>\n);\n}\n", "/*\n * Copyright
(c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport
{Fragment, useContext} from 'react';\nimport {ProfilerContext} from './ProfilerContext';\nimport {formatDuration}

```

```

from './utils';\nimport WhatChanged from './WhatChanged';\nimport {StoreContext} from './context';\nimport
styles from './HoveredFiberInfo.css';\nimport type {ChartNode} from './FlamegraphChartBuilder';\n\nexport type
TooltipFiberData = {\n id: number,\n name: string,\n};\n\nexport type Props = {\n fiberData:
ChartNode,\n};\n\nexport default function HoveredFiberInfo({fiberData}: Props) {\n const {profilerStore} =
useContext(StoreContext);\n const {rootID, selectedCommitIndex} = useContext(ProfilerContext);\n\n const {id,
name} = fiberData;\n const {profilingCache} = profilerStore;\n\n const commitIndices =
profilingCache.getFiberCommits({\n fiberID: ((id: any): number),\n rootID: ((rootID: any): number),\n });\n\n
let renderDurationInfo = null;\n let i = 0;\n for (i = 0; i < commitIndices.length; i++) {\n const commitIndex =
commitIndices[i];\n if (selectedCommitIndex === commitIndex) {\n const {\n fiberActualDurations,\n
fiberSelfDurations,\n } = profilerStore.getCommitData(((rootID: any): number), commitIndex);\n const
actualDuration = fiberActualDurations.get(id) || 0;\n const selfDuration = fiberSelfDurations.get(id) || 0;\n\n
renderDurationInfo = (\n <div key={commitIndex} className={styles.CurrentCommit}>\n
{formatDuration(selfDuration)}ms of {formatDuration(actualDuration)}ms\n </div>\n);\n\n break;\n
}\n }\n\n return (\n <Fragment>\n <div className={styles.Toolbar}>\n <div
className={styles.Component}>{name}</div>\n </div>\n <div className={styles.Content}>\n
{renderDurationInfo || <div>Did not render.</div>}\n <WhatChanged fiberID={((id: any): number)} />\n
</div>\n </Fragment>\n);\n}\n\n",/** @flow */\n\nimport * as React from 'react';\nimport {useRef} from
'react';\nimport styles from './Tooltip.css';\n\nconst initialTooltipState = {height: 0, mouseX: 0, mouseY: 0, width:
0};\n\nexport default function Tooltip({children, className, label, style}: any) {\n const containerRef =
useRef(null);\n const tooltipRef = useRef(null);\n\n // update the position of the tooltip based on current mouse
position\n const updateTooltipPosition = (event: SyntheticMouseEvent<*>) => {\n const element =
tooltipRef.current;\n if (element !== null) {\n // first find the mouse position\n const mousePosition =
getMousePosition(containerRef.current, event);\n // use the mouse position to find the position of tooltip\n
const {left, top} = getTooltipPosition(element, mousePosition);\n // update tooltip position\n element.style.left
= left;\n element.style.top = top;\n }\n };\n\n const onMouseMove = (event: SyntheticMouseEvent<*>) => {\n
updateTooltipPosition(event);\n };\n\n const tooltipClassName = label === null ? styles.hidden : '';\n\n return (\n
<div\n className={styles.Container}\n onMouseMove={onMouseMove}\n ref={containerRef}>\n
<div\n className={` ${styles.Tooltip} ${tooltipClassName} ${className || ''}`}\n ref={tooltipRef}\n
style={style}>\n {label}\n </div>\n {children}\n </div>\n);\n}\n\nconst TOOLTIP_OFFSET = 5;\n\n//
Method used to find the position of the tooltip based on current mouse position\nfunction
getTooltipPosition(element, mousePosition) {\n const {height, mouseX, mouseY, width} = mousePosition;\n let
top = 0;\n let left = 0;\n\n if (mouseY + TOOLTIP_OFFSET + element.offsetHeight >= height) {\n if (mouseY -
TOOLTIP_OFFSET - element.offsetHeight > 0) {\n top = `${mouseY - element.offsetHeight -
TOOLTIP_OFFSET}px`;\n } else {\n top = '0px';\n }\n } else {\n top = `${mouseY +
TOOLTIP_OFFSET}px`;\n }\n\n if (mouseX + TOOLTIP_OFFSET + element.offsetWidth >= width) {\n if
(mouseX - TOOLTIP_OFFSET - element.offsetWidth > 0) {\n left = `${mouseX - element.offsetWidth -
TOOLTIP_OFFSET}px`;\n } else {\n left = '0px';\n }\n } else {\n left = `${mouseX + TOOLTIP_OFFSET
* 2}px`;\n }\n\n return {left, top};\n}\n\n// method used to find the current mouse position inside the
container\nfunction getMousePosition(\n relativeContainer,\n mouseEvent: SyntheticMouseEvent<*>,\n) {\n if
(relativeContainer !== null) {\n // Position within the nearest position:relative container.\n let targetContainer =
relativeContainer;\n while (targetContainer.parentElement !== null) {\n if (targetContainer.style.position ===
'relative') {\n break;\n } else {\n targetContainer = targetContainer.parentElement;\n }\n }\n}\n\n
const {height, left, top, width} = targetContainer.getBoundingClientRect();\n\n const mouseX =
mouseEvent.clientX - left;\n const mouseY = mouseEvent.clientY - top;\n\n return {height, mouseX, mouseY,
width};\n } else {\n return initialTooltipState;\n }\n}\n\n",/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n
*\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this
source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {forwardRef, useCallback, useContext,
useMemo, useState} from 'react';\nimport AutoSizer from 'react-virtualized-auto-sizer';\nimport {FixedSizeList}

```

```

from 'react-window';\nimport {ProfilerContext} from './ProfilerContext';\nimport NoCommitData from
 './NoCommitData';\nimport CommitFlamegraphListItem from './CommitFlamegraphListItem';\nimport
 HoveredFiberInfo from './HoveredFiberInfo';\nimport {scale} from './utils';\nimport {useHighlightNativeElement}
 from './hooks';\nimport {StoreContext} from './context';\nimport {SettingsContext} from
 './Settings/SettingsContext';\nimport Tooltip from './Tooltip';\nimport styles from
 './CommitFlamegraph.css';\n\nimport type {TooltipFiberData} from './HoveredFiberInfo';\nimport type {ChartData,
 ChartNode} from './FlamegraphChartBuilder';\nimport type {CommitTree} from './types';\n\nexport type ItemData
 = {\n chartData: ChartData,\n onElementMouseEnter: (fiberData: TooltipFiberData) => void,\n
 onElementMouseLeave: () => void,\n scaleX: (value: number, fallbackValue: number) => number,\n
 selectedChartNode: ChartNode | null,\n selectedChartNodeIndex: number,\n selectFiber: (id: number | null, name:
 string | null) => void,\n width: number,\n};\n\nexport default function CommitFlamegraphAutoSizer(_: {}) {\n
 const {profilerStore} = useContext(StoreContext);\n const {rootID, selectedCommitIndex, selectFiber} =
 useContext(\n ProfilerContext,\n);\n const {profilingCache} = profilerStore;\n const deselectCurrentFiber =
 useCallback(\n event => {\n event.stopPropagation();\n selectFiber(null, null);\n },\n [selectFiber],\n);\n let commitTree: CommitTree | null = null;\n let chartData: ChartData | null = null;\n if
 (selectedCommitIndex !== null) {\n commitTree = profilingCache.getCommitTree({\n commitIndex:
 selectedCommitIndex,\n rootID: ((rootID: any): number),\n });\n chartData =
 profilingCache.getFlamegraphChartData({\n commitIndex: selectedCommitIndex,\n commitTree,\n
 rootID: ((rootID: any): number),\n });\n }\n if (commitTree != null && chartData != null && chartData.depth
 > 0) {\n return (\n <div className={styles.Container} onClick={deselectCurrentFiber}>\n <AutoSizer>\n
 ({(height, width)} => (\n // Force Flow types to avoid checking for `null` here because there's no static
 proof that\n // by the time this render prop function is called, the values of the `let` variables have not
 changed.\n <CommitFlamegraph\n chartData={((chartData: any): ChartData)}\n
 commitTree={((commitTree: any): CommitTree)}\n height={height}\n width={width}\n
 />\n))\n </AutoSizer>\n </div>\n);\n } else {\n return <NoCommitData />;\n }\n}\n\nexport type Props
 = {\n chartData: ChartData,\n commitTree: CommitTree,\n height: number,\n width: number,\n};\n\nfunction
 CommitFlamegraph({chartData, commitTree, height, width}: Props) {\n const [\n hoveredFiberData,\n
 setHoveredFiberData,\n] = useState<TooltipFiberData | null>(null);\n const {lineHeight} =
 useContext(SettingsContext);\n const {selectFiber, selectedFiberID} = useContext(ProfilerContext);\n const {\n
 highlightNativeElement,\n clearHighlightNativeElement,\n } = useHighlightNativeElement();\n const
 selectedChartNodeIndex = useMemo<number>(() => {\n if (selectedFiberID === null) {\n return 0;\n }\n //
 The selected node might not be in the tree for this commit,\n // so it's important that we have a fallback plan.\n
 const depth = chartData.idToDepthMap.get(selectedFiberID);\n return depth !== undefined ? depth - 1 : 0;\n },
 [chartData, selectedFiberID]);\n const selectedChartNode = useMemo(() => {\n if (selectedFiberID !== null)\n
 {\n return (\n chartData.rows[selectedChartNodeIndex].find(\n chartNode => chartNode.id ===
 selectedFiberID,\n) || null\n);\n }\n return null;\n }, [chartData, selectedFiberID,
 selectedChartNodeIndex]);\n const handleElementMouseEnter = useCallback(\n ({id, name}) => {\n
 highlightNativeElement(id); // Highlight last hovered element.\n setHoveredFiberData({id, name}); // Set
 hovered fiber data for tooltip\n },\n [highlightNativeElement],\n);\n const handleElementMouseLeave =
 useCallback(() => {\n clearHighlightNativeElement(); // clear highlighting of element on mouse leave\n
 setHoveredFiberData(null); // clear hovered fiber data for tooltip\n }, [clearHighlightNativeElement]);\n const
 itemData = useMemo<ItemData>(\n () => ({\n chartData,\n onElementMouseEnter:
 handleElementMouseEnter,\n onElementMouseLeave: handleElementMouseLeave,\n scaleX: scale(\n
 0,\n selectedChartNode !== null\n ? selectedChartNode.treeBaseDuration\n :
 chartData.baseDuration,\n 0,\n width,\n),\n selectedChartNode,\n selectedChartNodeIndex,\n
 selectFiber,\n width,\n }),\n [\n chartData,\n handleElementMouseEnter,\n
 handleElementMouseLeave,\n selectedChartNode,\n selectedChartNodeIndex,\n selectFiber,\n width,\n
],\n);\n // Tooltip used to show summary of fiber info on hover\n const tooltipLabel = useMemo(\n () =>\n

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((rootID: any): number),\n });\n }\n \n if (commitTree !== null && chartData !== null && chartData.nodes.length >
0) {\n return (\n <div className={styles.Container} onClick={deselectCurrentFiber}>\n <AutoSizer>\n {({height, width}) => (\n <CommitRanked\n chartData={((chartData: any): ChartData)}\n commitTree={((commitTree: any): CommitTree)}\n height={height}\n width={width}\n />\n)}\n </AutoSizer>\n </div>\n);\n } else {\n return <NoCommitData />;\n }\n }\n \n type Props
= {\n chartData: ChartData,\n commitTree: CommitTree,\n height: number,\n width: number,\n };\n \n function
CommitRanked({ chartData, commitTree, height, width }: Props) {\n const [\n hoveredFiberData,\n setHoveredFiberData,\n] = useState<TooltipFiberData | null>(null);\n const {lineHeight} =
useContext(SettingsContext);\n const {selectedFiberID, selectFiber} = useContext(ProfilerContext);\n const {\n highlightNativeElement,\n clearHighlightNativeElement,\n } = useHighlightNativeElement();\n \n const
selectedFiberIndex = useMemo(\n () => getNodeIndex(chartData, selectedFiberID),\n [chartData,
selectedFiberID],\n);\n \n const handleElementMouseEnter = useCallback(\n ({id, name}) => {\n
highlightNativeElement(id); // Highlight last hovered element.\n setHoveredFiberData({id, name}); // Set
hovered fiber data for tooltip\n },\n [highlightNativeElement],\n);\n \n const handleElementMouseLeave =
useCallback(() => {\n clearHighlightNativeElement(); // clear highlighting of element on mouse leave\n
setHoveredFiberData(null); // clear hovered fiber data for tooltip\n }, [clearHighlightNativeElement]);\n \n const
itemData = useMemo<ItemData>(\n () => ({\n chartData,\n onElementMouseEnter:
handleElementMouseEnter,\n onElementMouseLeave: handleElementMouseLeave,\n scaleX: scale(0,
chartData.nodes[selectedFiberIndex].value, 0, width),\n selectedFiberID,\n selectedFiberIndex,\n
selectFiber,\n width,\n }),\n [\n chartData,\n handleElementMouseEnter,\n
handleElementMouseLeave,\n selectedFiberID,\n selectedFiberIndex,\n selectFiber,\n width,\n],\n);\n \n // Tooltip used to show summary of fiber info on hover\n const tooltipLabel = useMemo(\n () => \n
hoveredFiberData !== null ? (\n <HoveredFiberInfo fiberData={hoveredFiberData} />\n) : null,\n [
hoveredFiberData],\n);\n \n return (\n <Tooltip label={tooltipLabel}>\n <FixedSizeList\n
height={height}\n innerElementType="svg"\n itemCount={chartData.nodes.length}\n
 itemData={itemData}\n itemSize={lineHeight}\n width={width}>\n {CommitRankedListItem}\n
 </FixedSizeList>\n </Tooltip>\n);\n }\n \n const getNodeIndex = (chartData: ChartData, id: number | null): number
=> {\n if (id === null) {\n return 0;\n }\n const {nodes} = chartData;\n for (let index = 0; index < nodes.length;
index++) {\n if (nodes[index].id === id) {\n return index;\n }\n }\n return 0;\n };\n \n /**\n * Copyright (c)
Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n * @flow\n */\n import * as React from 'react';\n import
{Fragment, useCallback, useContext} from 'react';\n import {ProfilerContext} from './ProfilerContext';\n import
styles from './RootSelector.css';\n \n export default function RootSelector(_: {}) {\n const {profilingData, rootID,
setRootID} = useContext(ProfilerContext);\n \n const options = [];\n if (profilingData !== null) {\n
 profilingData.dataForRoots.forEach((dataForRoot, id) => {\n options.push(\n <option key={id}\n
 value={id}>\n {dataForRoot.displayName}\n </option>,\n);\n });\n }\n \n const handleChange =
useCallback(\n ({currentTarget}) => {\n setRootID(parseInt(currentTarget.value, 10));\n },\n [setRootID],\n);\n \n if (profilingData === null || profilingData.dataForRoots.size <= 1) {\n // Don't take up visual
space if there's only one root.\n return null;\n }\n \n return (\n <Fragment>\n <div
className={styles.Spacer} />\n <select value={rootID} onChange={handleChange}>\n {options}\n
 </select>\n </Fragment>\n);\n }\n \n /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source
code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *
@flow\n */\n import * as React from 'react';\n import {useContext} from 'react';\n import Button from
'./Button';\n import ButtonIcon from './ButtonIcon';\n import {ProfilerContext} from './ProfilerContext';\n import
styles from './RecordToggle.css';\n \n export type Props = {\n disabled?: boolean,\n };\n \n export default function
RecordToggle({disabled}: Props) {\n const {isProfiling, startProfiling, stopProfiling} = useContext(\n ProfilerContext,\n);\n \n let className = styles.InactiveRecordToggle;\n if (disabled) {\n className =
styles.DisabledRecordToggle;\n } else if (isProfiling) {\n className = styles.ActiveRecordToggle;\n }\n \n

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return (\n <Button\n className={className}\n disabled={disabled}\n onClick={isProfiling ?
stopProfiling : startProfiling}\n title={isProfiling ? 'Stop profiling' : 'Start profiling'}>\n <ButtonIcon
type=\"record\" />\n </Button>\n);\n\n\"/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This
source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source
tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useCallback, useContext, useMemo} from
'react';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport {BridgeContext,
StoreContext} from '../context';\nimport {useSubscription} from '../hooks';\n\ntype SubscriptionData = {\n
recordChangeDescriptions: boolean,\n supportsReloadAndProfile: boolean,\n};\n\nexport default function
ReloadAndProfileButton() {\n const bridge = useContext(BridgeContext);\n const store =
useContext(StoreContext);\n const subscription = useMemo(\n () => ({\n getCurrentValue: () => ({\n
recordChangeDescriptions: store.recordChangeDescriptions,\n supportsReloadAndProfile:
store.supportsReloadAndProfile,\n })),\n subscribe: (callback: Function) => {\n
store.addListener('recordChangeDescriptions', callback);\n store.addListener('supportsReloadAndProfile',
callback);\n return () => {\n store.removeListener('recordChangeDescriptions', callback);\n
store.removeListener('supportsReloadAndProfile', callback);\n }\n },\n),\n [store],\n);\n const {\n
recordChangeDescriptions,\n supportsReloadAndProfile,\n } =
useSubscription<SubscriptionData>(subscription);\n const reloadAndProfile = useCallback(() => {\n // TODO
If we want to support reload-and-profile for e.g. React Native,\n // we might need to also start profiling here before
reloading the app (since DevTools itself isn't reloaded).\n // We'd probably want to do this before reloading
though, to avoid sending a message on a disconnected port in the browser.\n // For now, let's just skip doing it
entirely to avoid paying snapshot costs for data we don't need.\n // startProfiling();\n\n bridge.send('reloadAndProfile', recordChangeDescriptions);\n }, [bridge, recordChangeDescriptions]);\n if
(!supportsReloadAndProfile) {\n return null;\n }\n return (\n <Button\n
disabled={!store.supportsProfiling}\n onClick={reloadAndProfile}\n title=\"Reload and start profiling\">\n
<ButtonIcon type=\"reload\" />\n </Button>\n);\n\n\"/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n
*\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this
source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {Fragment, useContext, useCallback,
useRef} from 'react';\nimport {ProfilerContext} from './ProfilerContext';\nimport {ModalDialogContext} from
'./ModalDialog';\nimport Button from './Button';\nimport ButtonIcon from './ButtonIcon';\nimport {StoreContext}
from './context';\nimport {\n prepareProfilingDataExport,\n prepareProfilingDataFrontendFromExport,\n} from
'./utils';\nimport {downloadFile} from './utils';\nimport styles from './ProfilingImportExportButtons.css';\nimport
type {ProfilingDataExport} from './types';\n\nexport default function ProfilingImportExportButtons() {\n const
{isProfiling, profilingData, rootID} = useContext(ProfilerContext);\n const store = useContext(StoreContext);\n
const {profilerStore} = store;\n const inputRef = useRef<HTMLInputElement | null>(null);\n const downloadRef
= useRef<HTMLAnchorElement | null>(null);\n const {dispatch: modalDialogDispatch} =
useContext(ModalDialogContext);\n const downloadData = useCallback(() => {\n if (rootID === null) {\n
return;\n }\n const anchorElement = downloadRef.current;\n if (profilingData !== null && anchorElement
!== null) {\n const profilingDataExport = prepareProfilingDataExport(profilingData);\n const date = new
Date();\n const dateString = date\n .toLocaleDateString(undefined, {\n year: 'numeric',\n month:
'2-digit',\n day: '2-digit',\n })\n .replace(/\\/g, '-');\n const timeString = date\n
 .toLocaleTimeString(undefined, {\n hour12: false,\n })\n .replace(/:/g, '-');\n downloadFile(\n
anchorElement,\n `profiling-data.${dateString}.${timeString}.json`,\n JSON.stringify(profilingDataExport,
null, 2),\n);\n }\n }, [rootID, profilingData]);\n const uploadData = useCallback(() => {\n if
(inputRef.current !== null) {\n inputRef.current.click();\n }\n }, []);\n const handleFiles = useCallback(() =>
{\n const input = inputRef.current;\n if (input !== null && input.files.length > 0) {\n const fileReader = new
FileReader();\n fileReader.addEventListener('load', () => {\n try {\n const raw = ((fileReader.result:
any): string);\n const profilingDataExport = ((JSON.parse(\n raw,\n): any):
ProfilingDataExport);\n profilerStore.profilingData = prepareProfilingDataFrontendFromExport(\n

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profilingDataExport,\n);\n } catch (error) {\n modalDialogDispatch({\n id:\n 'ProfilingImportExportButtons',\n type: 'SHOW',\n title: 'Import failed',\n content: (\n\n <Fragment>\n <div>The profiling data you selected cannot be imported.</div>\n {error !== null\n && (\n <div className={styles.ErrorMessage}>{error.message}</div>\n)}\n </Fragment>\n),\n });\n });\n });\n // TODO (profiling) Handle fileReader errors.\n fileReader.readAsText(input.files[0]);\n } }, [modalDialogDispatch, profilerStore]);\n\n return (\n\n <Fragment>\n <div className={styles.VRule} />\n <input\n ref={inputRef}\n className={styles.Input}\n type="file"\n onChange={handleFiles}\n tabIndex={-1}\n />\n <a\n ref={downloadRef} className={styles.Input} />\n <Button\n disabled={isProfiling}\n onClick={uploadData}\n title="Load profile...">\n <ButtonIcon type="import" />\n </Button>\n <Button\n disabled={isProfiling || !profilerStore.didRecordCommits}\n onClick={downloadData}\n title="Save profile...">\n <ButtonIcon type="export" />\n </Button>\n </Fragment>\n);\n}\n", /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in\n the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\n\nimport * as React from\n'react';\nimport {memo} from 'react';\nimport {areEqual} from 'react-window';\nimport {getGradientColor} from\n'./utils';\nimport styles from './SnapshotCommitListItem.css';\nimport type {ItemData} from\n'./SnapshotCommitList';\n\nexport type Props = {\n data: ItemData,\n index: number,\n style: Object,\n ...,\n};\n\nfunction SnapshotCommitListItem({data: itemData, index, style}: Props) {\n const {\n filteredCommitIndices,\n maxDuration,\n selectedCommitIndex,\n selectCommitIndex,\n setHoveredCommitIndex,\n startCommitDrag,\n totalDurations,\n } = itemData;\n\n index =\n filteredCommitIndices[index];\n\n const totalDuration = totalDurations[index];\n\n // Use natural cbtr for bar\n height.\n // This prevents one (or a few) outliers from squishing the majority of other commits.\n // So rather than\n e.g. __ we get something more like e.g. _\n const heightScale =\n Math.min(\n 1,\n Math.max(0,\n Math.cbrt(totalDuration) / Math.cbrt(maxDuration)),\n) || 0;\n\n // Use a linear scale for color.\n // This gives\n some visual contrast between cheaper and more expensive commits\n // and somewhat compensates for the cbtr\n scale height.\n const colorScale = Math.min(1, Math.max(0, totalDuration / maxDuration)) || 0;\n\n const isSelected\n = selectedCommitIndex === index;\n\n // Leave a 1px gap between snapshots\n const width =\n parseFloat(style.width) - 1;\n\n const handleMouseDown = ({buttons, target}: any) => {\n if (buttons === 1) {\n selectCommitIndex(index);\n startCommitDrag({\n commitIndex: index,\n left:\n target.getBoundingClientRect().left,\n sizeIncrement: parseFloat(style.width),\n });\n }\n }; \n\n let\n backgroundColor;\n if (!isSelected && totalDuration > 0) {\n backgroundColor =\n getGradientColor(colorScale);\n }\n\n return (\n <div\n className={styles.Outer}\n onMouseDown={handleMouseDown}\n onMouseEnter={() => setHoveredCommitIndex(index)}\n style={{\n ...style,\n width,\n borderBottom: isSelected\n ? '3px solid var(--color-tab-selected-border)'\n : undefined,\n }}>\n <div\n className={isSelected ? styles.InnerSelected :\n styles.Inner}\n style={{\n height: `${Math.round(heightScale * 100)}%`,\n backgroundColor,\n }}\n />\n </div>\n);\n}\n\nexport default memo<Props>(SnapshotCommitListItem, areEqual);\n", /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in\n the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\n\nimport type\n{CommitDataFrontend} from './types';\nimport * as React from 'react';\nimport {useEffect, useMemo, useRef,\n useState} from 'react';\nimport AutoSizer from 'react-virtualized-auto-sizer';\nimport {FixedSizeList} from 'react-\nwindow';\nimport SnapshotCommitListItem from './SnapshotCommitListItem';\nimport {minBarWidth} from\n'./constants';\nimport {formatDuration, formatTime} from './utils';\nimport Tooltip from './Tooltip';\nimport styles\nfrom './SnapshotCommitList.css';\n\nexport type ItemData = {\n commitTimes: Array<number>,\n filteredCommitIndices: Array<number>,\n maxDuration: number,\n selectedCommitIndex: number | null,\n selectedFilteredCommitIndex: number | null,\n selectCommitIndex: (index: number) => void,\n setHoveredCommitIndex: (index: number) => void,\n startCommitDrag: (newDragState: DragState) => void,\n totalDurations: Array<number>,\n};\n\nexport type Props = {\n commitData: CommitDataFrontend,\n commitTimes:

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Array<number>,\n filteredCommitIndices: Array<number>,\n selectedCommitIndex: number | null,\n
selectedFilteredCommitIndex: number | null,\n selectCommitIndex: (index: number) => void,\n totalDurations:
Array<number>,\n};\n\nexport default function SnapshotCommitList({\n commitData,\n commitTimes,\n filteredCommitIndices,\n selectedCommitIndex,\n selectedFilteredCommitIndex,\n selectCommitIndex,\n totalDurations,\n}: Props) {\n return (\n <AutoSizer>\n ({height, width}) => (\n <List\n
commitData={commitData}\n commitTimes={commitTimes}\n height={height}\n
filteredCommitIndices={filteredCommitIndices}\n selectedCommitIndex={selectedCommitIndex}\n
selectedFilteredCommitIndex={selectedFilteredCommitIndex}\n selectCommitIndex={selectCommitIndex}\n
totalDurations={totalDurations}\n width={width}\n />\n)\n </AutoSizer>\n);\n\n}\n\n\n
type ListProps = {\n commitData: CommitDataFrontend,\n commitTimes: Array<number>,\n height: number,\n
filteredCommitIndices: Array<number>,\n selectedCommitIndex: number | null,\n selectedFilteredCommitIndex:
number | null,\n selectCommitIndex: (index: number) => void,\n totalDurations: Array<number>,\n width:
number,\n};\n\n\n
type DragState = {\n commitIndex: number,\n left: number,\n sizeIncrement:
number,\n};\n\n\n
function List({\n commitData,\n selectedCommitIndex,\n commitTimes,\n height,\n
filteredCommitIndices,\n selectedFilteredCommitIndex,\n selectCommitIndex,\n totalDurations,\n width,\n}:
ListProps) {\n const listRef = useRef<FixedSizeList<ItemData> | null>(null);\n const divRef =
useRef<HTMLDivElement | null>(null);\n const prevCommitIndexRef = useRef<number | null>(null);\n\n // Make
sure a newly selected snapshot is fully visible within the list.\n useEffect(() => {\n if
(selectedFilteredCommitIndex !== prevCommitIndexRef.current) {\n prevCommitIndexRef.current =
selectedFilteredCommitIndex;\n if (selectedFilteredCommitIndex !== null && listRef.current !== null) {\n
listRef.current.scrollToItem(selectedFilteredCommitIndex);\n }\n }\n }, [listRef,
selectedFilteredCommitIndex]);\n\n const itemSize = useMemo(\n () => Math.max(minBarWidth, width /
filteredCommitIndices.length),\n [filteredCommitIndices, width],\n);\n const maxDuration = useMemo(\n ()
=> totalDurations.reduce((max, duration) => Math.max(max, duration), 0),\n [totalDurations],\n);\n\n const
maxCommitIndex = filteredCommitIndices.length - 1;\n\n const [dragState, setDragState] = useState<DragState |
null>(null);\n\n const handleDragCommit = ({buttons, pageX}: any) => {\n if (buttons === 0) {\n
setDragState(null);\n return;\n }\n\n if (dragState !== null) {\n const {commitIndex, left, sizeIncrement} =
dragState;\n\n let newCommitIndex = commitIndex;\n let newCommitLeft = left;\n\n if (pageX <
newCommitLeft) {\n while (pageX < newCommitLeft) {\n newCommitLeft -= sizeIncrement;\n
newCommitIndex -= 1;\n }\n } else {\n let newCommitRectRight = newCommitLeft + sizeIncrement;\n
while (pageX > newCommitRectRight) {\n newCommitRectRight += sizeIncrement;\n
newCommitIndex += 1;\n }\n }\n\n if (newCommitIndex < 0) {\n newCommitIndex = 0;\n } else
if (newCommitIndex > maxCommitIndex) {\n newCommitIndex = maxCommitIndex;\n }\n\n selectCommitIndex(newCommitIndex);\n }\n };\n\n useEffect(() => {\n if (dragState === null) {\n return;\n
 }\n\n const element = divRef.current;\n if (element !== null) {\n const ownerDocument =
element.ownerDocument;\n ownerDocument.addEventListener('mousemove', handleDragCommit);\n return ()
=> {\n ownerDocument.removeEventListener('mousemove', handleDragCommit);\n };\n }\n },
[dragState]);\n\n const [hoveredCommitIndex, setHoveredCommitIndex] = useState<number | null>(null,\n
);\n\n // Pass required contextual data down to the ListItem renderer.\n const itemData = useMemo<ItemData>(\n
() => ({\n commitTimes,\n filteredCommitIndices,\n maxDuration,\n selectedCommitIndex,\n
selectedFilteredCommitIndex,\n selectCommitIndex,\n setHoveredCommitIndex,\n startCommitDrag:
setDragState,\n totalDurations,\n }),\n [\n commitTimes,\n filteredCommitIndices,\n
maxDuration,\n selectedCommitIndex,\n selectedFilteredCommitIndex,\n selectCommitIndex,\n
setHoveredCommitIndex,\n totalDurations,\n],\n);\n\n let tooltipLabel = null;\n if (hoveredCommitIndex
!== null) {\n const {\n duration,\n effectDuration,\n passiveEffectDuration,\n priorityLevel,\n
timestamp,\n } = commitData[hoveredCommitIndex];\n\n // Only some React versions include commit
durations.\n // Show a richer tooltip only for builds that have that info.\n if (effectDuration !== null ||
passiveEffectDuration !== null) {\n tooltipLabel = (\n <ul className={styles.TooltipList}>\n

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{priorityLevel !== null && (\n <li className={styles.TooltipListItem}>\n <label
className={styles.TooltipLabel}>Priority</label>\n {priorityLevel}\n \n)}\n <li
className={styles.TooltipListItem}>\n <label className={styles.TooltipLabel}>Committed at</label>\n \n {formatTime(timestamp)}s\n \n <li className={styles.TooltipListItem}>\n <div className={styles.DurationsWrapper}>\n <label className={styles.TooltipLabel}>Durations</label>\n <ul className={styles.DurationsList}>\n <li className={styles.DurationsListItem}>\n <label
className={styles.DurationsLabel}>Render</label>\n \n {formatDuration(duration)}ms\n \n {effectDuration !== null
&& (\n <li className={styles.DurationsListItem}>\n <label
className={styles.DurationsLabel}>>\n Layout effects</label>\n \n {formatDuration(effectDuration)}ms\n \n)}\n {passiveEffectDuration !== null && (\n <li
className={styles.DurationsListItem}>\n <label className={styles.DurationsLabel}>>\n Passive effects</label>\n \n {formatDuration(passiveEffectDuration)}ms\n \n)}\n \n </div>\n \n \n);\n } else {\n tooltipLabel =
`${formatDuration(duration)}ms at ${formatTime(\n timestamp,\n)}s`;
\n }\n }\n\n return (\n <Tooltip
className={styles.Tooltip} label={tooltipLabel}>\n <div\n ref={divRef}\n style={{height, width}}\n onMouseLeave={() => setHoveredCommitIndex(null)}>\n <FixedSizeList\n className={styles.List}>\n layout="horizontal"\n height={height}\n itemCount={filteredCommitIndices.length}\n itemData={itemData}\n itemSize={itemSize}\n ref={(listRef: any) /* Flow bug? */}\n width={width}>\n {SnapshotCommitListItem}\n </FixedSizeList>\n </div>\n </Tooltip>\n);\n }\n\n", "/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT
license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\n\nimport * as
React from 'react';\nimport {Fragment, useCallback, useContext, useMemo} from 'react';\nimport Button from
'./Button';\nimport ButtonIcon from './ButtonIcon';\nimport {ProfilerContext} from './ProfilerContext';\nimport
SnapshotCommitList from './SnapshotCommitList';\nimport {maxBarWidth} from './constants';\nimport
{StoreContext} from './context';\n\nimport styles from './SnapshotSelector.css';\n\nexport type Props =
{||};\n\nexport default function SnapshotSelector(_: Props) {\n const {\n isCommitFilterEnabled,\n minCommitDuration,\n rootID,\n selectedCommitIndex,\n selectCommitIndex,\n } =
useContext(ProfilerContext);\n\n const {profilerStore} = useContext(StoreContext);\n const {commitData} =
profilerStore.getDataForRoot(((rootID: any): number));\n\n const totalDurations: Array<number> = [];\n const
commitTimes: Array<number> = [];\n commitData.forEach(commitDatum => {\n totalDurations.push(\n commitDatum.duration +\n (commitDatum.effectDuration || 0) +\n (commitDatum.passiveEffectDuration ||
0),\n);\n commitTimes.push(commitDatum.timestamp);\n });\n\n const filteredCommitIndices = useMemo(\n () =>\n commitData.reduce((reduced, commitDatum, index) => {\n if (\n !isCommitFilterEnabled ||\n commitDatum.duration >= minCommitDuration\n) {\n reduced.push(index);\n }\n return
reduced;\n }, []),\n [commitData, isCommitFilterEnabled, minCommitDuration],\n);\n\n const
numFilteredCommits = filteredCommitIndices.length;\n\n // Map the (unfiltered) selected commit index to an index
within the filtered data.\n const selectedFilteredCommitIndex = useMemo(() => {\n if (selectedCommitIndex !==
null) {\n for (let i = 0; i < filteredCommitIndices.length; i++) {\n if (filteredCommitIndices[i] ===
selectedCommitIndex) {\n return i;\n }\n }\n return null;\n }, [filteredCommitIndices,
selectedCommitIndex]);\n\n // TODO (ProfilerContext) This should be managed by the context controller
(reducer).\n // It doesn't currently know about the filtered commits though (since it doesn't suspend).\n // Maybe
this component should pass filteredCommitIndices up?\n if (selectedFilteredCommitIndex === null) {\n if
(numFilteredCommits > 0) {\n selectCommitIndex(0);\n } else {\n selectCommitIndex(null);\n }\n } else

```

```

if (selectedFilteredCommitIndex >= numFilteredCommits) {\n selectCommitIndex(numFilteredCommits === 0 ?
null : numFilteredCommits - 1);\n } \n\n let label = null;\n if (numFilteredCommits > 0) {\n label =\n` ${selectedFilteredCommitIndex + 1} `.padStart(\n `${numFilteredCommits} `.length,\n '0',\n) +\n '\n '\n +\n numFilteredCommits;\n }\n\n const viewNextCommit = useCallback(() => {\n let nextCommitIndex =
((selectedFilteredCommitIndex: any): number) + 1;\n if (nextCommitIndex === filteredCommitIndices.length) {\n
nextCommitIndex = 0;\n }\n selectCommitIndex(filteredCommitIndices[nextCommitIndex]);\n },
[selectedFilteredCommitIndex, filteredCommitIndices, selectCommitIndex]);\n const viewPrevCommit =
useCallback(() => {\n let nextCommitIndex = ((selectedFilteredCommitIndex: any): number) - 1;\n if
(nextCommitIndex < 0) {\n nextCommitIndex = filteredCommitIndices.length - 1;\n }\n selectCommitIndex(filteredCommitIndices[nextCommitIndex]);\n }, [selectedFilteredCommitIndex,
filteredCommitIndices, selectCommitIndex]);\n\n const handleKeyDown = useCallback(\n event => {\n switch
(event.key) {\n case 'ArrowLeft':\n viewPrevCommit();\n event.stopPropagation();\n break;\n case 'ArrowRight':\n viewNextCommit();\n event.stopPropagation();\n break;\n default:\n break;\n }\n },\n [viewNextCommit, viewPrevCommit],\n);\n\n if (commitData.length === 0) {\n return
null;\n }\n\n return (\n <Fragment>\n {label}\n <Button\n
className={styles.Button}\n disabled={numFilteredCommits === 0}\n onClick={viewPrevCommit}\n
title="Select previous commit">\n <ButtonIcon type="previous" />\n </Button>\n <div\n
className={styles.Commits}\n onKeyDown={handleKeyDown}\n style={{\n flex:
numFilteredCommits > 0 ? '1 1 auto' : '0 0 auto',\n maxWidth:\n numFilteredCommits > 0\n ?
numFilteredCommits * maxBarWidth\n : undefined,\n }}\n tabIndex={0}>\n
{numFilteredCommits > 0 && (\n <SnapshotCommitList\n commitData={commitData}\n
commitTimes={commitTimes}\n filteredCommitIndices={filteredCommitIndices}\n
selectedCommitIndex={selectedCommitIndex}\n
selectedFilteredCommitIndex={selectedFilteredCommitIndex}\n
selectCommitIndex={selectCommitIndex}\n totalDurations={totalDurations}\n />\n)\n)\n </div>\n <Button\n className={styles.Button}\n disabled={numFilteredCommits === 0}\n
onClick={viewNextCommit}\n title="Select next commit">\n <ButtonIcon type="next" />\n
</Button>\n </Fragment>\n);\n\n", /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source
code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport type {CommitTree} from './types';\nimport type {SerializedElement} from
'./Components/types';\n\nimport * as React from 'react';\nimport {useContext} from 'react';\nimport
{ProfilerContext} from './ProfilerContext';\nimport styles from './Updaters.css';\n\nexport type Props = {\n
commitTree: CommitTree,\n updaters: Array<SerializedElement>,\n};\n\nexport default function
Updaters({commitTree, updaters}: Props) {\n const {selectFiber} = useContext(ProfilerContext);\n\n const
children =\n updaters.length > 0 ? (\n updaters.map<React$Node>((serializedElement: SerializedElement) =>
{\n const {displayName, id, key} = serializedElement;\n const isVisibleInTree =
commitTree.nodes.has(id);\n if (isVisibleInTree) {\n return (\n <button\n key={id}\n
className={styles.Updater}\n onClick={() => selectFiber(id, displayName)}>\n {displayName}
{key ? `key="\${key}"` : ""}\n </button>\n);\n } else {\n return (\n <div key={id}
className={styles.UnmountedUpdater}>\n {displayName} {key ? `key="\${key}"` : ""}\n </div>\n
);\n }\n })\n) : (\n <div key="none" className={styles.NoUpdaters}>\n (unknown)\n
</div>\n);\n\n return <div className={styles.Updaters}>{children}</div>;\n\n", /**\n * Copyright (c)
Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport
{Fragment, useContext} from 'react';\nimport {ProfilerContext} from './ProfilerContext';\nimport Updaters from
'./Updaters';\nimport {formatDuration, formatTime} from './utils';\nimport {StoreContext} from './context';\nimport
{getCommitTree} from './CommitTreeBuilder';\nimport styles from './SidebarCommitInfo.css';\n\nexport type

```

```

Props = {||};\n\nexport default function SidebarCommitInfo(_: Props) {\n const {selectedCommitIndex, rootID} =
useContext(ProfilerContext);\n const {profilerStore} = useContext(StoreContext);\n if (rootID === null ||
selectedCommitIndex === null) {\n return <div className={styles.NothingSelected}>Nothing selected</div>;\n }\n const {\n duration,\n effectDuration,\n passiveEffectDuration,\n priorityLevel,\n timestamp,\n updaters,\n } = profilerStore.getCommitData(rootID, selectedCommitIndex);\n const hasCommitPhaseDurations
= \n effectDuration !== null || passiveEffectDuration !== null;\n const commitTree = \n updaters !== null\n ? getCommitTree({\n commitIndex: selectedCommitIndex,\n profilerStore,\n rootID,\n })\n : null;\n return (\n <Fragment>\n <div className={styles.Toolbar}>Commit information</div>\n <div
className={styles.Content}>\n <ul className={styles.List}>\n {priorityLevel !== null && (\n
<li className={styles.ListItem}>\n <label className={styles.Label}>Priority</label>: {' '\n
{priorityLevel}\n \n)}\n <li
className={styles.ListItem}>\n <label className={styles.Label}>Committed at</label>: {' '\n
{formatTime(timestamp)}s\n \n {\n !hasCommitPhaseDurations && (\n
<li className={styles.ListItem}>\n <label
className={styles.Label}>Render duration</label>: {' '\n
{formatDuration(duration)}ms\n \n)}\n {\n hasCommitPhaseDurations && (\n
<li className={styles.ListItem}>\n <label
className={styles.Label}>Durations</label>\n <ul className={styles.DurationsList}>\n <li
className={styles.DurationsListItem}>\n <label className={styles.Label}>Render</label>: {' '\n
\n {formatDuration(duration)}ms\n \n \n {\n effectDuration !== null && (\n
<li className={styles.DurationsListItem}>\n <label className={styles.Label}>Layout effects</label>: {' '\n
\n {formatDuration(effectDuration)}ms\n \n \n {\n passiveEffectDuration !== null && (\n
<li className={styles.DurationsListItem}>\n <label
className={styles.Label}>Passive effects</label>: {' '\n
\n {formatDuration(passiveEffectDuration)}ms\n \n \n)}\n \n)}\n)}\n {\n updaters !== null && commitTree !== null && (\n
<li
className={styles.ListItem}>\n <label className={styles.Label}>What caused this update</label>?\n <Updaters commitTree={commitTree} updaters={updaters} />\n)}\n \n </div>\n </Fragment>\n);\n }\n /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code
is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n @flow\n *import * as React from 'react';\n import {Fragment, useContext, useEffect, useRef} from
'react';\n import WhatChanged from './WhatChanged';\n import {ProfilerContext} from './ProfilerContext';\n import
{formatDuration, formatTime} from './utils';\n import {StoreContext} from './context';\n import Button from
'./Button';\n import ButtonIcon from './ButtonIcon';\n import styles from
'./SidebarSelectedFiberInfo.css';\n export type Props = {||};\n export default function SidebarSelectedFiberInfo(_:
Props) {\n const {profilerStore} = useContext(StoreContext);\n const {\n rootID,\n selectCommitIndex,\n selectedCommitIndex,\n selectedFiberID,\n selectedFiberName,\n selectFiber,\n } =
useContext(ProfilerContext);\n const {profilingCache} = profilerStore;\n const selectedItemRef =
useRef<HTMLElement | null>(null);\n const commitIndices = profilingCache.getFiberCommits({\n fiberID:
(selectedFiberID: any): number,\n rootID: ((rootID: any): number),\n });\n const handleKeyDown = event =>
{\n switch (event.key) {\n case 'ArrowUp':\n if (selectedCommitIndex !== null) {\n const prevIndex
= commitIndices.indexOf(selectedCommitIndex);\n const nextIndex =\n prevIndex > 0 ? prevIndex - 1 :
commitIndices.length - 1;\n selectCommitIndex(commitIndices[nextIndex]);\n }\n event.preventDefault();\n break;\n case 'ArrowDown':\n if (selectedCommitIndex !== null) {\n const prevIndex =
commitIndices.indexOf(selectedCommitIndex);\n const nextIndex =\n prevIndex <
commitIndices.length - 1 ? prevIndex + 1 : 0;\n selectCommitIndex(commitIndices[nextIndex]);\n }\n event.preventDefault();\n break;\n default:\n break;\n }\n };\n useEffect(() => {\n const

```

```

selectedElement = selectedListItemRef.current;\n if (\n selectedElement !== null &&\n typeof
selectedElement.scrollToView === 'function'\n) {\n selectedElement.scrollToView({block: 'nearest', inline:
'nearest'});\n }\n }, [selectedCommitIndex]);\n\n const listItems = [];\n let i = 0;\n for (i = 0; i <
commitIndices.length; i++) {\n const commitIndex = commitIndices[i];\n\n const {duration, timestamp} =
profilerStore.getCommitData(\n (rootID: any): number,\n commitIndex,\n);\n\n listItems.push(\n
<button\n key={commitIndex}\n ref={selectedCommitIndex === commitIndex ? selectedListItemRef :
null}\n className={\n selectedCommitIndex === commitIndex\n ? styles.CurrentCommit\n
: styles.Commit\n }\n onClick={() => selectCommitIndex(commitIndex)}>\n
{formatTime(timestamp)}s for {formatDuration(duration)}ms\n </button>,\n);\n }\n\n return (\n
<Fragment>\n <div className={styles.Toolbar}>\n <div className={styles.Component}>\n
{selectedFiberName || 'Selected component'}\n </div>\n\n <Button\n
className={styles.IconButton}\n onClick={() => selectFiber(null, null)}\n title="Back to commit
view">\n <ButtonIcon type="close" />\n </Button>\n </div>\n <div className={styles.Content}
onKeyDown={handleKeyDown} tabIndex={0}>\n <WhatChanged fiberID={((selectedFiberID: any):
number)} />\n {listItems.length > 0 && (\n <Fragment>\n <label
className={styles.Label}>Rendered at</label>: {listItems}\n </Fragment>\n)}\n {listItems.length
=== 0 && (\n <div>Did not render during this profiling session.</div>\n)}\n </div>\n
</Fragment>\n);\n}\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed
under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n
*/\n\nimport * as React from 'react';\nimport {Fragment, useContext} from 'react';\nimport {ModalDialog} from
'./ModalDialog';\nimport {ProfilerContext} from './ProfilerContext';\nimport TabBar from './TabBar';\nimport
ClearProfilingDataButton from './ClearProfilingDataButton';\nimport CommitFlamegraph from
'./CommitFlamegraph';\nimport CommitRanked from './CommitRanked';\nimport RootSelector from
'./RootSelector';\nimport RecordToggle from './RecordToggle';\nimport ReloadAndProfileButton from
'./ReloadAndProfileButton';\nimport ProfilingImportExportButtons from './ProfilingImportExportButtons';\nimport
SnapshotSelector from './SnapshotSelector';\nimport SidebarCommitInfo from './SidebarCommitInfo';\nimport
SidebarSelectedFiberInfo from './SidebarSelectedFiberInfo';\nimport SettingsModal from 'react-devtools-
shared/src/devtools/views/Settings/SettingsModal';\nimport SettingsModalContextToggle from 'react-devtools-
shared/src/devtools/views/Settings/SettingsModalContextToggle';\nimport {SettingsModalContextController} from
'react-devtools-shared/src/devtools/views/Settings/SettingsModalContext';\nimport portaledContent from
'./portaledContent';\nimport styles from './Profiler.css';\n\nfunction Profiler(_: {}) {\n const {\n
didRecordCommits,\n isProcessingData,\n isProfiling,\n selectedCommitIndex,\n selectedFiberID,\n
selectedTabID,\n selectTab,\n supportsProfiling,\n } = useContext(ProfilerContext);\n\n let view = null;\n if
(selectedCommitIndex) {\n switch (selectedTabID) {\n case 'flame-chart':\n view = <CommitFlamegraph
/;>\n break;\n case 'ranked-chart':\n view = <CommitRanked />\n break;\n default:\n
break;\n }\n } else if (isProfiling) {\n view = <RecordingInProgress />\n } else if (isProcessingData) {\n
view = <ProcessingData />\n } else if (supportsProfiling) {\n view = <NoProfilingData />\n } else {\n view =
<ProfilingNotSupported />\n }\n\n let sidebar = null;\n if (!isProfiling && !isProcessingData &&
didRecordCommits) {\n switch (selectedTabID) {\n case 'flame-chart':\n case 'ranked-chart':\n //
TRICKY\n // Handle edge case where no commit is selected because of a min-duration filter update.\n // In
that case, the selected commit index would be null.\n // We could still show a sidebar for the previously selected
fiber,\n // but it would be an odd user experience.\n // TODO (ProfilerContext) This check should not be
necessary.\n if (selectedCommitIndex !== null) {\n if (selectedFiberID !== null) {\n sidebar =
<SidebarSelectedFiberInfo />\n } else {\n sidebar = <SidebarCommitInfo />\n }\n }\n
break;\n default:\n break;\n }\n }\n\n return (\n <SettingsModalContextController>\n <div
className={styles.Profiler}>\n <div className={styles.LeftColumn}>\n <div
className={styles.Toolbar}>\n <RecordToggle disabled={!supportsProfiling} />\n
</div>\n <div>\n <ReloadAndProfileButton />\n <ClearProfilingDataButton />\n
 <ProfilingImportExportButtons />\n

```



```

 <div className={styles.VRule} />\n <TabBar\n currentTab={selectedTabID}\n
id="Profiler"\n selectTab={selectTab}\n tabs={tabs}\n type="profiler"\n />\n
 <RootSelector />\n <div className={styles.Spacer} />\n <SettingsModalContextToggle />\n
{didRecordCommits && (\n <Fragment>\n <div className={styles.VRule} />\n
<SnapshotSelector />\n </Fragment>\n)}\n </div>\n <div
className={styles.Content}>\n {view}\n </ModalDialog />\n </div>\n </div>\n <div
className={styles.RightColumn}>{sidebar}</div>\n <SettingsModal />\n </div>\n
</SettingsModalContextController>\n);\n\nconst tabs = [\n {\n id: 'flame-chart',\n icon: 'flame-chart',\n label: 'Flamegraph',\n title: 'Flamegraph chart',\n },\n {\n id: 'ranked-chart',\n icon: 'ranked-chart',\n label: 'Ranked',\n title: 'Ranked chart',\n },\n];\n\nconst NoProfilingData = () => (\n <div
className={styles.Column}>\n <div className={styles.Header}>No profiling data has been recorded.</div>\n
<div className={styles.Row}>\n Click the record button <RecordToggle /> to start recording.\n </div>\n
</div>);\n\nconst ProfilingNotSupported = () => (\n <div className={styles.Column}>\n <div
className={styles.Header}>Profiling not supported.</div>\n <p className={styles.Paragraph}>\n Profiling
support requires either a development or production-profiling\n build of React v16.5+.\n </p>\n <p
className={styles.Paragraph}>\n Learn more at{' '}\n <a\n className={styles.Link}\n href="https://reactjs.org/link/profiling"\n rel="noopener noreferrer"\n target="_blank">\n
reactjs.org/link/profiling\n \n </p>\n </div>);\n\nconst ProcessingData = () => (\n <div
className={styles.Column}>\n <div className={styles.Header}>Processing data...</div>\n <div
className={styles.Row}>This should only take a minute.</div>\n </div>);\n\nconst RecordingInProgress = ()
=> (\n <div className={styles.Column}>\n <div className={styles.Header}>Profiling is in progress...</div>\n
<div className={styles.Row}>\n Click the record button <RecordToggle /> to stop recording.\n </div>\n
</div>);\n\nexport default portaledContent(Profiler);\n", /*\n * Copyright (c) Facebook, Inc. and its affiliates.\n
*\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this
source tree.\n *\n * @flow\n */\nimport * as React from 'react';\nimport styles from './ReactLogo.css';\n\ntype
Props = {\n className?: string,\n};\n\nexport default function ReactLogo({className}: Props) {\n return (\n
<svg\n xmlns="http://www.w3.org/2000/svg"\n className={` ${styles.ReactLogo} ${className || ''}`}\n
viewBox="-11.5 -10.23174 23 20.46348">\n <circle cx="0" cy="0" r="2.05" fill="currentColor" />\n
<g stroke="currentColor" strokeWidth="1" fill="none">\n <ellipse rx="11" ry="4.2" />\n <ellipse
rx="11" ry="4.2" transform="rotate(60)" />\n <ellipse rx="11" ry="4.2" transform="rotate(120)" />\n
</g>\n </svg>\n);}\n", /*\n * Copyright (c) Facebook, Inc. and its affiliates.\n
*\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this
source tree.\n *\n * @flow\n */\nimport * as React from 'react';\nimport {Fragment, useContext, useEffect} from 'react';\nimport
{ModalDialogContext} from './ModalDialog';\nimport {StoreContext} from './context';\nimport
{currentBridgeProtocol} from 'react-devtools-shared/src/bridge';\nimport Button from './Button';\nimport
ButtonIcon from './ButtonIcon';\nimport {copy} from 'clipboard-js';\nimport styles from
 './UnsupportedBridgeProtocolDialog.css';\nimport type {BridgeProtocol} from 'react-devtools-
shared/src/bridge';\n\nconst DEVTOOLS_VERSION = process.env.DEVTOOLS_VERSION;\n\nconst
INSTRUCTIONS_FB_URL = 'https://fb.me/devtools-unsupported-bridge-protocol';\n\nconst
MODAL_DIALOG_ID = 'UnsupportedBridgeProtocolDialog';\n\nexport default function
UnsupportedBridgeProtocolDialog(_: {}) {\n const {dialogs, dispatch} = useContext(ModalDialogContext);\n
 const store = useContext(StoreContext);\n const isVisible = !!dialogs.find(dialog => dialog.id ===
MODAL_DIALOG_ID);\n useEffect(() => {\n const updateDialog = () => {\n if (!isVisible) {\n if
(store.unsupportedBridgeProtocol !== null) {\n dispatch({\n canBeDismissed: false,\n id:
MODAL_DIALOG_ID,\n type: 'SHOW',\n content: (\n <DialogContent\n
unsupportedBridgeProtocol={store.unsupportedBridgeProtocol}\n />\n),\n });\n }\n }
 }\n else {\n if (store.unsupportedBridgeProtocol === null) {\n dispatch({\n type: 'HIDE',\n id:
MODAL_DIALOG_ID,\n });\n }\n }\n updateDialog();\n });\n}

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store.addListener('unsupportedBridgeProtocolDetected', updateDialog);\n return () => {\n
store.removeListener('unsupportedBridgeProtocolDetected', updateDialog);\n }; \n }, [isVisible, store]);\n\n return
null;\n}\n\nfunction DialogContent({\n unsupportedBridgeProtocol,\n}: {\n unsupportedBridgeProtocol:
BridgeProtocol,\n}) {\n const {version, minNpmVersion, maxNpmVersion} = unsupportedBridgeProtocol;\n\n let
instructions;\n if (maxNpmVersion === null) {\n const upgradeInstructions = `npm i -g react-
devtools@^${minNpmVersion}`;\n instructions = (\n <>\n <p className={styles.Paragraph}>\n To
fix this, upgrade the DevTools NPM package:\n </p>\n <pre className={styles.NpmCommand}>\n
{upgradeInstructions}\n <Button\n onClick={() => copy(upgradeInstructions)}\n title="Copy
upgrade command to clipboard">\n <ButtonIcon type="copy" />\n </Button>\n </pre>\n
</>\n);\n } else {\n const downgradeInstructions = `npm i -g react-devtools@${maxNpmVersion}`;\n
instructions = (\n <>\n <p className={styles.Paragraph}>\n To fix this, downgrade the DevTools
NPM package:\n </p>\n <pre className={styles.NpmCommand}>\n {downgradeInstructions}\n
<Button\n onClick={() => copy(downgradeInstructions)}\n title="Copy downgrade command to
clipboard">\n <ButtonIcon type="copy" />\n </Button>\n </pre>\n </>\n);\n }\n}\n\n return
(\n <Fragment>\n <div className={styles.Column}>\n <div className={styles.Title}>Unsupported
DevTools backend version</div>\n <p className={styles.Paragraph}>\n You are running <code>react-
devtools</code> version{' '}\n {DEVTOOLS_VERSION}.\n
</p>\n <p className={styles.Paragraph}>\n This requires bridge protocol{' '}\n \n version {currentBridgeProtocol.version}\n \n . However
the current backend version uses bridge protocol{' '}\n version
{version}.\n </p>\n {instructions}\n <p className={styles.Paragraph}>\n Or{' '}\n
\n click here\n
{' '}\n for more information.\n </p>\n </div>\n </Fragment>\n);\n}\n\n"/**\n * Copyright (c)
Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n * @flow\n */\nimport * as React from 'react';\nimport
{Fragment, useContext, useEffect, useState} from 'react';\nimport {unstable_batchedUpdates as batchedUpdates}
from 'react-dom';\nimport {ModalDialogContext} from './ModalDialog';\nimport {StoreContext} from
 './context';\nimport {UNSUPPORTED_VERSION_URL} from 'react-devtools-shared/src/constants';\nimport
styles from './UnsupportedVersionDialog.css';\n\ntype DIALOG_STATE = 'dialog-not-shown' | 'show-dialog' |
'dialog-shown';\n\nexport default function UnsupportedVersionDialog(_: {}) {\n const {dispatch} =
useContext(ModalDialogContext);\n const store = useContext(StoreContext);\n const [state, setState] =
useState<DIALOG_STATE>('dialog-not-shown');\n\n useEffect(() => {\n if (state === 'dialog-not-shown') {\n
const showDialog = () => {\n batchedUpdates(() => {\n setState('show-dialog');\n dispatch({\n
canBeDismissed: true,\n id: 'UnsupportedVersionDialog',\n type: 'SHOW',\n content:
<DialogContent />,\n });\n });\n });\n if (store.unsupportedRendererVersionDetected) {\n
showDialog();\n } else {\n store.addListener('unsupportedRendererVersionDetected', showDialog);\n
return () => {\n store.removeListener(\n 'unsupportedRendererVersionDetected',\n
showDialog,\n);\n }; \n }\n }, [state, store]);\n\n return null;\n}\n\nfunction DialogContent(_:
{})) {\n return (\n <Fragment>\n <div className={styles.Row}>\n <div>\n <div
className={styles.Title}>Unsupported React version detected</div>\n <p>\n This version of React
DevTools supports React DOM v15+ and React\n Native v61+.\n </p>\n <p>\n In order to
use DevTools with an older version of React, you'll need\n to{' '}\n <a\n
className={styles.ReleaseNotesLink}\n target="_blank"\n rel="noopener noreferrer"\n
href={UNSUPPORTED_VERSION_URL}>\n install an older version of the extension\n \n
.\n </p>\n </div>\n </div>\n </Fragment>\n);\n}\n\n"/**\n * Copyright (c) Facebook, Inc. and its
affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root
directory of this source tree.\n * @flow\n */\nimport * as React from 'react';\nimport {Fragment, useContext,
useEffect} from 'react';\nimport {BridgeContext} from './context';\nimport {ModalDialogContext} from

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./ModalDialog';\n\nimport styles from './WarnIfLegacyBackendDetected.css';\n\nexport default function
WarnIfLegacyBackendDetected(_: {}) {\n const bridge = useContext(BridgeContext);\n const {dispatch} =
useContext(ModalDialogContext);\n\n // Detect pairing with legacy v3 backend.\n // We do this by listening to a
message that it broadcasts but the v4 backend doesn't.\n // In this case the frontend should show upgrade
instructions.\n useEffect(() => {\n // Wall.listen returns a cleanup function\n let unlisten =
bridge.wall.listen(message => {\n switch (message.type) {\n case 'call':\n case 'event':\n case 'many-
events':\n // Any of these types indicate the v3 backend.\n dispatch({\n canBeDismissed: false,\n id: 'WarnIfLegacyBackendDetected',\n type: 'SHOW',\n title: 'DevTools v4 is incompatible with
this version of React',\n content: <InvalidBackendDetected />,\n });\n\n // Once we've identified
the backend version, it's safe to unsubscribe.\n if (typeof unlisten === 'function') {\n unlisten();\n unlisten = null;\n }\n break;\n default:\n break;\n }\n\n switch (message.event) {\n case 'isBackendStorageAPISupported':\n case 'isNativeStyleEditorSupported':\n case 'operations':\n case 'overrideComponentFilters':\n // Any of these is sufficient to indicate a v4 backend.\n // Once we've
identified the backend version, it's safe to unsubscribe.\n if (typeof unlisten === 'function') {\n unlisten();\n unlisten = null;\n }\n break;\n default:\n break;\n }\n });\n\n return ()
=> {\n if (typeof unlisten === 'function') {\n unlisten();\n unlisten = null;\n }\n };
 }, [bridge,
dispatch]);\n\n return null;\n }\n\n function InvalidBackendDetected(_: {}) {\n return (\n <Fragment>\n
<p>Either upgrade React or install React DevTools v3:</p>\n <code className={styles.Command}>npm install
-d react-devtools@^3</code>\n </Fragment>\n);\n }\n\n /*\n * Copyright (c) Facebook, Inc. and its affiliates.\n
 *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this
source tree.\n *\n * @flow\n */\n\n // Reach styles need to come before any component styles.\n // This makes
overriding the styles simpler.\n import '@reach/menu-button/styles.css';\n import
'@reach/tooltip/styles.css';\n import * as React from 'react';\n import {useEffect, useLayoutEffect, useMemo,
useRef} from 'react';\n import Store from './store';\n import {BridgeContext, ContextMenuContext, StoreContext}
from './context';\n import Components from './Components/Components';\n import Profiler from
'./Profiler/Profiler';\n import TabBar from './TabBar';\n import {SettingsContextController} from
'./Settings/SettingsContext';\n import {TreeContextController} from './Components/TreeContext';\n import
ViewElementSourceContext from './Components/ViewElementSourceContext';\n import
{ProfilerContextController} from './Profiler/ProfilerContext';\n import {ModalDialogContextController} from
'./ModalDialog';\n import ReactLogo from './ReactLogo';\n import UnsupportedBridgeProtocolDialog from
'./UnsupportedBridgeProtocolDialog';\n import UnsupportedVersionDialog from
'./UnsupportedVersionDialog';\n import WarnIfLegacyBackendDetected from
'./WarnIfLegacyBackendDetected';\n import {useLocalStorage} from './hooks';\n\n import styles from
'./DevTools.css';\n import './root.css';\n\n import type {InspectedElement} from 'react-devtools-
shared/src/devtools/views/Components/types';\n import type {FrontendBridge} from 'react-devtools-
shared/src/bridge';\n\n export type BrowserTheme = 'dark' | 'light';\n export type TabID = 'components' |
'profiler';\n export type ViewElementSource = (\n id: number,\n inspectedElement: InspectedElement,\n) =>
void;\n export type ViewAttributeSource = (\n id: number,\n path: Array<string | number>,\n) => void;\n export
type CanViewElementSource = (\n inspectedElement: InspectedElement,\n) => boolean;\n\n export type Props =
{\n bridge: FrontendBridge,\n browserTheme?: BrowserTheme,\n canViewElementSourceFunction?:
?CanViewElementSource,\n defaultTab?: TabID,\n enabledInspectedElementContextMenu?: boolean,\n showTabBar?:
boolean,\n store: Store,\n warnIfLegacyBackendDetected?: boolean,\n warnIfUnsupportedVersionDetected?:
boolean,\n viewAttributeSourceFunction?: ?ViewAttributeSource,\n viewElementSourceFunction?: ?ViewElementSource,\n }\n\n // This property is used only by the web extension
target.\n // The built-in tab UI is hidden in that case, in favor of the browser's own panel tabs.\n // This is done to
save space within the app.\n // Because of this, the extension needs to be able to change which tab is
active/rendered.\n overrideTab?: TabID,\n\n // To avoid potential multi-root trickiness, the web extension uses
portals to render tabs.\n // The root <DevTools> app is rendered in the top-level extension window,\n // but

```

individual tabs (e.g. Components, Profiling) can be rendered into portals within their browser panels.

```

componentsPortalContainer?: Element,
profilerPortalContainer?: Element,
};
const componentsTab = {
 id: ('components': TabID),
 icon: 'components',
 label: 'Components',
 title: 'React Components',
};
const profilerTab = {
 id: ('profiler': TabID),
 icon: 'profiler',
 label: 'Profiler',
 title: 'React Profiler',
};
const tabs = [componentsTab, profilerTab];
export default function DevTools({
 bridge,
 browserTheme = 'light',
 canViewElementSourceFunction,
 componentsPortalContainer,
 defaultTab = 'components',
 enabledInspectedElementContextMenu = false,
 overrideTab,
 profilerPortalContainer,
 showTabBar = false,
 store,
 warnIfLegacyBackendDetected = false,
 warnIfUnsupportedVersionDetected = false,
 viewAttributeSourceFunction,
 viewElementSourceFunction,
}: Props) {
 const [currentTab, setTab] =
 useLocalStorage<TabID>('React::DevTools::defaultTab', defaultTab,);
 let tab = currentTab;
 if (overrideTab != null) {
 tab = overrideTab;
 }
 const viewElementSource = useMemo(
 () => ({
 canViewElementSourceFunction: canViewElementSourceFunction || null,
 viewElementSourceFunction:
 viewElementSourceFunction || null,
 }),
 [canViewElementSourceFunction, viewElementSourceFunction],
);
 const contextMenu = useMemo(
 () => ({
 isEnabledForInspectedElement:
 enabledInspectedElementContextMenu,
 viewAttributeSourceFunction: viewAttributeSourceFunction || null,
 }),
 [enabledInspectedElementContextMenu, viewAttributeSourceFunction],
);
 const devToolsRef =
 useRef<HTMLDivElement | null>(null);
 useEffect(() => {
 if (!showTabBar) {
 return;
 }
 const div = devToolsRef.current;
 if (div === null) {
 return;
 }
 const ownerWindow =
 div.ownerDocument.defaultView;
 const handleKeyDown = (event: KeyboardEvent) => {
 if (event.ctrlKey || event.metaKey) {
 switch (event.key) {
 case '1':
 setTab(tabs[0].id);
 event.preventDefault();
 event.stopPropagation();
 break;
 case '2':
 setTab(tabs[1].id);
 event.preventDefault();
 event.stopPropagation();
 break;
 }
 }
 };
 ownerWindow.addEventListener('keydown', handleKeyDown);
 return () => {
 ownerWindow.removeEventListener('keydown', handleKeyDown);
 };
 }, [showTabBar]);
 useEffect(() => {
 return () => {
 try {
 // Shut the Bridge down synchronously (during unmount).
 bridge.shutdown();
 } catch (error) {
 // Attempting to use a disconnected port.
 }
 };
 }, [bridge]);
 return (
 <BridgeContext.Provider value={bridge}>
 <StoreContext.Provider value={store}>
 <ContextMenuContext.Provider value={contextMenu}>
 <ModalDialogContextController>
 <SettingsContextController>
 browserTheme={browserTheme}
 componentsPortalContainer={componentsPortalContainer}
 profilerPortalContainer={profilerPortalContainer}
 <ViewElementSourceContext.Provider value={viewElementSource}>
 <TreeContextController>
 <ProfilerContextController>
 <div className={styles.DevTools} ref={devToolsRef}>
 {showTabBar && (
 <div className={styles.TabBar}>
 <ReactLogo />

 {process.env.DEVTOOLS_VERSION}

 <div className={styles.Spacer} />
 <TabBar
 currentTab={tab}
 id="DevTools"
 selectTab={setTab}
 tabs={tabs}
 type="navigation"
 />
 </div>
)}
 <div
 className={styles.TabContent}
 hidden={tab !== 'components'}
 >
 <Components
 portalContainer={componentsPortalContainer}
 />
 </div>
 <div
 className={styles.TabContent}
 hidden={tab !== 'profiler'}
 >
 <Profiler portalContainer={profilerPortalContainer} />
 </div>
 </ProfilerContextController>
 </TreeContextController>
 </ViewElementSourceContext.Provider>
 </SettingsContextController>
 </ModalDialogContextController>
 <UnsupportedBridgeProtocolDialog />
 {warnIfLegacyBackendDetected &&
 <WarnIfLegacyBackendDetected />
 }
 {warnIfUnsupportedVersionDetected &&
 <UnsupportedVersionDialog />
 }
 </ModalDialogContextController>
 </StoreContext.Provider>
 </BridgeContext.Provider>
);
}

```

```

* Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in
the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {existsSync} from
'fs';\nimport {basename, join, isAbsolute} from 'path';\nimport {execSync, spawn} from 'child_process';\nimport
{parse} from 'shell-quote';\n\nfunction isTerminalEditor(editor: string): boolean {\n switch (editor) {\n case
'vim':\n case 'emacs':\n case 'nano':\n return true;\n default:\n return false;\n }}\n\n// Map from full
process name to binary that starts the process\n// We can't just re-use full process name, because it will spawn a new
instance\n// of the app every time\n\nconst COMMON_EDITORS = {\n
'/Applications/Atom.app/Contents/MacOS/Atom': 'atom',\n '/Applications/Atom Beta.app/Contents/MacOS/Atom
Beta':\n '/Applications/Atom Beta.app/Contents/MacOS/Atom Beta',\n '/Applications/Sublime
Text.app/Contents/MacOS/Sublime Text':\n '/Applications/Sublime Text.app/Contents/SharedSupport/bin/subl',\n
'/Applications/Sublime Text 2.app/Contents/MacOS/Sublime Text 2':\n '/Applications/Sublime Text
2.app/Contents/SharedSupport/bin/subl',\n '/Applications/Visual Studio Code.app/Contents/MacOS/Electron':
'code',\n};\n\nfunction getArgumentsForLineNumber(\n editor: string,\n filePath: string,\n lineNumber:
number,\n): Array<string> {\n switch (basename(editor)) {\n case 'vim':\n case 'mvim':\n return [filePath, '+'
+ lineNumber];\n case 'atom':\n case 'Atom':\n case 'Atom Beta':\n case 'subl':\n case 'sublime':\n case
'wstorm':\n case 'appcode':\n case 'charm':\n case 'idea':\n return [filePath + ':' + lineNumber];\n case
'joe':\n case 'emacs':\n case 'emacsclient':\n return ['+' + lineNumber, filePath];\n case 'rmate':\n case
'mate':\n case 'mine':\n return ['-line', lineNumber + ", filePath];\n case 'code':\n return ['-g', filePath + ':' +
lineNumber];\n default:\n // For all others, drop the lineNumber until we have\n // a mapping above, since
providing the lineNumber incorrectly\n // can result in errors or confusing behavior.\n return [filePath];\n
}}\n\nfunction guessEditor(): Array<string> {\n // Explicit config always wins\n if
(process.env.REACT_EDITOR) {\n return parse(process.env.REACT_EDITOR);\n }}\n\n // Using `ps x` on OSX
we can find out which editor is currently running.\n // Potentially we could use similar technique for Windows and
Linux\n if (process.platform === 'darwin') {\n try {\n const output = execSync('ps x').toString();\n const
processNames = Object.keys(COMMON_EDITORS);\n for (let i = 0; i < processNames.length; i++) {\n
const processName = processNames[i];\n if (output.indexOf(processName) !== -1) {\n return
[COMMON_EDITORS[processName]];\n }\n } catch (error) {\n // Ignore...\n }}\n\n // Last
resort, use old skool env vars\n if (process.env.VISUAL) {\n return [process.env.VISUAL];\n } else if
(process.env.EDITOR) {\n return [process.env.EDITOR];\n }}\n\n return [];\n}\n\nlet childProcess =
null;\n\nexport function getValidFilePath(\n maybeRelativePath: string,\n absoluteProjectRoots: Array<string>,\n):
string | null {\n // We use relative paths at Facebook with deterministic builds.\n // This is why our internal tooling
calls React DevTools with absoluteProjectRoots.\n // If the filename is absolute then we don't need to care about
this.\n if (isAbsolute(maybeRelativePath)) {\n if (existsSync(maybeRelativePath)) {\n return
maybeRelativePath;\n }}\n } else {\n for (let i = 0; i < absoluteProjectRoots.length; i++) {\n const projectRoot
= absoluteProjectRoots[i];\n const joinedPath = join(projectRoot, maybeRelativePath);\n if
(existsSync(joinedPath)) {\n return joinedPath;\n }}\n }\n\n return null;\n}\n\nexport function
doesFilePathExist(\n maybeRelativePath: string,\n absoluteProjectRoots: Array<string>,\n): boolean {\n return
getValidFilePath(maybeRelativePath, absoluteProjectRoots) !== null;\n}\n\nexport function launchEditor(\n
maybeRelativePath: string,\n lineNumber: number,\n absoluteProjectRoots: Array<string>,\n) {\n const filePath =
getValidFilePath(maybeRelativePath, absoluteProjectRoots);\n if (filePath === null) {\n return;\n }}\n\n //
Sanitize lineNumber to prevent malicious use on win32\n // via:
https://github.com/nodejs/node/blob/c3bb4b1aa5e907d489619fb43d233c3336bfc03d/lib/child_process.js#L333\n if
(lineNumber && isNaN(lineNumber)) {\n return;\n }}\n\n const [editor, ...destructuredArgs] = guessEditor();\n if
(!editor) {\n return;\n }}\n\n let args = destructuredArgs;\n\n if (lineNumber) {\n args =
args.concat(getArgumentsForLineNumber(editor, filePath, lineNumber));\n } else {\n args.push(filePath);\n }}\n\n if (childProcess && isTerminalEditor(editor)) {\n // There's an existing editor process already and it's attached\n
// to the terminal, so go kill it. Otherwise two separate editor\n // instances attach to the stdin/stdout which gets
confusing.\n childProcess.kill('SIGKILL');\n }}\n\n if (process.platform === 'win32') {\n // On Windows, launch

```

```

the editor in a shell because spawn can only\n // launch .exe files.\n childProcess = spawn('cmd.exe', ['/C',
editor].concat(args), {\n stdio: 'inherit',\n });\n } else {\n childProcess = spawn(editor, args, {stdio:
'inherit'});\n }\n childProcess.on('error', function() {});\n childProcess.on('exit', function(errorCode) {\n
childProcess = null;\n });\n\n", /**\n * Install the hook on window, which is an event emitter.\n * Note because
Chrome content scripts cannot directly modify the window object,\n * we are evaluating this function by inserting a
script tag.\n * That's why we have to inline the whole event emitter implementation here.\n *\n * @flow\n
*/\n\nimport {\n patch as patchConsole,\n registerRenderer as registerRendererWithConsole,\n } from
'./backend/console';\n\nimport type {DevToolsHook} from 'react-devtools-shared/src/backend/types';\n\ndeclare var
window: any;\n\nexport function installHook(target: any): DevToolsHook | null {\n if
(target.hasOwnProperty('__REACT_DEVTOOLS_GLOBAL_HOOK__')) {\n return null;\n }\n\n function
detectReactBuildType(renderer) {\n try {\n if (typeof renderer.version === 'string') {\n // React DOM Fiber
(16+)\n if (renderer.bundleType > 0) {\n // This is not a production build.\n // We are currently only
using 0 (PROD) and 1 (DEV)\n // but might add 2 (PROFILE) in the future.\n return 'development';\n
}\n\n // React 16 uses flat bundles. If we report the bundle as production\n // version, it means we also
minified and envified it ourselves.\n return 'production';\n // Note: There is still a risk that the CommonJS
entry point has not\n // been envified or uglified. In this case the user would have *both*\n // development
and production bundle, but only the prod one would run.\n // This would be really bad. We have a separate
check for this because\n // it happens *outside* of the renderer injection. See `checkDCE` below.\n }\n\n
const toString = Function.prototype.toString;\n if (renderer.Mount &&
renderer.Mount._renderNewRootComponent) {\n // React DOM Stack\n const renderRootCode =
toString.call(\n renderer.Mount._renderNewRootComponent,\n);\n // Filter out bad results (if that is
even possible):\n if (renderRootCode.indexOf('function') !== 0) {\n // Hope for the best if we're not sure.\n
return 'production';\n }\n // Check for React DOM Stack < 15.1.0 in development.\n // If it
contains `\"storedMeasure\"` call, it's wrapped in ReactPerf (DEV only).\n // This would be true even if it's
minified, as method name still matches.\n if (renderRootCode.indexOf('storedMeasure') !== -1) {\n return
'development';\n }\n // For other versions (and configurations) it's not so easy.\n // Let's quickly exclude
proper production builds.\n // If it contains a warning message, it's either a DEV build,\n // or an PROD
build without proper dead code elimination.\n if (renderRootCode.indexOf('should be a pure function') !== -1)
{\n // Now how do we tell a DEV build from a bad PROD build?\n // If we see NODE_ENV, we're going
to assume this is a dev build\n // because most likely it is referring to an empty shim.\n if
(renderRootCode.indexOf('NODE_ENV') !== -1) {\n return 'development';\n }\n // If we see
`\"development\"`, we're dealing with an envified DEV build\n // (such as the official React DEV UMD).\n
if (renderRootCode.indexOf('development') !== -1) {\n return 'development';\n }\n // I've seen
process.env.NODE_ENV !== 'production' being smartly\n // replaced by `true` in DEV by Webpack. I don't
know how that\n // works but we can safely guard against it because `true` was\n // never used in the
function source since it was written.\n if (renderRootCode.indexOf('true') !== -1) {\n return
'development';\n }\n // By now either it is a production build that has not been minified,\n // or
(worse) this is a minified development build using non-standard\n // environment (e.g. `\"staging\"`). We're
going to look at whether\n // the function argument name is mangled:\n if (\n // 0.13 to 15\n
renderRootCode.indexOf('nextElement') !== -1 ||\n // 0.12\n
renderRootCode.indexOf('nextComponent') !== -1\n) {\n // We can't be certain whether this is a
development build or not,\n // but it is definitely unminified.\n return 'unminified';\n } else {\n
// This is likely a minified development build.\n return 'development';\n }\n }\n // By now
we know that it's envified and dead code elimination worked,\n // but what if it's still not minified? (Is this even
possible?)\n // Let's check matches for the first argument name.\n if (\n // 0.13 to 15\n
renderRootCode.indexOf('nextElement') !== -1 ||\n // 0.12\n
renderRootCode.indexOf('nextComponent')
!== -1\n) {\n return 'unminified';\n }\n // Seems like we're using the production version.\n //
However, the branch above is Stack-only so this is 15 or earlier.\n return 'outdated';\n }\n } catch (err) {\n

```

```

// Weird environments may exist.\n // This code needs a higher fault tolerance\n // because it runs even with
closed DevTools.\n // TODO: should we catch errors in all injected code, and not just this part?\n }\n return
'production';\n }\n\n function checkDCE(fn: Function) {\n // This runs for production versions of React.\n //
Needs to be super safe.\n try {\n const toString = Function.prototype.toString;\n const code =
toString.call(fn);\n // This is a string embedded in the passed function under DEV-only\n // condition.
However the function executes only in PROD. Therefore,\n // if we see it, dead code elimination did not work.\n
if (code.indexOf('^_^') > -1) {\n // Remember to report during next injection.\n hasDetectedBadDCE =
true;\n\n // Bonus: throw an exception hoping that it gets picked up by a reporting system.\n // Not
synchronously so that it doesn't break the calling code.\n setTimeout(function() {\n throw new Error(\n
'React is running in production mode, but dead code ' +\n 'elimination has not been applied. Read how to
correctly ' +\n 'configure React for production: ' +\n 'https://reactjs.org/link/perf-use-production-
build',\n);\n });\n }\n } catch (err) {\n }\n\n let uidCounter = 0;\n\n function inject(renderer) {\n
const id = ++uidCounter;\n renderers.set(id, renderer);\n\n const reactBuildType = hasDetectedBadDCE\n ?
'deadcode'\n : detectReactBuildType(renderer);\n\n // Patching the console enables DevTools to do a few useful
things:\n // * Append component stacks to warnings and error messages\n // * Disable logging during re-renders
to inspect hooks (see inspectHooksOfFiber)\n //\n // For React Native, we intentionally patch early (during
injection).\n // This provides React Native developers with components stacks even if they don't run DevTools.\n
// This won't work for DOM though, since this entire file is eval'ed and inserted as a script tag.\n // In that case,
we'll patch later (when the frontend attaches).\n //\n // Don't patch in test environments because we don't want to
interfere with Jest's own console overrides.\n //\n // Note that because this function is inlined, this conditional
check must only use static booleans.\n // Otherwise the extension will throw with an undefined error.\n // (See
comments in the try/catch below for more context on inlining.)\n if (!__EXTENSION__ && !__TEST__) {\n
try {\n const appendComponentStack =\n
window.__REACT_DEVTOOLS_APPEND_COMPONENT_STACK__ !== false;\n const
breakOnConsoleErrors =\n
window.__REACT_DEVTOOLS_BREAK_ON_CONSOLE_ERRORS__ ===
true;\n const showInlineWarningsAndErrors =\n
window.__REACT_DEVTOOLS_SHOW_INLINE_WARNINGS_AND_ERRORS__ !== false;\n\n // The
installHook() function is injected by being stringified in the browser,\n // so imports outside of this function do
not get included.\n //\n // Normally we could check \"typeof patchConsole === 'function\", \n // but
Webpack wraps imports with an object (e.g. _backend_console__WEBPACK_IMPORTED_MODULE_0__)\n // and the object itself will be undefined as well for the reasons mentioned above,\n // so we use try/catch
instead.\n if (\n appendComponentStack ||\n breakOnConsoleErrors ||\n
showInlineWarningsAndErrors\n) {\n registerRendererWithConsole(renderer);\n patchConsole({\n
appendComponentStack,\n breakOnConsoleErrors,\n showInlineWarningsAndErrors,\n
});\n }\n } catch (error) {\n }\n\n // If we have just reloaded to profile, we need to inject the renderer
interface before the app loads.\n // Otherwise the renderer won't yet exist and we can skip this step.\n const
attach = target.__REACT_DEVTOOLS_ATTACH__;\n if (typeof attach === 'function') {\n const
rendererInterface = attach(hook, id, renderer, target);\n hook.rendererInterfaces.set(id, rendererInterface);\n
}\n\n hook.emit('renderer', {id, renderer, reactBuildType});\n\n return id;\n }\n\n let hasDetectedBadDCE =
false;\n\n function sub(event, fn) {\n hook.on(event, fn);\n return () => hook.off(event, fn);\n }\n\n function
on(event, fn) {\n if (!listeners[event]) {\n listeners[event] = [];\n }\n listeners[event].push(fn);\n }\n\n
function off(event, fn) {\n if (!listeners[event]) {\n return;\n }\n const index =
listeners[event].indexOf(fn);\n if (index !== -1) {\n listeners[event].splice(index, 1);\n }\n if
(!listeners[event].length) {\n delete listeners[event];\n }\n }\n\n function emit(event, data) {\n if
(listeners[event]) {\n listeners[event].map(fn => fn(data));\n }\n }\n\n function getFiberRoots(rendererID) {\n
const roots = fiberRoots;\n if (!roots[rendererID]) {\n roots[rendererID] = new Set();\n }\n return
roots[rendererID];\n }\n\n function onCommitFiberUnmount(rendererID, fiber) {\n const rendererInterface =
rendererInterfaces.get(rendererID);\n if (rendererInterface != null) {\n

```

```

rendererInterface.handleCommitFiberUnmount(fiber);\n }\n }\n\n function onCommitFiberRoot(rendererID,\n root, priorityLevel) {\n const mountedRoots = hook.getFiberRoots(rendererID);\n const current = root.current;\n const isKnownRoot = mountedRoots.has(root);\n const isUnmounting =\n current.memoizedState == null ||\n current.memoizedState.element == null;\n // Keep track of mounted roots so we can hydrate when DevTools\n connect.\n if (!isKnownRoot && !isUnmounting) {\n mountedRoots.add(root);\n } else if (isKnownRoot &&\n isUnmounting) {\n mountedRoots.delete(root);\n }\n const rendererInterface =\n rendererInterfaces.get(rendererID);\n if (rendererInterface != null) {\n rendererInterface.handleCommitFiberRoot(root, priorityLevel);\n }\n }\n\n function\n onPostCommitFiberRoot(rendererID, root) {\n const rendererInterface = rendererInterfaces.get(rendererID);\n if\n (rendererInterface != null) {\n rendererInterface.handlePostCommitFiberRoot(root);\n }\n }\n }\n\n // TODO:\n More meaningful names for \"rendererInterfaces\" and \"renderers\".\n const fiberRoots = {};\n const\n rendererInterfaces = new Map();\n const listeners = {};\n const renderers = new Map();\n\n const hook:\n DevToolsHook = {\n rendererInterfaces,\n listeners,\n // Fast Refresh for web relies on this.\n renderers,\n emit,\n getFiberRoots,\n inject,\n on,\n off,\n sub,\n // This is a legacy flag.\n // React\n v16 checks the hook for this to ensure DevTools is new enough.\n supportsFiber: true,\n // React calls these\n methods.\n checkDCE,\n onCommitFiberUnmount,\n onCommitFiberRoot,\n onPostCommitFiberRoot,\n };\n\n Object.defineProperty(\n target,\n '__REACT_DEVTOOLS_GLOBAL_HOOK__',\n ({\n // This\n property needs to be configurable for the test environment,\n // else we won't be able to delete and recreate it\n between tests.\n configurable: __DEV__,\n enumerable: false,\n get() {\n return hook;\n },\n }):\n Object),\n);\n\n return hook;\n}\n\n\"/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source\n code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\n\nimport {createElement} from 'react';\nimport {\n // $FlowFixMe Flow does not yet know about\n flushSync()\n flushSync,\n // $FlowFixMe Flow does not yet know about createRoot()\n createRoot,\n} from\n 'react-dom';\nimport Bridge from 'react-devtools-shared/src/bridge';\nimport Store from 'react-devtools-\n shared/src/devtools/store';\nimport {\n getAppendComponentStack,\n getBreakOnConsoleErrors,\n getSavedComponentFilters,\n getShowInlineWarningsAndErrors,\n} from 'react-devtools-shared/src/utils';\nimport\n {Server} from 'ws';\nimport {join} from 'path';\nimport {readFileSync} from 'fs';\nimport {installHook} from 'react-\n devtools-shared/src/hook';\nimport DevTools from 'react-devtools-shared/src/devtools/views/DevTools';\nimport\n {doesFilePathExist, launchEditor} from './editor';\nimport {__DEBUG__} from 'react-devtools-\n shared/src/constants';\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\nimport type\n {InspectedElement} from 'react-devtools-\n shared/src/devtools/views/Components/types';\n\ninstallHook(window);\n\nexport type StatusListener = (message:\n string) => void;\n\nlet node: HTMLElement = (null: any): HTMLElement;\nlet nodeWaitingToConnectHTML:\n string = \"\";\nlet projectRoots: Array<string> = [];\nlet statusListener: StatusListener = (message: string) =>\n {};\n\nfunction setContentDOMNode(value: HTMLElement) {\n node = value;\n // Save so we can restore the\n exact waiting message between sessions.\n nodeWaitingToConnectHTML = node.innerHTML;\n\n return\n DevtoolsUI;\n}\n\nfunction setProjectRoots(value: Array<string>) {\n projectRoots = value;\n}\n\nfunction\n setStatusListener(value: StatusListener) {\n statusListener = value;\n return DevtoolsUI;\n }\n\nlet bridge:\n FrontendBridge | null = null;\nlet store: Store | null = null;\nlet root = null;\n\nconst log = (...args) =>\n console.log('[React DevTools]', ...args);\nlog.warn = (...args) => console.warn('[React DevTools]',\n ...args);\nlog.error = (...args) => console.error('[React DevTools]', ...args);\n\nfunction debug(methodName: string,\n ...args) {\n if (__DEBUG__) {\n console.log(\n `%c[core/standalone] %c${methodName}`,\n 'color: teal;\n font-weight: bold;',\n 'font-weight: bold;',\n ...args,\n);\n }\n}\n\nfunction safeUnmount() {\n flushSync(()\n => {\n if (root !== null) {\n root.unmount();\n }\n });\n root = null;\n}\n\nfunction reload() {\n safeUnmount();\n node.innerHTML = \"\";\n setTimeout(() => {\n root = createRoot(node);\n root.render(\n createElement(DevTools, {\n bridge: ((bridge: any): FrontendBridge),\n canViewElementSourceFunction,\n showTabBar: true,\n store: ((store: any): Store),\n warnIfLegacyBackendDetected: true,\n viewElementSourceFunction,\n }),\n 100);\n });\n}\n\nfunction

```



```

canViewElementSourceFunction(\n inspectedElement: InspectedElement,\n): boolean {\n if (\n
inspectedElement.canViewSource === false ||\n inspectedElement.source === null\n) {\n return false;\n }\n\n
const {source} = inspectedElement;\n return doesFilePathExist(source.fileName, projectRoots);\n}\n\nfunction
viewElementSourceFunction(\n id: number,\n inspectedElement: InspectedElement,\n): void {\n const {source} =
inspectedElement;\n if (source !== null) {\n launchEditor(source.fileName, source.lineNumber, projectRoots);\n
} else {\n log.error('Cannot inspect element', id);\n }\n}\n\nfunction onDisconnected() {\n safeUnmount();\n\n
node.innerHTML = nodeWaitingToConnectHTML;\n}\n\nfunction onError({code, message}) {\n
safeUnmount();\n\n if (code === 'EADDRINUSE') {\n node.innerHTML = `\n <div class="box">\n <div
class="box-header">\n Another instance of DevTools is running.\n </div>\n <div class="box-
content">\n Only one copy of DevTools can be used at a time.\n </div>\n </div>\n `;\n } else {\n
node.innerHTML = `\n <div class="box">\n <div class="box-header">\n Unknown error\n
</div>\n <div class="box-content">\n ${message}\n </div>\n </div>\n `;\n }\n}\n\nfunction
initialize(socket: WebSocket) {\n const listeners = [];\n socket.onmessage = event => {\n let data;\n try {\n
if (typeof event.data === 'string') {\n data = JSON.parse(event.data);\n\n if (__DEBUG__) {\n
debug('WebSocket.onmessage', data);\n }\n } else {\n throw Error();\n }\n } catch (e) {\n
log.error('Failed to parse JSON', event.data);\n return;\n }\n listeners.forEach(fn => {\n try {\n
fn(data);\n } catch (error) {\n log.error('Error calling listener', data);\n throw error;\n }\n });\n
}\n\n bridge = new Bridge({\n listen(fn) {\n listeners.push(fn);\n return () => {\n const index =
listeners.indexOf(fn);\n if (index >= 0) {\n listeners.splice(index, 1);\n }\n },\n send(event:
string, payload: any, transferable?: Array<any>) {\n if (socket.readyState === socket.OPEN) {\n
socket.send(JSON.stringify({event, payload}));\n }\n },\n });\n ((bridge: any):
FrontendBridge).addListener('shutdown', () => {\n socket.close();\n });\n\n store = new Store(bridge, {\n
checkBridgeProtocolCompatibility: true,\n supportsNativeInspection: false,\n });\n\n log('Connected');\n
reload();\n}\n\nlet startServerTimeoutID: TimeoutID | null = null;\n\nfunction connectToSocket(socket:
WebSocket) {\n socket.onerror = err => {\n onDisconnected();\n log.error('Error with websocket connection',
err);\n }; \n socket.onclose = () => {\n onDisconnected();\n log('Connection to RN closed');\n }; \n
initialize(socket);\n\n return {\n close: function() {\n onDisconnected();\n },\n }\n}\n\ninterface ServerOptions
= {\n key?: string,\n cert?: string,\n}\n\nfunction startServer(\n port?: number = 8097,\n host?: string =
'localhost',\n httpsOptions?: ServerOptions,\n) {\n const useHttps = !!httpsOptions;\n const httpServer =
useHttps\n ? require('https').createServer(httpsOptions)\n : require('http').createServer();\n const server = new
Server({server: httpServer});\n let connected: WebSocket | null = null;\n server.on('connection', (socket:
WebSocket) => {\n if (connected !== null) {\n connected.close();\n log.warn(\n 'Only one connection
allowed at a time.',\n 'Closing the previous connection',\n);\n }\n connected = socket;\n socket.onerror
= error => {\n connected = null;\n onDisconnected();\n log.error('Error with websocket connection',
error);\n }; \n socket.onclose = () => {\n connected = null;\n onDisconnected();\n log('Connection to
RN closed');\n }; \n initialize(socket);\n });\n\n server.on('error', event => {\n onError(event);\n
log.error('Failed to start the DevTools server', event);\n startServerTimeoutID = setTimeout(() =>
startServer(port, 1000);\n });\n\n httpServer.on('request', (request, response) => {\n // Serve a file that
immediately sets up the connection.\n const backendFile = readFileSync(join(__dirname, 'backend.js'));\n\n //
The renderer interface doesn't read saved component filters directly,\n // because they are generally stored in
localStorage within the context of the extension.\n // Because of this it relies on the extension to pass filters, so
include them with the response here.\n // This will ensure that saved filters are shared across different web pages.\n
const savedPreferencesString = `\n window.__REACT_DEVTOOLS_APPEND_COMPONENT_STACK__ =
${JSON.stringify(\n getAppendComponentStack(),\n)};\n
window.__REACT_DEVTOOLS_BREAK_ON_CONSOLE_ERRORS__ = ${JSON.stringify(\n
getBreakOnConsoleErrors(),\n)};\n window.__REACT_DEVTOOLS_COMPONENT_FILTERS__ =
${JSON.stringify(\n getSavedComponentFilters(),\n)};\n
window.__REACT_DEVTOOLS_SHOW_INLINE_WARNINGS_AND_ERRORS__ = ${JSON.stringify(\n

```

```

getShowInlineWarningsAndErrors(),\n });\n\n response.end(\n savedPreferencesString +\n '\n;'+\n backendFile.toString() +\n '\n;'+\n `ReactDevToolsBackend.connectToDevTools({port: ${port}, host:
'${host}', useHttps: ${\n useHttps ? 'true' : 'false'\n });\n });\n\n httpServer.on('error', event =>
{\n onError(event);\n statusListener('Failed to start the server.);\n startServerTimeoutID = setTimeout(() =>
startServer(port, 1000);\n });\n\n httpServer.listen(port, () => {\n statusListener("The server is listening on the
port ' + port + '.);\n });\n\n return {\n close: function() {\n connected = null;\n onDisconnected();\n if
(startServerTimeoutID !== null) {\n clearTimeout(startServerTimeoutID);\n }\n server.close();\n httpServer.close();\n },\n };
}\n\nconst DevtoolsUI = {\n connectToSocket,\n setContentDOMNode,\n setProjectRoots,\n setStatusListener,\n startServer,\n};\n\nexport default DevtoolsUI;\n"],"sourceRoot":""}

```

Found in path(s):

\* /opt/cola/permits/1172272296\_1623265640.64/0/react-devtools-core-4-13-5-tgz/package/dist/standalone.js.map  
No license file was found, but licenses were detected in source scan.

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AC/HD;::;::;::;::;::;::;::;::;::;::;::;::;::;::;::;::;::;::;::;::;::;::;::;::;::;::;::;::;  
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24B, WAARc; AACAKc, cAAQ, CAACnC, IAAI, CAACE, SAAN, CAAR, GAA2B, KAA3B; AACAiC, cAAQ, CAACn  
C, IAAI, CAACpsB, IAAN, CAAR, GAAsBtM, KAAK, CAACsM, IAA5B; AACAUuB, cAAQ, CAACnC, IAAI, CAACG  
, YAAN, CAAR, GAA8B74B, KAAK, CAAC64B, YAAPc; AACAgC, cAAQ, CAACnC, IAAI, CAACI, aAAN, CAAR, G  
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K, CAACg5B, IAA5B; AACA6B, cAAQ, CAACnC, IAAI, CAACK, QAAN, CAAR, GAA0B, CAAC, CAAC/4B, KAAK,  
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, CAA1B;; AACA, QAAI, CAACijC, MAAD, IAAW, CAACA, MAAM, CAACliC, cAAP, CAAsBilC, IAAtB, CAAhB, E  
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,GAAGH,YAAy,CAACx9B,KAAK,CAACzmB,SAAD,CAAN,CAA1B;AACa,aAAOokD,WAAW,CAACd,OAA  
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U,CACzB;AAAA,eAAM+hD,iBAAiB,CAAC7uD,OAAD,CAAvB;AAAA,OADyB,EAzBovD,oBAFyB,CAA3B;  
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KAAH,CAAT;AAiCA75B,UAAAM,CAAC91B,WAAP,CACE,gBADF,EAEE,iBAA6D;AAAA,UAA3D5O,EAA2D,  
SAA3DA,EAA2D;AAAA,UAAvD41B,UAAuD,SAAvDA,UAAuD;AAC3D,UAAAME,QAAQ,GAAGnB,KAAK,C  
AAC9B,kBAAN,CAAyB+C,UAAzB,CAAjB;;AACA,UAAIE,QAAQ,IAAI,IAAhB,EAAsB;AACpB;AACA,YAA  
M7D,KAA0B,GAAG6D,QAAQ,CAACE,yBAAT,CACjCh2B,EADiC,CAAnC;;AAGA,YAAIiyB,KAAK,IAAI,IA  
AT,IAAiBA,KAAK,CAAC,CAAD,CAAL,IAAY,IAAjC,EAAuC;AACrC0C,eAAK,CAAC11B,IAAN,CAAW,qBA





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[]\nvar src = exports.src = []\nvar t = exports.tokens = {}\nvar R = 0\nfunction tok (n) {\n t[n] = R++\n}\n\n// The following Regular Expressions can be used for tokenizing,\n// validating, and parsing SemVer version strings.\n\n## Numeric Identifier\n// A single `0`, or a non-zero digit followed by zero or more digits.\n\ntok('NUMERICIDENTIFIER')\nsrc[t.NUMERICIDENTIFIER] = '0|[1-9]\\d*'\n\ntok('NUMERICIDENTIFIERLOOSE')\nsrc[t.NUMERICIDENTIFIERLOOSE] = '[0-9]+' \n\n## Non-numeric Identifier\n// Zero or more digits, followed by a letter or hyphen, and then zero or more letters, digits, or hyphens.\n\ntok('NONNUMERICIDENTIFIER')\nsrc[t.NONNUMERICIDENTIFIER] = '\\d*[a-zA-Z-][a-zA-Z0-9-]*'\n\n## Main Version\n// Three dot-separated numeric identifiers.\n\ntok('MAINVERSION')\nsrc[t.MAINVERSION] = '(' + src[t.NUMERICIDENTIFIER] + ')\\|\\.\\|' +\n '(' + src[t.NUMERICIDENTIFIER] + ')\\|\\.\\|' +\n '(' + src[t.NUMERICIDENTIFIER] + ')'\n\ntok('MAINVERSIONLOOSE')\nsrc[t.MAINVERSIONLOOSE] = '(' + src[t.NUMERICIDENTIFIERLOOSE] + ')\\|\\.\\|' +\n '(' + src[t.NUMERICIDENTIFIERLOOSE] + ')\\|\\.\\|' +\n '(' + src[t.NUMERICIDENTIFIERLOOSE] + ')'\n\n## Pre-release Version Identifier\n// A numeric identifier, or a non-numeric identifier.\n\ntok('PRERELEASEIDENTIFIER')\nsrc[t.PRERELEASEIDENTIFIER] = '(?:' +\n src[t.NUMERICIDENTIFIER] +\n '|' + src[t.NONNUMERICIDENTIFIER] +\n ')'\n\ntok('PRERELEASEIDENTIFIERLOOSE')\nsrc[t.PRERELEASEIDENTIFIERLOOSE] = '(?:' +\n src[t.NUMERICIDENTIFIERLOOSE] +\n '|' + src[t.NONNUMERICIDENTIFIER] +\n ')'\n\n## Pre-release Version\n// Hyphen, followed by one or more dot-separated pre-release version\n// identifiers.\n\ntok('PRERELEASE')\nsrc[t.PRERELEASE] = '(?:-(' + src[t.PRERELEASEIDENTIFIER] +\n '|(?:' + src[t.PRERELEASEIDENTIFIER] +\n ')*)*)'\n\ntok('PRERELEASELOOSE')\nsrc[t.PRERELEASELOOSE] = '(?:-(' +\n src[t.PRERELEASEIDENTIFIERLOOSE] +\n '|(?:' + src[t.PRERELEASEIDENTIFIERLOOSE] +\n ')*)*)'\n\n## Build Metadata Identifier\n// Any combination of digits, letters, or\n// hyphens.\n\ntok('BUILDIDENTIFIER')\nsrc[t.BUILDIDENTIFIER] = '[0-9A-Za-z-]+' \n\n## Build Metadata\n// Plus sign, followed by one or more period-separated build metadata\n// identifiers.\n\ntok('BUILD')\nsrc[t.BUILD] = '(?:\\|(' + src[t.BUILDIDENTIFIER] +\n '|(?:' + src[t.BUILDIDENTIFIER] +\n ')*)*)'\n\n## Full Version String\n// A main version, followed optionally by a pre-release version and\n// build metadata.\n// Note that the only major, minor, patch, and pre-release sections of\n// the version string are capturing groups. The build metadata is not\n// capturing group, because it should not ever be used in version\n// comparison.\n\ntok('FULL')\n\ntok('FULLPLAIN')\nsrc[t.FULLPLAIN] = 'v?' + src[t.MAINVERSION] +\n src[t.PRERELEASE] + '?' +\n src[t.BUILD] + '?'\n\nsrc[t.FULL] = '^' + src[t.FULLPLAIN] + '$'\n\n// like full, but allows v1.2.3 and =1.2.3, which people do sometimes,\n// also, 1.0.0alpha1 (prerelease without the hyphen)\n// which is pretty common in the npm registry.\n\ntok('LOOSEPLAIN')\nsrc[t.LOOSEPLAIN] = '[v=\\d\\s]*' +\n src[t.MAINVERSIONLOOSE] +\n src[t.PRERELEASELOOSE] + '?' +\n src[t.BUILD] +\n '?'\n\ntok('LOOSE')\nsrc[t.LOOSE] = '^' + src[t.LOOSEPLAIN] + '$'\n\n\ntok('GTLT')\nsrc[t.GTLT] =\n '((?:<|>)?=?)' \n\n// Something like \"2.*\" or \"1.2.x\".\n// Note that \"x.x\" is a valid xRange identifier, meaning \"any\n// version\".\n// Only the first item is strictly\n// required.\n\ntok('XRANGEIDENTIFIERLOOSE')\nsrc[t.XRANGEIDENTIFIERLOOSE] =\n src[t.NUMERICIDENTIFIERLOOSE] + '|x|X|\\|\\|\\|*'\n\ntok('XRANGEIDENTIFIER')\nsrc[t.XRANGEIDENTIFIER] =\n src[t.NUMERICIDENTIFIER] + '|x|X|\\|\\|\\|*'\n\ntok('XRANGEPLAIN')\nsrc[t.XRANGEPLAIN] = '[v=\\d\\s]*(' +\n src[t.XRANGEIDENTIFIER] + ')'\n\ntok('XRANGEPLAINLOOSE')\nsrc[t.XRANGEPLAINLOOSE] =\n '[v=\\d\\s]*(' +\n src[t.XRANGEIDENTIFIERLOOSE] + ')'\n\n\ntok('XRANGE')\nsrc[t.XRANGE] = '^' + src[t.GTLT] + '\\|\\|\\|s*' +\n src[t.XRANGEPLAIN] +\n '$'\n\ntok('XRANGELOOSE')\nsrc[t.XRANGELOOSE] = '^' + src[t.GTLT] + '\\|\\|\\|s*' +
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src[t.XRANGEPLAINLOOSE] + '$\n\n// Coercion.\n\n// Extract anything that could conceivably be a part of a valid
semver\ntok('COERCE')\nsrc[t.COERCE] = '(^[\^\^\^\^\d])' +\n '(\^\^\^\d{1,' +
MAX_SAFE_COMPONENT_LENGTH + '})' +\n '(?:\^\^\^\^\d{1,' +
MAX_SAFE_COMPONENT_LENGTH + '})?' +\n '(?:\^\^\^\^\d{1,' +
MAX_SAFE_COMPONENT_LENGTH + '})?)' +\n
'(?:$[\^\^\^\^\d])\n\ntok('COERCERTL')\nsrc[t.COERCERTL] = new RegExp(src[t.COERCE], 'g')\n\n// Tilde ranges.\n\n//
Meaning is \"reasonably at or greater than\"\n\ntok('LONETILDE')\nsrc[t.LONETILDE] =
'(?::~>?)\n\ntok('TILDETRIM')\nsrc[t.TILDETRIM] = '(\\s*)' + src[t.LONETILDE] + '\\s+\n\ntok('TILDETRIM') =
new RegExp(src[t.TILDETRIM], 'g')\n\nvar tildeTrimReplace = '$1~\n\ntok('TILDE')\nsrc[t.TILDE] = '^' +
src[t.LONETILDE] + src[t.XRANGEPLAIN] + '$\n\ntok('TILDELOOSE')\nsrc[t.TILDELOOSE] = '^' +
src[t.LONETILDE] + src[t.XRANGEPLAINLOOSE] + '$\n\n// Caret ranges.\n\n// Meaning is \"at least and
backwards compatible with\"\n\ntok('LONECARET')\nsrc[t.LONECARET] =
'(?::\^\^\^\^\d)\n\ntok('CARETRIM')\nsrc[t.CARETRIM] = '(\\s*)' + src[t.LONECARET] +
'\n\ntok('CARETRIM') = new RegExp(src[t.CARETRIM], 'g')\n\nvar caretTrimReplace =
'$1^\n\ntok('CARET')\nsrc[t.CARET] = '^' + src[t.LONECARET] + src[t.XRANGEPLAIN] +
'$\n\ntok('CARETLOOSE')\nsrc[t.CARETLOOSE] = '^' + src[t.LONECARET] + src[t.XRANGEPLAINLOOSE] +
'$\n\n// A simple gt/lt/eq thing, or just \"\" to indicate \"any
version\"\n\ntok('COMPARATORLOOSE')\nsrc[t.COMPARATORLOOSE] = '^' + src[t.GTLT] + '\\s*((' +
src[t.LOOSEPLAIN] + ')$|^$\n\ntok('COMPARATOR')\nsrc[t.COMPARATOR] = '^' + src[t.GTLT] + '\\s*((' +
src[t.FULLPLAIN] + ')$|^$\n\n// An expression to strip any whitespace between the gtlt and the thing\n\n// it
modifies, so that `> 1.2.3` ==> `>1.2.3`\n\ntok('COMPARATORTRIM')\nsrc[t.COMPARATORTRIM] = '(\\s*)' +
src[t.GTLT] +\n '\\s*((' + src[t.LOOSEPLAIN] + ')|' + src[t.XRANGEPLAIN] + ')'\n\n// this one has to
use the /g flag\n\ntok('COMPARATORTRIM') = new RegExp(src[t.COMPARATORTRIM], 'g')\n\nvar
comparatorTrimReplace = '$1$2$3'\n\n// Something like `1.2.3 - 1.2.4`\n\n// Note that these all use the loose form,
because they'll be\n\n// checked against either the strict or loose comparator form\n\n//
later.\n\ntok('HYPHENRANGE')\nsrc[t.HYPHENRANGE] = '^\\s*((' + src[t.XRANGEPLAIN] + ')|'\n
'\n\ntok('HYPHENRANGELOOSE')\nsrc[t.HYPHENRANGELOOSE] = '^\\s*((' +
src[t.XRANGEPLAINLOOSE] + ')|'\n
'\n\ntok('STAR')\nsrc[t.STAR] = '<>=?\\s*\\s*'\n\n// Compile to actual regexp objects.\n\n// All are flag-free,
unless they were created above with a flag.\n\nfor (var i = 0; i < R; i++) {\n debug(i, src[i])\n if (!re[i]) {\n re[i] =
new RegExp(src[i])\n }\n}\n\nexports.parse = parse\n\nfunction parse (version, options) {\n if (!options || typeof
options !== 'object') {\n options = {\n loose: !!options,\n includePrerelease: false\n }\n }\n if (version
instanceof SemVer) {\n return version\n }\n if (typeof version !== 'string') {\n return null\n }\n if
(version.length > MAX_LENGTH) {\n return null\n }\n var r = options.loose ? re[t.LOOSE] : re[t.FULL]\n if
(!r.test(version)) {\n return null\n }\n try {\n return new SemVer(version, options)\n } catch (er) {\n return
null\n }\n}\n\nexports.valid = valid\n\nfunction valid (version, options) {\n var v = parse(version, options)\n return
v ? v.version : null\n}\n\nexports.clean = clean\n\nfunction clean (version, options) {\n var s =
parse(version.trim().replace(/^[=v]+/, ''), options)\n return s ? s.version : null\n}\n\nexports.SemVer =
SemVer\n\nfunction SemVer (version, options) {\n if (!options || typeof options !== 'object') {\n options = {\n
loose: !!options,\n includePrerelease: false\n }\n }\n if (version instanceof SemVer) {\n if (version.loose
=== options.loose) {\n return version\n } else {\n version = version.version\n }\n } else if (typeof
version !== 'string') {\n throw new TypeError('Invalid Version: ' + version)\n }\n if (version.length >
MAX_LENGTH) {\n throw new TypeError('version is longer than ' + MAX_LENGTH + ' characters')\n }\n if (!(this instanceof
SemVer)) {\n return new SemVer(version, options)\n }\n debug('SemVer', version, options)\n this.options =
options\n this.loose = !!options.loose\n var m = version.trim().match(options.loose ? re[t.LOOSE] :
re[t.FULL])\n if (!m) {\n throw new TypeError('Invalid Version: ' + version)\n }\n this.raw = version\n\n//

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these are actually numbers\n this.major = +m[1]\n this.minor = +m[2]\n this.patch = +m[3]\n\n if (this.major >
MAX_SAFE_INTEGER || this.major < 0) {\n throw new TypeError('Invalid major version')\n }\n\n if (this.minor >
MAX_SAFE_INTEGER || this.minor < 0) {\n throw new TypeError('Invalid minor version')\n }\n\n if
(this.patch > MAX_SAFE_INTEGER || this.patch < 0) {\n throw new TypeError('Invalid patch version')\n }\n\n
// numberify any prerelease numeric ids\n if (!m[4]) {\n this.prerelease = []\n } else {\n this.prerelease =
m[4].split('.').map(function (id) {\n if (/^[0-9]+$/.test(id)) {\n var num = +id\n if (num >= 0 && num <
MAX_SAFE_INTEGER) {\n return num\n }\n }\n return id\n })\n }\n\n this.build = m[5] ?
m[5].split('.') : []\n this.format()\n\nSemVer.prototype.format = function () {\n this.version = this.major + '.' +
this.minor + '.' + this.patch\n if (this.prerelease.length) {\n this.version += '-' + this.prerelease.join('.')\n }\n return
this.version\n }\n\nSemVer.prototype.toString = function () {\n return this.version\n }\n\nSemVer.prototype.compare
= function (other) {\n debug('SemVer.compare', this.version, this.options, other)\n if (!(other instanceof SemVer))
{\n other = new SemVer(other, this.options)\n }\n\n return this.compareMain(other) ||
this.comparePre(other)\n }\n\nSemVer.prototype.compareMain = function (other) {\n if (!(other instanceof
SemVer)) {\n other = new SemVer(other, this.options)\n }\n\n return compareIdentifiers(this.major, other.major)
||\n compareIdentifiers(this.minor, other.minor) ||\n compareIdentifiers(this.patch,
other.patch)\n }\n\nSemVer.prototype.comparePre = function (other) {\n if (!(other instanceof SemVer)) {\n other
= new SemVer(other, this.options)\n }\n\n // NOT having a prerelease is > having one\n if (this.prerelease.length
&& !other.prerelease.length) {\n return -1\n } else if (!this.prerelease.length && other.prerelease.length) {\n
return 1\n } else if (!this.prerelease.length && !other.prerelease.length) {\n return 0\n }\n\n var i = 0\n do {\n
var a = this.prerelease[i]\n var b = other.prerelease[i]\n debug('prerelease compare', i, a, b)\n if (a ===
undefined && b === undefined) {\n return 0\n } else if (b === undefined) {\n return 1\n } else if (a ===
undefined) {\n return -1\n } else if (a === b) {\n continue\n } else {\n return compareIdentifiers(a, b)\n
}\n } while (++i)\n }\n\nSemVer.prototype.compareBuild = function (other) {\n if (!(other instanceof SemVer)) {\n
other = new SemVer(other, this.options)\n }\n\n var i = 0\n do {\n var a = this.build[i]\n var b =
other.build[i]\n debug('prerelease compare', i, a, b)\n if (a === undefined && b === undefined) {\n return 0\n
} else if (b === undefined) {\n return 1\n } else if (a === undefined) {\n return -1\n } else if (a === b)
{\n continue\n } else {\n return compareIdentifiers(a, b)\n }\n } while (++i)\n }\n\n// preminor will bump
the version up to the next minor release, and immediately\n// down to pre-release. premajor and prepatch work the
same way.\nSemVer.prototype.inc = function (release, identifier) {\n switch (release) {\n case 'premajor':\n this.prerelease.length = 0\n this.patch = 0\n this.minor = 0\n this.major++\n this.inc('pre', identifier)\n
break\n case 'preminor':\n this.prerelease.length = 0\n this.patch = 0\n this.minor++\n this.inc('pre',
identifier)\n break\n case 'prepatch':\n // If this is already a prerelease, it will bump to the next version\n //
drop any prereleases that might already exist, since they are not\n // relevant at this point.\n this.prerelease.length = 0\n
this.inc('patch', identifier)\n this.inc('pre', identifier)\n break\n // If the input is
a non-prerelease version, this acts the same as\n // prepatch.\n case 'prerelease':\n if (this.prerelease.length
=== 0) {\n this.inc('patch', identifier)\n }\n this.inc('pre', identifier)\n break\n\n case 'major':\n // If
this is a pre-major version, bump up to the same major version.\n // Otherwise increment major.\n // 1.0.0-5
bumps to 1.0.0\n // 1.1.0 bumps to 2.0.0\n if (this.minor !== 0 ||\n this.patch !== 0 ||\n
this.prerelease.length === 0) {\n this.major++\n }\n this.minor = 0\n this.patch = 0\n this.prerelease
= []\n break\n case 'minor':\n // If this is a pre-minor version, bump up to the same minor version.\n //
Otherwise increment minor.\n // 1.2.0-5 bumps to 1.2.0\n // 1.2.1 bumps to 1.3.0\n if (this.patch !== 0 ||
this.prerelease.length === 0) {\n this.minor++\n }\n this.patch = 0\n this.prerelease = []\n break\n
case 'patch':\n // If this is not a pre-release version, it will increment the patch.\n // If it is a pre-release it will
bump up to the same patch version.\n // 1.2.0-5 patches to 1.2.0\n // 1.2.0 patches to 1.2.1\n if
(this.prerelease.length === 0) {\n this.patch++\n }\n this.prerelease = []\n break\n // This probably
shouldn't be used publicly.\n // 1.0.0 \"pre\" would become 1.0.0-0 which is the wrong direction.\n case 'pre':\n
if (this.prerelease.length === 0) {\n this.prerelease = [0]\n } else {\n var i = this.prerelease.length\n
while (--i >= 0) {\n if (typeof this.prerelease[i] === 'number') {\n this.prerelease[i]++\n i = -2\n

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 }\n }\n if (i === -1) {\n // didn't increment anything\n this.prerelease.push(0)\n }\n }\n if (identifier) {\n // 1.2.0-beta.1 bumps to 1.2.0-beta.2,\n // 1.2.0-beta.foo blz or 1.2.0-beta bumps to 1.2.0-
beta.0\n if (this.prerelease[0] === identifier) {\n if (isNaN(this.prerelease[1])) {\n this.prerelease =
[identifier, 0]\n }\n } else {\n this.prerelease = [identifier, 0]\n }\n break\n }\n default:\n throw new Error('invalid increment argument: ' + release)\n }\n this.format()\n this.raw =
this.version\n return this\n}\n\n\nexports.inc = inc\nfunction inc (version, release, loose, identifier) {\n if (typeof
(loose) === 'string') {\n identifier = loose\n loose = undefined\n }\n try {\n return new SemVer(version,
loose).inc(release, identifier).version\n } catch (er) {\n return null\n }\n}\n\n\nexports.diff = diff\nfunction diff
(version1, version2) {\n if (eq(version1, version2)) {\n return null\n } else {\n var v1 = parse(version1)\n var
v2 = parse(version2)\n var prefix = "\n if (v1.prerelease.length || v2.prerelease.length) {\n prefix = 'pre'\n var defaultResult = 'prerelease'\n for (var key in v1) {\n if (key === 'major' || key === 'minor' || key ===
'patch') {\n if (v1[key] !== v2[key]) {\n return prefix + key\n }\n }\n }\n return defaultResult //
may be undefined\n }\n }\n}\n\n\nexports.compareIdentifiers = compareIdentifiers\nfunction numeric = /^[0-9]+$/\nfunction
compareIdentifiers (a, b) {\n var anum = numeric.test(a)\n var bnum = numeric.test(b)\n if (anum && bnum) {\n a = +a\n b = +b\n }\n return a === b ? 0\n : (anum && !bnum) ? -1\n : (bnum && !anum) ? 1\n : a < b ?
-1\n : 1\n}\n\n\nexports.rcompareIdentifiers = rcompareIdentifiers\nfunction rcompareIdentifiers (a, b) {\n return
compareIdentifiers(b, a)\n}\n\n\nexports.major = major\nfunction major (a, loose) {\n return new SemVer(a,
loose).major\n}\n\n\nexports.minor = minor\nfunction minor (a, loose) {\n return new SemVer(a,
loose).minor\n}\n\n\nexports.patch = patch\nfunction patch (a, loose) {\n return new SemVer(a,
loose).patch\n}\n\n\nexports.compare = compare\nfunction compare (a, b, loose) {\n return new SemVer(a,
loose).compare(new SemVer(b, loose))\n}\n\n\nexports.compareLoose = compareLoose\nfunction compareLoose (a,
b) {\n return compare(a, b, true)\n}\n\n\nexports.compareBuild = compareBuild\nfunction compareBuild (a, b, loose)
{\n var versionA = new SemVer(a, loose)\n var versionB = new SemVer(b, loose)\n return
versionA.compare(versionB) || versionA.compareBuild(versionB)\n}\n\n\nexports.rcompare = rcompare\nfunction
rcompare (a, b, loose) {\n return compare(b, a, loose)\n}\n\n\nexports.sort = sort\nfunction sort (list, loose) {\n return
list.sort(function (a, b) {\n return exports.compareBuild(a, b, loose)\n })\n}\n\n\nexports.rsort = rsort\nfunction rsort
(list, loose) {\n return list.sort(function (a, b) {\n return exports.compareBuild(b, a, loose)\n })\n}\n\n\nexports.gt =
gt\nfunction gt (a, b, loose) {\n return compare(a, b, loose) > 0\n}\n\n\nexports.lt = lt\nfunction lt (a, b, loose) {\n
return compare(a, b, loose) < 0\n}\n\n\nexports.eq = eq\nfunction eq (a, b, loose) {\n return compare(a, b, loose) ===
0\n}\n\n\nexports.neq = neq\nfunction neq (a, b, loose) {\n return compare(a, b, loose) !== 0\n}\n\n\nexports.gte =
gte\nfunction gte (a, b, loose) {\n return compare(a, b, loose) >= 0\n}\n\n\nexports.lte = lte\nfunction lte (a, b, loose)
{\n return compare(a, b, loose) <= 0\n}\n\n\nexports.cmp = cmp\nfunction cmp (a, op, b, loose) {\n switch (op) {\n case '===':\n if (typeof a === 'object')\n a = a.version\n if (typeof b === 'object')\n b = b.version\n return a === b\n case '!==':\n if (typeof a === 'object')\n a = a.version\n if (typeof b === 'object')\n b = b.version\n return a !== b\n case '<':\n return lt(a, b, loose)\n case '<=':\n return lte(a, b, loose)\n default:\n throw new
TypeError('Invalid operator: ' + op)\n }\n}\n\n\nexports.Comparator = Comparator\nfunction Comparator (comp,
options) {\n if (!options || typeof options !== 'object') {\n options = {\n loose: !!options,\n includePrerelease: false\n }\n }\n if (comp instanceof Comparator) {\n if (comp.loose === !!options.loose)
{\n return comp\n } else {\n comp = comp.value\n }\n }\n if (!(this instanceof Comparator)) {\n return new Comparator(comp, options)\n }\n debug('comparator', comp, options)\n this.options = options\n this.loose = !!options.loose\n this.parse(comp)\n if (this.semver === ANY) {\n this.value = "\n } else {\n this.value = this.operator + this.semver.version\n }\n debug('comp', this)\n}\n\n\nvar ANY =
{\n}\n\n\nComparator.prototype.parse = function (comp) {\n var r = this.options.loose ? re[t.COMPARATORLOOSE] :
re[t.COMPARATOR]\n var m = comp.match(r)\n if (!m) {\n throw new TypeError('Invalid comparator: ' +
comp)\n }\n this.operator = m[1] !== undefined ? m[1] : "\n if (this.operator === '=') {\n this.operator = "\n }\n // if it literally is just '>' or '<' then allow anything.\n if (!m[2]) {\n this.semver = ANY\n } else {\n
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this.semver = new SemVer(m[2], this.options.loose)\n }
\n\nComparator.prototype.toString = function () {\n
return this.value\n}\n\nComparator.prototype.test = function (version) {\n debug('Comparator.test', version,
this.options.loose)\n\n if (this.semver === ANY || version === ANY) {\n return true\n }\n\n if (typeof version
=== 'string') {\n try {\n version = new SemVer(version, this.options)\n } catch (er) {\n return false\n }\n
}\n\n return cmp(version, this.operator, this.semver, this.options)\n}\n\nComparator.prototype.intersects = function
(comp, options) {\n if (!(comp instanceof Comparator)) {\n throw new TypeError('a Comparator is required')\n
}\n\n if (!options || typeof options !== 'object') {\n options = {\n loose: !!options,\n includePrerelease:
false\n }\n }\n\n var rangeTmp\n\n if (this.operator === '') {\n if (this.value === '') {\n return true\n }\n
rangeTmp = new Range(comp.value, options)\n return satisfies(this.value, rangeTmp, options)\n } else if
(comp.operator === '') {\n if (comp.value === '') {\n return true\n }\n rangeTmp = new Range(this.value,
options)\n return satisfies(comp.semver, rangeTmp, options)\n }\n\n var sameDirectionIncreasing =\n
(this.operator === '>=' || this.operator === '>') &&\n (comp.operator === '>=' || comp.operator === '>')\n var
sameDirectionDecreasing =\n (this.operator === '<=' || this.operator === '<') &&\n (comp.operator === '<=' ||
comp.operator === '<')\n var sameSemVer = this.semver.version === comp.semver.version\n var
differentDirectionsInclusive =\n (this.operator === '>=' || this.operator === '<=') &&\n (comp.operator === '>='
|| comp.operator === '<=')\n var oppositeDirectionsLessThan =\n cmp(this.semver, '<', comp.semver, options)
&&\n ((this.operator === '>' || this.operator === '>') &&\n (comp.operator === '<' || comp.operator === '<'))\n
var oppositeDirectionsGreaterThan =\n cmp(this.semver, '>', comp.semver, options) &&\n ((this.operator ===
'<' || this.operator === '<') &&\n (comp.operator === '>=' || comp.operator === '>'))\n\n return
sameDirectionIncreasing || sameDirectionDecreasing ||\n (sameSemVer && differentDirectionsInclusive) ||\n
oppositeDirectionsLessThan || oppositeDirectionsGreaterThan\n}\n\nexports.Range = Range\nfunction Range
(range, options) {\n if (!options || typeof options !== 'object') {\n options = {\n loose: !!options,\n
includePrerelease: false\n }\n }\n\n if (range instanceof Range) {\n if (range.loose === !!options.loose &&\n
range.includePrerelease === !!options.includePrerelease) {\n return range\n } else {\n return new
Range(range.raw, options)\n }\n }\n\n if (range instanceof Comparator) {\n return new Range(range.value,
options)\n }\n\n if (!(this instanceof Range)) {\n return new Range(range, options)\n }\n\n this.options =
options\n this.loose = !!options.loose\n this.includePrerelease = !!options.includePrerelease\n\n // First, split based
on boolean or |\n this.raw = range\n this.set = range.split(/\\s*\\\\\\\\\\\\\\\\s*/).map(function (range) {\n return
this.parseRange(range.trim())\n }, this).filter(function (c) {\n // throw out any that are not relevant for whatever
reason\n return c.length\n })\n\n if (!this.set.length) {\n throw new TypeError('Invalid SemVer Range: ' +
range)\n }\n\n this.format()\n}\n\nRange.prototype.format = function () {\n this.range = this.set.map(function
(comps) {\n return comps.join(' ').trim()\n }).join('|').trim()\n return this.range\n}\n\nRange.prototype.toString =
function () {\n return this.range\n}\n\nRange.prototype.parseRange = function (range) {\n var loose =
this.options.loose\n range = range.trim()\n // `1.2.3 - 1.2.4` => `>=1.2.3 <=1.2.4`\n var hr = loose ?
re[t.HYPHENRANGELOOSE] : re[t.HYPHENRANGE]\n range = range.replace(hr, hyphenReplace)\n\n debug('hyphen replace', range)\n // `> 1.2.3 < 1.2.5` => `>1.2.3 <1.2.5`\n range =
range.replace(re[t.COMPARATORTRIM], comparatorTrimReplace)\n\n debug('comparator trim', range,
re[t.COMPARATORTRIM])\n\n // `~ 1.2.3` => `~1.2.3`\n range = range.replace(re[t.TILDETRIM],
tildeTrimReplace)\n\n // `^ 1.2.3` => `^1.2.3`\n range = range.replace(re[t.CARETTRIM], caretTrimReplace)\n\n
// normalize spaces\n range = range.split(/\\s+/).join(' ')\n\n // At this point, the range is completely trimmed and\n
// ready to be split into comparators.\n\n var compRe = loose ? re[t.COMPARATORLOOSE] :
re[t.COMPARATOR]\n\n var set = range.split(' ').map(function (comp) {\n return parseComparator(comp,
this.options)\n }, this).join(' ').split(/\\s+/)\n\n if (this.options.loose) {\n // in loose mode, throw out any that are not
valid comparators\n set = set.filter(function (comp) {\n return !!comp.match(compRe)\n })\n }\n\n set =
set.map(function (comp) {\n return new Comparator(comp, this.options)\n }, this)\n\n return
set\n}\n\nRange.prototype.intersects = function (range, options) {\n if (!(range instanceof Range)) {\n throw new
TypeError('a Range is required')\n }\n\n return this.set.some(function (thisComparators) {\n return (\n
isSatisfiable(thisComparators, options) &&\n range.set.some(function (rangeComparators) {\n return (\n

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allowed\n ret = '<0.0.0-0'\n } else {\n // nothing is forbidden\n ret = '*'\n }\n } else if (gtlt &&
anyX) {\n // we know patch is an x, because we have any x at all.\n // replace X with 0\n if (xm) {\n m
= 0\n }\n p = 0\n if (gtlt === '>') {\n // >1 => >=2.0.0\n // >1.2 => >=1.3.0\n // >1.2.3 => >=
1.2.4\n gtlt = '>='\n if (xm) {\n M = +M + 1\n m = 0\n p = 0\n } else {\n m = +m
+ 1\n p = 0\n }\n } else if (gtlt === '<=') {\n // <=0.7.x is actually <0.8.0, since any 0.7.x should\n
// pass. Similarly, <=7.x is actually <8.0.0, etc.\n gtlt = '<'\n if (xm) {\n M = +M + 1\n } else
{\n m = +m + 1\n }\n }\n ret = gtlt + M + '.' + m + '.' + p + pr\n } else if (xm) {\n ret = '>=' +
M + '.0.' + pr + '<' + (+M + 1) + '.0.' + pr\n } else if (xp) {\n ret = '>=' + M + '.' + m + '.0.' + pr +\n
'<' +
M + '.' + (+m + 1) + '.0.' + pr\n }\n debug('xRange return', ret)\n return ret\n })\n }\n }\n // Because * is AND-
ed with everything else in the comparator,\n // and " means "any version", just remove the *s entirely.\n function
replaceStars (comp, options) {\n debug('replaceStars', comp, options)\n // Looseness is ignored here. star is always
as loose as it gets!\n return comp.trim().replace(re[t.STAR], '')\n }\n }\n // This function is passed to
string.replace(re[t.HYPHENRANGE])\n // M, m, patch, prerelease, build\n // 1.2 - 3.4.5 => >=1.2.0 <=3.4.5\n // 1.2.3
- 3.4 => >=1.2.0 <3.5.0\n Any 3.4.x will do\n // 1.2 - 3.4 => >=1.2.0 <3.5.0\n function hyphenReplace ($0,\n
from, fM,
fm, fp, fpr, fb,\n to, tM, tm, tp, tpr, tb) {\n if (isX(fM)) {\n from = ''\n } else if (isX(fm)) {\n from = '>=' + fM +
'.0.'\n } else if (isX(fp)) {\n from = '>=' + fM + '.' + fm + '.0'\n } else {\n from = '>=' + from\n }\n }\n if
(isX(tM)) {\n to = ''\n } else if (isX(tm)) {\n to = '<' + (+tM + 1) + '.0.'\n } else if (isX(tp)) {\n to = '<' + tM +
'.' + (+tm + 1) + '.0'\n } else if (tpr) {\n to = '<=' + tM + '.' + tm + '.' + tp + '.' + tpr\n } else {\n to = '<=' + to\n
}\n }\n return (from + ' ' + to).trim()\n }\n }\n // if ANY of the sets match ALL of its comparators, then
pass\n Range.prototype.test = function (version) {\n if (!version) {\n return false\n }\n if (typeof version ===
'string') {\n try {\n version = new SemVer(version, this.options)\n } catch (er) {\n return false\n }\n }\n }\n for (var i = 0; i < this.set.length; i++) {\n if (testSet(this.set[i], version, this.options)) {\n return true\n }\n }\n return false\n }\n }\n function testSet (set, version, options) {\n for (var i = 0; i < set.length; i++) {\n if
(!set[i].test(version)) {\n return false\n }\n }\n if (version.prerelease.length && !options.includePrerelease)
{\n // Find the set of versions that are allowed to have prereleases\n // For example, ^1.2.3-pr.1 desugars to
>=1.2.3-pr.1 <2.0.0\n // That should allow `1.2.3-pr.2` to pass.\n // However, `1.2.4-alpha.notready` should NOT
be allowed,\n // even though it's within the range set by the comparators.\n for (i = 0; i < set.length; i++) {\n
debug(set[i].semver)\n if (set[i].semver === ANY) {\n continue\n }\n if
(set[i].semver.prerelease.length > 0) {\n var allowed = set[i].semver\n if (allowed.major === version.major
&&\n allowed.minor === version.minor &&\n allowed.patch === version.patch) {\n return
true\n }\n }\n }\n }\n // Version has a -pre, but it's not one of the ones we like.\n return false\n }\n }\n
return true\n }\n }\n exports.satisfies = satisfies\n function satisfies (version, range, options) {\n try {\n range = new
Range(range, options)\n } catch (er) {\n return false\n }\n return range.test(version)\n }\n }\n exports.maxSatisfying
= maxSatisfying\n function maxSatisfying (versions, range, options) {\n var max = null\n var maxSV = null\n try
{\n var rangeObj = new Range(range, options)\n } catch (er) {\n return null\n }\n versions.forEach(function (v)
{\n if (rangeObj.test(v)) {\n // satisfies(v, range, options)\n if (!max || maxSV.compare(v) === -1) {\n //
compare(max, v, true)\n max = v\n maxSV = new SemVer(max, options)\n }\n }\n })\n return
max\n }\n }\n exports.minSatisfying = minSatisfying\n function minSatisfying (versions, range, options) {\n var min =
null\n var minSV = null\n try {\n var rangeObj = new Range(range, options)\n } catch (er) {\n return null\n
}\n versions.forEach(function (v) {\n if (rangeObj.test(v)) {\n // satisfies(v, range, options)\n if (!min ||
minSV.compare(v) === 1) {\n // compare(min, v, true)\n min = v\n minSV = new SemVer(min,
options)\n }\n }\n })\n return min\n }\n }\n exports.minVersion = minVersion\n function minVersion (range,
loose) {\n range = new Range(range, loose)\n var minver = new SemVer('0.0.0')\n if (range.test(minver)) {\n return
minver\n }\n minver = new SemVer('0.0.0-0')\n if (range.test(minver)) {\n return minver\n }\n }\n minver = null\n
for (var i = 0; i < range.set.length; ++i) {\n var comparators = range.set[i]\n comparators.forEach(function (comparator) {\n
// Clone to avoid manipulating the comparator's semver object.\n
var compver = new SemVer(comparator.semver.version)\n switch (comparator.operator) {\n case '>':\n if (compver.prerelease.length === 0) {\n compver.patch++\n } else {\n

```



trailing whitespace. `*\nvar reTrim = /\s+|\s+$/g;\n\n/** Used to detect bad signed hexadecimal string values.   
*\nvar reIsBadHex = /^[+ ]0x[0-9a-f]+$/i;\n\n/** Used to detect binary string values. *\nvar reIsBinary =   
/*\nvar reIsOctal = /*\nvar reIsOctal = /*\nvar reIsOctal = /*\nvar reIsOctal = /*\nvar reIsOctal =   
Built-in method references without a dependency on `root`. *\nvar freeParseInt = parseInt;\n\n/** Detect free variable `global` from Node.js.   
*\nvar freeGlobal = typeof global === 'object' && global && global.Object === Object && global;\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\n/** Used for built-in method references.   
*\nvar objectProto = Object.prototype;\n\n/**\n * Used to resolve the * [ toStringTag ] (http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of values.\n * *\nvar objectToString = objectProto.toString;\n\n/** Built-in method references for those with the same name as other `lodash` methods.   
*\nvar nativeMax = Math.max,\n nativeMin = Math.min;\n\n/**\n * Gets the timestamp of the number of milliseconds that have elapsed since\n * the Unix epoch (1 January 1970 00:00:00 UTC).\n * *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Date\n * @returns {number} Returns the timestamp.\n * * @example\n * *\n * _defer(function(stamp) {\n * console.log(_now() - stamp);\n * }, _now());\n * // => Logs the number of milliseconds it took for the deferred invocation.\n * *\nvar now = function() {\n return root.Date.now();\n};\n\n/**\n * Creates a debounced function that delays invoking `func` until after `wait`  
milliseconds have elapsed since the last time the debounced function was  
invoked. The debounced function comes with a `cancel` method to cancel  
delayed `func` invocations and a `flush` method to immediately invoke  
them. * Provide `options` to indicate whether `func` should be invoked on the  
leading and/or trailing edge of the `wait` timeout. The `func` is invoked  
with the last arguments provided to the debounced function. Subsequent  
calls to the debounced function return the result of the last `func`  
invocation. *\n * **Note:** If `leading` and `trailing` options are `true`, `func` is  
invoked on the trailing edge of the timeout only if the debounced function  
is invoked more than once during the `wait` timeout. *\n * If `wait` is `0` and  
`leading` is `false`, `func` invocation is deferred until to the next tick,  
similar to `setTimeout` with a timeout of `0`. *\n * See [David Corbacho's article] (https://css-tricks.com/debouncing-throttling-explained-examples/)  
for details over the differences between `_.debounce` and `_.throttle`.   
*\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Function\n * @param {Function} func The function to debounce.   
* @param {number} [wait=0] The number of milliseconds to delay.   
* @param {Object} [options={}] The options object.   
* @param {boolean} [options.leading=false] Specify invoking on the leading edge of the timeout.   
* @param {number} [options.maxWait] The maximum time `func` is allowed to be delayed before it's invoked.   
* @param {boolean} [options.trailing=true] Specify invoking on the trailing edge of the timeout.   
* @returns {Function} Returns the new debounced function.   
* @example\n * *\n * // Avoid costly calculations while the window size is in flux.\n * jQuery(window).on('resize', _.debounce(calculateLayout, 150));\n * *\n * // Invoke `sendMail` when clicked, debouncing subsequent calls.\n * jQuery(element).on('click', _.debounce(sendMail, 300, {\n * 'leading': true,\n * 'trailing': false\n * }));\n * *\n * // Ensure `batchLog` is invoked once after 1 second of debounced calls.\n * var var debounced = _.debounce(batchLog, 250, { 'maxWait': 1000 });\n * var source = new EventSource('/stream');\n * jQuery(source).on('message', debounced);\n * *\n * // Cancel the trailing debounced invocation.\n * jQuery(window).on('popstate', debounced.cancel);\n * *\nfunction debounce(func, wait, options) {\n var lastArgs,\n lastThis,\n maxWait,\n result,\n timerId,\n lastCallTime,\n lastInvokeTime = 0,\n leading = false,\n maxing = false,\n trailing = true;\n\n if (typeof func != 'function') {\n throw new TypeError(FUNC_ERROR_TEXT);\n }\n wait = toNumber(wait) || 0;\n if (isObject(options)) {\n leading = !!options.leading;\n maxing = 'maxWait' in options;\n maxWait = maxing ? nativeMax(toNumber(options.maxWait) || 0, wait) : maxWait;\n trailing = 'trailing' in options ? !!options.trailing : trailing;\n }\n\n function invokeFunc(time) {\n var args = lastArgs,\n thisArg = lastThis;\n\n lastArgs = lastThis = undefined;\n lastInvokeTime = time;\n result = func.apply(thisArg, args);\n return result;\n }\n\n function leadingEdge(time) {\n // Reset any `maxWait` timer.\n lastInvokeTime = time;\n // Start the timer for the trailing edge.\n timerId = setTimeout(timerExpired, wait);\n // Invoke the leading edge.\n return leading ? invokeFunc(time) : result;\n }\n\n function remainingWait(time) {\n var timeSinceLastCall = time -`

```

lastCallTime,\n timeSinceLastInvoke = time - lastInvokeTime,\n result = wait - timeSinceLastCall;\n\nreturn maxing ? nativeMin(result, maxWait - timeSinceLastInvoke) : result;\n }\n\n function shouldInvoke(time)\n {\n var timeSinceLastCall = time - lastCallTime,\n timeSinceLastInvoke = time - lastInvokeTime;\n\n // Either this is the first call, activity has stopped and we're at the\n // trailing edge, the system time has gone backwards and we're treating\n // it as the trailing edge, or we've hit the `maxWait` limit.\n return (lastCallTime === undefined || (timeSinceLastCall >= wait) ||\n (timeSinceLastCall < 0) || (maxing && timeSinceLastInvoke >= maxWait));\n }\n\n function timerExpired() {\n var time = now();\n if (shouldInvoke(time)) {\n return trailingEdge(time);\n }\n // Restart the timer.\n timerId = setTimeout(timerExpired, remainingWait(time));\n }\n\n function trailingEdge(time) {\n timerId = undefined;\n\n // Only invoke if we have `lastArgs` which means `func` has been\n // debounced at least once.\n if (trailing && lastArgs) {\n return invokeFunc(time);\n }\n lastArgs = lastThis = undefined;\n return result;\n }\n\n function cancel() {\n if (timerId !== undefined) {\n clearTimeout(timerId);\n }\n lastInvokeTime = 0;\n lastArgs = lastCallTime = lastThis = timerId = undefined;\n }\n\n function flush() {\n return timerId === undefined ? result : trailingEdge(now());\n }\n\n function debounced() {\n var time = now(),\n isInvoking = shouldInvoke(time);\n\n lastArgs = arguments;\n lastThis = this;\n lastCallTime = time;\n\n if (isInvoking) {\n if (timerId === undefined) {\n return leadingEdge(lastCallTime);\n }\n if (maxing) {\n // Handle invocations in a tight loop.\n timerId = setTimeout(timerExpired, wait);\n return invokeFunc(lastCallTime);\n }\n if (timerId === undefined) {\n timerId = setTimeout(timerExpired, wait);\n }\n return result;\n }\n debounced.cancel = cancel;\n debounced.flush = flush;\n return debounced;\n }\n\n /**\n * Creates a throttled function that only invokes `func` at most once per\n * every `wait` milliseconds. The throttled function comes with a `cancel`\n * method to cancel delayed `func` invocations and a `flush` method to\n * immediately invoke them. Provide `options` to indicate whether `func`\n * should be invoked on the leading and/or trailing edge of the `wait`\n * timeout. The `func` is invoked with the last arguments provided to the\n * throttled function. Subsequent calls to the throttled function return the\n * result of the last `func` invocation.\n *\n * **Note:** If `leading` and `trailing` options are `true`, `func` is\n * invoked on the trailing edge of the timeout only if the throttled function\n * is invoked more than once during the `wait` timeout.\n *\n * If `wait` is `0` and `leading` is `false`, `func` invocation is deferred\n * until the next tick, similar to `setTimeout` with a timeout of `0`.\n *\n * See [David Corbacho's article](https://css-tricks.com/debouncing-throttling-explained-examples/) for details over the differences between\n * `_.throttle` and `_.debounce`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Function\n * @param {Function} func The function to throttle.\n * @param {number} [wait=0] The number of milliseconds to throttle invocations to.\n * @param {Object} [options={}] The options object.\n * @param {boolean} [options.leading=true] Specify invoking on the leading edge of the timeout.\n * @param {boolean} [options.trailing=true] Specify invoking on the trailing edge of the timeout.\n * @returns {Function} Returns the new throttled function.\n *\n * @example\n * // Avoid excessively updating the position while scrolling.\n * jQuery(window).on('scroll',\n * _.throttle(updatePosition, 100));\n *\n * // Invoke `renewToken` when the click event is fired, but not more than once every 5 minutes.\n * var throttled = _.throttle(renewToken, 300000, { 'trailing': false });\n * jQuery(element).on('click', throttled);\n *\n * // Cancel the trailing throttled invocation.\n * jQuery(window).on('popstate', throttled.cancel);\n *\n * function throttle(func, wait, options) {\n * var leading = true,\n * trailing = true;\n *\n * if (typeof func != 'function') {\n * throw new TypeError(FUNC_ERROR_TEXT);\n * }\n * if (isObject(options)) {\n * leading = 'leading' in options ? !!options.leading : leading;\n * trailing = 'trailing' in options ? !!options.trailing : trailing;\n * }\n *\n * return debounce(func, wait, {\n * 'leading': leading,\n * 'maxWait': wait,\n * 'trailing': trailing\n * });\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 * _.isObject({});\n * // => true\n *\n * _.isObject([1, 2, 3]);\n * // => true\n *\n * _.isObject(_.noop);\n * // => true\n *\n * _.isObject(null);\n * // => false\n *\n * function isObject(value) {\n * var type = typeof value;\n * return !!value && (type == 'object' || type == 'function');\n * }\n *\n * Checks if `value` is object-

```



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like. A value is object-like if it's not `null` and has a `typeof` result of `object`.
@memberOf _
@since 4.0.0
@category Lang
@param {*} value The value to check.
@returns {boolean} Returns `true` if `value` is object-like, else `false`.
@example
*.isObjectLike({}); // => true
*.isObjectLike([1, 2, 3]); // => true
*.isObjectLike(_noop); // => false
*.isObjectLike(null); // => false
^function isObjectLike(value) {
 return !!value && typeof value == 'object';
}
*.Checks if `value` is classified as a `Symbol` primitive or object.
@static
@memberOf _
@since 4.0.0
@category Lang
@param {*} value The value to check.
@returns {boolean} Returns `true` if `value` is a symbol, else `false`.
@example
*.isSymbol(Symbol.iterator); // => true
*.isSymbol('abc'); // => false
^function isSymbol(value) {
 return typeof value == 'symbol' ||
 (isObjectLike(value) && objectToString.call(value) == symbolTag);
}
*.Converts `value` to a number.
@static
@memberOf _
@since 4.0.0
@category Lang
@param {*} value The value to process.
@returns {number} Returns the number.
@example
*.toNumber(3.2); // => 3.2
*.toNumber(Number.MIN_VALUE); // => 5e-324
*.toNumber(Infinity); // => Infinity
*.toNumber('3.2'); // => 3.2
^function toNumber(value) {
 if (typeof value == 'number') {
 return value;
 }
 if (isSymbol(value)) {
 return NaN;
 }
 if (isObject(value)) {
 var other = typeof value.valueOf == 'function' ? value.valueOf() : value;
 value = isObject(other) ? (other + '') : other;
 }
 if (typeof value != 'string') {
 return value === 0 ? value : +value;
 }
 value = value.replace(reTrim, '');
 var isBinary = reIsBinary.test(value);
 return (isBinary || reIsOctal.test(value)) ? freeParseInt(value.slice(2), isBinary ? 2 : 8) : (reIsBadHex.test(value) ? NAN : +value);
}
module.exports = throttle;
var g;
This works in non-strict mode
ng = (function() {
 return this;
})();
ntry {
 // This works if eval is allowed (see CSP)
 tg = g || new Function("return this");
} catch (e) {
 // This works if the window reference is available
 tif (typeof window == "object") g = window;
}
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) {
...}
nmodule.exports = g;
n", "shim for using process in browser
nvar process = module.exports = {};
n// cached from whatever global is present so that test runners that stub it
n// don't break things. But we need to wrap it in a try catch in case it is
n// wrapped in strict mode code which doesn't define any globals. It's inside a
n// function because try/catches deoptimize in certain engines.
nvar cachedSetTimeout;
nvar cachedClearTimeout;
nfunction defaultSetTimeout() {
 throw new Error('setTimeout has not been defined');
}
nfunction defaultClearTimeout () {
 throw new Error('clearTimeout has not been defined');
}
n(function () {
 try {
 if (typeof setTimeout == 'function') {
 cachedSetTimeout = setTimeout;
 } else {
 cachedSetTimeout = defaultSetTimeout;
 }
 } catch (e) {
 cachedSetTimeout = defaultSetTimeout;
 }
 try {
 if (typeof clearTimeout == 'function') {
 cachedClearTimeout = clearTimeout;
 } else {
 cachedClearTimeout = defaultClearTimeout;
 }
 } catch (e) {
 cachedClearTimeout = defaultClearTimeout;
 }
}
nfunction runTimeout(fun) {
 if (cachedSetTimeout === setTimeout) {
 //normal enviroments in sane situations
 return setTimeout(fun, 0);
 }
 // if setTimeout wasn't available but was latter defined
 if ((cachedSetTimeout === defaultSetTimeout || !cachedSetTimeout) && setTimeout) {
 cachedSetTimeout = setTimeout;
 return setTimeout(fun, 0);
 }
 try {
 // when when somebody has screwed with setTimeout but no I.E. maddness
 return cachedSetTimeout(fun, 0);
 } catch(e){
 try {
 // When we are in I.E. but the script has been evaled so I.E. doesn't trust the global object when called normally
 return cachedSetTimeout.call(null, fun, 0);
 } catch(e){
 // same as above but when it's a version of I.E. that must have the global object for 'this', hopefully our context correct otherwise it will throw a global error
 return cachedSetTimeout.call(this, fun, 0);
 }
 }
}
nfunction runClearTimeout(marker) {
 if (cachedClearTimeout === clearTimeout) {
 //normal enviroments in sane situations
 return clearTimeout(marker);
 }
 // if clearTimeout wasn't available but was latter defined
 if ((cachedClearTimeout === defaultClearTimeout || !cachedClearTimeout) && clearTimeout) {
 cachedClearTimeout = clearTimeout;
 return clearTimeout(marker);
 }
 try {
 // when when somebody has screwed with setTimeout but no I.E. maddness
 return cachedClearTimeout(marker);
 } catch (e){
 try {
 // When we are in I.E. but the script has been evaled so I.E. doesn't trust the global

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object when called normally\n return cachedClearTimeout.call(null, marker);\n } catch (e){\n //
same as above but when it's a version of I.E. that must have the global object for 'this', hopefully our context correct
otherwise it will throw a global error.\n // Some versions of I.E. have different rules for clearTimeout vs
setTimeout\n return cachedClearTimeout.call(this, marker);\n }\n }\n\n\n}\n\nvar queue = [];\nvar
draining = false;\nvar currentQueue;\nvar queueIndex = -1;\n\nfunction cleanUpNextTick() {\n if (!draining ||
!currentQueue) {\n return;\n }\n draining = false;\n if (currentQueue.length) {\n queue =
currentQueue.concat(queue);\n } else {\n queueIndex = -1;\n }\n if (queue.length) {\n drainQueue();\n
 }\n}\n\nfunction drainQueue() {\n if (draining) {\n return;\n }\n var timeout =
runTimeout(cleanUpNextTick);\n draining = true;\n\n var len = queue.length;\n while(len) {\n
currentQueue = queue;\n queue = [];\n while (++queueIndex < len) {\n if (currentQueue) {\n
currentQueue[queueIndex].run();\n }\n }\n queueIndex = -1;\n len = queue.length;\n }\n
currentQueue = null;\n draining = false;\n runClearTimeout(timeout);\n}\n\nprocess.nextTick = function (fun)
{\n var args = new Array(arguments.length - 1);\n if (arguments.length > 1) {\n for (var i = 1; i <
arguments.length; i++) {\n args[i - 1] = arguments[i];\n }\n }\n queue.push(new Item(fun, args));\n
if (queue.length === 1 && !draining) {\n runTimeout(drainQueue);\n }\n};\n\n// v8 likes predictable
objects\nfunction Item(fun, array) {\n this.fun = fun;\n this.array = array;\n}\nItem.prototype.run = function ()
{\n this.fun.apply(null, this.array);\n};\n\nprocess.title = 'browser';\nprocess.browser = true;\nprocess.env =
{};\nprocess.argv = [];\nprocess.version = ""; // empty string to avoid regexp issues\nprocess.versions =
{};\n\nfunction noop() {} \n\nprocess.on = noop;\nprocess.addListener = noop;\nprocess.once = noop;\nprocess.off =
noop;\nprocess.removeListener = noop;\nprocess.removeAllListeners = noop;\nprocess.emit =
noop;\nprocess.prependListener = noop;\nprocess.prependOnceListener = noop;\n\nprocess.listeners = function
(name) { return [] }\n\nprocess.binding = function (name) {\n throw new Error('process.binding is not
supported');\n};\n\nprocess.cwd = function () { return '/' };\nprocess.chdir = function (dir) {\n throw new
Error('process.chdir is not supported');\n};\n\nprocess.umask = function() { return 0; };\n\n", "use strict\n\n// A linked
list to keep track of recently-used-ness\nconst Yallist = require('yallist')\n\nconst MAX = Symbol('max')\nconst
LENGTH = Symbol('length')\nconst LENGTH_CALCULATOR = Symbol('lengthCalculator')\nconst
ALLOW_STALE = Symbol('allowStale')\nconst MAX_AGE = Symbol('maxAge')\nconst DISPOSE =
Symbol('dispose')\nconst NO_DISPOSE_ON_SET = Symbol('noDisposeOnSet')\nconst LRU_LIST =
Symbol('lruList')\nconst CACHE = Symbol('cache')\nconst UPDATE_AGE_ON_GET =
Symbol('updateAgeOnGet')\n\nconst naiveLength = () => 1\n\n// lruList is a yallist where the head is the
youngest\n// item, and the tail is the oldest. the list contains the Hit\n// objects as the entries.\n// Each Hit object has
a reference to its Yallist.Node. This\n// never changes.\n\n// cache is a Map (or PseudoMap) that matches the keys
to\n// the Yallist.Node object.\n\nclass LRUCache {\n constructor (options) {\n if (typeof options === 'number')\n options = { max: options }\n\n if (!options)\n options = {}\n\n if (options.max && (typeof options.max !==
'number' || options.max < 0))\n throw new TypeError('max must be a non-negative number')\n // Kind of weird
to have a default max of Infinity, but oh well.\n const max = this[MAX] = options.max || Infinity\n\n const lc =
options.length || naiveLength\n this[LENGTH_CALCULATOR] = (typeof lc !== 'function') ? naiveLength : lc\n
this[ALLOW_STALE] = options.stale || false\n if (options.maxAge && typeof options.maxAge !== 'number')\n
throw new TypeError('maxAge must be a number')\n this[MAX_AGE] = options.maxAge || 0\n this[DISPOSE]
= options.dispose\n this[NO_DISPOSE_ON_SET] = options.noDisposeOnSet || false\n
this[UPDATE_AGE_ON_GET] = options.updateAgeOnGet || false\n this.reset()\n }\n\n // resize the cache when
the max changes.\n set max (mL) {\n if (typeof mL !== 'number' || mL < 0)\n throw new TypeError('max must
be a non-negative number')\n\n this[MAX] = mL || Infinity\n trim(this)\n }\n get max () {\n return
this[MAX]\n }\n\n set allowStale (allowStale) {\n this[ALLOW_STALE] = !!allowStale\n }\n get allowStale ()
{\n return this[ALLOW_STALE]\n }\n\n set maxAge (mA) {\n if (typeof mA !== 'number')\n throw new
TypeError('maxAge must be a non-negative number')\n\n this[MAX_AGE] = mA\n trim(this)\n }\n get
maxAge () {\n return this[MAX_AGE]\n }\n\n // resize the cache when the lengthCalculator changes.\n set
lengthCalculator (lC) {\n if (typeof lC !== 'function')\n lC = naiveLength\n\n if (lC !==

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this[LENGTH_CALCULATOR]) {\n this[LENGTH_CALCULATOR] = IC\n this[LENGTH] = 0\n this[LRU_LIST].forEach(hit => {\n hit.length = this[LENGTH_CALCULATOR](hit.value, hit.key)\n this[LENGTH] += hit.length\n })\n trim(this)\n get lengthCalculator () { return\n this[LENGTH_CALCULATOR] }\n get length () { return this[LENGTH] }\n get itemCount () { return\n this[LRU_LIST].length }\n rforEach (fn, thisp) {\n thisp = thisp || this\n for (let walker =\n this[LRU_LIST].tail; walker !== null;) {\n const prev = walker.prev\n forEachStep(this, fn, walker, thisp)\n walker = prev\n }\n forEach (fn, thisp) {\n thisp = thisp || this\n for (let walker = this[LRU_LIST].head;\n walker !== null;) {\n const next = walker.next\n forEachStep(this, fn, walker, thisp)\n walker = next\n }\n }\n keys () {\n return this[LRU_LIST].toArray().map(k => k.key)\n }\n values () {\n return\n this[LRU_LIST].toArray().map(k => k.value)\n }\n reset () {\n if (this[DISPOSE] &&\n this[LRU_LIST]\n &&\n this[LRU_LIST].length) {\n this[LRU_LIST].forEach(hit => this[DISPOSE](hit.key, hit.value))\n }\n this[CACHE] = new Map() // hash of items by key\n this[LRU_LIST] = new Yallist() // list of items in\n order of use recency\n this[LENGTH] = 0 // length of items in the list\n }\n dump () {\n return\n this[LRU_LIST].map(hit => {\n isStale(this, hit) ? false : {\n k: hit.key,\n v: hit.value,\n e: hit.now +\n (hit.maxAge || 0)\n }).toArray().filter(h => h)\n })\n dumpLru () {\n return this[LRU_LIST]\n }\n set\n (key, value, maxAge) {\n maxAge = maxAge || this[MAX_AGE]\n if (maxAge && typeof maxAge !==\n 'number')\n throw new TypeError('maxAge must be a number')\n const now = maxAge ? Date.now() : 0\n const len = this[LENGTH_CALCULATOR](value, key)\n if (this[CACHE].has(key)) {\n if (len >\n this[MAX]) {\n del(this, this[CACHE].get(key))\n return false\n }\n const node =\n this[CACHE].get(key)\n const item = node.value\n // dispose of the old one before overwriting\n // split\n out into 2 ifs for better coverage tracking\n if (this[DISPOSE]) {\n if (!this[NO_DISPOSE_ON_SET])\n this[DISPOSE](key, item.value)\n }\n item.now = now\n item.maxAge = maxAge\n item.value =\n value\n this[LENGTH] += len - item.length\n item.length = len\n this.get(key)\n trim(this)\n return\n true\n }\n const hit = new Entry(key, value, len, now, maxAge)\n // oversized objects fall out of cache\n automatically.\n if (hit.length > this[MAX]) {\n if (this[DISPOSE])\n this[DISPOSE](key, value)\n return false\n }\n this[LENGTH] += hit.length\n this[LRU_LIST].unshift(hit)\n this[CACHE].set(key,\n this[LRU_LIST].head)\n trim(this)\n return true\n }\n has (key) {\n if (!this[CACHE].has(key)) return\n false\n const hit = this[CACHE].get(key).value\n return !isStale(this, hit)\n }\n get (key) {\n return get(this,\n key, true)\n }\n peek (key) {\n return get(this, key, false)\n }\n pop () {\n const node =\n this[LRU_LIST].tail\n if (!node)\n return null\n del(this, node)\n return node.value\n }\n del (key) {\n del(this, this[CACHE].get(key))\n }\n load (arr) {\n // reset the cache\n this.reset()\n const now =\n Date.now()\n // A previous serialized cache has the most recent items first\n for (let l = arr.length - 1; l >= 0; l--)\n {\n const hit = arr[l]\n const expiresAt = hit.e || 0\n if (expiresAt === 0)\n // the item was created\n without expiration in a non aged cache\n this.set(hit.k, hit.v)\n else {\n const maxAge = expiresAt -\n now\n // dont add already expired items\n if (maxAge > 0) {\n this.set(hit.k, hit.v, maxAge)\n }\n }\n }\n prune () {\n this[CACHE].forEach((value, key) => get(this, key, false))\n }\n const get =\n (self, key, doUse) => {\n const node = self[CACHE].get(key)\n if (node) {\n const hit = node.value\n if\n (isStale(self, hit))\n del(self, node)\n if (!self[ALLOW_STALE])\n return undefined\n } else {\n if\n (doUse) {\n if (self[UPDATE_AGE_ON_GET])\n node.value.now = Date.now()\n self[LRU_LIST].unshiftNode(node)\n }\n return hit.value\n }\n }\n const isStale = (self, hit) => {\n if\n (!hit || (!hit.maxAge && !self[MAX_AGE]))\n return false\n const diff = Date.now() - hit.now\n return\n hit.maxAge ? diff > hit.maxAge\n : self[MAX_AGE] && (diff > self[MAX_AGE])\n }\n const trim = self => {\n if (self[LENGTH] > self[MAX]) {\n for (let walker = self[LRU_LIST].tail;\n self[LENGTH] > self[MAX] &&\n walker !== null;) {\n // We know that we're about to delete this one, and also\n // what the next least recently\n used key will be, so just\n // go ahead and set it now.\n const prev = walker.prev\n del(self, walker)\n walker = prev\n }\n }\n }\n const del = (self, node) => {\n if (node) {\n const hit = node.value\n if\n (self[DISPOSE])\n self[DISPOSE](hit.key, hit.value)\n self[LENGTH] -= hit.length\n self[CACHE].delete(hit.key)\n self[LRU_LIST].removeNode(node)\n }\n }\n class Entry {\n constructor (key,\n
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value, length, now, maxAge) {\n this.key = key\n this.value = value\n this.length = length\n this.now =
now\n this.maxAge = maxAge || 0\n }\n}\n\nconst forEachStep = (self, fn, node, thisp) => {\n let hit =
node.value\n if (isStale(self, hit)) {\n del(self, node)\n if (!self[ALLOW_STALE])\n hit = undefined\n }\n if
(hit)\n fn.call(thisp, hit.value, hit.key, self)\n}\n\n\nmodule.exports = LRUCache\n", "// Import support
https://stackoverflow.com/questions/13673346/supporting-both-commonjs-and-amd\n(function(name, definition)
{\n if (typeof module !== "undefined") { module.exports = definition(); }\n else if (typeof define ===
"function" && typeof define.amd === "object") { define(definition); }\n else { this[name] = definition();
}\n})(\n "clipboard", function() {\n if (typeof document === 'undefined' || !document.addEventListener) {\n return
null;\n }\n var clipboard = {};\n clipboard.copy = (function() {\n var _intercept = false;\n var _data = null;\n // Map from data type (e.g. "text/html") to value.\n var _bogusSelection = false;\n\n function cleanup() {\n
 _intercept = false;\n _data = null;\n if (_bogusSelection) {\n window.getSelection().removeAllRanges();\n
 }\n _bogusSelection = false;\n }\n\n document.addEventListener("copy", function(e) {\n if (_intercept)
{\n for (var key in _data) {\n e.clipboardData.setData(key, _data[key]);\n }\n
e.preventDefault();\n }\n });\n\n // Workaround for Safari:
https://bugs.webkit.org/show_bug.cgi?id=156529\n function bogusSelect() {\n var sel =
document.getSelection();\n // If "nothing" is selected...\n if (!document.queryCommandEnabled("copy")
&& sel.isCollapsed) {\n // ... temporarily select the entire body.\n // We select the entire body
because:\n // - it's guaranteed to exist,\n // - it works (unlike, say, document.head, or phantom element that
is\n // not inserted into the DOM),\n // - it doesn't seem to flicker (due to the synchronous copy event),
and\n // - it avoids modifying the DOM (can trigger mutation observers).\n // Because we can't do
proper feature detection (we already checked\n // document.queryCommandEnabled("copy"), which actually
gives a false\n // negative for Blink when nothing is selected) and UA sniffing is not\n // reliable (a lot of
UA strings contain "Safari"), this will also\n // happen for some browsers other than Safari. :-)\n var
range = document.createRange();\n range.selectNodeContents(document.body);\n
sel.removeAllRanges();\n sel.addRange(range);\n _bogusSelection = true;\n }\n }\n\n return
function(data) {\n return new Promise(function(resolve, reject) {\n _intercept = true;\n if (typeof data
=== "string") {\n _data = {"text/plain": data};\n } else if (data instanceof Node) {\n _data =
{"text/html": new XMLSerializer().serializeToString(data)};\n } else if (data instanceof Object) {\n _data
= data;\n } else {\n reject("Invalid data type. Must be string, DOM node, or an object mapping MIME
types to strings.")\n }\n function triggerCopy(tryBogusSelect) {\n try {\n if
(document.execCommand("copy")) {\n // document.execCommand is synchronous:
http://www.w3.org/TR/2015/WD-clipboard-apis-20150421/#integration-with-rich-text-editing-apis\n // So
we can call resolve() back here.\n cleanup();\n resolve();\n }\n } else {\n if
(!tryBogusSelect) {\n bogusSelect();\n triggerCopy(true);\n } else {\n cleanup();\n throw new Error("Unable to copy. Perhaps it's not available in your browser?");\n }\n }\n } catch (e) {\n cleanup();\n reject(e);\n }\n })\n triggerCopy(false);\n }\n });\n clipboard.paste = (function() {\n var _intercept = false;\n var
_resolve;\n var _dataType;\n\n document.addEventListener("paste", function(e) {\n if (_intercept) {\n
_intercept = false;\n e.preventDefault();\n var resolve = _resolve;\n _resolve = null;\n
resolve(e.clipboardData.getData(_dataType));\n }\n });\n\n return function(dataType) {\n return new
Promise(function(resolve, reject) {\n _intercept = true;\n _resolve = resolve;\n _dataType = dataType ||
"text/plain";\n try {\n if (!document.execCommand("paste")) {\n _intercept = false;\n
reject(new Error("Unable to paste. Pasting only works in Internet Explorer at the moment.));\n }\n }
catch (e) {\n _intercept = false;\n reject(new Error(e));\n }\n });\n }\n });\n // Handle IE
behaviour.\n if (typeof ClipboardEvent === "undefined" && typeof window.clipboardData !== "undefined")
&& typeof window.clipboardData.setData !== "undefined") {\n /*! promise-polyfill 2.0.1 */\n
(function(a){function b(a,b){return function(){a.apply(b,arguments)}}function c(a){if("object"!==typeof this)throw
new TypeError("Promises must be constructed via new");if("function"!==typeof a)throw new TypeError("not a

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function\");this._state=null,this._value=null,this._deferreds=[],i(a,b(e,this),b(f,this))}function d(a){var b=this;return
null===this._state?void this._deferreds.push(a):void j(function(){var
c=b._state?a.onFulfilled:a.onRejected;if(null===c)return void(b._state?a.resolve:a.reject)(b._value);var
d;try{d=c(b._value)}catch(e){return void a.reject(e)}a.resolve(d)}}function e(a){try{if(a===this)throw new
TypeError("A promise cannot be resolved with itself.");if(a&&(\\"object\\"===typeof a||\\"function\\"===typeof a)){var
c=a.then;if(\\"function\\"===typeof c)return void
i(b(c,a),b(e,this),b(f,this))}this._state=!0,this._value=a,g.call(this)}catch(d){f.call(this,d)}}function
f(a){this._state=!1,this._value=a,g.call(this)}function g(){for(var
a=0,b=this._deferreds.length;b>a;a++)d.call(this,this._deferreds[a]);this._deferreds=null}function
h(a,b,c,d){this.onFulfilled=\\"function\\"===typeof a?a:null,this.onRejected=\\"function\\"===typeof
b?b:null,this.resolve=c,this.reject=d}function i(a,b,c){var
d=!1;try{a(function(a){d||(d=!0,b(a))},function(a){d||(d=!0,c(a))})}catch(e){if(d)return;d=!0,c(e)}}var
j=c.immediateFn||\\"function\\"===typeof
setImmediate&&setImmediate||function(a){setTimeout(a,1)},k=Array.isArray||function(a){return\\"[object
Array]\"===Object.prototype.toString.call(a)};c.prototype[\\"catch\\"]=function(a){return
this.then(null,a),c.prototype.then=function(a,b){var e=this;return new c(function(c,f){d.call(e,new
h(a,b,c,f))}),c.all=function(){var
a=Array.prototype.slice.call(1===arguments.length&&k(arguments[0])?arguments[0]:arguments);return new
c(function(b,c){function d(f,g){try{if(g&&(\\"object\\"===typeof g||\\"function\\"===typeof g)){var
h=g.then;if(\\"function\\"===typeof h)return void h.call(g,function(a){d(f,a)},c)}a[f]=g,0===--
e&&b(a)}catch(i){c(i)}}if(0===a.length)return b([]);for(var
e=a.length,f=0;f<a.length;f++)d(f,a[f])}),c.resolve=function(a){return a&&(\\"object\\"===typeof
a&&a.constructor===c?a:new c(function(b){b(a)}),c.reject=function(a){return new
c(function(b,c){c(a)}),c.race=function(a){return new c(function(b,c){for(var
d=0,e=a.length;e>d;d++)a[d].then(b,c)}),\\"undefined\\"!=typeof
module&&module.exports?module.exports=c:a.Promise||(a.Promise=c))(this);\n\n clipboard.copy =
function(data) {\n return new Promise(function(resolve, reject) {\n // IE supports string and URL types:
https://msdn.microsoft.com/en-us/library/ms536744(v=vs.85).aspx\n // We only support the string type for
now.\n if (typeof data !== \"string\" && !(\"text/plain\" in data)) {\n throw new Error(\"You must provide
a text/plain type.\");\n }\n\n var strData = (typeof data === \"string\" ? data : data[\"text/plain\"]);\n var
copySucceeded = window.clipboardData.setData(\"Text\", strData);\n if (copySucceeded) {\n resolve();\n }
else {\n reject(new Error(\"Copying was rejected.\"));\n }\n });\n\n clipboard.paste =
function() {\n return new Promise(function(resolve, reject) {\n var strData =
window.clipboardData.getData(\"Text\");\n if (strData) {\n resolve(strData);\n } else {\n // The
user rejected the paste request.\n reject(new Error(\"Pasting was rejected.\"));\n }\n });\n\n }\n\n
return clipboard;\n});\n\n,\"use strict\";\n\nif (process.env.NODE_ENV === 'production') {\n module.exports =
require('./cjs/react-debug-tools.production.min.js');\n} else {\n module.exports = require('./cjs/react-debug-
tools.development.js');\n}\n\n,\"export default \":root {\n\n /*\n\n * IMPORTANT: When new theme variables are
added below– also add them to SettingsContext updateThemeVariables()\n\n *\n\n\n /* Light theme *\n\n --light-
color-attribute-name: #ef6632;\n\n --light-color-attribute-name-not-editable: #23272f;\n\n --light-color-attribute-
name-inverted: rgba(255, 255, 255, 0.7);\n\n --light-color-attribute-value: #1a1aa6;\n\n --light-color-attribute-value-
inverted: #ffffff;\n\n --light-color-attribute-editable-value: #1a1aa6;\n\n --light-color-background: #ffffff;\n\n --light-
color-background-hover: rgba(0, 136, 250, 0.1);\n\n --light-color-background-inactive: #e5e5e5;\n\n --light-color-
background-invalid: #fff0f0;\n\n --light-color-background-selected: #0088fa;\n\n --light-color-button-background:
#ffffff;\n\n --light-color-button-background-focus: #ededed;\n\n --light-color-button: #5f6673;\n\n --light-color-
button-disabled: #cfd1d5;\n\n --light-color-button-active: #0088fa;\n\n --light-color-button-focus: #23272f;\n\n --
light-color-button-hover: #23272f;\n\n --light-color-border: #eeeeee;\n\n --light-color-commit-did-not-render-fill:
#cfd1d5;\n\n --light-color-commit-did-not-render-fill-text: #000000;\n\n --light-color-commit-did-not-render-pattern:

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#cfd1d5;\n --light-color-commit-did-not-render-pattern-text: #333333;\n --light-color-commit-gradient-0: #37afa9;\n --light-color-commit-gradient-1: #63b19e;\n --light-color-commit-gradient-2: #80b393;\n --light-color-commit-gradient-3: #97b488;\n --light-color-commit-gradient-4: #abb67d;\n --light-color-commit-gradient-5: #beb771;\n --light-color-commit-gradient-6: #cfb965;\n --light-color-commit-gradient-7: #dfba57;\n --light-color-commit-gradient-8: #efbb49;\n --light-color-commit-gradient-9: #febc38;\n --light-color-commit-gradient-text: #000000;\n --light-color-component-name: #6a51b2;\n --light-color-component-name-inverted: #ffffff;\n --light-color-component-badge-background: rgba(0, 0, 0, 0.1);\n --light-color-component-badge-background-inverted: rgba(255, 255, 255, 0.25);\n --light-color-component-badge-count: #777d88;\n --light-color-component-badge-count-inverted: rgba(255, 255, 255, 0.7);\n --light-color-console-error-badge-text: #ffffff;\n --light-color-console-error-background: #fff0f0;\n --light-color-console-error-border: #ffd6d6;\n --light-color-console-error-icon: #eb3941;\n --light-color-console-error-text: #fe2e31;\n --light-color-console-warning-badge-text: #000000;\n --light-color-console-warning-background: #fffbe5;\n --light-color-console-warning-border: #fff5c1;\n --light-color-console-warning-icon: #f4bd00;\n --light-color-console-warning-text: #64460c;\n --light-color-context-background: rgba(0,0,0,.9);\n --light-color-context-background-hover: rgba(255, 255, 255, 0.1);\n --light-color-context-background-selected: #178fb9;\n --light-color-context-border: #3d424a;\n --light-color-context-text: #ffffff;\n --light-color-context-text-selected: #ffffff;\n --light-color-dim: #777d88;\n --light-color-dimmer: #cfd1d5;\n --light-color-dimmest: #eff0f1;\n --light-color-error-background: hsl(0, 100%, 97%);\n --light-color-error-border: hsl(0, 100%, 92%);\n --light-color-error-text: #ff0000;\n --light-color-expand-collapse-toggle: #777d88;\n --light-color-link: #0000ff;\n --light-color-modal-background: rgba(255, 255, 255, 0.75);\n --light-color-bridge-version-npm-background: #eff0f1;\n --light-color-bridge-version-npm-text: #000000;\n --light-color-bridge-version-number: #0088fa;\n --light-color-primitive-hook-badge-background: #e5e5e5;\n --light-color-primitive-hook-badge-text: #5f6673;\n --light-color-record-active: #fc3a4b;\n --light-color-record-hover: #3578e5;\n --light-color-record-inactive: #0088fa;\n --light-color-scroll-thumb: #c2c2c2;\n --light-color-scroll-track: #fafafa;\n --light-color-search-match: yellow;\n --light-color-search-match-current: #f7923b;\n --light-color-selected-tree-highlight-active: rgba(0, 136, 250, 0.1);\n --light-color-selected-tree-highlight-inactive: rgba(0, 0, 0, 0.05);\n --light-color-shadow: rgba(0, 0, 0, 0.25);\n --light-color-tab-selected-border: #0088fa;\n --light-color-text: #000000;\n --light-color-text-invalid: #ff0000;\n --light-color-text-selected: #ffffff;\n --light-color-toggle-background-invalid: #fc3a4b;\n --light-color-toggle-background-on: #0088fa;\n --light-color-toggle-background-off: #cfd1d5;\n --light-color-toggle-text: #ffffff;\n --light-color-tooltip-background: rgba(0, 0, 0, 0.9);\n --light-color-tooltip-text: #ffffff;\n\n /\* Dark theme \*/\n --dark-color-attribute-name: #9d87d2;\n --dark-color-attribute-name-not-editable: #ededed;\n --dark-color-attribute-name-inverted: #282828;\n --dark-color-attribute-value: #cedae0;\n --dark-color-attribute-value-inverted: #ffffff;\n --dark-color-attribute-editable-value: yellow;\n --dark-color-background: #282c34;\n --dark-color-background-hover: rgba(255, 255, 255, 0.1);\n --dark-color-background-inactive: #3d424a;\n --dark-color-background-invalid: #5c0000;\n --dark-color-background-selected: #178fb9;\n --dark-color-button-background: #282c34;\n --dark-color-button-background-focus: #3d424a;\n --dark-color-button: #afb3b9;\n --dark-color-button-active: #61dafb;\n --dark-color-button-disabled: #4f5766;\n --dark-color-button-focus: #a2e9fc;\n --dark-color-button-hover: #ededed;\n --dark-color-border: #3d424a;\n --dark-color-commit-did-not-render-fill: #777d88;\n --dark-color-commit-did-not-render-fill-text: #000000;\n --dark-color-commit-did-not-render-pattern: #666c77;\n --dark-color-commit-did-not-render-pattern-text: #ffffff;\n --dark-color-commit-gradient-0: #37afa9;\n --dark-color-commit-gradient-1: #63b19e;\n --dark-color-commit-gradient-2: #80b393;\n --dark-color-commit-gradient-3: #97b488;\n --dark-color-commit-gradient-4: #abb67d;\n --dark-color-commit-gradient-5: #beb771;\n --dark-color-commit-gradient-6: #cfb965;\n --dark-color-commit-gradient-7: #dfba57;\n --dark-color-commit-gradient-8: #efbb49;\n --dark-color-commit-gradient-9: #febc38;\n --dark-color-commit-gradient-text: #000000;\n --dark-color-component-name: #61dafb;\n --dark-color-component-name-inverted: #282828;\n --dark-color-component-badge-background: rgba(255, 255, 255, 0.25);\n --dark-color-component-badge-background-inverted: rgba(0, 0, 0, 0.25);\n --dark-color-component-badge-count: #8f949d;\n --dark-color-component-badge-count-inverted: rgba(255, 255, 255, 0.7);\n --dark-color-console-error-badge-text: #000000;\n --dark-color-console-error-background: #290000;\n --dark-color-console-

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error-border: #5c0000;\n --dark-color-console-error-icon: #eb3941;\n --dark-color-console-error-text: #fc7f7f;\n
--dark-color-console-warning-badge-text: #000000;\n --dark-color-console-warning-background: #332b00;\n --
dark-color-console-warning-border: #665500;\n --dark-color-console-warning-icon: #f4bd00;\n --dark-color-
console-warning-text: #f5f2ed;\n --dark-color-context-background: rgba(255,255,255,.9);\n --dark-color-context-
background-hover: rgba(0, 136, 250, 0.1);\n --dark-color-context-background-selected: #0088fa;\n --dark-color-
context-border: #eeeeee;\n --dark-color-context-text: #000000;\n --dark-color-context-text-selected: #ffffff;\n --
dark-color-dim: #8f949d;\n --dark-color-dimmer: #777d88;\n --dark-color-dimmest: #4f5766;\n --dark-color-
error-background: #200;\n --dark-color-error-border: #900;\n --dark-color-error-text: #f55;\n --dark-color-
expand-collapse-toggle: #8f949d;\n --dark-color-link: #61dafb;\n --dark-color-modal-background: rgba(0, 0, 0,
0.75);\n --dark-color-bridge-version-npm-background: rgba(0, 0, 0, 0.25);\n --dark-color-bridge-version-npm-
text: #ffffff;\n --dark-color-bridge-version-number: yellow;\n --dark-color-primitive-hook-badge-background:
rgba(0, 0, 0, 0.25);\n --dark-color-primitive-hook-badge-text: rgba(255, 255, 255, 0.7);\n --dark-color-record-
active: #fc3a4b;\n --dark-color-record-hover: #a2e9fc;\n --dark-color-record-inactive: #61dafb;\n --dark-color-
scroll-thumb: #afb3b9;\n --dark-color-scroll-track: #313640;\n --dark-color-search-match: yellow;\n --dark-
color-search-match-current: #f7923b;\n --dark-color-selected-tree-highlight-active: rgba(23, 143, 185, 0.15);\n --
dark-color-selected-tree-highlight-inactive: rgba(255, 255, 255, 0.05);\n --dark-color-shadow: rgba(0, 0, 0, 0.5);\n
--dark-color-tab-selected-border: #178fb9;\n --dark-color-text: #ffffff;\n --dark-color-text-invalid: #ff8080;\n --
dark-color-text-selected: #ffffff;\n --dark-color-toggle-background-invalid: #fc3a4b;\n --dark-color-toggle-
background-on: #178fb9;\n --dark-color-toggle-background-off: #777d88;\n --dark-color-toggle-text: #ffffff;\n -
--dark-color-tooltip-background: rgba(255, 255, 255, 0.9);\n --dark-color-tooltip-text: #000000;\n\n\n /* Font
smoothing */\n --light-font-smoothing: auto;\n --dark-font-smoothing: antialiased;\n --font-smoothing:
auto;\n\n\n /* Compact density */\n --compact-font-size-monospace-small: 9px;\n --compact-font-size-
monospace-normal: 11px;\n --compact-font-size-monospace-large: 15px;\n --compact-font-size-sans-small:
10px;\n --compact-font-size-sans-normal: 12px;\n --compact-font-size-sans-large: 14px;\n --compact-line-
height-data: 18px;\n --compact-root-font-size: 16px;\n\n\n /* Comfortable density */\n --comfortable-font-size-
monospace-small: 10px;\n --comfortable-font-size-monospace-normal: 13px;\n --comfortable-font-size-
monospace-large: 17px;\n --comfortable-font-size-sans-small: 12px;\n --comfortable-font-size-sans-normal:
14px;\n --comfortable-font-size-sans-large: 16px;\n --comfortable-line-height-data: 22px;\n --comfortable-root-
font-size: 20px;\n\n\n /* GitHub.com system fonts */\n --font-family-monospace: 'SFMono-Regular', Consolas,
'Liberation Mono', Menlo,\n Courier, monospace;\n --font-family-sans: -apple-system, BlinkMacSystemFont,
Segoe UI, Helvetica,\n Arial, sans-serif, Apple Color Emoji, Segoe UI Emoji, Segoe UI Symbol;\n\n\n""", ""use
strict\nmodule.exports = Yallist\n\nYallist.Node = Node\nYallist.create = Yallist\n\nfunction Yallist (list) {\n var
self = this\n if (!(self instanceof Yallist)) {\n self = new Yallist()\n }\n\n self.tail = null\n self.head = null\n
self.length = 0\n\n if (list && typeof list.forEach === 'function') {\n list.forEach(function (item) {\n
self.push(item)\n })\n } else if (arguments.length > 0) {\n for (var i = 0, l = arguments.length; i < l; i++) {\n
self.push(arguments[i])\n }\n }\n\n return self\n}\n\nYallist.prototype.removeNode = function (node) {\n if
(node.list !== this) {\n throw new Error('removing node which does not belong to this list')\n }\n\n var next =
node.next\n var prev = node.prev\n\n if (next) {\n next.prev = prev\n }\n\n if (prev) {\n prev.next = next\n
}\n\n if (node === this.head) {\n this.head = next\n }\n\n if (node === this.tail) {\n this.tail = prev\n }\n\n
node.list.length--\n\n node.next = null\n node.prev = null\n node.list = null\n\n return
next\n}\n\nYallist.prototype.unshiftNode = function (node) {\n if (node === this.head) {\n return\n }\n\n if
(node.list) {\n node.list.removeNode(node)\n }\n\n var head = this.head\n node.list = this\n node.next = head\n
if (head) {\n head.prev = node\n }\n\n this.head = node\n\n if (!this.tail) {\n this.tail = node\n }\n\n
this.length++\n}\n\nYallist.prototype.pushNode = function (node) {\n if (node === this.tail) {\n return\n }\n\n
if (node.list) {\n node.list.removeNode(node)\n }\n\n var tail = this.tail\n node.list = this\n node.prev = tail\n
if (tail) {\n tail.next = node\n }\n\n this.tail = node\n\n if (!this.head) {\n this.head = node\n }\n\n
this.length++\n}\n\nYallist.prototype.push = function () {\n for (var i = 0, l = arguments.length; i < l; i++) {\n
push(this, arguments[i])\n }\n\n return this.length\n}\n\nYallist.prototype.unshift = function () {\n for (var i = 0, l =

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arguments.length; i < l; i++) {\n unshift(this, arguments[i])\n }\n return this.length\n}\n\nYallist.prototype.pop =
function () {\n if (!this.tail) {\n return undefined\n }\n\n var res = this.tail.value\n this.tail = this.tail.prev\n if
(this.tail) {\n this.tail.next = null\n } else {\n this.head = null\n }\n this.length--\n return
res\n}\n\nYallist.prototype.shift = function () {\n if (!this.head) {\n return undefined\n }\n\n var res =
this.head.value\n this.head = this.head.next\n if (this.head) {\n this.head.prev = null\n } else {\n this.tail =
null\n }\n this.length--\n return res\n}\n\nYallist.prototype.forEach = function (fn, thisp) {\n thisp = thisp || this\n
for (var walker = this.head, i = 0; walker !== null; i++) {\n fn.call(thisp, walker.value, i, this)\n walker =
walker.next\n }\n}\n\nYallist.prototype.forEachReverse = function (fn, thisp) {\n thisp = thisp || this\n for (var
walker = this.tail, i = this.length - 1; walker !== null; i--) {\n fn.call(thisp, walker.value, i, this)\n walker =
walker.prev\n }\n}\n\nYallist.prototype.get = function (n) {\n for (var i = 0, walker = this.head; walker !== null
&& i < n; i++) {\n // abort out of the list early if we hit a cycle\n walker = walker.next\n }\n if (i === n &&
walker !== null) {\n return walker.value\n }\n}\n\nYallist.prototype.getReverse = function (n) {\n for (var i = 0,
walker = this.tail; walker !== null && i < n; i++) {\n // abort out of the list early if we hit a cycle\n walker =
walker.prev\n }\n if (i === n && walker !== null) {\n return walker.value\n }\n}\n\nYallist.prototype.map =
function (fn, thisp) {\n thisp = thisp || this\n var res = new Yallist()\n for (var walker = this.head; walker !== null;)\n
{\n res.push(fn.call(thisp, walker.value, this))\n walker = walker.next\n }\n return
res\n}\n\nYallist.prototype.mapReverse = function (fn, thisp) {\n thisp = thisp || this\n var res = new Yallist()\n for
(var walker = this.tail; walker !== null;)\n {\n res.push(fn.call(thisp, walker.value, this))\n walker = walker.prev\n
}\n return res\n}\n\nYallist.prototype.reduce = function (fn, initial) {\n var acc\n var walker = this.head\n if
(arguments.length > 1) {\n acc = initial\n } else if (this.head) {\n walker = this.head.next\n acc =
this.head.value\n } else {\n throw new TypeError('Reduce of empty list with no initial value')\n }\n\n for (var i =
0; walker !== null; i++) {\n acc = fn(acc, walker.value, i)\n walker = walker.next\n }\n\n return
acc\n}\n\nYallist.prototype.reduceReverse = function (fn, initial) {\n var acc\n var walker = this.tail\n if
(arguments.length > 1) {\n acc = initial\n } else if (this.tail) {\n walker = this.tail.prev\n acc = this.tail.value\n
} else {\n throw new TypeError('Reduce of empty list with no initial value')\n }\n\n for (var i = this.length - 1;
walker !== null; i--) {\n acc = fn(acc, walker.value, i)\n walker = walker.prev\n }\n\n return
acc\n}\n\nYallist.prototype.toArray = function () {\n var arr = new Array(this.length)\n for (var i = 0, walker =
this.head; walker !== null; i++) {\n arr[i] = walker.value\n walker = walker.next\n }\n return
arr\n}\n\nYallist.prototype.toArrayReverse = function () {\n var arr = new Array(this.length)\n for (var i = 0,
walker = this.tail; walker !== null; i++) {\n arr[i] = walker.value\n walker = walker.prev\n }\n return
arr\n}\n\nYallist.prototype.slice = function (from, to) {\n to = to || this.length\n if (to < 0) {\n to += this.length\n
}\n from = from || 0\n if (from < 0) {\n from += this.length\n }\n var ret = new Yallist()\n if (to < from || to < 0)\n
{\n return ret\n }\n if (from < 0) {\n from = 0\n }\n if (to > this.length) {\n to = this.length\n }\n for (var i =
0, walker = this.head; walker !== null && i < from; i++) {\n walker = walker.next\n }\n for (; walker !== null
&& i < to; i++, walker = walker.next) {\n ret.push(walker.value)\n }\n return
ret\n}\n\nYallist.prototype.sliceReverse = function (from, to) {\n to = to || this.length\n if (to < 0) {\n to +=
this.length\n }\n from = from || 0\n if (from < 0) {\n from += this.length\n }\n var ret = new Yallist()\n if (to <
from || to < 0) {\n return ret\n }\n if (from < 0) {\n from = 0\n }\n if (to > this.length) {\n to = this.length\n
}\n for (var i = this.length, walker = this.tail; walker !== null && i > to; i--) {\n walker = walker.prev\n }\n for (;
walker !== null && i > from; i--, walker = walker.prev) {\n ret.push(walker.value)\n }\n return
ret\n}\n\nYallist.prototype.splice = function (start, deleteCount /*, ...nodes */) {\n if (start > this.length) {\n start =
this.length - 1\n }\n if (start < 0) {\n start = this.length + start;\n }\n\n for (var i = 0, walker = this.head; walker
!== null && i < start; i++) {\n walker = walker.next\n }\n\n var ret = []\n for (var i = 0; walker && i <
deleteCount; i++) {\n ret.push(walker.value)\n walker = this.removeNode(walker)\n }\n if (walker === null)\n {\n walker = this.tail\n }\n\n if (walker !== this.head && walker !== this.tail) {\n walker = walker.prev\n }\n\n
for (var i = 2; i < arguments.length; i++) {\n walker = insert(this, walker, arguments[i])\n }\n return
ret;\n}\n\nYallist.prototype.reverse = function () {\n var head = this.head\n var tail = this.tail\n for (var walker =
head; walker !== null; walker = walker.prev) {\n var p = walker.prev\n walker.prev = walker.next\n
}

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walker.next = p\n } \n this.head = tail\n this.tail = head\n return this\n}\n\nfunction insert (self, node, value) {\n
var inserted = node === self.head ?\n new Node(value, null, node, self) :\n new Node(value, node, node.next,
self)\n\n if (inserted.next === null) {\n self.tail = inserted\n } \n if (inserted.prev === null) {\n self.head =
inserted\n } \n\n self.length++\n\n return inserted\n}\n\nfunction push (self, item) {\n self.tail = new Node(item,
self.tail, null, self)\n if (!self.head) {\n self.head = self.tail\n } \n self.length++\n}\n\nfunction unshift (self, item)
{\n self.head = new Node(item, null, self.head, self)\n if (!self.tail) {\n self.tail = self.head\n } \n
self.length++\n}\n\nfunction Node (value, prev, next, list) {\n if (!(this instanceof Node)) {\n return new
Node(value, prev, next, list)\n } \n\n this.list = list\n this.value = value\n\n if (prev) {\n prev.next = this\n
this.prev = prev\n } else {\n this.prev = null\n } \n\n if (next) {\n next.prev = this\n this.next = next\n } else
{\n this.next = null\n } \n}\n\ntry {\n // add if support for Symbol.iterator is present\n
require('./iterator.js')(Yallist)\n} catch (er) {} \n", "use strict\n\nmodule.exports = function (Yallist) {\n
Yallist.prototype[Symbol.iterator] = function* () {\n for (let walker = this.head; walker; walker = walker.next) {\n
yield walker.value\n } \n } \n}\n", "/* @license React vundefined\n * react-is.production.min.js\n *\n *
Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in
the\n * LICENSE file in the root directory of this source tree.\n */\n'use strict';var
b=60103,c=60106,d=60107,e=60108,f=60114,g=60109,h=60110,k=60112,l=60113,m=60120,n=60115,p=60116,q=
60129,r=60131,u=60132;nif(\\"function\\\"===typeof Symbol&&Symbol.for){var
v=Symbol.for;b=v(\\"react.element\\");c=v(\\"react.portal\\");d=v(\\"react.fragment\\");e=v(\\"react.strict_mode\\");f=v(\\"r
eact.profiler\\");g=v(\\"react.provider\\");h=v(\\"react.context\\");k=v(\\"react.forward_ref\\");l=v(\\"react.suspense\\");m=v
(\\"react.suspense_list\\");n=v(\\"react.memo\\");p=v(\\"react.lazy\\");q=v(\\"react.debug_trace_mode\\");r=v(\\"react.legac
y_hidden\\");u=v(\\"react.cache\\")}var w=0;\\"function\\\"===typeof
Symbol&&(w=Symbol.for(\\"react.module.reference\\"));nfunction x(a){if(\\"object\\\"===typeof a&&null!==a){var
t=a.$typeof;switch(t){case b:switch(a=a.type,a){case d:case f:case e:case l:case m:return
a;default:switch(a=a&&a.$typeof,a){case h:case k:case p:case n:case g:return a;default:return t}}case c:return
t}}var
y=g,z=b,A=k,B=d,C=p,D=n,E=c,F=f,G=e,H=l,I=m;exports.ContextConsumer=h;exports.ContextProvider=y;export
s.Element=z;exports.ForwardRef=A;exports.Fragment=B;exports.Lazy=C;exports.Memo=D;exports.Portal=E;expor
ts.Profiler=F;\nexports.StrictMode=G;exports.Suspense=H;exports.SuspenseList=I;exports.isAsyncMode=function(
){return!1};exports.isConcurrentMode=function(){return!1};exports.isContextConsumer=function(a){return
x(a)===h};exports.isContextProvider=function(a){return
x(a)===g};exports.isElement=function(a){return\\"object\\"===typeof
a&&null!==a&&a.$typeof===b};exports.isForwardRef=function(a){return
x(a)===k};exports.isFragment=function(a){return x(a)===d};exports.isLazy=function(a){return
x(a)===p};\nexports.isMemo=function(a){return x(a)===n};exports.isPortal=function(a){return
x(a)===c};exports.isProfiler=function(a){return x(a)===f};exports.isStrictMode=function(a){return
x(a)===e};exports.isSuspense=function(a){return x(a)===l};exports.isSuspenseList=function(a){return
x(a)===m};\nexports.isValidElementType=function(a){return\\"string\\"===typeof a||\\"function\\"===typeof
a||a===d||a===f||a===q||a===e||a===l||a===m||a===r||a===u||\\"object\\"===typeof
a&&null!==a&&(a.$typeof===p||a.$typeof===n||a.$typeof===g||a.$typeof===h||a.$typeof===k||a.$typeof=
===w||void 0!==a.getModuleId)?!0:!1};exports.typeOf=x;\n", "var scope = (typeof global !== \"undefined\" &&
global) ||\n (typeof self !== \"undefined\" && self) ||\n window;\nvar apply =
Function.prototype.apply;\n\n// DOM APIs, for completeness\n\nexports.setTimeout = function() {\n return new
Timeout(apply.call(setTimeout, scope, arguments), clearTimeout);\n};\n\nexports.setInterval = function() {\n return
new Timeout(apply.call(setInterval, scope, arguments), clearInterval);\n};\n\nexports.clearTimeout
=\nexports.clearInterval = function(timeout) {\n if (timeout) {\n timeout.close();\n } \n};\n\nfunction Timeout(id,
clearFn) {\n this._id = id;\n this._clearFn = clearFn;\n}\n\nTimeout.prototype.unref = Timeout.prototype.ref =
function() {};\n\nTimeout.prototype.close = function() {\n this._clearFn.call(scope, this._id);\n};\n\n// Does not start
the time, just sets up the members needed.\n\nexports.enroll = function(item, msecs) {\n

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clearTimeout(item._idleTimeout);
item._idleTimeout = msec;
}

exports.unenroll = function(item) {
clearTimeout(item._idleTimeout);
item._idleTimeout = -1;
}

exports._unrefActive = exports.active =
function(item) {
clearTimeout(item._idleTimeout);

var msec = item._idleTimeout;
if (msec >= 0) {
item._idleTimeoutId = setTimeout(function onTimeout() {
if (item._onTimeout)
item._onTimeout();
}, msec);
}
};

// settimmediate attaches itself to the global object
require("setImmediate");
// On some
exotic environments, it's not clear which object `setImmediate` was
// able to install onto. Search each possibility
in the same order as the `setImmediate` library.
exports.setImmediate = (typeof self !== "undefined" &&
self.setImmediate) ||
(typeof global !== "undefined" && global.setImmediate) ||
(this && this.setImmediate);
exports.clearImmediate = (typeof self !== "undefined" &&
self.clearImmediate) ||
(typeof global !== "undefined" && global.clearImmediate) ||
(this &&
this.clearImmediate);

(function (global, undefined) {
"use strict";

if (global.setImmediate) {
return;
}

var nextHandle = 1; // Spec says greater than zero
var tasksByHandle = {};
var currentlyRunningATask = false;
var doc = global.document;
var registerImmediate;

function setImmediate(callback) {
// Callback can either be a function or a string
if (typeof callback !==
"function") {
callback = new Function(" " + callback);
}
// Copy function arguments
var args
= new Array(arguments.length - 1);
for (var i = 0; i < args.length; i++) {
args[i] = arguments[i + 1];
}
// Store and register the task
var task = { callback: callback, args: args };
tasksByHandle[nextHandle] = task;
registerImmediate(nextHandle);
return nextHandle++;
}

function clearImmediate(handle) {
delete tasksByHandle[handle];
}

function run(task) {
var
callback = task.callback;
var args = task.args;
switch (args.length) {
case 0:
callback();
break;
case 1:
callback(args[0]);
break;
case 2:
callback(args[0],
args[1]);
break;
case 3:
callback(args[0], args[1], args[2]);
break;
default:
callback.apply(undefined, args);
break;
}
}

function runIfPresent(handle) {
// From the spec: "Wait until any invocations of this algorithm started before this one have completed."
// So if we're currently running a task, we'll need to delay this invocation.
if (currentlyRunningATask) {
// Delay by doing a setTimeout. setImmediate was tried instead, but in Firefox 7 it generated a
// "too much recursion" error.
setTimeout(runIfPresent, 0, handle);
} else {
var task =
tasksByHandle[handle];
if (task) {
currentlyRunningATask = true;
try {
run(task);
} finally {
clearImmediate(handle);
currentlyRunningATask =
false;
}
}
}
}

function installNextTickImplementation() {
registerImmediate = function(handle) {
process.nextTick(function () { runIfPresent(handle); });
};
}

function canUsePostMessage() {
// The test against `importScripts` prevents this implementation from
being installed inside a web worker,
// where `global.postMessage` means something completely different and
can't be used for this purpose.
if (global.postMessage && !global.importScripts) {
var
postMessageIsAsynchronous = true;
var oldOnMessage = global.onmessage;
global.onmessage =
function() {
postMessageIsAsynchronous = false;
};
global.postMessage("", "");
global.onmessage = oldOnMessage;
return postMessageIsAsynchronous;
}
}

function installPostMessageImplementation() {
// Installs an event handler on `global` for the `message` event: see
// * https://developer.mozilla.org/en/DOM/window.postMessage
// * http://www.whatwg.org/specs/web-apps/current-work/multipage/comms.html#crossDocumentMessages

var messagePrefix = "setImmediate$"
+ Math.random() + "$";
var onGlobalMessage = function(event) {
if (event.source === global
&&
typeof event.data === "string" &&
event.data.indexOf(messagePrefix) === 0) {
runIfPresent(+event.data.slice(messagePrefix.length));
}
};
if (global.addEventListener) {
global.addEventListener("message", onGlobalMessage, false);
} else {
global.attachEvent("onmessage", onGlobalMessage);
}
registerImmediate = function(handle) {
global.postMessage(messagePrefix + handle, "");
}
}

function installMessageChannelImplementation() {
var channel = new MessageChannel();
channel.port1.onmessage = function(event) {
var handle = event.data;
runIfPresent(handle);
}
}
}

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};\n\n registerImmediate = function(handle) {\n channel.port2.postMessage(handle);\n };\n }\n\nfunction installReadyStateChangeImplementation() {\n var html = doc.documentElement;\n registerImmediate = function(handle) {\n // Create a <script> element; its readystatechange event will be\n fired asynchronously once it is inserted\n // into the document. Do so, thus queuing up the task. Remember to\n clean up once it's been called.\n var script = doc.createElement("script");\n script.onreadystatechange =\n = function () {\n runIfPresent(handle);\n script.onreadystatechange = null;\n html.removeChild(script);\n script = null;\n };\n html.appendChild(script);\n };\n }\n\nfunction installSetTimeoutImplementation() {\n registerImmediate = function(handle) {\n setTimeout(runIfPresent, 0, handle);\n };\n }\n\n // If supported, we should attach to the prototype of global,\n since that is where setTimeout et al. live.\n var attachTo = Object.getPrototypeOf &&\n Object.getPrototypeOf(global);\n attachTo = attachTo && attachTo.setTimeout ? attachTo : global;\n\n // Don't\n get fooled by e.g. browserify environments.\n if (({}).toString.call(global.process) === "[object process]") {\n // For Node.js before 0.9\n installNextTickImplementation();\n } else if (canUsePostMessage()) {\n //\n For non-IE10 modern browsers\n installPostMessageImplementation();\n } else if (global.MessageChannel)\n {\n // For web workers, where supported\n installMessageChannelImplementation();\n } else if (doc\n && "onreadystatechange" in doc.createElement("script")) {\n // For IE 6-8\n installReadyStateChangeImplementation();\n } else {\n // For older browsers\n installSetTimeoutImplementation();\n }\n\n attachTo.setImmediate = setImmediate;\n attachTo.clearImmediate = clearImmediate;\n}(typeof self === "undefined" ? typeof global === "undefined" ?\n this : global : self);\n", "/* @license React vundefined\n * react-debug-tools.production.min.js\n * Copyright\n (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n'use strict';var g=require("object-assign"),h=require("error-stack-parser");function n(a){for(var b="https://reactjs.org/docs/error-decoder.html?invariant="+a,c=1;c<arguments.length;c++)b+="&args[]="+encodeURIComponent(arguments[c]);return"Minified React error #" + a + "; visit " + b + " for the full message or use the non-minified dev environment for full errors and additional helpful warnings."}var v=require("react").__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED,w=60128;\n\nfunction"===typeof Symbol&&Symbol.for){var x=Symbol.for;w=x("react.opaque.id")}var y=[],z=null,A=null;\nfunction B(){if(null===z){var a=new Map;try{C.useContext({_currentValue:null}),C.useState(null),C.useReducer(function(a){return a},null),C.useRef(null),"function"===typeof C.useCacheRefresh&&C.useCacheRefresh(),C.useLayoutEffect(function(){},C.useEffect(function(){},C.useImperativeHandle(void 0,function(){return null}),C.useDebugValue(null),C.useCallback(function(){},C.useMemo(function(){return null}))}finally{var b=y;y=[]}for(var c=0;c<b.length;c++){var d=b[c];a.set(d.primitive,h.parse(d.stackError))}z=na}return z}var D=null;function E(){var a=D;null!==a&&(D=a.next);return a}\nvar C={getCacheForType:function(){throw Error(n(248))},readContext:function(a){return a._currentValue},useCacheRefresh:function(){var a=E();y.push({primitive:"CacheRefresh",stackError:Error(),value:null===a?a.memoizedState:function(){}});return function(){},useCallback:function(a){var b=E();y.push({primitive:"Callback",stackError:Error(),value:null===b?b.memoizedState[0]:a});return a},useContext:function(a){y.push({primitive:"Context",stackError:Error(),value:a._currentValue});return a._currentValue},useEffect:function(a){E();y.push({primitive:"Effect",stackError:Error(),value:a}),useImperativeHandle:function(a){E();var b=void 0;null!==a&&"object"===typeof a&&(b=a.current);y.push({primitive:"ImperativeHandle",stackError:Error(),value:b}),useDebugValue:function(a,b){y.push({primitive:"DebugValue",stackError:Error(),value:"function"===typeof b?b(a):a}),useLayoutEffect:function(a){E();y.push({primitive:"LayoutEffect",stackError:Error(),value:a}),useMemo:function(a){var b=E();a=null===b?b.memoizedState[0]:na();y.push({primitive:"Memo",stackError:Error(),value:a});return

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a},useReducer:function(a,b,c){a=E();b=null!==(a?a.memoizedState:void
0!==(c?c(b):b);y.push({primitive:"Reducer",stackError:Error(),value:b});return[b,function(){}]},useRef:function(a)
{var
b=E();a=null!==(b?b.memoizedState:{current:a};y.push({primitive:"Ref",stackError:Error(),value:a.current});retur
n a},useState:function(a){var b=E();a=null!==(b?b.memoizedState:"function"===typeof
a?a(a):a;y.push({primitive:"State",stackError:Error(),value:a});\nreturn[a,function(){}]},useTransition:function(){E
();E();y.push({primitive:"Transition",stackError:Error(),value:void
0});return[!1,function(){}]},useMutableSource:function(a,b){E();E();E();E();a=b(a._source);y.push({primitive:"Mu
tableSource",stackError:Error(),value:a});return
a},useDeferredValue:function(a){E();E();y.push({primitive:"DeferredValue",stackError:Error(),value:a});return
a},useOpaqueIdentifier:function(){var a=E();A&&0===A.mode&&E();(a=null===a?void
0:a.memoizedState)&&a.$$typeof===\nw&&(a=void
0);y.push({primitive:"OpaqueIdentifier",stackError:Error(),value:a});return a}},F=0,function G(a,b,c){var
d=b[c].source,e=0;a.for(;<a.length;e++)if(a[e].source===d){for(var
p=c+1,q=e+1;p<b.length&&q<a.length;p++,q++)if(a[q].source!==b[p].source)continue a;return e}return-1}function
H(a,b){if(!a)return!1;b="use"+b;return a.length<b.length?!1:a.lastIndexOf(b)===a.length-b.length}\nfunction
I(a){if(!a)return"";var b=a.lastIndexOf(".");-1===b&&(b=0);"use"===a.substr(b,3)&&(b+=3);return
a.substr(b)}\nfunction J(a,b){for(var c=[],d=null,e=c,p=0,q=[],u=0;u<b.length;u++){var t=b[u];var f=a;var
k=h.parse(t.stackError);b:{var m=k,r=G(m,f,F);if(-1===r)f=r;else{for(var l=0;l<c.length&&5>l;1++)if(r=G(m,f,l),-
1===r){F=l;f=r;break b}f=-1}}b:{m=k;r=B().get(t.primitive);if(void
0!==(r)for(l=0;l<r.length&&l<m.length;1++)if(r[l].source!==m[l].source){l<m.length-
1&&H(m[l].functionName,t.primitive)&&l++;l<m.length-1&&H(m[l].functionName,t.primitive)&&l++;m=l;break
b}m=-1}k=-1===f|-1===m||2>f-m?null:k.slice(m,\nf-
1);if(null===k){f=0;if(null===d){for(;<k.length&&f<d.length&&k[k.length-f-1].source===d[d.length-f-
1].source;)f++;for(d=d.length-1;d>f;d--)e=q.pop()}for(d=k.length-f-1;l<=d;d--
)f=[],e.push({id:null,isStateEditable:!1,name:I(k[d-1].functionName),value:void
0,subHooks:f}),q.push(e),e=f;d=k}k=t.primitive;f="Context"===k||"Debug Value"===k?null:p++;e.push({id:f,isS
tateEditable:"Reducer"===k||"State"===k,name:k,value:t.value,subHooks:[]})}K(c,null);return c}\nfunction
K(a,b){for(var c=[],d=0;d<a.length;d++){var
e=a[d];"Debug Value"===e.name&&0===e.subHooks.length?(a.splice(d,1),d--
,c.push(e)):K(e.subHooks,e)}null===b&&(1===c.length?b.value=c[0].value:1<c.length&&(b.value=c.map(function
(a){return a.value})))}function L(a,b,c){null===c&&(c=v.ReactCurrentDispatcher);var
d=c.current;c.current=C;try{var e=Error();a(b)}finally{a=y,y=[],c.current=d}c=h.parse(e);return J(c,a)}function
M(a){a.forEach(function(a,c){return
c._currentValue=a})}\nexports.inspectHooks=L;\nexports.inspectHooksOfFiber=function(a,b){null===b&&(b=v.Re
actCurrentDispatcher);A=a;if(0===a.tag&&15!==(a.tag&&11!==(a.tag))throw Error("Unknown Fiber. Needs to be a
function component to inspect hooks.");B();var
c=a.type,d=a.memoizedProps;if(c===a.elementType&&c&&c.defaultProps){d=g({},d);var e=c.defaultProps;for(p
in e)void 0===d[p]&&(d[p]=e[p])}D=a.memoizedState;var p=new Map;try{for(e=a;e;){if(10===e.tag){var
q=e.type._context;p.has(q)||(p.set(q,q._currentValue),q._currentValue=e.memoizedProps.value)}e=\ne.return}if(11=
===a.tag){var u=c.render;c=d;var t=a.ref;a=b;var f=a.current;a.current=C;try{var k=Error();u(c,t)}finally{var
m=y;y=[];a.current=f}var r=h.parse(k);return J(r,m)}return L(c,d,b)}finally{D=null,M(p)};}\n","(function(root,
factory){\n 'use strict';\n // Universal Module Definition (UMD) to support AMD, CommonJS/Node.js, Rhino,
and browsers.\n\n /* istanbul ignore next */\n if (typeof define === 'function' && define.amd) {\n
define('error-stack-parser', ['stackframe'], factory);\n } else if (typeof exports === 'object') {\n module.exports
= factory(require('stackframe'));\n } else {\n root.ErrorStackParser = factory(root.StackFrame);\n }\n})(this,
function ErrorStackParser(StackFrame) {\n 'use strict';\n\n var FIREFOX_SAFARI_STACK_REGEXP =
/^(@)\S+:\d+;/\n var CHROME_IE_STACK_REGEXP = /^s*at .*(\S+:\d+|\(native\))/m;\n var

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SAFARI_NATIVE_CODE_REGEXP = /^(eval@)?(\\[native code])?$/;
return {
 /**
 * Given an Error object, extract the most information from it.
 * @param {Error} error object
 * @return {Array} of StackFrames
 */
 parse: function ErrorStackParser$parse(error) {
 if (typeof error.stacktrace !== 'undefined' ||
 typeof error['opera#sourceloc'] !== 'undefined') {
 return this.parseOpera(error);
 } else if (error.stack && error.stack.match(CHROME_IE_STACK_REGEXP)) {
 return this.parseV8OrIE(error);
 } else if (error.stack) {
 return this.parseFFOrSafari(error);
 } else {
 throw new Error('Cannot parse given Error object');
 }
 },
 // Separate line and column numbers from a string of the form: (URI:Line:Column)
 extractLocation: function ErrorStackParser$extractLocation(urlLike) {
 // Fail-fast but return locations like "(native)"
 if (urlLike.indexOf(':') === -1) {
 return [urlLike];
 }
 var regExp = /(.(+)?(?:\\d+)?(?:\\d+)?)/;
 var parts = regExp.exec(urlLike.replace(/[(]/g, ''));
 return [parts[1], parts[2] || undefined, parts[3] || undefined];
 },
 parseV8OrIE: function ErrorStackParser$parseV8OrIE(error) {
 var filtered = error.stack.split('\\n').filter(function(line) {
 return !!line.match(CHROME_IE_STACK_REGEXP);
 }, this);
 return filtered.map(function(line) {
 if (line.indexOf('(eval ') > -1) {
 // Throw away eval information until we implement stacktrace.js/stackframe#8
 line = line.replace(/eval code/g, 'eval').replace(/\\((eval at [^()]*)(\\),.*$)/g, '');
 var sanitizedLine = line.replace(/\\s+/, '').replace(/\\((eval code/g, '(');
 // capture and preserve the parenthesized location "(foo/my bar.js:12:87)"
 var location = sanitizedLine.match(/\\((.+:\\d+):(\\d+))$/);
 // remove the parenthesized location from the line, if it was matched
 sanitizedLine = location ? sanitizedLine.replace(location[0], '') : sanitizedLine;
 var tokens = sanitizedLine.split(/\\s+/).slice(1);
 // if a location was matched, pass it to extractLocation() otherwise pop the last token
 var locationParts = this.extractLocation(location ? location[1] : tokens.pop());
 var functionName = tokens.join(' ') || undefined;
 var fileName = ['eval', '<anonymous>'].indexOf(locationParts[0]) > -1 ? locationParts[0] : undefined;
 return new StackFrame({
 functionName: functionName,
 fileName: fileName,
 lineNumber: locationParts[1],
 columnNumber: locationParts[2],
 source: line
 });
 }, this);
 }, this);
 },
 parseFFOrSafari: function ErrorStackParser$parseFFOrSafari(error) {
 var filtered = error.stack.split('\\n').filter(function(line) {
 return !!line.match(SAFARI_NATIVE_CODE_REGEXP);
 }, this);
 return filtered.map(function(line) {
 // Throw away eval information until we implement stacktrace.js/stackframe#8
 if (line.indexOf(' > eval') > -1) {
 line = line.replace(/ line \\d+)? > eval line \\d+)* > eval:\\d+:\\d+/g, ':$1');
 }
 if (line.indexOf('@') === -1 && line.indexOf(':') === -1) {
 // Safari eval frames only have function names and nothing else
 return new StackFrame({
 functionName: line
 });
 } else {
 var functionNameRegex = /((.*\\.|\\.[^@]*)?[^@]*)(?:@)/;
 var matches = line.match(functionNameRegex);
 var locationParts = this.extractLocation(line.replace(functionNameRegex, ''));
 return new StackFrame({
 functionName: functionName,
 fileName: locationParts[0],
 lineNumber: locationParts[1],
 columnNumber: locationParts[2],
 source: line
 });
 }, this);
 }, this);
 },
 parseOpera: function ErrorStackParser$parseOpera(e) {
 if (!e.stacktrace || (e.message.indexOf('\\n') > -1 && e.message.split('\\n').length > e.stacktrace.split('\\n').length)) {
 return this.parseOpera9(e);
 } else if (!e.stack) {
 return this.parseOpera10(e);
 } else {
 return this.parseOpera11(e);
 }
 },
 parseOpera9: function ErrorStackParser$parseOpera9(e) {
 var lineRE = /Line \\d+\\.script(?:in)?(\\S+)/i;
 var lines = e.message.split('\\n');
 var result = [];
 for (var i = 2, len = lines.length; i < len; i += 2) {
 var match = lineRE.exec(lines[i]);
 if (match) {
 result.push(new StackFrame({
 fileName: match[2],
 lineNumber: match[1],

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 source: lines[i]\n
));\n
 }\n
 }\n\n
 return result;\n
 },\n\n
parseOpera10: function ErrorStackParser$$parseOpera10(e) {\n
 var lineRE = /Line (\\d+).*script (?:in
)?(\\S+)(?: In function (\\S+))?$/i;\n
 var lines = e.stacktrace.split('\\n');\n
 var result = [];\n\n
 for
(var i = 0, len = lines.length; i < len; i += 2) {\n
 var match = lineRE.exec(lines[i]);\n
 if (match)
{\n
 result.push(\n
 new StackFrame({\n
 functionName: match[3] ||
undefined,\n
 fileName: match[2],\n
 lineNumber: match[1],\n
 source: lines[i]\n
 })\n
);\n
 }\n
 }\n\n
 return result;\n
 },\n\n
//
Opera 10.65+ Error.stack very similar to FF/Safari\n
parseOpera11: function
ErrorStackParser$$parseOpera11(error) {\n
 var filtered = error.stack.split('\\n').filter(function(line) {\n
 return !!line.match(FIREFOX_SAFARI_STACK_REGEXP) && !line.match(/^Error created at/);\n
 },
this);\n\n
 return filtered.map(function(line) {\n
 var tokens = line.split('@');\n
 var
locationParts = this.extractLocation(tokens.pop());\n
 var functionCall = (tokens.shift() || '');\n
 var
functionName = functionCall\n
 .replace(/<anonymous function: (\\w+)?>/, '$2')\n
 .replace(/\\([\\^]*\\)/g, '') || undefined;\n
 var argsRaw;\n
 if (functionCall.match(/\\(((\\^)*\\)/)) {\n
 argsRaw = functionCall.replace(/^(\\+|\\(((\\^)*\\)/))$/, '$1');\n
 }\n
 var args = (argsRaw
=== undefined || argsRaw === '[arguments not available]') ?\n
 undefined : argsRaw.split(',');\n\n
 return new StackFrame({\n
 functionName: functionName,\n
 args: args,\n
 fileName: locationParts[0],\n
 lineNumber: locationParts[1],\n
 columnNumber:
locationParts[2],\n
 source: line\n
 });\n
 }, this);\n
 }\n
});\n\n
(function(root,
factory) {\n
 'use strict';\n
 // Universal Module Definition (UMD) to support AMD, CommonJS/Node.js, Rhino,
and browsers.\n\n
 /* istanbul ignore next */\n
 if (typeof define === 'function' && define.amd) {\n
 define('stackframe', [], factory);\n
 } else if (typeof exports === 'object') {\n
 module.exports = factory();\n
 }
else {\n
 root.StackFrame = factory();\n
 }\n
})(this, function() {\n
 'use strict';\n
 function _isNumber(n) {\n
 return !isNaN(parseFloat(n)) && isFinite(n);\n
 }\n\n
 function _capitalize(str) {\n
 return
str.charAt(0).toUpperCase() + str.substring(1);\n
 }\n\n
 function _getter(p) {\n
 return function() {\n
 return this[p];\n
 };
}\n
}\n\n
 var booleanProps = ['isConstructor', 'isEval', 'isNative', 'isToplevel'];\n
 var
numericProps = ['columnNumber', 'lineNumber'];\n
 var stringProps = ['fileName', 'functionName', 'source'];\n
 var
arrayProps = ['args'];\n
 var props = booleanProps.concat(numericProps, stringProps, arrayProps);\n\n
 function StackFrame(obj) {\n
 if (!obj) return;\n
 for (var i = 0; i < props.length; i++) {\n
 if
(obj[props[i]] !== undefined) {\n
 this['set' + _capitalize(props[i])](obj[props[i]]);\n
 }\n
 }\n
}\n\n
 StackFrame.prototype = {\n
 getArgs: function() {\n
 return this.args;\n
 },\n
 setArgs:
function(v) {\n
 if (Object.prototype.toString.call(v) !== '[object Array]') {\n
 throw new
TypeError('Args must be an Array');\n
 }\n
 this.args = v;\n
 },\n\n
 getEvalOrigin: function() {\n
 return this.evalOrigin;\n
 },\n
 setEvalOrigin: function(v) {\n
 if (v instanceof StackFrame) {\n
 this.evalOrigin = v;\n
 } else if (v instanceof Object) {\n
 this.evalOrigin = new
StackFrame(v);\n
 } else {\n
 throw new TypeError('Eval Origin must be an Object or
StackFrame');\n
 }\n
 },\n\n
 toString: function() {\n
 var fileName = this.getFileName() || '';\n
 var
lineNumber = this.getLineNumber() || '';\n
 var columnNumber = this.getColumnNumber() || '';\n
 var
functionName = this.getFunctionName() || '';\n
 if (this.getIsEval()) {\n
 if (fileName) {\n
 return '[eval] (' + fileName + ':' + lineNumber + ':' + columnNumber + ')';\n
 }\n
 return '[eval]:' +
lineNumber + ':' + columnNumber;\n
 }\n
 if (functionName) {\n
 return functionName + ' (' +
fileName + ':' + lineNumber + ':' + columnNumber + ')';\n
 }\n
 return fileName + ':' + lineNumber + ':' +
columnNumber;\n
 }\n
 };\n\n
 StackFrame.fromString = function StackFrame$$fromString(str) {\n
 var
argsStartIndex = str.indexOf('(');\n
 var argsEndIndex = str.lastIndexOf('');\n\n
 var functionName =
str.substring(0, argsStartIndex);\n
 var args = str.substring(argsStartIndex + 1, argsEndIndex).split(',');\n
 var
locationString = str.substring(argsEndIndex + 1);\n
 if (locationString.indexOf('@') === 0) {\n
 var parts
= /@.(+)?(?:(\\d+))?(?:(\\d+))?$/ .exec(locationString, '');\n
 var fileName = parts[1];\n
 var lineNumber
= parts[2];\n
 var columnNumber = parts[3];\n
 }\n\n
 return new StackFrame({\n

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functionName: functionName,\n args: args || undefined,\n fileName: fileName,\n lineNumber:
lineNumber || undefined,\n columnNumber: columnNumber || undefined\n });\n }\n for (var i = 0; i
< booleanProps.length; i++) {\n StackFrame.prototype['get' + _capitalize(booleanProps[i])] =
_getter(booleanProps[i]);\n StackFrame.prototype['set' + _capitalize(booleanProps[i])] = (function(p) {\n
return function(v) {\n this[p] = Boolean(v);\n });\n })(booleanProps[i]);\n }\n for (var j = 0;
j < numericProps.length; j++) {\n StackFrame.prototype['get' + _capitalize(numericProps[j])] =
_getter(numericProps[j]);\n StackFrame.prototype['set' + _capitalize(numericProps[j])] = (function(p) {\n
return function(v) {\n if (!_isNumber(v)) {\n throw new TypeError(p + ' must be a Number');\n
 }\n this[p] = Number(v);\n });\n })(numericProps[j]);\n }\n for (var k = 0; k <
stringProps.length; k++) {\n StackFrame.prototype['get' + _capitalize(stringProps[k])] =
_getter(stringProps[k]);\n StackFrame.prototype['set' + _capitalize(stringProps[k])] = (function(p) {\n
return function(v) {\n this[p] = String(v);\n });\n })(stringProps[k]);\n }\n return
StackFrame;\n});\n\n'use strict';\n\nif (process.env.NODE_ENV === 'production') {\n module.exports =
require('./cjs/react.production.min.js');\n} else {\n module.exports = require('./cjs/react.development.js');\n}\n\n"/**
@license React vundefined\n * react.production.min.js\n * Copyright (c) Facebook, Inc. and its affiliates.\n *
* This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this
source tree.\n */\n'use strict';\nvar l=require("object-
assign"),m=60103,p=60106,exports.Fragment=60107,exports.StrictMode=60108,exports.Profiler=60114,var
q=60109,r=60110,t=60112,exports.Suspense=60113,exports.SuspenseList=60120,var
u=60115,v=60116,exports.unstable_DebugTracingMode=60129,exports.unstable_LegacyHidden=60131,exports.un
stable_Cache=60132;\n\nif("function"===typeof Symbol&&Symbol.for){var
w=Symbol.for;m=w("react.element");p=w("react.portal");exports.Fragment=w("react.fragment");exports.Strict
Mode=w("react.strict_mode");exports.Profiler=w("react.profiler");q=w("react.provider");r=w("react.context");
t=w("react.forward_ref");exports.Suspense=w("react.suspense");exports.SuspenseList=w("react.suspense_list");
u=w("react.memo");v=w("react.lazy");exports.unstable_DebugTracingMode=w("react.debug_trace_mode");exp
orts.unstable_LegacyHidden=w("react.legacy_hidden");\n\nexports.unstable_Cache=w("react.cache")}var
x="function"===typeof Symbol&&Symbol.iterator;function y(a){if(null===a||"object"!==typeof a)return
null;a=x&&a[x]||a["@@iterator"];return"function"===typeof a?a:null}\n\nfunction z(a){for(var
b="https://reactjs.org/docs/error-
decoder.html?invariant="+a,c=1;c<arguments.length;c++)b+="&args[]="+encodeURIComponent(arguments[c]);r
eturn"Minified React error #" +a+"; visit "+b+" for the full message or use the non-minified dev environment for
full errors and additional helpful warnings."}var
A={isMounted:function(){return!1},enqueueForceUpdate:function(){},enqueueReplaceState:function(){},enqueueS
etState:function(){}},B={};\n\nfunction
C(a,b,c){this.props=a,this.context=b,this.refs=B,this.updater=c||A}C.prototype.isReactComponent={};C.prototype.s
etState=function(a,b){if("object"!==typeof a&&"function"!==typeof a&&null!=a)throw
Error(z(85));this.updater.enqueueSetState(this,a,b,"setState");C.prototype.forceUpdate=function(a){this.updater.e
nqueueForceUpdate(this,a,"forceUpdate");}\n\nfunction D(){D.prototype=C.prototype;function
E(a,b,c){this.props=a,this.context=b,this.refs=B,this.updater=c||A}var F=E.prototype=new
D;\n\nF.constructor=E;l(F,C.prototype);F.isPureReactComponent=!0;var
G=Array.isArray,H=Object.prototype.hasOwnProperty,I={current:null},J={key:!0,ref:!0,__self:!0,__source:!0};\n\nfu
nction K(a,b,c){var e,d={},k=null,h=null;if(null!=b)for(e in void 0!=b.ref&&(h=b.ref),void
0!=b.key&&(k=""+b.key),b)H.call(b,e)&&!J.hasOwnProperty(e)&&(d[e]=b[e]);var g=arguments.length-
2;if(1===g)d.children=c;else if(1<g){for(var
f=Array(g),n=0;n<g;n++)f[n]=arguments[n+2];d.children=f}if(a&&a.defaultProps)for(e in g=a.defaultProps,g)void
0===d[e]&&(d[e]=g[e]);return{$$typeof:m,type:a,key:k,ref:h,props:d,_owner:I.current}}\n\nfunction
L(a,b){return{$$typeof:m,type:a.type,key:b.ref,a.ref,props:a.props,_owner:a._owner}}\n\nfunction
M(a){return"object"===typeof a&&null!=a&&a.$$typeof===m}function escape(a){var

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b={"=":"="=0\":"=":"="=2\}";return"$"+a.replace(/[/=]/g,function(a){return b[a]})var N=/\//+g;function
O(a,b){return"object"===typeof a&&null!==(a&&null!=a.key?escape(""+a.key):b.toString(36))\nfunction
P(a,b,c,e,d){var k=typeof a;if("undefined"===k||"boolean"===k)a=null;var h=!1;if(null===a)h=!0;else
switch(k){case "string":case "number":h=!0;break;case "object":switch(a.$typeof){case m:case
p:h=!0}}if(h)return
h=a,d=d(h),a=""===e?"."+O(h,0):e,G(d)?(c=""",null!=a&&(c=a.replace(N,"$&^")+("^"),P(d,b,c,"",function(a)
{return
a)):null!=d&&(M(d)&&(d=L(d,c+(!d.key||h&&h.key===d.key?"":((""+d.key).replace(N,"$&^")+("^")+a)),b.pu
sh(d)),1;h=0;e=""===e?"."+e+"\":".e+"\":if(G(a))for(var g=0;g<a.length;g++){k=\na[g];var
f=e+O(k,g);h+=P(k,b,c,f,d)}else if(f=y(a),"function"===typeof
f)for(a=f.call(a),g=0;(k=a.next()).done);k=k.value,f=e+O(k,g++),h+=P(k,b,c,f,d);else if("object"===k)throw
b="""+a,Error(z(31,"[object Object]"===b?"object with keys {"+Object.keys(a).join(", ")+"}":b));return
h}function Q(a,b,c){if(null===a)return a;var e=[],d=0;P(a,e,"","",function(a){return b.call(c,a,d++)});return
e}\nfunction R(a){if(-1===a._status){var
b=a._result;b=b();a._status=0;a._result=b;b.then(function(b){0===a._status&&(b=b.default,a._status=1,a._result=b)
},function(b){0===a._status&&(a._status=2,a._result=b)})}if(1===a._status)return a._result;throw a._result;}var
S={current:null},T={transition:0},U={ReactCurrentDispatcher:S,ReactCurrentBatchConfig:T,ReactCurrentOwner:I
,IsSomeRendererActing:{current:!1},assign:l};\nexports.Children={map:Q,forEach:function(a,b,c){Q(a,function(){
b.apply(this,arguments)},c),count:function(a){var b=0;Q(a,function(){b++});return b},toArray:function(a){return
Q(a,function(a){return a})||[]},only:function(a){if(!M(a))throw Error(z(143));return
a}};\nexports.Component=C;exports.PureComponent=E;exports.__SECRET_INTERNALS_DO_NOT_USE_OR_Y
OU_WILL_BE_FIRED=U;\nexports.cloneElement=function(a,b,c){if(null===a||void 0===a)throw
Error(z(267,a));var e=l({},a.props),d=a.key,k=a.ref,h=a._owner;if(null!=b){void
0!==(b.ref&&(k=b.ref,h=I.current));void 0!==(b.key&&(d="""+b.key));if(a.type&&a.type.defaultProps)var
g=a.type.defaultProps;for(f in b)H.call(b,f)&&!J.hasOwnProperty(f)&&(e[f]=void 0===b[f]&&void
0!==(g?g[f]:b[f]))}var f=arguments.length-2;if(1===f)e.children=c;else if(1<f){g=Array(f);for(var
n=0;n<f;n++)g[n]=arguments[n+2];e.children=g}return {$$typeof:m,type:a.type,\nkey:d,ref:k,props:e,_owner:h}};e
xports.createContext=function(a){a={$$typeof:r,_currentValue:a,_currentValue2:a,_threadCount:0,Provider:null,Co
nsumer:null};a.Provider={$$typeof:q,_context:a};return
a.Consumer=a};exports.createElement=K;exports.createFactory=function(a){var b=K.bind(null,a);b.type=a;return
b};exports.createRef=function(){return{current:null}};exports.forwardRef=function(a){return {$$typeof:t,render:a
}};exports.isValidElement=M;\nexports.lazy=function(a){return {$$typeof:v,_payload:{_status:-
1,_result:a},_init:R}};exports.memo=function(a,b){return {$$typeof:u,type:a,compare:void
0===b?null:b}};exports.startTransition=function(a){var
b=T.transition;T.transition=1;try{a()}finally{T.transition=b}};exports.unstable_createMutableSource=function(a,b)
{return{_getVersion:b,_source:a,_workInProgressVersionPrimary:null,_workInProgressVersionSecondary:null}};e
xports.unstable_getCacheForType=function(a){return
S.current.getCacheForType(a)};\nexports.unstable_useCacheRefresh=function(){return
S.current.useCacheRefresh()};exports.unstable_useMutableSource=function(a,b,c){return
S.current.useMutableSource(a,b,c)};exports.unstable_useOpaqueIdentifier=function(){return
S.current.useOpaqueIdentifier()};exports.useCallback=function(a,b){return
S.current.useCallback(a,b)};exports.useContext=function(a){return
S.current.useContext(a)};exports.useDebugValue=function({});exports.useDeferredValue=function(a){return
S.current.useDeferredValue(a)};\nexports.useEffect=function(a,b){return
S.current.useEffect(a,b)};exports.useImperativeHandle=function(a,b,c){return
S.current.useImperativeHandle(a,b,c)};exports.useLayoutEffect=function(a,b){return
S.current.useLayoutEffect(a,b)};exports.useMemo=function(a,b){return
S.current.useMemo(a,b)};exports.useReducer=function(a,b,c){return

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S.current.useReducer(a,b,c)};exports.useRef=function(a){return
S.current.useRef(a)};exports.useState=function(a){return
S.current.useState(a)};exports.useTransition=function(){return
S.current.useTransition()};\nexports.version="17.0.3-experimental-965fb8be6";\n"/**\n * Copyright (c)
Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nexport default class
EventEmitter<Events: Object> {\n listenersMap: Map<string, Array<Function>> = new Map();\n\n addListener<Event: $Keys<Events>>(\n event: Event,\n listener: (...$ElementType<Events, Event>) => any,\n): void {\n const listeners = this.listenersMap.get(event);\n if (listeners === undefined) {\n this.listenersMap.set(event, [listener]);\n } else {\n const index = listeners.indexOf(listener);\n if (index < 0) {\n listeners.push(listener);\n }\n }\n\n emit<Event: $Keys<Events>>(\n event: Event,\n ...args: $ElementType<Events, Event>\n): void {\n const listeners = this.listenersMap.get(event);\n if (listeners !==
undefined) {\n if (listeners.length === 1) {\n // No need to clone or try/catch\n const listener =
listeners[0];\n listener.apply(null, args);\n } else {\n let didThrow = false;\n let caughtError =
null;\n\n const clonedListeners = Array.from(listeners);\n for (let i = 0; i < clonedListeners.length; i++) {\n
 const listener = clonedListeners[i];\n try {\n listener.apply(null, args);\n } catch (error) {\n
 if (caughtError === null) {\n didThrow = true;\n caughtError = error;\n }\n }\n
 }\n\n if (didThrow) {\n throw caughtError;\n }\n }\n }\n\n removeAllListeners(): void {\n
this.listenersMap.clear();\n }\n\n removeListener(event: $Keys<Events>, listener: Function): void {\n const
listeners = this.listenersMap.get(event);\n if (listeners !== undefined) {\n const index =
listeners.indexOf(listener);\n if (index >= 0) {\n listeners.splice(index, 1);\n }\n }\n }\n }\n\n /**\n *
Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in
the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n // Flip this flag to true to enable
verbose console debug logging.\n \nexport const __DEBUG__ = false;\n\nexport const TREE_OPERATION_ADD =
1;\nexport const TREE_OPERATION_REMOVE = 2;\nexport const
TREE_OPERATION_REORDER_CHILDREN = 3;\nexport const
TREE_OPERATION_UPDATE_TREE_BASE_DURATION = 4;\nexport const
TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS = 5;\nexport const
TREE_OPERATION_REMOVE_ROOT = 6;\n\nexport const
LOCAL_STORAGE_FILTER_PREFERENCES_KEY =\n 'React::DevTools::componentFilters';\n\nexport const
SESSION_STORAGE_LAST_SELECTION_KEY =\n 'React::DevTools::lastSelection';\n\nexport const
SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY =\n
 'React::DevTools::recordChangeDescriptions';\n\nexport const
SESSION_STORAGE_RELOAD_AND_PROFILE_KEY =\n 'React::DevTools::reloadAndProfile';\n\nexport
const LOCAL_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS =\n
 'React::DevTools::breakOnConsoleErrors';\n\nexport const
LOCAL_STORAGE_SHOULD_PATCH_CONSOLE_KEY =\n
 'React::DevTools::appendComponentStack';\n\nexport const
LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY =\n
 'React::DevTools::showInlineWarningsAndErrors';\n\nexport const
LOCAL_STORAGE_TRACE_UPDATES_ENABLED_KEY =\n
 'React::DevTools::traceUpdatesEnabled';\n\nexport const PROFILER_EXPORT_VERSION = 5;\n\nexport const
CHANGE_LOG_URL =\n 'https://github.com/facebook/react/blob/master/packages/react-
devtools/CHANGELOG.md';\n\nexport const UNSUPPORTED_VERSION_URL =\n
 'https://reactjs.org/blog/2019/08/15/new-react-devtools.html#how-do-i-get-the-old-version-back';\n\nexport const
REACT_DEVTOOLS_WORKPLACE_URL =\n 'https://fburl.com/react-devtools-workplace-group';\n\n//
HACK\n// Extracting during build time avoids a temporarily invalid state for the inline target.\n// Sometimes the
inline target is rendered before root styles are applied,\n// which would result in e.g. NaN itemSize being passed to

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react-window list.\n/\nlet COMFORTABLE_LINE_HEIGHT;\nlet COMPACT_LINE_HEIGHT;\n\ntry {\n //
$FlowFixMe\n const rawStyleString = require('!!raw-loader!react-devtools-shared/src/devtools/views/root.css')\n
.default;\n\n const extractVar = varName => {\n const regExp = new RegExp(`${varName}: ([0-9]+)`);\n const
match = rawStyleString.match(regExp);\n return parseInt(match[1], 10);\n };\n\n
COMFORTABLE_LINE_HEIGHT = extractVar('comfortable-line-height-data');\n COMPACT_LINE_HEIGHT =
extractVar('compact-line-height-data');\n } catch (error) {\n // We can't use the Webpack loader syntax in the context
of Jest,\n // so tests need some reasonably meaningful fallback value.\n COMFORTABLE_LINE_HEIGHT = 15;\n
COMPACT_LINE_HEIGHT = 10;\n}\n\nexport { COMFORTABLE_LINE_HEIGHT,
COMPACT_LINE_HEIGHT};\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code
is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n *
@flow\n */\n\nexport function localStorageGetItem(key: string): any {\n try {\n return
localStorage.getItem(key);\n } catch (error) {\n return null;\n }\n}\n\nexport function
localStorageRemoveItem(key: string): void {\n try {\n localStorage.removeItem(key);\n } catch (error)
{\n }\n}\n\nexport function localStorageSetItem(key: string, value: any): void {\n try {\n return
localStorage.setItem(key, value);\n } catch (error) {\n }\n}\n\nexport function sessionStorageGetItem(key: string): any
{\n try {\n return sessionStorage.getItem(key);\n } catch (error) {\n return null;\n }\n}\n\nexport function
sessionStorageRemoveItem(key: string): void {\n try {\n sessionStorage.removeItem(key);\n } catch (error)
{\n }\n}\n\nexport function sessionStorageSetItem(key: string, value: any): void {\n try {\n return
sessionStorage.setItem(key, value);\n } catch (error) {\n }\n}\n\n", "\n\nvar simpleIsEqual = function simpleIsEqual(a, b)
{\n return a === b;\n};\n\nexport default function (resultFn) {\n var isEqual = arguments.length > 1 &&
arguments[1] !== undefined ? arguments[1] : simpleIsEqual;\n\n var lastThis = void 0;\n var lastArgs = [];\n var
lastResult = void 0;\n var calledOnce = false;\n\n var isNewArgEqualToLast = function
isNewArgEqualToLast(newArg, index) {\n return isEqual(newArg, lastArgs[index]);\n };\n\n var result =
function result() {\n for (var _len = arguments.length, newArgs = Array(_len), _key = 0; _key < _len; _key++) {\n
newArgs[_key] = arguments[_key];\n }\n\n if (calledOnce && lastThis === this && newArgs.length ===
lastArgs.length && newArgs.every(isNewArgEqualToLast)) {\n return lastResult;\n }\n\n calledOnce =
true;\n lastThis = this;\n lastArgs = newArgs;\n lastResult = resultFn.apply(this, newArgs);\n return
lastResult;\n };\n\n return result;\n };\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source
code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n *
@flow\n */\n\nexport type Rect = {\n bottom: number,\n height: number,\n left: number,\n right: number,\n
top: number,\n width: number,\n ...}\n};\n\n// Get the window object for the document that a node belongs to,\n// or
return null if it cannot be found (node not attached to DOM,\n// etc).\n\nexport function getOwnerWindow(node:
HTMLElement): typeof window | null {\n if (!node.ownerDocument) {\n return null;\n }\n return
node.ownerDocument.defaultView;\n}\n\n// Get the iframe containing a node, or return null if it cannot\n// be found
(node not within iframe, etc).\n\nexport function getOwnerIframe(node: HTMLElement): HTMLElement | null {\n
const nodeWindow = getOwnerWindow(node);\n if (nodeWindow) {\n return nodeWindow.frameElement;\n }\n\n
return null;\n}\n\n// Get a bounding client rect for a node, with an\n// offset added to compensate for its
border.\n\nexport function getBoundingClientRectWithBorderOffset(node: HTMLElement) {\n const dimensions =
getElementDimensions(node);\n return mergeRectOffsets([\n node.getBoundingClientRect(),\n {\n top:
dimensions.borderTop,\n left: dimensions.borderLeft,\n bottom: dimensions.borderBottom,\n right:
dimensions.borderRight,\n // This width and height won't get used by mergeRectOffsets (since this\n // is not
the first rect in the array), but we set them so that this\n // object typechecks as a ClientRect.\n width: 0,\n
height: 0,\n },\n]);\n}\n\n// Add together the top, left, bottom, and right properties of\n// each ClientRect, but
keep the width and height of the first one.\n\nexport function mergeRectOffsets(rects: Array<Rect>): Rect {\n return
rects.reduce((previousRect, rect) => {\n if (previousRect == null) {\n return rect;\n }\n\n return {\n top:
previousRect.top + rect.top,\n left: previousRect.left + rect.left,\n width: previousRect.width,\n height:
previousRect.height,\n bottom: previousRect.bottom + rect.bottom,\n right: previousRect.right + rect.right,\n
};\n });\n}\n\n// Calculate a boundingClientRect for a node relative to boundaryWindow,\n// taking into account any

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offsets caused by intermediate iframes.\nexport function getNestedBoundingClientRect(\n node: HTMLInputElement,\n boundaryWindow: typeof window,\n): Rect {\n const ownerIframe = getOwnerIframe(node);\n if (ownerIframe\n && ownerIframe !== boundaryWindow) {\n const rects = [node.getBoundingClientRect()];\n let currentIframe\n = ownerIframe;\n let onlyOneMore = false;\n while (currentIframe) {\n const rect =\n getBoundingClientRectWithBorderOffset(currentIframe);\n rects.push(rect);\n currentIframe =\n getOwnerIframe(currentIframe);\n \n if (onlyOneMore) {\n break;\n }\n // We don't want to calculate\n // iframe offsets upwards beyond\n // the iframe containing the boundaryWindow, but we\n // need to calculate\n // the offset relative to the boundaryWindow.\n if (currentIframe && getOwnerWindow(currentIframe) ===\n boundaryWindow) {\n onlyOneMore = true;\n }\n }\n return mergeRectOffsets(rects);\n } else {\n return node.getBoundingClientRect();\n }\n}\n\nexport function getElementDimensions(domElement: Element) {\n const calculatedStyle = window.getComputedStyle(domElement);\n return {\n borderLeft:\n parseInt(calculatedStyle.borderLeftWidth, 10),\n borderRight: parseInt(calculatedStyle.borderRightWidth, 10),\n borderTop:\n parseInt(calculatedStyle.borderTopWidth, 10),\n borderBottom:\n parseInt(calculatedStyle.borderBottomWidth, 10),\n marginLeft: parseInt(calculatedStyle.marginLeft, 10),\n marginRight: parseInt(calculatedStyle.marginRight, 10),\n marginTop: parseInt(calculatedStyle.marginTop, 10),\n marginBottom: parseInt(calculatedStyle.marginBottom, 10),\n paddingLeft:\n parseInt(calculatedStyle.paddingLeft, 10),\n paddingRight: parseInt(calculatedStyle.paddingRight, 10),\n paddingTop: parseInt(calculatedStyle.paddingTop, 10),\n paddingBottom:\n parseInt(calculatedStyle.paddingBottom, 10),\n };\n}\n\n/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this\n * source tree.\n */\n\n@flow\nimport assign from 'object-assign';\nimport { getElementDimensions,\n getNestedBoundingClientRect } from './utils';\nimport type { DevToolsHook } from 'react-devtools-\n shared/src/backend/types';\nimport type { Rect } from './utils';\n\ntype Box = {\n top: number, left: number, width:\n number, height: number};\n\n// Note that the Overlay components are not affected by the active Theme,\n// because they highlight elements in the main Chrome window (outside of devtools).\n// The colors below were chosen to roughly match those used by Chrome devtools.\n\nclass OverlayRect {\n node: HTMLInputElement;\n border: HTMLInputElement;\n padding: HTMLInputElement;\n content: HTMLInputElement;\n\n constructor(doc: Document, container: HTMLInputElement) {\n this.node = doc.createElement('div');\n this.border = doc.createElement('div');\n this.padding = doc.createElement('div');\n this.content = doc.createElement('div');\n\n this.border.style.borderColor = overlayStyles.border;\n this.padding.style.borderColor = overlayStyles.padding;\n this.content.style.backgroundColor = overlayStyles.background;\n\n assign(this.node.style, {\n borderColor: overlayStyles.margin,\n pointerEvents: 'none',\n position: 'fixed',\n });\n\n this.node.style.zIndex = '1000000';\n\n this.node.appendChild(this.border);\n this.border.appendChild(this.padding);\n this.padding.appendChild(this.content);\n container.appendChild(this.node);\n }\n\n remove() {\n if (this.node.parentNode) {\n this.node.parentNode.removeChild(this.node);\n }\n }\n\n update(box: Rect, dims: any) {\n boxWrap(dims, 'margin', this.node);\n boxWrap(dims, 'border', this.border);\n boxWrap(dims, 'padding', this.padding);\n\n assign(this.content.style, {\n height: box.height -\n dims.borderTop -\n dims.borderBottom -\n dims.paddingTop -\n dims.paddingBottom +\n 'px',\n width: box.width -\n dims.borderLeft -\n dims.borderRight -\n dims.paddingLeft -\n dims.paddingRight +\n 'px',\n });\n\n assign(this.node.style, {\n top: box.top - dims.marginTop + 'px',\n left: box.left -\n dims.marginLeft + 'px',\n });\n }\n}\n\nclass OverlayTip {\n tip: HTMLInputElement;\n nameSpan: HTMLInputElement;\n\n constructor(doc: Document, container: HTMLInputElement) {\n this.tip = doc.createElement('div');\n assign(this.tip.style, {\n display: 'flex',\n flexFlow: 'row nowrap',\n backgroundColor: '#333740',\n borderRadius: '2px',\n fontFamily: '"SFMono-Regular", Consolas,\n \\\"Liberation Mono\\\", Menlo, Courier, monospace',\n fontWeight: 'bold',\n padding: '3px 5px',\n pointerEvents: 'none',\n position: 'fixed',\n fontSize: '12px',\n whiteSpace: 'nowrap',\n });\n\n this.nameSpan = doc.createElement('span');\n this.tip.appendChild(this.nameSpan);\n\n assign(this.nameSpan.style, {\n color: '#ee78e6',\n borderRight: '1px solid #aaaaaa',\n paddingRight:

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'0.5rem',\n marginRight: '0.5rem',\n });\n this.dimSpan = doc.createElement('span');\n this.tip.appendChild(this.dimSpan);\n assign(this.dimSpan.style, {\n color: '#d7d7d7',\n });\n this.tip.style.zIndex = '1000000';\n container.appendChild(this.tip);\n }\n remove() {\n if\n (this.tip.parentNode) {\n this.tip.parentNode.removeChild(this.tip);\n }\n }\n updateText(name: string,\n width: number, height: number) {\n this.nameSpan.textContent = name;\n this.dimSpan.textContent =\n Math.round(width) + 'px × ' + Math.round(height) + 'px';\n }\n updatePosition(dims: Box, bounds: Box) {\n const tipRect = this.tip.getBoundingClientRect();\n const tipPos = findTipPos(dims, bounds, {\n width:\n tipRect.width,\n height: tipRect.height,\n });\n assign(this.tip.style, tipPos.style);\n }\n}\n\nexport default\n class Overlay {\n window: window;\n tipBoundsWindow: window;\n container: HTMLDivElement;\n tip:\n OverlayTip;\n rects: Array<OverlayRect>;\n\n constructor() {\n // Find the root window, because overlays are\n positioned relative to it.\n const currentWindow = window.__REACT_DEVTOOLS_TARGET_WINDOW__ ||\n window;\n this.window = currentWindow;\n\n // When opened in shells/dev, the tooltip should be bound by the\n app iframe, not by the topmost window.\n const tipBoundsWindow =\n window.__REACT_DEVTOOLS_TARGET_WINDOW__ || window;\n this.tipBoundsWindow =\n tipBoundsWindow;\n\n const doc = currentWindow.document;\n this.container = doc.createElement('div');\n this.container.style.zIndex = '1000000';\n\n this.tip = new OverlayTip(doc, this.container);\n this.rects = [];\n\n doc.body.appendChild(this.container);\n }\n\n remove() {\n this.tip.remove();\n this.rects.forEach(rect => {\n rect.remove();\n });\n this.rects.length = 0;\n if (this.container.parentNode) {\n this.container.parentNode.removeChild(this.container);\n }\n }\n\n inspect(nodes: Array<HTMLDivElement>,\n name?: ?string) {\n // We can't get the size of text nodes or comment nodes. React as of v15\n // heavily uses\n comment nodes to delimit text.\n const elements = nodes.filter(node => node.nodeType ===\n Node.ELEMENT_NODE);\n\n while (this.rects.length > elements.length) {\n const rect = this.rects.pop();\n rect.remove();\n }\n if (elements.length === 0) {\n return;\n }\n while (this.rects.length <\n elements.length) {\n this.rects.push(new OverlayRect(this.window.document, this.container));\n }\n\n const\n outerBox = {\n top: Number.POSITIVE_INFINITY,\n right: Number.NEGATIVE_INFINITY,\n bottom:\n Number.NEGATIVE_INFINITY,\n left: Number.POSITIVE_INFINITY,\n };\n elements.forEach((element,\n index) => {\n const box = getNestedBoundingClientRect(element, this.window);\n const dims =\n getElementDimensions(element);\n outerBox.top = Math.min(outerBox.top, box.top - dims.marginTop);\n outerBox.right = Math.max(\n outerBox.right,\n box.left + box.width + dims.marginRight,\n);\n outerBox.bottom = Math.max(\n outerBox.bottom,\n box.top + box.height + dims.marginBottom,\n);\n outerBox.left = Math.min(outerBox.left, box.left - dims.marginLeft);\n\n const rect = this.rects[index];\n rect.update(box, dims);\n });\n\n if (!name) {\n name = elements[0].nodeName.toLowerCase();\n }\n const\n node = elements[0];\n const hook: DevToolsHook =\n node.ownerDocument.defaultView.__REACT_DEVTOOLS_GLOBAL_HOOK__;\n if (hook !== null &&\n hook.rendererInterfaces !== null) {\n let ownerName = null;\n // eslint-disable-next-line no-for-of-loops/no-\n for-of-loops\n for (const rendererInterface of hook.rendererInterfaces.values()) {\n const id =\n rendererInterface.getFiberIDForNative(node, true);\n if (id !== null) {\n ownerName =\n rendererInterface.getDisplayNameForFiberID(id, true);\n break;\n }\n }\n if (ownerName)\n {\n name += ' (in ' + ownerName + ')';\n }\n }\n this.tip.updateText(\n name,\n outerBox.right - outerBox.left,\n outerBox.bottom - outerBox.top,\n);\n const tipBounds =\n getNestedBoundingClientRect(\n this.tipBoundsWindow.document.documentElement,\n this.window,\n);\n this.tip.updatePosition(\n {\n top: outerBox.top,\n left: outerBox.left,\n height:\n outerBox.bottom - outerBox.top,\n width: outerBox.right - outerBox.left,\n },\n {\n top:\n tipBounds.top + this.tipBoundsWindow.scrollY,\n left: tipBounds.left + this.tipBoundsWindow.scrollX,\n height: this.tipBoundsWindow.innerHeight,\n width: this.tipBoundsWindow.innerWidth,\n },\n);\n }\n\n function findTipPos(dims, bounds, tipSize) {\n const tipHeight = Math.max(tipSize.height, 20);\n const\n tipWidth = Math.max(tipSize.width, 60);\n const margin = 5;\n let top;\n if (dims.top + dims.height + tipHeight\n <= bounds.top + bounds.height) {\n if (dims.top + dims.height < bounds.top + 0) {\n top = bounds.top +

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margin;\n } else {\n top = dims.top + dims.height + margin;\n }\n } else if (dims.top - tipHeight <=
bounds.top + bounds.height) {\n if (dims.top - tipHeight - margin < bounds.top + margin) {\n top = bounds.top
+ margin;\n } else {\n top = dims.top - tipHeight - margin;\n }\n } else {\n top = bounds.top +
bounds.height - tipHeight - margin;\n }\n\n let left = dims.left + margin;\n if (dims.left < bounds.left) {\n left =
bounds.left + margin;\n }\n if (dims.left + tipWidth > bounds.left + bounds.width) {\n left = bounds.left +
bounds.width - tipWidth - margin;\n }\n\n top += 'px';\n left += 'px';\n return {\n style: {top, left},\n
};\n}\n\nfunction boxWrap(dims, what, node) {\n assign(node.style, {\n borderTopWidth: dims[what + 'Top'] +
'px',\n borderLeftWidth: dims[what + 'Left'] + 'px',\n borderRightWidth: dims[what + 'Right'] + 'px',\n
borderBottomWidth: dims[what + 'Bottom'] + 'px',\n borderStyle: 'solid',\n });\n}\n\nconst overlayStyles = {\n
background: 'rgba(120, 170, 210, 0.7)',\n padding: 'rgba(77, 200, 0, 0.3)',\n margin: 'rgba(255, 155, 0, 0.3)',\n
border: 'rgba(255, 200, 50, 0.3)',\n};\n\n"/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source
code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n
* @flow\n */\n\nimport Overlay from './Overlay';\n\nconst SHOW_DURATION = 2000;\n\nlet timeoutID:
TimeoutID | null = null;\n\nlet overlay: Overlay | null = null;\n\nexport function hideOverlay() {\n timeoutID =
null;\n\n if (overlay !== null) {\n overlay.remove();\n overlay = null;\n }\n}\n\nexport function showOverlay(\n
elements: Array<HTMLElement> | null,\n componentName: string | null,\n hideAfterTimeout: boolean,\n) {\n //
TODO (npm-packages) Detect RN and support it somehow\n if (window.document === null) {\n return;\n }\n\n
if (timeoutID !== null) {\n clearTimeout(timeoutID);\n }\n\n if (elements === null) {\n return;\n }\n\n
if (overlay === null) {\n overlay = new Overlay();\n }\n\n overlay.inspect(elements, componentName);\n\n if
(hideAfterTimeout) {\n timeoutID = setTimeout(hideOverlay, SHOW_DURATION);\n }\n}\n\n"/**\n *
Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in
the\n * LICENSE file in the root directory of this source tree.\n */\n\n * @flow\n */\n\nimport memoize from
'memoize-one';\n\nimport throttle from 'lodash.throttle';\n\nimport Agent from 'react-devtools-
shared/src/backend/agent';\n\nimport {hideOverlay, showOverlay} from './Highlighter';\n\nimport type
{BackendBridge} from 'react-devtools-shared/src/bridge';\n\n// This plug-in provides in-page highlighting of the
selected element.\n// It is used by the browser extension and the standalone DevTools shell (when connected to a
browser).\n// It is not currently the mechanism used to highlight React Native views.\n// That is done by the React
Native Inspector component.\n\nlet iframesListeningTo: Set<HTMLIFrameElement> = new Set();\n\nexport default
function setupHighlighter(\n bridge: BackendBridge,\n agent: Agent,\n): void {\n bridge.addListener(\n
'clearNativeElementHighlight',\n clearNativeElementHighlight,\n);\n\n bridge.addListener('highlightNativeElement',
highlightNativeElement);\n\n bridge.addListener('shutdown',\n stopInspectingNative);\n\n bridge.addListener('startInspectingNative',
startInspectingNative);\n\n bridge.addListener('stopInspectingNative', stopInspectingNative);\n\n function
startInspectingNative() {\n registerListenersOnWindow(window);\n }\n\n function registerListenersOnWindow(window) {\n // This plug-in
may run in non-DOM environments (e.g. React Native).\n if (window && typeof window.addEventListener ===
'function') {\n window.addEventListener('click', onClick, true);\n window.addEventListener('mousedown',
onMouseEvent, true);\n window.addEventListener('mouseover', onMouseEvent, true);\n window.addEventListener('mouseup',
onMouseEvent, true);\n window.addEventListener('pointerdown', onPointerDown, true);\n window.addEventListener('pointerover',
onPointerOver, true);\n window.addEventListener('pointerup', onPointerUp, true);\n }\n }\n\n function
stopInspectingNative() {\n hideOverlay();\n removeListenersOnWindow(window);\n iframesListeningTo.forEach(function(frame) {\n
try {\n removeListenersOnWindow(frame.contentWindow);\n } catch (error) {\n // This can error when
the iframe is on a cross-origin.\n }\n });\n iframesListeningTo = new Set();\n }\n\n function
removeListenersOnWindow(window) {\n // This plug-in may run in non-DOM environments (e.g. React
Native).\n if (window && typeof window.removeEventListener === 'function') {\n window.removeEventListener('click',
onClick, true);\n window.removeEventListener('mousedown', onMouseEvent, true);\n window.removeEventListener('mouseover',
onMouseEvent, true);\n window.removeEventListener('mouseup', onMouseEvent, true);\n window.removeEventListener('pointerdown',

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onPointerDown, true);\n window.removeEventListener('pointerover', onPointerOver, true);\n
window.removeEventListener('pointerup', onPointerUp, true);\n }\n }\n\n function
clearNativeElementHighlight() {\n hideOverlay();\n }\n\n function highlightNativeElement({\n displayName,\n hideAfterTimeout,\n id,\n openNativeElementsPanel,\n rendererID,\n scrollIntoView,\n }): {\n
displayName: string | null,\n hideAfterTimeout: boolean,\n id: number,\n openNativeElementsPanel:
boolean,\n rendererID: number,\n scrollIntoView: boolean,\n ...}\n }) {\n const renderer =
agent.rendererInterfaces[rendererID];\n if (renderer === null) {\n console.warn('Invalid renderer id
\'${rendererID}\'' for element \'${id}\');\n }\n\n let nodes: ?Array<HTMLDivElement> = null;\n if (renderer !=
null) {\n nodes = ((renderer.findNativeNodesForFiberID(\n id,\n): any): ?Array<HTMLDivElement>);\n
 }\n\n if (nodes != null && nodes[0] != null) {\n const node = nodes[0];\n if (scrollIntoView && typeof
node.scrollIntoView === 'function') {\n // If the node isn't visible show it before highlighting it.\n // We
may want to reconsider this; it might be a little disruptive.\n // $FlowFixMe Flow only knows about 'start' |
'end'\n node.scrollIntoView({block: 'nearest', inline: 'nearest'});\n }\n\n showOverlay(nodes,
displayName, hideAfterTimeout);\n\n if (openNativeElementsPanel) {\n
window.__REACT_DEVTOOLS_GLOBAL_HOOK__.$0 = node;\n
bridge.send('syncSelectionToNativeElementsPanel');\n }\n } else {\n hideOverlay();\n }\n }\n\n function
onClick(event: MouseEvent) {\n event.preventDefault();\n event.stopPropagation();\n\n
stopInspectingNative();\n\n bridge.send('stopInspectingNative', true);\n }\n\n function onMouseEvent(event:
MouseEvent) {\n event.preventDefault();\n event.stopPropagation();\n }\n\n function onPointerDown(event:
MouseEvent) {\n event.preventDefault();\n event.stopPropagation();\n\n selectFiberForNode(((event.target:
any): HTMLDivElement));\n }\n\n function onPointerOver(event: MouseEvent) {\n event.preventDefault();\n
event.stopPropagation();\n\n const target = ((event.target: any): HTMLDivElement);\n\n if (target.tagName ===
'IFRAME') {\n const iframe: HTMLIFrameElement = (target: any);\n try {\n if
(!iframesListeningTo.has(iframe)) {\n const window = iframe.contentWindow;\n
registerListenersOnWindow(window);\n iframesListeningTo.add(iframe);\n }\n } catch (error) {\n
// This can error when the iframe is on a cross-origin.\n }\n }\n\n // Don't pass the name explicitly.\n // It
will be inferred from DOM tag and Fiber owner.\n showOverlay([target], null, false);\n\n
selectFiberForNode(target);\n }\n\n function onPointerUp(event: MouseEvent) {\n event.preventDefault();\n
event.stopPropagation();\n }\n\n const selectFiberForNode = throttle(\n memoize((node: HTMLDivElement) => {\n
const id = agent.getIDForNode(node);\n if (id !== null) {\n bridge.send('selectFiber', id);\n }\n })),\n
200,\n // Don't change the selection in the very first 200ms\n // because those are usually unintentional as you lift
the cursor.\n {leading: false},\n);\n\n"/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This
source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source
tree.\n *\n * @flow\n */\n\nimport type {Data} from './index';\nimport type {Rect} from './utils';\nimport type
{NativeType} from './types';\n\nconst OUTLINE_COLOR = '#f0f0f0';\n\n// Note these colors are in sync with
DevTools Profiler chart colors.\nconst COLORS = [\n '#37afa9',\n '#63b19e',\n '#80b393',\n '#97b488',\n
'#abb67d',\n '#beb771',\n '#cfb965',\n '#dfba57',\n '#efbb49',\n '#febc38',\n];\n\nlet canvas: HTMLCanvasElement
| null = null;\n\nexport function draw(nodeToData: Map<NativeType, Data>): void {\n if (canvas === null) {\n
initialize();\n }\n\n const canvasFlow: HTMLCanvasElement = ((canvas: any): HTMLCanvasElement);\n
canvasFlow.width = window.innerWidth;\n canvasFlow.height = window.innerHeight;\n\n const context =
canvasFlow.getContext('2d');\n context.clearRect(0, 0, canvasFlow.width, canvasFlow.height);\n\n
nodeToData.forEach(({count, rect}) => {\n if (rect !== null) {\n const colorIndex = Math.min(COLORS.length
- 1, count - 1);\n const color = COLORS[colorIndex];\n\n drawBorder(context, rect, color);\n }\n
});\n\nfunction drawBorder(\n context: CanvasRenderingContext2D,\n rect: Rect,\n color: string,\n): void {\n
const {height, left, top, width} = rect;\n\n // outline\n context.lineWidth = 1;\n context.strokeStyle =
OUTLINE_COLOR;\n context.strokeRect(left - 1, top - 1, width + 2, height + 2);\n\n // inset\n
context.lineWidth = 1;\n context.strokeStyle = OUTLINE_COLOR;\n context.strokeRect(left + 1, top + 1, width -
1, height - 1);\n context.strokeStyle = color;\n\n context.setLineDash([0]);\n\n // border\n context.lineWidth = 1;\n

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context.strokeRect(left, top, width - 1, height - 1);\n\n context.setLineDash([0]);\n\n\nexport function destroy():
void {\n if (canvas !== null) {\n if (canvas.parentNode !== null) {\n canvas.parentNode.removeChild(canvas);\n
}\n canvas = null;\n }\n}\n\nfunction initialize(): void {\n canvas =
window.document.createElement('canvas');\n canvas.style.cssText = `\n xx-background-color: red;\n xx-
opacity: 0.5;\n bottom: 0;\n left: 0;\n pointer-events: none;\n position: fixed;\n right: 0;\n top: 0;\n z-
index: 1000000000;\n `;\n\n const root = window.document.documentElement;\n root.insertBefore(canvas,
root.firstChild);\n}\n\n", "/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed
under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n
*/\n\nimport Agent from 'react-devtools-shared/src/backend/agent';\nimport {destroy as destroyCanvas, draw} from
'./canvas';\nimport {getNestedBoundingClientRect} from './utils';\nimport type {NativeType} from
'./../types';\nimport type {Rect} from './utils';\n\n// How long the rect should be shown for?\nconst
DISPLAY_DURATION = 250;\n\n// What's the longest we are willing to show the overlay for?\n// This can be
important if we're getting a flurry of events (e.g. scroll update).\nconst MAX_DISPLAY_DURATION = 3000;\n\n//
How long should a rect be considered valid for?\nconst REMEASUREMENT_AFTER_DURATION = 250;\n\n//
Some environments (e.g. React Native / Hermes) don't support the performance API yet.\nconst getCurrentTime =\ntypeof performance === 'object' && typeof performance.now === 'function'\n ? () => performance.now()\n : ()
=> Date.now();\n\nexport type Data = {\n count: number,\n expirationTime: number,\n lastMeasuredAt:
number,\n rect: Rect | null,\n};\n\nconst nodeToData: Map<NativeType, Data> = new Map();\n\nlet agent: Agent =
(null: any): Agent);\nlet drawAnimationFrameID: AnimationFrameID | null = null;\nlet isEnabled: boolean =
false;\nlet redrawTimeoutID: TimeoutID | null = null;\n\nexport function initialize(injectedAgent: Agent): void {\n
agent = injectedAgent;\n agent.addListener('traceUpdates', traceUpdates);\n}\n\nexport function
toggleEnabled(value: boolean): void {\n isEnabled = value;\n\n if (!isEnabled) {\n nodeToData.clear();\n\n if
(drawAnimationFrameID !== null) {\n cancelAnimationFrame(drawAnimationFrameID);\n
drawAnimationFrameID = null;\n }\n\n if (redrawTimeoutID !== null) {\n
clearTimeout(redrawTimeoutID);\n redrawTimeoutID = null;\n }\n\n destroyCanvas();\n }\n}\n\nfunction
traceUpdates(nodes: Set<NativeType>): void {\n if (!isEnabled) {\n return;\n }\n\n nodes.forEach(node => {\n
const data = nodeToData.get(node);\n const now = getCurrentTime();\n let lastMeasuredAt = data != null ?
data.lastMeasuredAt : 0;\n let rect = data != null ? data.rect : null;\n if (rect === null || lastMeasuredAt +
REMEASUREMENT_AFTER_DURATION < now) {\n lastMeasuredAt = now;\n rect =
measureNode(node);\n }\n\n nodeToData.set(node, {\n count: data != null ? data.count + 1 : 1,\n
expirationTime: \n data != null\n ? Math.min(\n now + MAX_DISPLAY_DURATION,\n
data.expirationTime + DISPLAY_DURATION,\n)\n : now + DISPLAY_DURATION,\n
lastMeasuredAt,\n rect,\n });\n });\n\n if (redrawTimeoutID !== null) {\n
clearTimeout(redrawTimeoutID);\n redrawTimeoutID = null;\n }\n\n if (drawAnimationFrameID === null) {\n
drawAnimationFrameID = requestAnimationFrame(prepareToDraw);\n }\n}\n\nfunction prepareToDraw(): void
{\n drawAnimationFrameID = null;\n redrawTimeoutID = null;\n\n const now = getCurrentTime();\n let
earliestExpiration = Number.MAX_VALUE;\n\n // Remove any items that have already expired.\n
nodeToData.forEach((data, node) => {\n if (data.expirationTime < now) {\n nodeToData.delete(node);\n }
else {\n earliestExpiration = Math.min(earliestExpiration, data.expirationTime);\n }\n });\n\n
draw(nodeToData);\n\n if (earliestExpiration !== Number.MAX_VALUE) {\n redrawTimeoutID =
setTimeout(prepareToDraw, earliestExpiration - now);\n }\n}\n\nfunction measureNode(node: Object): Rect | null
{\n if (!node || typeof node.getBoundingClientRect !== 'function') {\n return null;\n }\n\n const currentWindow
= window.__REACT_DEVTOOLS_TARGET_WINDOW__ || window;\n\n return
getNestedBoundingClientRect(node, currentWindow);\n}\n\n", "/**\n * Copyright (c) Facebook, Inc. and its
affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root
directory of this source tree.\n * @flow\n */\n\nexport type Wall = {\n // `listen` returns the `\"unlisten\"`
function.\n listen: (fn: Function) => Function,\n send: (event: string, payload: any, transferable?: Array<any>) =>
void,\n};\n\n// WARNING\n// The values below are referenced by ComponentFilters (which are saved via

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localStorage).\n// Do not change them or it will break previously saved user customizations.\n// If new element types are added, use new numbers rather than re-ordering existing ones.\n// Changing these types is also a backwards breaking change for the standalone shell,\n// since the frontend and backend must share the same values-\n// and the backend is embedded in certain environments (like React Native).\nexport const ElementTypeClass = 1;\nexport const ElementTypeContext = 2;\nexport const ElementTypeFunction = 5;\nexport const ElementTypeForwardRef = 6;\nexport const ElementTypeHostComponent = 7;\nexport const ElementTypeMemo = 8;\nexport const ElementTypeOtherOrUnknown = 9;\nexport const ElementTypeProfiler = 10;\nexport const ElementTypeRoot = 11;\nexport const ElementTypeSuspense = 12;\nexport const ElementTypeSuspenseList = 13;\n\n// Different types of elements displayed in the Elements tree.\n// These types may be used to visually distinguish types,\n// or to enable/disable certain functionality.\nexport type ElementType = 1 | 2 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13;\n\n// WARNING\n// The values below are referenced by ComponentFilters (which are saved via localStorage).\n// Do not change them or it will break previously saved user customizations.\n// If new filter types are added, use new numbers rather than re-ordering existing ones.\nexport const ComponentFilterElementType = 1;\nexport const ComponentFilterDisplayName = 2;\nexport const ComponentFilterLocation = 3;\nexport const ComponentFilterHOC = 4;\nexport type ComponentFilterType = 1 | 2 | 3 | 4;\n\n// Hide all elements of types in this Set.\n// We hide host components only by default.\nexport type ElementTypeComponentFilter = {\n isEnabled: boolean,\n type: 1,\n value: ElementType,\n};\n\n// Hide all elements with displayNames or paths matching one or more of the RegExps in this Set.\n// Path filters are only used when elements include debug source location.\nexport type RegExpComponentFilter = {\n isEnabled: boolean,\n isValid: boolean,\n type: 2 | 3,\n value: string,\n};\n\nexport type BooleanComponentFilter = {\n isEnabled: boolean,\n isValid: boolean,\n type: 4,\n};\n\nexport type ComponentFilter =\n | BooleanComponentFilter\n | ElementTypeComponentFilter\n | RegExpComponentFilter;\n\n"/\*\*\n \* Copyright (c) Facebook, Inc. and its affiliates.\n \*\n \* This source code is licensed under the MIT license found in the\n \* LICENSE file in the root directory of this source tree.\n \*\n \* @flow\n \*/\n\n// ATTENTION\n// When adding new symbols to this file,\n// Please consider also adding to 'react-devtools-shared/src/backend/ReactSymbols'\n\n// The Symbol used to tag the ReactElement-like types. If there is no native Symbol\n// nor polyfill, then a plain number is used for performance.\nexport let REACT\_ELEMENT\_TYPE = 0xeac7;\nexport let REACT\_PORTAL\_TYPE = 0xeaca;\nexport let REACT\_FRAGMENT\_TYPE = 0xeacb;\nexport let REACT\_STRICT\_MODE\_TYPE = 0xeacc;\nexport let REACT\_PROFILER\_TYPE = 0xeacd;\nexport let REACT\_PROVIDER\_TYPE = 0xeace;\nexport let REACT\_FORWARD\_REF\_TYPE = 0xeade;\nexport let REACT\_SUSPENSE\_TYPE = 0ead1;\nexport let REACT\_SUSPENSE\_LIST\_TYPE = 0ead8;\nexport let REACT\_MEMO\_TYPE = 0ead3;\nexport let REACT\_LAZY\_TYPE = 0ead4;\nexport let REACT\_SCOPE\_TYPE = 0ead7;\nexport let REACT\_OPAQUE\_ID\_TYPE = 0xae0;\nexport let REACT\_DEBUG\_TRACING\_MODE\_TYPE = 0xae1;\nexport let REACT\_OFFSCREEN\_TYPE = 0xae2;\nexport let REACT\_LEGACY\_HIDDEN\_TYPE = 0xae3;\nexport let REACT\_CACHE\_TYPE = 0xae4;\n\nif (typeof Symbol === 'function' && Symbol.for) {\n const symbolFor = Symbol.for;\n REACT\_ELEMENT\_TYPE = symbolFor('react.element');\n REACT\_PORTAL\_TYPE = symbolFor('react.portal');\n REACT\_FRAGMENT\_TYPE = symbolFor('react.fragment');\n REACT\_STRICT\_MODE\_TYPE = symbolFor('react.strict\_mode');\n REACT\_PROFILER\_TYPE = symbolFor('react.profiler');\n REACT\_PROVIDER\_TYPE = symbolFor('react.provider');\n REACT\_CONTEXT\_TYPE = symbolFor('react.context');\n REACT\_FORWARD\_REF\_TYPE = symbolFor('react.forward\_ref');\n REACT\_SUSPENSE\_TYPE = symbolFor('react.suspense');\n REACT\_SUSPENSE\_LIST\_TYPE = symbolFor('react.suspense\_list');\n REACT\_MEMO\_TYPE = symbolFor('react.memo');\n REACT\_LAZY\_TYPE = symbolFor('react.lazy');\n REACT\_SCOPE\_TYPE = symbolFor('react.scope');\n REACT\_OPAQUE\_ID\_TYPE = symbolFor('react.opaque.id');\n REACT\_DEBUG\_TRACING\_MODE\_TYPE = symbolFor('react.debug\_trace\_mode');\n REACT\_OFFSCREEN\_TYPE = symbolFor('react.offscreen');\n REACT\_LEGACY\_HIDDEN\_TYPE = symbolFor('react.legacy\_hidden');\n REACT\_CACHE\_TYPE = symbolFor('react.cache');\n}\n\nconst MAYBE\_ITERATOR\_SYMBOL = typeof Symbol === 'function' &&



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Symbol.iterator;\nconst FAUX_ITERATOR_SYMBOL = '@@iterator';\n\nexport function
getIteratorFn(maybeIterable: ?any): ?() => ?Iterator<*> {\n if (maybeIterable === null || typeof maybeIterable !==
'object') {\n return null;\n }\n const maybeIterator =\n (MAYBE_ITERATOR_SYMBOL &&
maybeIterable[MAYBE_ITERATOR_SYMBOL]) ||\n maybeIterable[FAUX_ITERATOR_SYMBOL];\n if
(typeof maybeIterator === 'function') {\n return maybeIterator;\n }\n return null;\n}\n\n"/**\n * Copyright (c)
Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {\n getDataType,\n getDisplayNameForReactElement,\n getAllEnumerableKeys,\n getInObject,\n formatDataForPreview,\n setInObject,\n} from './utils';\n\nimport type {DehydratedData} from 'react-devtools-
shared/src/devtools/views/Components/types';\n\nexport const meta = {\n inspectable: Symbol('inspectable'),\n inspected: Symbol('inspected'),\n name: Symbol('name'),\n preview_long: Symbol('preview_long'),\n preview_short: Symbol('preview_short'),\n readonly: Symbol('readonly'),\n size: Symbol('size'),\n type:
Symbol('type'),\n unserializable: Symbol('unserializable'),\n};\n\nexport type Dehydrated = {\n inspectable:
boolean,\n name: string | null,\n preview_long: string | null,\n preview_short: string | null,\n readonly?: boolean,\n size?: number,\n type: string,\n};\n\n// Typed arrays and other complex iterable objects (e.g. Map, Set,
ImmutableJS) need special handling.\n// These objects can't be serialized without losing type information,\n// so a
'Unserializable' type wrapper is used (with meta-data keys) to send nested values-\n// while preserving the original
type and name.\n\nexport type Unserializable = {\n name: string | null,\n preview_long: string | null,\n preview_short: string | null,\n readonly?: boolean,\n size?: number,\n type: string,\n unserializable: boolean,\n ...;\n};\n\n// This threshold determines the depth at which the bridge "dehydrates" nested data.\n// Dehydration
means that we don't serialize the data for e.g. postMessage or stringify,\n// unless the frontend explicitly requests it
(e.g. a user clicks to expand a props object).\n\n// Reducing this threshold will improve the speed of initial
component inspection,\n// but may decrease the responsiveness of expanding objects/arrays to inspect
further.\n\nconst LEVEL_THRESHOLD = 2;\n\n/**\n * Generate the dehydrated metadata for complex object
instances\n */\nfunction createDehydrated(\n type: string,\n inspectable: boolean,\n data: Object,\n cleaned:
Array<Array<string | number>>,\n path: Array<string | number>,\n): Dehydrated {\n cleaned.push(path);\n\n const dehydrated: Dehydrated = {\n inspectable,\n type,\n preview_long: formatDataForPreview(data, true),\n preview_short: formatDataForPreview(data, false),\n name:\n !data.constructor || data.constructor.name ===
'Object'\n ? "\n : data.constructor.name,\n };\n\n if (type === 'array' || type === 'typed_array') {\n dehydrated.size = data.length;\n } else if (type === 'object') {\n dehydrated.size = Object.keys(data).length;\n }\n\n if (type === 'iterator' || type === 'typed_array') {\n dehydrated.readonly = true;\n }\n\n return
dehydrated;\n }\n\n /**\n * Strip out complex data (instances, functions, and data nested > LEVEL_THRESHOLD
levels deep).\n * The paths of the stripped out objects are appended to the `cleaned` list.\n * On the other side of the
barrier, the cleaned list is used to "re-hydrate" the cleaned representation into\n * an object with symbols as
attributes, so that a sanitized object can be distinguished from a normal object.\n *\n * Input: {\n "some": {\n "attr":
fn(),\n "other": AnInstance\n }\n *\n * Output: {\n "some": {\n "attr": {\n "name": the fn.name, type:
"function"\n },\n "other": {\n "name": "AnInstance",\n "type": "object",\n },\n }\n *\n * and cleaned = [{"some"}, {"attr"}, {"other"}]\n */\n\nexport function dehydrate(\n data: Object,\n cleaned:
Array<Array<string | number>>,\n unserializable: Array<Array<string | number>>,\n path: Array<string |
number>,\n isPathAllowed: (path: Array<string | number>) => boolean,\n level?: number = 0,\n):\n | string\n | Dehydrated\n | Unserializable\n | Array<Dehydrated>\n | Array<Unserializable>\n | {[key: string]: string |
Dehydrated | Unserializable, ...} {\n const type = getDataType(data);\n let isPathAllowedCheck;\n\n switch
(type) {\n case 'html_element':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: data.tagName,\n type,\n };\n\n case 'function':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long:
formatDataForPreview(data, true),\n name:\n typeof data.name === 'function' || !data.name\n ?
'function'\n : data.name,\n type,\n };\n\n case 'string':\n return data.length <= 500 ? data :

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data.slice(0, 500) + '...';\n\n case 'bigint':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: data.toString(),\n type,\n };\n\n case 'symbol':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: data.toString(),\n type,\n };\n\n // React Elements aren't very inspector-friendly,\n // and often contain private fields or circular references.\n case 'react_element':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: getDisplayNameForReactElement(data) || 'Unknown',\n type,\n };\n\n // ArrayBuffers error if you try to inspect them.\n case 'array_buffer':\n case 'data_view':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: type === 'data_view' ? 'DataView' : 'ArrayBuffer',\n size: data.byteLength,\n type,\n };\n\n case 'array':\n isPathAllowedCheck = isPathAllowed(path);\n if (level >= LEVEL_THRESHOLD && !isPathAllowedCheck) {\n return createDehydrated(type, true, data, cleaned, path);\n }\n return data.map((item, i) => {\n dehydrate(\n item,\n cleaned,\n unserializable,\n path.concat([i]),\n isPathAllowed,\n isPathAllowedCheck ? 1 : level + 1,\n),\n });\n\n case 'html_all_collection':\n case 'typed_array':\n case 'iterator':\n isPathAllowedCheck = isPathAllowed(path);\n if (level >= LEVEL_THRESHOLD && !isPathAllowedCheck) {\n return createDehydrated(type, true, data, cleaned, path);\n } else {\n const unserializableValue: Unserializable = {\n unserializable: true,\n type: type,\n readonly: true,\n size: type === 'typed_array' ? data.length : undefined,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: !data.constructor || data.constructor.name === 'Object' ? \" : data.constructor.name,\n };\n // TRICKY\n // Don't use [...spread] syntax for this purpose.\n // This project uses @babel/plugin-transform-spread in \"loose\" mode which only works with Array values.\n // Other types (e.g. typed arrays, Sets) will not spread correctly.\n Array.from(data).forEach(\n (item, i) => {\n unserializableValue[i] = dehydrate(\n item,\n cleaned,\n unserializable,\n path.concat([i]),\n isPathAllowed,\n isPathAllowedCheck ? 1 : level + 1,\n),\n },\n);\n unserializable.push(path);\n return unserializableValue;\n }\n\n case 'opaque_iterator':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: data[Symbol.toStringTag],\n type,\n };\n\n case 'date':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: data.toString(),\n type,\n };\n\n case 'regex':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: data.toString(),\n type,\n };\n\n case 'object':\n isPathAllowedCheck = isPathAllowed(path);\n if (level >= LEVEL_THRESHOLD && !isPathAllowedCheck) {\n return createDehydrated(type, true, data, cleaned, path);\n } else {\n const object = {};\n getAllEnumerableKeys(data).forEach(key => {\n const name = key.toString();\n object[name] = dehydrate(\n data[key],\n cleaned,\n unserializable,\n path.concat([name]),\n isPathAllowed,\n isPathAllowedCheck ? 1 : level + 1,\n);\n });\n return object;\n }\n\n case 'infinity':\n case 'nan':\n case 'undefined':\n // Some values are lossy when sent through a WebSocket.\n // We dehydrate+rehydrate them to preserve their type.\n cleaned.push(path);\n return {\n type,\n };\n\n default:\n return data;\n }\n\n\n\n\nexport function fillInPath(\n object: Object,\n data: DehydratedData,\n path: Array<string | number>,\n value: any,\n) {\n const target = getObject(object, path);\n if (target != null) {\n if (!target[meta.unserializable]) {\n delete target[meta.inspectable];\n delete target[meta.inspected];\n delete target[meta.name];\n delete target[meta.preview_long];\n delete target[meta.preview_short];\n delete target[meta.readonly];\n delete target[meta.size];\n delete target[meta.type];\n }\n if (value !== null && data.unserializable.length > 0) {\n const unserializablePath = data.unserializable[0];\n let isMatch = unserializablePath.length === path.length;\n for (let i = 0; i <

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path.length; i++) {\n if (path[i] !== unserializablePath[i]) {\n isMatch = false;\n break;\n }\n }\n
if (isMatch) {\n upgradeUnserializable(value, value);\n }\n }\n setInObject(object, path,
value);\n}\n\nexport function hydrate(\n object: any,\n cleaned: Array<Array<string | number>>,\n unserializable:
Array<Array<string | number>>,\n): Object {\n cleaned.forEach((path: Array<string | number>) => {\n const
length = path.length;\n const last = path[length - 1];\n const parent = getInObject(object, path.slice(0, length -
1));\n if (!parent || !parent.hasOwnProperty(last)) {\n return;\n }\n const value = parent[last];\n if
(!value) {\n return;\n } else if (value.type === 'infinity') {\n parent[last] = Infinity;\n } else if (value.type
=== 'nan') {\n parent[last] = NaN;\n } else if (value.type === 'undefined') {\n parent[last] = undefined;\n }
else {\n // Replace the string keys with Symbols so they're non-enumerable.\n const replaced: {[key: Symbol]:
boolean | string, ...} = {};\n replaced[meta.inspectable] = !!value.inspectable;\n replaced[meta.inspected] =
false;\n replaced[meta.name] = value.name;\n replaced[meta.preview_long] = value.preview_long;\n
replaced[meta.preview_short] = value.preview_short;\n replaced[meta.size] = value.size;\n
replaced[meta.readonly] = !!value.readonly;\n replaced[meta.type] = value.type;\n\n parent[last] = replaced;\n
 }\n });\n unserializable.forEach((path: Array<string | number>) => {\n const length = path.length;\n const last
= path[length - 1];\n const parent = getInObject(object, path.slice(0, length - 1));\n if (!parent ||
!parent.hasOwnProperty(last)) {\n return;\n }\n const node = parent[last];\n const replacement = {\n
...node,\n });\n upgradeUnserializable(replacement, node);\n parent[last] = replacement;\n });\n return
object;\n}\n\nfunction upgradeUnserializable(destination: Object, source: Object) {\n
Object.defineProperties(destination, {\n [meta.inspectable]: {\n configurable: true,\n enumerable: false,\n
value: !!source.inspectable,\n },\n [meta.name]: {\n configurable: true,\n enumerable: false,\n value:
source.name,\n },\n [meta.preview_long]: {\n configurable: true,\n enumerable: false,\n value:
source.preview_long,\n },\n [meta.preview_short]: {\n configurable: true,\n enumerable: false,\n value:
source.preview_short,\n },\n [meta.size]: {\n configurable: true,\n enumerable: false,\n value:
source.size,\n },\n [meta.readonly]: {\n configurable: true,\n enumerable: false,\n value:
!!source.readonly,\n },\n [meta.type]: {\n configurable: true,\n enumerable: false,\n value:
source.type,\n },\n [meta.unserializable]: {\n configurable: true,\n enumerable: false,\n value:
!!source.unserializable,\n },\n });\n delete destination.inspectable;\n delete destination.name;\n delete
destination.preview_long;\n delete destination.preview_short;\n delete destination.size;\n delete
destination.readonly;\n delete destination.type;\n delete destination.unserializable;\n}\n\n"/>**\n * Copyright (c)
Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n * @flow\n */\n\nimport LRU from 'lru-cache';\nimport
{\n isElement,\n typeOf,\n ContextConsumer,\n ContextProvider,\n ForwardRef,\n Fragment,\n Lazy,\n
Memo,\n Portal,\n Profiler,\n StrictMode,\n Suspense,\n} from 'react-is';\nimport
{REACT_SUSPENSE_LIST_TYPE as SuspenseList} from 'shared/ReactSymbols';\nimport {\n TREE_OPERATION_ADD,\n TREE_OPERATION_REMOVE,\n TREE_OPERATION_REMOVE_ROOT,\n
TREE_OPERATION_REORDER_CHILDREN,\n TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS,\n
TREE_OPERATION_UPDATE_TREE_BASE_DURATION,\n} from './constants';\nimport {ElementTypeRoot}
from 'react-devtools-shared/src/types';\nimport {\n LOCAL_STORAGE_FILTER_PREFERENCES_KEY,\n LOCAL_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS,\n
LOCAL_STORAGE_SHOULD_PATCH_CONSOLE_KEY,\n LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY,\n} from './constants';\nimport
{ComponentFilterElementType, ElementTypeHostComponent} from './types';\nimport {\n ElementTypeClass,\n ElementTypeForwardRef,\n ElementTypeFunction,\n ElementTypeMemo,\n} from 'react-devtools-shared/src/types';\nimport {localStorageGetItem, localStorageSetItem} from './storage';\nimport {meta} from
'./hydration';\nimport type {ComponentFilter, ElementType} from './types';\n\nconst cachedDisplayNames:
WeakMap<Function, string> = new WeakMap();\n\n// On large trees, encoding takes significant time.\n// Try to
reuse the already encoded strings.\nconst encodedStringCache = new LRU({max: 1000});\n\nexport function

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alphaSortKeys(\n a: string | number | Symbol,\n b: string | number | Symbol,\n): number {\n if (a.toString() >
b.toString()) {\n return 1;\n } else if (b.toString() > a.toString()) {\n return -1;\n } else {\n return 0;\n
}\n}\n\nexport function getAllEnumerableKeys(\n obj: Object,\n): Set<string | number | Symbol> {\n const keys =
new Set();\n let current = obj;\n while (current != null) {\n const currentKeys = [\n ...Object.keys(current),\n
...Object.getOwnPropertySymbols(current),\n];\n const descriptors =
Object.getOwnPropertyDescriptors(current);\n currentKeys.forEach(key => {\n // $FlowFixMe: key can be a
Symbol https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/Object/getOwnPropertyDescriptor\n if
(descriptors[key].enumerable) {\n keys.add(key);\n }\n });\n current = Object.getPrototypeOf(current);\n
}\n return keys;\n}\n\nexport function getDisplayName(\n type: Function,\n fallbackName: string =
'Anonymous',\n): string {\n const nameFromCache = cachedDisplayNames.get(type);\n if (nameFromCache !=
null) {\n return nameFromCache;\n }\n\n let displayName = fallbackName;\n\n // The displayName property is
not guaranteed to be a string.\n // It's only safe to use for our purposes if it's a string.\n //
github.com/facebook/react-devtools/issues/803\n if (typeof type.displayName === 'string') {\n displayName =
type.displayName;\n } else if (typeof type.name === 'string' && type.name !== '') {\n displayName =
type.name;\n }\n\n cachedDisplayNames.set(type, displayName);\n return displayName;\n}\n\nlet uidCounter:
number = 0;\n\nexport function getUID(): number {\n return ++uidCounter;\n}\n\nexport function
utfDecodeString(array: Array<number>): string {\n return String.fromCodePoint(...array);\n}\n\nexport function
utfEncodeString(string: string): Array<number> {\n const cached = encodedStringCache.get(string);\n if (cached
!== undefined) {\n return cached;\n }\n\n const encoded = new Array(string.length);\n for (let i = 0; i <
string.length; i++) {\n encoded[i] = string.codePointAt(i);\n }\n encodedStringCache.set(string, encoded);\n
return encoded;\n}\n\nexport function printOperationsArray(operations: Array<number>) {\n // The first two values
are always rendererID and rootID\n const rendererID = operations[0];\n const rootID = operations[1];\n\n const
logs = [`operations for renderer:${rendererID} and root:${rootID}`];\n\n let i = 2;\n\n // Reassemble the string
table.\n const stringTable = [\n null, // ID = 0 corresponds to the null string.\n];\n const stringTableSize =
operations[i++];\n const stringTableEnd = i + stringTableSize;\n while (i < stringTableEnd) {\n const nextLength
= operations[i++];\n const nextString = utfDecodeString(\n (operations.slice(i, i + nextLength): any),\n);\n
stringTable.push(nextString);\n i += nextLength;\n }\n\n while (i < operations.length) {\n const operation =
operations[i];\n\n switch (operation) {\n case TREE_OPERATION_ADD: {\n const id = ((operations[i +
1]: any): number);\n const type = ((operations[i + 2]: any): ElementType);\n\n i += 3;\n\n if (type ===
ElementTypeRoot) {\n logs.push(`Add new root node ${id}`);\n\n i++; // supportsProfiling\n i++; //
hasOwnerMetadata\n } else {\n const parentID = ((operations[i]: any): number);\n i++;;\n\n
i++; // ownerID\n\n const displayNameStringID = operations[i];\n const displayName =
stringTable[displayNameStringID];\n i++;;\n i++; // key\n\n logs.push(\n `Add node ${id}
(${displayName || 'null'}) as child of ${parentID}`,\n);\n } break;\n }\n case
TREE_OPERATION_REMOVE: {\n const removeLength = ((operations[i + 1]: any): number);\n i +=
2;\n\n for (let removeIndex = 0; removeIndex < removeLength; removeIndex++) {\n const id =
((operations[i]: any): number);\n i += 1;\n\n logs.push(`Remove node ${id}`);\n } break;\n }\n case
TREE_OPERATION_REMOVE_ROOT: {\n i += 1;\n\n logs.push(`Remove root
${rootID}`);\n break;\n }\n case TREE_OPERATION_REORDER_CHILDREN: {\n const id =
((operations[i + 1]: any): number);\n const numChildren = ((operations[i + 2]: any): number);\n i += 3;\n
const children = operations.slice(i, i + numChildren);\n i += numChildren;\n\n logs.push(`Re-order node
${id} children ${children.join(',')}`);\n break;\n }\n case
TREE_OPERATION_UPDATE_TREE_BASE_DURATION:\n // Base duration updates are only sent while
profiling is in progress.\n // We can ignore them at this point.\n // The profiler UI uses them lazily in order
to generate the tree.\n i += 3;\n break;\n case
TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS:\n const id = operations[i + 1];\n const
numErrors = operations[i + 2];\n const numWarnings = operations[i + 3];\n\n i += 4;\n\n logs.push(\n

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parent[last];\n }\n }\n }\n}\n\nexport function renamePathInObject(\n object: Object,\n oldPath: Array<string | number>,\n newPath: Array<string | number>,\n) {\n const length = oldPath.length;\n if (object != null) {\n const parent = getObject(object, oldPath.slice(0, length - 1));\n if (parent) {\n const lastOld = oldPath[length - 1];\n const lastNew = newPath[length - 1];\n parent[lastNew] = parent[lastOld];\n if (Array.isArray(parent)) {\n parent.splice(((lastOld: any): number), 1);\n } else {\n delete parent[lastOld];\n }\n }\n }\n}\n\nexport function setObject(\n object: Object,\n path: Array<string | number>,\n value: any,\n) {\n const length = path.length;\n const last = path[length - 1];\n if (object != null) {\n const parent = getObject(object, path.slice(0, length - 1));\n if (parent) {\n parent[last] = value;\n }\n }\n}\n\nexport type DataType =\n | 'array'\n | 'array_buffer'\n | 'bigint'\n | 'boolean'\n | 'data_view'\n | 'date'\n | 'function'\n | 'html_all_collection'\n | 'html_element'\n | 'infinity'\n | 'iterator'\n | 'opaque_iterator'\n | 'nan'\n | 'null'\n | 'number'\n | 'object'\n | 'react_element'\n | 'regexp'\n | 'string'\n | 'symbol'\n | 'typed_array'\n | 'undefined'\n | 'unknown';\n\n/**\n * Get an enhanced/artificial type string based on the object instance\n */\nexport function getDataType(data: Object): DataType {\n if (data === null) {\n return 'null';\n } else if (data === undefined) {\n return 'undefined';\n }\n if (isElement(data)) {\n return 'react_element';\n }\n if (typeof HTMLElement !== 'undefined' && data instanceof HTMLElement) {\n return 'html_element';\n }\n const type = typeof data;\n switch (type) {\n case 'bigint':\n return 'bigint';\n case 'boolean':\n return 'boolean';\n case 'function':\n return 'function';\n case 'number':\n if (Number.isNaN(data)) {\n return 'nan';\n } else if (!Number.isFinite(data)) {\n return 'infinity';\n } else {\n return 'number';\n }\n case 'object':\n if (Array.isArray(data)) {\n return 'array';\n } else if (ArrayBuffer.isView(data)) {\n return hasOwnProperty.call(data.constructor, 'BYTES_PER_ELEMENT')\n ? 'typed_array'\n : 'data_view';\n } else if (data.constructor && data.constructor.name === 'ArrayBuffer') {\n // HACK This ArrayBuffer check is gross; is there a better way?\n // We could try to create a new DataView with the value.\n // If it doesn't error, we know it's an ArrayBuffer,\n // but this seems kind of awkward and expensive.\n return 'array_buffer';\n } else if (typeof data[Symbol.iterator] === 'function') {\n return data[Symbol.iterator]() === data\n ? 'opaque_iterator'\n : 'iterator';\n } else if (data.constructor && data.constructor.name === 'RegExp') {\n return 'regexp';\n } else {\n const toStringValue = Object.prototype.toString.call(data);\n if (toStringValue === '[object Date]') {\n return 'date';\n } else if (toStringValue === '[object HTMLAllCollection]') {\n return 'html_all_collection';\n }\n return 'object';\n }\n case 'string':\n return 'string';\n case 'symbol':\n return 'symbol';\n case 'undefined':\n if (\n Object.prototype.toString.call(data) === '[object HTMLAllCollection]'\n) {\n return 'html_all_collection';\n }\n return 'undefined';\n default:\n return 'unknown';\n }\n}\n\nexport function\n getDisplayNameForReactElement(\n element: React$Element<any>,\n): string | null {\n const elementType =\n typeOf(element);\n switch (elementType) {\n case ContextConsumer:\n return 'ContextConsumer';\n case ContextProvider:\n return 'ContextProvider';\n case ForwardRef:\n return 'ForwardRef';\n case Fragment:\n return 'Fragment';\n case Lazy:\n return 'Lazy';\n case Memo:\n return 'Memo';\n case Portal:\n return 'Portal';\n case Profiler:\n return 'Profiler';\n case StrictMode:\n return 'StrictMode';\n case Suspense:\n return 'Suspense';\n case SuspenseList:\n return 'SuspenseList';\n default:\n const {type} = element;\n if (typeof type === 'string') {\n return type;\n } else if (typeof type === 'function') {\n return getDisplayName(type, 'Anonymous');\n } else if (type != null) {\n return 'NotImplementedInDevtools';\n } else {\n return 'Element';\n }\n }\n }\n}\n\nconst\n MAX_PREVIEW_STRING_LENGTH = 50;\n\nfunction truncateForDisplay(\n string: string,\n length: number =\n MAX_PREVIEW_STRING_LENGTH,\n) {\n if (string.length > length) {\n return string.substr(0, length) +\n '...';\n } else {\n return string;\n }\n}\n\n// Attempts to mimic Chrome's inline preview for values.\n// For example, the following value...\n// foo: 123,\n// bar: \"abc\",\n// baz: [true, false],\n// qux: { ab: 1,\n// cd: 2 }\n// Would show a preview of...\n// {foo: 123, bar: \"abc\", baz: Array(2), qux: { ...}}\n// And the following value...\n// [123, \"abc\", Array(2), { ...}]\nexport function formatDataForPreview(\n data:\n any,\n showFormattedValue: boolean,\n): string {\n if (data != null && hasOwnProperty.call(data, meta.type)) {\n

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return showFormattedValue\n ? data[meta.preview_long]\n : data[meta.preview_short];\n }\n\n const type =
getDataType(data);\n\n switch (type) {\n case 'html_element':\n return
`<${truncateForDisplay(data.tagName.toLowerCase())} />`;\n case 'function':\n return truncateForDisplay(\n
`f ${typeof data.name === 'function' ? " : data.name}() {}`,\n);\n case 'string':\n return `\"${data}\"`;\n case 'bigint':\n return truncateForDisplay(data.toString() + 'n');\n case 'regexp':\n return
truncateForDisplay(data.toString());\n case 'symbol':\n return truncateForDisplay(data.toString());\n case
'react_element':\n return `<${truncateForDisplay(\n getDisplayNameForReactElement(data) || 'Unknown',\n)} />`;\n case 'array_buffer':\n return `ArrayBuffer(${data.byteLength})`;\n case 'data_view':\n return
`DataView(${data.buffer.byteLength})`;\n case 'array':\n if (showFormattedValue) {\n let formatted = ";\n
for (let i = 0; i < data.length; i++) {\n if (i > 0) {\n formatted += ', ';\n }\n formatted +=
formatDataForPreview(data[i], false);\n if (formatted.length > MAX_PREVIEW_STRING_LENGTH) {\n
// Prevent doing a lot of unnecessary iteration...\n break;\n }\n }\n return
`${truncateForDisplay(formatted)}`;\n } else {\n const length = hasOwnProperty.call(data, meta.size)\n
? data[meta.size]\n : data.length;\n return `Array(${length})`;\n }\n case 'typed_array':\n const
shortName = `${data.constructor.name}(${data.length})`;\n if (showFormattedValue) {\n let formatted = ";\n
for (let i = 0; i < data.length; i++) {\n if (i > 0) {\n formatted += ', ';\n }\n formatted +=
data[i];\n if (formatted.length > MAX_PREVIEW_STRING_LENGTH) {\n // Prevent doing a lot of
unnecessary iteration...\n break;\n }\n }\n return `${shortName}
[${truncateForDisplay(formatted)}]`;\n } else {\n return shortName;\n }\n case 'iterator':\n const
name = data.constructor.name;\n if (showFormattedValue) {\n // TRICKY\n // Don't use [...spread]
syntax for this purpose.\n // This project uses @babel/plugin-transform-spread in "loose" mode which only
works with Array values.\n // Other types (e.g. typed arrays, Sets) will not spread correctly.\n const array =
Array.from(data);\n\n let formatted = ";\n for (let i = 0; i < array.length; i++) {\n const entryOrEntries
= array[i];\n\n if (i > 0) {\n formatted += ', ';\n }\n\n // TRICKY\n // Browsers display
Maps and Sets differently.\n // To mimic their behavior, detect if we've been given an entries tuple.\n //
Map(2) {"abc" => 123, "def" => 123}\n // Set(2) {"abc", 123}\n if (Array.isArray(entryOrEntries))\n
{\n const key = formatDataForPreview(entryOrEntries[0], true);\n const value =
formatDataForPreview(entryOrEntries[1], false);\n formatted += `${key} => ${value}`;\n } else {\n
formatted += formatDataForPreview(entryOrEntries, false);\n }\n if (formatted.length >
MAX_PREVIEW_STRING_LENGTH) {\n // Prevent doing a lot of unnecessary iteration...\n break;\n
 }\n }\n return `${name}(${data.size}) ${truncateForDisplay(formatted)}`;\n } else {\n
return `${name}(${data.size})`;\n }\n case 'opaque_iterator':\n return data[Symbol.toStringTag];\n }\n }\n
case 'date':\n return data.toString();\n case 'object':\n if (showFormattedValue) {\n const keys =
Array.from(getAllEnumerableKeys(data)).sort(alphaSortKeys);\n\n let formatted = ";\n for (let i = 0; i <
keys.length; i++) {\n const key = keys[i];\n if (i > 0) {\n formatted += ', ';\n }\n
formatted += `${key.toString()}: ${formatDataForPreview(\n data[key],\n false,\n)}`;\n if
(formatted.length > MAX_PREVIEW_STRING_LENGTH) {\n // Prevent doing a lot of unnecessary
iteration...\n break;\n }\n }\n return ` ${truncateForDisplay(formatted)} `;\n } else {\n
return '{...}';\n }\n case 'boolean':\n case 'number':\n case 'infinity':\n case 'nan':\n case 'null':\n case
'undefined':\n return data;\n default:\n try {\n return truncateForDisplay(" + data);\n } catch (error)\n
{\n return 'unserializable';\n }\n }\n}\n\n"/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This
source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source
tree.\n * @flow\n */\ndeclare function isArray(a: mixed): boolean %checks(Array.isArray(a));\n\nconst
isArrayImpl = Array.isArray;\n\n// eslint-disable-next-line no-redeclare\nfunction isArray(a: mixed): boolean {\n
return isArrayImpl(a);\n}\n\nexport default isArray;\n\n"/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This
source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this
source tree.\n * @flow\n */\nimport {copy} from 'clipboard-js';\nimport {dehydrate} from
'./hydration';\nimport isArray from 'shared/isArray';\nimport type {DehydratedData} from 'react-devtools-
```

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shared/src/devtools/views/Components/types';\n\nexport function cleanForBridge(\n data: Object | null,\n isPathAllowed: (path: Array<string | number>) => boolean,\n path?: Array<string | number> = [],\n DehydratedData | null {\n if (data !== null) {\n const cleanedPaths = [];\n const unserializablePaths = [];\n const cleanedData = dehydrate(\n data,\n cleanedPaths,\n unserializablePaths,\n path,\n isPathAllowed,\n);\n return {\n data: cleanedData,\n cleaned: cleanedPaths,\n unserializable:\n unserializablePaths,\n }; \n } else {\n return null;\n }\n }\n\nexport function copyToClipboard(value: any): void {\n const safeToCopy = serializeToString(value);\n const text = safeToCopy === undefined ? 'undefined' :\n safeToCopy;\n const { clipboardCopyText } = window.__REACT_DEVTOOLS_GLOBAL_HOOK__;\n // On Firefox navigator.clipboard.writeText has to be called from\n // the content script js code (because it requires the\n clipboardWrite\n // permission to be allowed out of a "user handling" callback),\n // clipboardCopyText is an\n helper injected into the page from.\n // injectGlobalHook.\n if (typeof clipboardCopyText === 'function') {\n clipboardCopyText(text).catch(err => {});\n } else {\n copy(text);\n }\n}\n\nexport function copyWithDelete(\n obj: Object | Array<any>,\n path: Array<string | number>,\n index: number = 0,\n): Object | Array<any> {\n const\n key = path[index];\n const updated = isArray(obj) ? obj.slice() : {...obj};\n if (index + 1 === path.length) {\n if\n (isArray(updated)) {\n updated.splice(((key: any): number), 1);\n } else {\n delete updated[key];\n }\n } else {\n // $FlowFixMe number or string is fine here\n updated[key] = copyWithDelete(obj[key], path, index +\n 1);\n }\n }\n return updated;\n}\n\n// This function expects paths to be the same except for the final value.\n// e.g.\n// ['path', 'to', 'foo'] and ['path', 'to', 'bar']\nexport function copyWithRename(\n obj: Object | Array<any>,\n oldPath:\n Array<string | number>,\n newPath: Array<string | number>,\n index: number = 0,\n): Object | Array<any> {\n const\n oldKey = oldPath[index];\n const updated = isArray(obj) ? obj.slice() : {...obj};\n if (index + 1 ===\n oldPath.length) {\n const\n newKey = newPath[index];\n // $FlowFixMe number or string is fine here\n updated[newKey] = updated[oldKey];\n if (isArray(updated)) {\n updated.splice(((oldKey: any): number), 1);\n } else {\n delete updated[oldKey];\n }\n } else {\n // $FlowFixMe number or string is fine here\n updated[oldKey] = copyWithRename(obj[oldKey], oldPath, newPath, index + 1);\n }\n return\n updated;\n}\n\nexport function copyWithSet(\n obj: Object | Array<any>,\n path: Array<string | number>,\n value:\n any,\n index: number = 0,\n): Object | Array<any> {\n if (index >= path.length) {\n return value;\n }\n const\n key = path[index];\n const updated = isArray(obj) ? obj.slice() : {...obj};\n // $FlowFixMe number or string is fine\n here\n updated[key] = copyWithSet(obj[key], path, value, index + 1);\n return updated;\n}\n\nexport function\n getEffectDurations(root: Object) {\n // Profiling durations are only available for certain builds.\n // If available,\n they'll be stored on the HostRoot.\n let effectDuration = null;\n let passiveEffectDuration = null;\n const\n hostRoot = root.current;\n if (hostRoot !== null) {\n const\n stateNode = hostRoot.stateNode;\n if (stateNode !== null) {\n effectDuration =\n stateNode.effectDuration !== null ? stateNode.effectDuration : null;\n passiveEffectDuration =\n stateNode.passiveEffectDuration !== null\n ? stateNode.passiveEffectDuration\n : null;\n }\n }\n return {effectDuration, passiveEffectDuration};\n}\n\nexport function\n serializeToString(data: any): string {\n const\n cache = new Set();\n // Use a custom replacer function to protect\n against circular references.\n return\n JSON.stringify(data, (key, value) => {\n if (typeof value === 'object' &&\n value !== null) {\n if (cache.has(value)) {\n return;\n }\n cache.add(value);\n }\n // $FlowFixMe\n if (typeof value === 'bigint') {\n return value.toString() + 'n';\n }\n return value;\n });\n }\n // based on\n https://github.com/tmpfs/format-util/blob/0e62d430efb0a1c51448709abd3e2406c14d8401/format.js#L1\n // based\n on https://developer.mozilla.org/en-US/docs/Web/API/console#Using_string_substitutions\n // Implements s, d, i and\n f placeholders\n export function\n format(\n maybeMessage: any,\n ...inputArgs: $ReadOnlyArray<any>): string\n {\n const\n args = inputArgs.slice();\n // Symbols cannot be concatenated with Strings.\n let\n formatted: string =\n typeof maybeMessage === 'symbol'\n ? maybeMessage.toString()\n : " " + maybeMessage;\n // If the first\n argument is a string, check for substitutions.\n if (typeof maybeMessage === 'string') {\n if (args.length) {\n const\n REGEXP = /(%)?([jds])/g;\n formatted = formatted.replace(REGEXP, (match, escaped, ptn, flag) => {\n let\n arg = args.shift();\n switch (flag) {\n case 's':\n arg += ";\n break;\n case\n 'd':\n case 'i':\n arg = parseInt(arg, 10).toString();\n break;\n case 'f':\n arg =\n parseFloat(arg).toString();\n break;\n }\n if (!escaped) {\n return arg;\n }\n });\n }\n }\n }\n }\n}

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can avoid checking for earlier versions and support pre-16.9 canary releases in the process.\n let
ReactPriorityLevels: ReactPriorityLevelsType = {\n ImmediatePriority: 99,\n UserBlockingPriority: 98,\n
NormalPriority: 97,\n LowPriority: 96,\n IdlePriority: 95,\n NoPriority: 90,\n };;\n\n if (gt(version, '17.0.2'))
{\n ReactPriorityLevels = {\n ImmediatePriority: 1,\n UserBlockingPriority: 2,\n NormalPriority: 3,\n
LowPriority: 4,\n IdlePriority: 5,\n NoPriority: 0,\n };;\n }\n\n let ReactTypeOfWork: WorkTagMap =
((null: any): WorkTagMap);\n\n // *****\n\n The section below is copied from files in React repo.\n // Keep it in sync, and add version guards if it changes.\n
//\n // TODO Update the gt() check below to be gte() whichever the next version number is.\n // Currently the
version in Git is 17.0.2 (but that version has not been/may not end up being released).\n if (gt(version, '17.0.1')) {\n
ReactTypeOfWork = {\n CacheComponent: 24, // Experimental\n ClassComponent: 1,\n
ContextConsumer: 9,\n ContextProvider: 10,\n CoroutineComponent: -1, // Removed\n
CoroutineHandlerPhase: -1, // Removed\n DehydratedSuspenseComponent: 18, // Behind a flag\n
ForwardRef: 11,\n Fragment: 7,\n FunctionComponent: 0,\n HostComponent: 5,\n HostPortal: 4,\n
HostRoot: 3,\n HostText: 6,\n IncompleteClassComponent: 17,\n IndeterminateComponent: 2,\n
LazyComponent: 16,\n LegacyHiddenComponent: 23,\n MemoComponent: 14,\n Mode: 8,\n
OffscreenComponent: 22, // Experimental\n Profiler: 12,\n ScopeComponent: 21, // Experimental\n
SimpleMemoComponent: 15,\n SuspenseComponent: 13,\n SuspenseListComponent: 19, // Experimental\n
YieldComponent: -1, // Removed\n };;\n } else if (gte(version, '17.0.0-alpha')) {\n ReactTypeOfWork = {\n
CacheComponent: -1, // Doesn't exist yet\n ClassComponent: 1,\n ContextConsumer: 9,\n
ContextProvider: 10,\n CoroutineComponent: -1, // Removed\n CoroutineHandlerPhase: -1, // Removed\n
DehydratedSuspenseComponent: 18, // Behind a flag\n ForwardRef: 11,\n Fragment: 7,\n
FunctionComponent: 0,\n HostComponent: 5,\n HostPortal: 4,\n HostRoot: 3,\n HostText: 6,\n
IncompleteClassComponent: 17,\n IndeterminateComponent: 2,\n LazyComponent: 16,\n
LegacyHiddenComponent: 24,\n MemoComponent: 14,\n Mode: 8,\n OffscreenComponent: 23, //
Experimental\n Profiler: 12,\n ScopeComponent: 21, // Experimental\n SimpleMemoComponent: 15,\n
SuspenseComponent: 13,\n SuspenseListComponent: 19, // Experimental\n YieldComponent: -1, //
Removed\n };;\n } else if (gte(version, '16.6.0-beta.0')) {\n ReactTypeOfWork = {\n CacheComponent: -1, //
Doesn't exist yet\n ClassComponent: 1,\n ContextConsumer: 9,\n ContextProvider: 10,\n
CoroutineComponent: -1, // Removed\n CoroutineHandlerPhase: -1, // Removed\n
DehydratedSuspenseComponent: 18, // Behind a flag\n ForwardRef: 11,\n Fragment: 7,\n
FunctionComponent: 0,\n HostComponent: 5,\n HostPortal: 4,\n HostRoot: 3,\n HostText: 6,\n
IncompleteClassComponent: 17,\n IndeterminateComponent: 2,\n LazyComponent: 16,\n
LegacyHiddenComponent: -1,\n MemoComponent: 14,\n Mode: 8,\n OffscreenComponent: -1, //
Experimental\n Profiler: 12,\n ScopeComponent: -1, // Experimental\n SimpleMemoComponent: 15,\n
SuspenseComponent: 13,\n SuspenseListComponent: 19, // Experimental\n YieldComponent: -1, //
Removed\n };;\n } else if (gte(version, '16.4.3-alpha')) {\n ReactTypeOfWork = {\n CacheComponent: -1, //
Doesn't exist yet\n ClassComponent: 2,\n ContextConsumer: 11,\n ContextProvider: 12,\n
CoroutineComponent: -1, // Removed\n CoroutineHandlerPhase: -1, // Removed\n
DehydratedSuspenseComponent: -1, // Doesn't exist yet\n ForwardRef: 13,\n Fragment: 9,\n
FunctionComponent: 0,\n HostComponent: 7,\n HostPortal: 6,\n HostRoot: 5,\n HostText: 8,\n
IncompleteClassComponent: -1, // Doesn't exist yet\n IndeterminateComponent: 4,\n LazyComponent: -1, //
Doesn't exist yet\n LegacyHiddenComponent: -1,\n MemoComponent: -1, // Doesn't exist yet\n Mode:
10,\n OffscreenComponent: -1, // Experimental\n Profiler: 15,\n ScopeComponent: -1, // Experimental\n
SimpleMemoComponent: -1, // Doesn't exist yet\n SuspenseComponent: 16,\n SuspenseListComponent: -1, //
Doesn't exist yet\n YieldComponent: -1, // Removed\n };;\n } else {\n ReactTypeOfWork = {\n
CacheComponent: -1, // Doesn't exist yet\n ClassComponent: 2,\n ContextConsumer: 12,\n
ContextProvider: 13,\n CoroutineComponent: 7,\n CoroutineHandlerPhase: 8,\n
DehydratedSuspenseComponent: -1, // Doesn't exist yet\n ForwardRef: 14,\n Fragment: 10,\n

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FunctionComponent: 1,\n HostComponent: 5,\n HostPortal: 4,\n HostRoot: 3,\n HostText: 6,\n
IncompleteClassComponent: -1, // Doesn't exist yet\n IndeterminateComponent: 0,\n LazyComponent: -1, //
Doesn't exist yet\n LegacyHiddenComponent: -1,\n MemoComponent: -1, // Doesn't exist yet\n Mode:
11,\n OffscreenComponent: -1, // Experimental\n Profiler: 15,\n ScopeComponent: -1, // Experimental\n
SimpleMemoComponent: -1, // Doesn't exist yet\n SuspenseComponent: 16,\n SuspenseListComponent: -1, //
Doesn't exist yet\n YieldComponent: 9,\n };\n }\n //
*****\n // End of copied code.\n //
*****\n\n function getTypeSymbol(type: any):
Symbol | number {\n const symbolOrNumber =\n typeof type === 'object' && type !== null ? type.$$typeof :
type;\n\n // $FlowFixMe Flow doesn't know about typeof \"symbol\"\n return typeof symbolOrNumber ===
'symbol'\n ? symbolOrNumber.toString()\n : symbolOrNumber;\n }\n\n const {\n CacheComponent,\n
ClassComponent,\n IncompleteClassComponent,\n FunctionComponent,\n IndeterminateComponent,\n
ForwardRef,\n HostRoot,\n HostComponent,\n HostPortal,\n HostText,\n Fragment,\n
LazyComponent,\n LegacyHiddenComponent,\n MemoComponent,\n OffscreenComponent,\n Profiler,\n
ScopeComponent,\n SimpleMemoComponent,\n SuspenseComponent,\n SuspenseListComponent,\n } =
ReactTypeOfWork;\n\n function resolveFiberType(type: any) {\n const typeSymbol = getTypeSymbol(type);\n
switch (typeSymbol) {\n case MEMO_NUMBER:\n case MEMO_SYMBOL_STRING:\n // recursively
resolving memo type in case of memo(forwardRef(Component))\n return resolveFiberType(type.type);\n
case FORWARD_REF_NUMBER:\n case FORWARD_REF_SYMBOL_STRING:\n return type.render;\n
default:\n return type;\n }\n }\n\n // NOTICE Keep in sync with shouldFilterFiber() and other get*ForFiber
methods\n function getDisplayNameForFiber(fiber: Fiber): string | null {\n const {elementType, type, tag} =
fiber;\n\n let resolvedType = type;\n if (typeof type === 'object' && type !== null) {\n resolvedType =
resolveFiberType(type);\n }\n\n let resolvedContext: any = null;\n\n switch (tag) {\n case
CacheComponent:\n return 'Cache';\n case ClassComponent:\n case IncompleteClassComponent:\n
return getDisplayName(resolvedType);\n case FunctionComponent:\n case IndeterminateComponent:\n
return getDisplayName(resolvedType);\n case ForwardRef:\n // Mirror
https://github.com/facebook/react/blob/7c21bf72ace77094fd1910cc350a548287ef8350/packages/shared/getComponentName.js#L27-L37\n return (\n (type && type.displayName) ||\n getDisplayName(resolvedType,
'Anonymous')\n);\n case HostRoot:\n return null;\n case HostComponent:\n return type;\n
case HostPortal:\n case HostText:\n case Fragment:\n return null;\n case LazyComponent:\n //
This display name will not be user visible.\n // Once a Lazy component loads its inner component, React
replaces the tag and type.\n // This display name will only show up in console logs when DevTools DEBUG
mode is on.\n return 'Lazy';\n case MemoComponent:\n case SimpleMemoComponent:\n return (\n
(elementType && elementType.displayName) ||\n (type && type.displayName) ||\n
getDisplayName(resolvedType, 'Anonymous')\n);\n case SuspenseComponent:\n return 'Suspense';\n
case LegacyHiddenComponent:\n return 'LegacyHidden';\n case OffscreenComponent:\n return
'Offscreen';\n case ScopeComponent:\n return 'Scope';\n case SuspenseListComponent:\n return
'SuspenseList';\n case Profiler:\n return 'Profiler';\n default:\n const typeSymbol =
getTypeSymbol(type);\n switch (typeSymbol) {\n case CONCURRENT_MODE_NUMBER:\n
case CONCURRENT_MODE_SYMBOL_STRING:\n case
DEPRECATED_ASYNC_MODE_SYMBOL_STRING:\n return null;\n case
PROVIDER_NUMBER:\n case PROVIDER_SYMBOL_STRING:\n // 16.3.0 exposed the context
object as \"context\"\n // PR #12501 changed it to \"_context\" for 16.3.1+\n // NOTE Keep in sync
with inspectElementRaw()\n resolvedContext = fiber.type._context || fiber.type.context;\n return
`${resolvedContext.displayName || 'Context'}.Provider`;\n case CONTEXT_NUMBER:\n case
CONTEXT_SYMBOL_STRING:\n // 16.3-16.5 read from \"type\" because the Consumer is the actual
context object.\n // 16.6+ should read from \"type._context\" because Consumer can be different (in DEV).\n
// NOTE Keep in sync with inspectElementRaw()\n resolvedContext = fiber.type._context ||

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fiber.type;\n\n // NOTE: TraceUpdatesBackendManager depends on the name ending in '.Consumer'\n
// If you change the name, figure out a more resilient way to detect it.\n return
`${resolvedContext.displayName || 'Context'}.Consumer`;\n case STRICT_MODE_NUMBER:\n case
STRICT_MODE_SYMBOL_STRING:\n return null;\n case PROFILER_NUMBER:\n case
PROFILER_SYMBOL_STRING:\n return `Profiler(${fiber.memoizedProps.id})`;\n case
SCOPE_NUMBER:\n case SCOPE_SYMBOL_STRING:\n return 'Scope';\n default:\n //
Unknown element type.\n // This may mean a new element type that has not yet been added to DevTools.\n
return null;\n }\n }\n }\n\n return {\n getDisplayNameForFiber,\n getTypeSymbol,\n
ReactPriorityLevels,\n ReactTypeOfWork,\n ReactTypeOfSideEffect,\n };\n}\n\nexport function attach(\n
hook: DevToolsHook,\n rendererID: number,\n renderer: ReactRenderer,\n global: Object,\n): RendererInterface
{\n // Newer versions of the reconciler package also specific reconciler version.\n // If that version number is
present, use it.\n // Third party renderer versions may not match the reconciler version,\n // and the latter is what's
important in terms of tags and symbols.\n const version = renderer.reconcilerVersion || renderer.version;\n\n const
{\n getDisplayNameForFiber,\n getTypeSymbol,\n ReactPriorityLevels,\n ReactTypeOfWork,\n
ReactTypeOfSideEffect,\n } = getInternalReactConstants(version);\n const {Incomplete, NoFlags,
PerformedWork, Placement} = ReactTypeOfSideEffect;\n const {\n CacheComponent,\n ClassComponent,\n
ContextConsumer,\n DehydratedSuspenseComponent,\n ForwardRef,\n Fragment,\n FunctionComponent,\n
HostRoot,\n HostPortal,\n HostComponent,\n HostText,\n IncompleteClassComponent,\n
IndeterminateComponent,\n LegacyHiddenComponent,\n MemoComponent,\n OffscreenComponent,\n
SimpleMemoComponent,\n SuspenseComponent,\n SuspenseListComponent,\n } = ReactTypeOfWork;\n
const {\n ImmediatePriority,\n UserBlockingPriority,\n NormalPriority,\n LowPriority,\n IdlePriority,\n
NoPriority,\n } = ReactPriorityLevels;\n\n const {\n overrideHookState,\n overrideHookStateDeletePath,\n
overrideHookStateRenamePath,\n overrideProps,\n overridePropsDeletePath,\n overridePropsRenamePath,\n
setSuspenseHandler,\n scheduleUpdate,\n } = renderer;\n const supportsTogglingSuspense =\n
typeof setSuspenseHandler === 'function' &&\n typeof scheduleUpdate === 'function';\n\n // Tracks Fibers with recently
changed number of error/warning messages.\n // These collections store the Fiber rather than the ID,\n // in order to
avoid generating an ID for Fibers that never get mounted\n // (due to e.g. Suspense or error boundaries).\n //
onErrorOrWarning() adds Fibers and recordPendingErrorsAndWarnings() later clears them.\n const
fibersWithChangedErrorOrWarningCounts: Set<Fiber> = new Set();\n const pendingFiberToErrorsMap:
Map<Fiber, Map<string, number>> = new Map();\n const pendingFiberToWarningsMap: Map<Fiber, Map<string,
number>> = new Map();\n\n // Mapping of fiber IDs to error/warning messages and counts.\n const
fiberIDToErrorsMap: Map<number, Map<string, number>> = new Map();\n const fiberIDToWarningsMap:
Map<number, Map<string, number>> = new Map();\n\n function clearErrorsAndWarnings() {\n // eslint-disable-
next-line no-for-of-loops/no-for-of-loops\n for (const id of fiberIDToErrorsMap.keys()) {\n const fiber =
idToArbitraryFiberMap.get(id);\n if (fiber != null) {\n
fibersWithChangedErrorOrWarningCounts.add(fiber);\n
updateMostRecentlyInspectedElementIfNecessary(id);\n } }\n\n // eslint-disable-next-line no-for-of-
loops/no-for-of-loops\n for (const id of fiberIDToWarningsMap.keys()) {\n const fiber =
idToArbitraryFiberMap.get(id);\n if (fiber != null) {\n
fibersWithChangedErrorOrWarningCounts.add(fiber);\n
updateMostRecentlyInspectedElementIfNecessary(id);\n } }\n\n fiberIDToErrorsMap.clear();\n
fiberIDToWarningsMap.clear();\n\n flushPendingEvents();\n }\n\n function clearMessageCountHelper(\n
fiberID: number,\n pendingFiberToMessageCountMap: Map<Fiber, Map<string, number>>,\n
fiberIDToMessageCountMap: Map<number, Map<string, number>>,\n) {\n const fiber =
idToArbitraryFiberMap.get(fiberID);\n if (fiber != null) {\n // Throw out any pending changes.\n
pendingFiberToErrorsMap.delete(fiber);\n if (fiberIDToMessageCountMap.has(fiberID)) {\n
fiberIDToMessageCountMap.delete(fiberID);\n\n // If previous flushed counts have changed, schedule an
update too.\n fibersWithChangedErrorOrWarningCounts.add(fiber);\n flushPendingEvents();\n\n

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updateMostRecentlyInspectedElementIfNecessary(fiberID);\n } else {\n
fibersWithChangedErrorOrWarningCounts.delete(fiber);\n }\n }\n\n function
clearErrorsForFiberID(fiberID: number) {\n clearMessageCountHelper(\n fiberID,\n
pendingFiberToErrorsMap,\n fiberIDToErrorsMap,\n);\n }\n\n function clearWarningsForFiberID(fiberID:
number) {\n clearMessageCountHelper(\n fiberID,\n pendingFiberToWarningsMap,\n
fiberIDToWarningsMap,\n);\n }\n\n function updateMostRecentlyInspectedElementIfNecessary(\n fiberID:
number,\n): void {\n if (\n mostRecentlyInspectedElement !== null &&\n
mostRecentlyInspectedElement.id === fiberID\n) {\n hasElementUpdatedSinceLastInspected = true;\n }\n
}\n\n // Called when an error or warning is logged during render, commit, or passive (including unmount
functions).\n function onErrorOrWarning(\n fiber: Fiber,\n type: 'error' | 'warn',\n args:
$ReadOnlyArray<any>,\n): void {\n const message = format(...args);\n if (__DEBUG__) {\n
debug('onErrorOrWarning', fiber, null, `${type}: "${message}"`);\n }\n\n // Mark this Fiber as needed its
warning/error count updated during the next flush.\n fibersWithChangedErrorOrWarningCounts.add(fiber);\n\n
// Track the warning/error for later.\n const fiberMap =\n type === 'error' ? pendingFiberToErrorsMap :
pendingFiberToWarningsMap;\n const messageMap = fiberMap.get(fiber);\n if (messageMap != null) {\n
const count = messageMap.get(message) || 0;\n messageMap.set(message, count + 1);\n } else {\n
fiberMap.set(fiber, new Map([[message, 1]]));\n }\n\n // Passive effects may trigger errors or warnings too;\n //
In this case, we should wait until the rest of the passive effects have run,\n // but we shouldn't wait until the next
commit because that might be a long time.\n // This would also cause \"tearing\" between an inspected Component
and the tree view.\n // Then again we don't want to flush too soon because this could be an error during async
rendering.\n // Use a debounce technique to ensure that we'll eventually flush.\n
flushPendingErrorsAndWarningsAfterDelay();\n }\n\n // Patching the console enables DevTools to do a few useful
things:\n // * Append component stacks to warnings and error messages\n // * Disable logging during re-renders to
inspect hooks (see inspectHooksOfFiber)\n //\n // Don't patch in test environments because we don't want to
interfere with Jest's own console overrides.\n if (process.env.NODE_ENV !== 'test') {\n
registerRendererWithConsole(renderer, onErrorOrWarning);\n\n // The renderer interface can't read these
preferences directly,\n // because it is stored in localStorage within the context of the extension.\n // It relies on
the extension to pass the preference through via the global.\n const appendComponentStack =\n
window.__REACT_DEVTOOLS_APPEND_COMPONENT_STACK__ !== false;\n const
breakOnConsoleErrors =\n window.__REACT_DEVTOOLS_BREAK_ON_CONSOLE_ERRORS__ ===
true;\n const showInlineWarningsAndErrors =\n
window.__REACT_DEVTOOLS_SHOW_INLINE_WARNINGS_AND_ERRORS__ !== false;\n if (\n
appendComponentStack ||\n breakOnConsoleErrors ||\n showInlineWarningsAndErrors\n) {\n
patchConsole({\n appendComponentStack,\n breakOnConsoleErrors,\n
showInlineWarningsAndErrors,\n });\n }\n }\n\n const debug = (\n name: string,\n fiber: Fiber,\n
parentFiber: ?Fiber,\n extraString?: string = \"\n): void => {\n if (__DEBUG__) {\n const displayName =\n
fiber.tag + ':' + (getDisplayNamesForFiber(fiber) || 'null');\n\n const maybeID = getFiberIDUnsafe(fiber) || '<no
id>';\n const parentDisplayName = parentFiber\n ? parentFiber.tag +\n ':' +\n
(getDisplayNamesForFiber(parentFiber) || 'null')\n : \"\n : \";\n const maybeParentID = parentFiber\n ?
getFiberIDUnsafe(parentFiber) || '<no-id>\n : \";\n\n console.groupCollapsed(\n `[renderer] %c${name}
%c${displayName} (${maybeID}) %c${\n parentFiber ? `${parentDisplayName} (${maybeParentID})` : \"\n
 } %c${extraString}`,\n 'color: red; font-weight: bold;',\n 'color: blue;',\n 'color: purple;',\n 'color:
black;',\n);\n console.log(\n new Error().stack\n .split(\"\\n\")\n .slice(1)\n .join(\"\\n\"),\n
);\n console.groupEnd();\n }\n };\n\n // Configurable Components tree filters.\n const
hideElementsWithDisplayNames: Set<RegExp> = new Set();\n const hideElementsWithPaths: Set<RegExp> =
new Set();\n const hideElementsWithTypes: Set<ElementType> = new Set();\n\n // Highlight updates\n let
traceUpdatesEnabled: boolean = false;\n const traceUpdatesForNodes: Set<NativeType> = new Set();\n\n function
applyComponentFilters(componentFilters: Array<ComponentFilter>) {\n hideElementsWithTypes.clear();\n

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getDisplayNamesForFiber(fiber);\n if (displayName !== null) {\n // eslint-disable-next-line no-for-of-loops/no-
for-of-loops\n for (const displayNameRegExp of hideElementsWithDisplayNames) {\n if
(displayNameRegExp.test(displayName)) {\n return true;\n }\n }\n }\n if
(_debugSource !== null && hideElementsWithPaths.size > 0) {\n const {fileName} = _debugSource;\n //
eslint-disable-next-line no-for-of-loops/no-for-of-loops\n for (const pathRegExp of hideElementsWithPaths) {\n
 if (pathRegExp.test(fileName)) {\n return true;\n }\n }\n }\n return false;\n }\n // NOTICE
Keep in sync with shouldFilterFiber() and other get*ForFiber methods\n function getElementTypeInfoForFiber(fiber:
Fiber): ElementType {\n const {type, tag} = fiber;\n\n switch (tag) {\n case ClassComponent:\n case
IncompleteClassComponent:\n return ElementTypeClass;\n case FunctionComponent:\n case
IndeterminateComponent:\n return ElementTypeFunction;\n case ForwardRef:\n return
ElementTypeForwardRef;\n case HostRoot:\n return ElementTypeRoot;\n case HostComponent:\n
return ElementTypeHostComponent;\n case HostPortal:\n case HostText:\n case Fragment:\n return
ElementTypeOtherOrUnknown;\n case MemoComponent:\n case SimpleMemoComponent:\n return
ElementTypeMemo;\n case SuspenseComponent:\n return ElementTypeSuspense;\n case
SuspenseListComponent:\n return ElementTypeSuspenseList;\n default:\n const typeSymbol =
getTypeSymbol(type);\n\n switch (typeSymbol) {\n case CONCURRENT_MODE_NUMBER:\n
case CONCURRENT_MODE_SYMBOL_STRING:\n case
DEPRECATED_ASYNC_MODE_SYMBOL_STRING:\n return ElementTypeOtherOrUnknown;\n case
PROVIDER_NUMBER:\n case PROVIDER_SYMBOL_STRING:\n return
ElementTypeContext;\n case CONTEXT_NUMBER:\n case CONTEXT_SYMBOL_STRING:\n
return ElementTypeContext;\n case STRICT_MODE_NUMBER:\n case
STRICT_MODE_SYMBOL_STRING:\n return ElementTypeOtherOrUnknown;\n case
PROFILER_NUMBER:\n case PROFILER_SYMBOL_STRING:\n return ElementTypeProfiler;\n
default:\n return ElementTypeOtherOrUnknown;\n }\n }\n }\n }\n // Map of one or more Fibers in a
pair to their unique id number.\n // We track both Fibers to support Fast Refresh,\n // which may forcefully replace
one of the pair as part of hot reloading.\n // In that case it's still important to be able to locate the previous ID during
subsequent renders.\n const fiberToIDMap: Map<Fiber, number> = new Map();\n // Map of id to one (arbitrary)
Fiber in a pair.\n // This Map is used to e.g. get the display name for a Fiber or schedule an update,\n // operations
that should be the same whether the current and work-in-progress Fiber is used.\n const idToArbitraryFiberMap:
Map<number, Fiber> = new Map();\n // When profiling is supported, we store the latest tree base durations for
each Fiber.\n // This is so that we can quickly capture a snapshot of those values if profiling starts.\n // If we didn't
store these values, we'd have to crawl the tree when profiling started,\n // and use a slow path to find each of the
current Fibers.\n const idToTreeBaseDurationMap: Map<number, number> = new Map();\n // When profiling is
supported, we store the latest tree base durations for each Fiber.\n // This map enables us to filter these times by root
when sending them to the frontend.\n const idToRootMap: Map<number, number> = new Map();\n // When a
mount or update is in progress, this value tracks the root that is being operated on.\n let currentRootID: number = -
1;\n // Returns the unique ID for a Fiber or generates and caches a new one if the Fiber hasn't been seen before.\n
// Once this method has been called for a Fiber, untrackFiberID() should always be called later to avoid leaking.\n
function getOrCreateFiberID(fiber: Fiber): number {\n let id = null;\n if (fiberToIDMap.has(fiber)) {\n id =
fiberToIDMap.get(fiber);\n } else {\n const {alternate} = fiber;\n if (alternate !== null &&
fiberToIDMap.has(alternate)) {\n id = fiberToIDMap.get(alternate);\n }\n }\n let didGenerateID =
false;\n if (id === null) {\n didGenerateID = true;\n id = getUID();\n }\n // This refinement is for Flow
purposes only.\n const refinedID = ((id: any): number);\n // Make sure we're tracking this Fiber\n // e.g. if it
just mounted or an error was logged during initial render.\n if (!fiberToIDMap.has(fiber)) {\n fiberToIDMap.set(fiber, refinedID);\n idToArbitraryFiberMap.set(refinedID, fiber);\n }\n // Also make sure
we're tracking its alternate,\n // e.g. in case this is the first update after mount.\n const {alternate} = fiber;\n if
(alternate !== null) {\n if (!fiberToIDMap.has(alternate)) {\n fiberToIDMap.set(alternate, refinedID);\n
 }\n }\n if (_DEBUG) {\n if (didGenerateID) {\n debug(_n 'getOrCreateFiberID()', _n

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fiber,\n fiber.return,\n 'Generated a new UID',\n);\n }\n }\n return refinedID;\n }\n\n // Returns an ID if one has already been generated for the Fiber or throws.\n function getFiberIDThrows(fiber: Fiber):\n number {\n const maybeID = getFiberIDUnsafe(fiber);\n if (maybeID !== null) {\n return maybeID;\n }\n throw Error(\n `Could not find ID for Fiber "${getDisplaynameForFiber(fiber) || ""}",\n);\n }\n\n // Returns an ID if one has already been generated for the Fiber or null if one has not been generated.\n // Use this method while e.g. logging to avoid over-retaining Fibers.\n function getFiberIDUnsafe(fiber: Fiber): number | null {\n if (fiberToIDMap.has(fiber)) {\n return ((fiberToIDMap.get(fiber): any): number);\n } else {\n const {alternate} = fiber;\n if (alternate !== null && fiberToIDMap.has(alternate)) {\n return ((fiberToIDMap.get(alternate): any): number);\n }\n return null;\n }\n }\n\n // Removes a Fiber (and its alternate) from the Maps used to track their id.\n // This method should always be called when a Fiber is unmounting.\n function untrackFiberID(fiber: Fiber) {\n if (__DEBUG__) {\n debug('untrackFiberID()', fiber,\n fiber.return, 'schedule after delay');\n }\n\n // Untrack Fibers after a slight delay in order to support a Fast Refresh edge case:\n // 1. Component type is updated and Fast Refresh schedules an update+remount.\n // 2. flushPendingErrorsAndWarningsAfterDelay() runs, sees the old Fiber is no longer mounted\n // (it's been disconnected by Fast Refresh), and calls untrackFiberID() to clear it from the Map.\n // 3. React flushes pending passive effects before it runs the next render,\n // which logs an error or warning, which causes a new ID to be generated for this Fiber.\n // 4. DevTools now tries to unmount the old Component with the new ID.\n //\n // The underlying problem here is the premature clearing of the Fiber ID,\n // but DevTools has no way to detect that a given Fiber has been scheduled for Fast Refresh.\n // (The "_debugNeedsRemount" flag won't necessarily be set.)\n //\n // The best we can do is to delay untracking by a small amount,\n // and give React time to process the Fast Refresh delay.\n\n untrackFibersSet.add(fiber);\n\n if (untrackFibersTimeoutID === null) {\n untrackFibersTimeoutID = setTimeout(untrackFibers, 1000);\n }\n }\n\n const untrackFibersSet: Set<Fiber> = new Set();\n let untrackFibersTimeoutID: TimeoutID | null = null;\n\n function untrackFibers() {\n if (untrackFibersTimeoutID !== null) {\n clearTimeout(untrackFibersTimeoutID);\n untrackFibersTimeoutID = null;\n }\n\n untrackFibersSet.forEach(fiber => {\n const fiberID = getFiberIDUnsafe(fiber);\n if (fiberID !== null) {\n idToArbitraryFiberMap.delete(fiberID);\n\n // Also clear any errors/warnings associated with this fiber.\n clearErrorsForFiberID(fiberID);\n clearWarningsForFiberID(fiberID);\n }\n\n fiberToIDMap.delete(fiber);\n\n const {alternate} = fiber;\n if (alternate !== null) {\n fiberToIDMap.delete(alternate);\n }\n });\n untrackFibersSet.clear();\n }\n\n function getChangeDescription(\n prevFiber: Fiber | null,\n nextFiber: Fiber,\n): ChangeDescription | null {\n switch (getElementtypeForFiber(nextFiber)) {\n case ElementTypeClass:\n case ElementTypeFunction:\n case ElementTypeMemo:\n case ElementTypeForwardRef:\n if (prevFiber === null) {\n return {\n context: null,\n didHooksChange: false,\n isFirstMount: true,\n props: null,\n state: null,\n };\n } else {\n const data: ChangeDescription = {\n context: getContextChangedKeys(nextFiber),\n didHooksChange: false,\n isFirstMount: false,\n props: getChangedKeys(\n prevFiber.memoizedProps,\n nextFiber.memoizedProps,\n),\n state: getChangedKeys(\n prevFiber.memoizedState,\n nextFiber.memoizedState,\n),\n };\n\n // Only traverse the hooks list once, depending on what info we're returning.\n if (enableProfilerChangedHookIndices) {\n const indices = getChangedHooksIndices(\n prevFiber.memoizedState,\n nextFiber.memoizedState,\n);\n data.hooks = indices;\n data.didHooksChange = indices !== null && indices.length > 0;\n } else {\n data.didHooksChange = didHooksChange(\n prevFiber.memoizedState,\n nextFiber.memoizedState,\n);\n }\n\n return data;\n }\n default:\n return null;\n }\n }\n\n function updateContextsForFiber(fiber: Fiber) {\n switch (getElementtypeForFiber(fiber)) {\n case ElementTypeClass:\n if (idToContextsMap !== null) {\n const id = getFiberIDThrows(fiber);\n const contexts = getContextsForFiber(fiber);\n if (contexts !== null) {\n idToContextsMap.set(id, contexts);\n }\n }\n break;\n default:\n break;\n }\n }\n\n // Differentiates between a null context value and no context.\n const NO_CONTEXT = {};\n\n function getContextsForFiber(fiber: Fiber): [Object, any] | null {\n switch

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(getElementTypeForFiber(fiber)) {\n case ElementTypeClass:\n const instance = fiber.stateNode;\n let\n legacyContext = NO_CONTEXT;\n let modernContext = NO_CONTEXT;\n if (instance !== null) {\n if (\n instance.constructor &&\n instance.constructor.contextType !== null\n) {\n modernContext = instance.context;\n } else {\n legacyContext = instance.context;\n if\n (legacyContext && Object.keys(legacyContext).length === 0) {\n legacyContext = NO_CONTEXT;\n }\n }\n } return [legacyContext, modernContext];\n default:\n return null;\n }\n}\n\n// Record all contexts at the time profiling is started.\n// Fibers only store the current context value,\n// so we need\n// to track them separately in order to determine changed keys.\nfunction crawlToInitializeContextsMap(fiber: Fiber)\n{\n updateContextsForFiber(fiber);\n let current = fiber.child;\n while (current !== null) {\n crawlToInitializeContextsMap(current);\n current = current.sibling;\n }\n}\n\nfunction\ngetContextChangedKeys(fiber: Fiber): null | boolean | Array<string> {\n switch (getElementTypeForFiber(fiber))\n {\n case ElementTypeClass:\n if (idToContextsMap !== null) {\n const id =\n getFiberIDThrows(fiber);\n const prevContexts = idToContextsMap.has(id)\n ?\n idToContextsMap.get(id)\n : null;\n const nextContexts = getContextsForFiber(fiber);\n if\n (prevContexts === null || nextContexts === null) {\n return null;\n }\n const [prevLegacyContext,\n prevModernContext] = prevContexts;\n const [nextLegacyContext, nextModernContext] = nextContexts;\n if (nextLegacyContext !== NO_CONTEXT) {\n return getChangedKeys(prevLegacyContext,\n nextLegacyContext);\n } else if (nextModernContext !== NO_CONTEXT) {\n return\n prevModernContext !== nextModernContext;\n }\n break;\n default:\n break;\n }\n return null;\n}\n\nfunction areHookInputsEqual(\n nextDeps: Array<mixed>,\n prevDeps: Array<mixed> | null,\n) {\n if (prevDeps === null) {\n return false;\n }\n for (let i = 0; i < prevDeps.length && i <\n nextDeps.length; i++) {\n if (is(nextDeps[i], prevDeps[i])) {\n continue;\n }\n return false;\n }\n return true;\n}\n\nfunction isEffect(memoizedState) {\n if (memoizedState === null || typeof memoizedState\n !== 'object') {\n return false;\n }\n const {deps} = memoizedState;\n const hasOwnProperty =\n Object.prototype.hasOwnProperty.bind(memoizedState);\n return (\n hasOwnProperty('create') &&\n hasOwnProperty('destroy') &&\n hasOwnProperty('deps') &&\n hasOwnProperty('next') &&\n hasOwnProperty('tag') &&\n (deps === null || isArray(deps))\n);\n}\n\nfunction didHookChange(prev: any,\n next: any): boolean {\n const prevMemoizedState = prev.memoizedState;\n const nextMemoizedState =\n next.memoizedState;\n if (isEffect(prevMemoizedState) && isEffect(nextMemoizedState)) {\n return (\n prevMemoizedState !== nextMemoizedState &&\n !areHookInputsEqual(nextMemoizedState.deps,\n prevMemoizedState.deps)\n);\n }\n return nextMemoizedState !== prevMemoizedState;\n}\n\nfunction\n didHooksChange(prev: any, next: any): boolean {\n if (prev === null || next === null) {\n return false;\n }\n // We can't report anything meaningful for hooks changes.\n if (\n next.hasOwnProperty('baseState') &&\n next.hasOwnProperty('memoizedState') &&\n next.hasOwnProperty('next') &&\n next.hasOwnProperty('queue')\n) {\n while (next !== null) {\n if (didHookChange(prev, next)) {\n return true;\n } else {\n next = next.next;\n prev = prev.next;\n }\n }\n }\n return false;\n }\n\n function getChangedHooksIndices(prev: any, next: any): null | Array<number> {\n if\n (enableProfilerChangedHookIndices) {\n if (prev === null || next === null) {\n return null;\n }\n const\n indices = [];\n let index = 0;\n if (\n next.hasOwnProperty('baseState') &&\n next.hasOwnProperty('memoizedState') &&\n next.hasOwnProperty('next') &&\n next.hasOwnProperty('queue')\n) {\n while (next !== null) {\n if (didHookChange(prev, next)) {\n indices.push(index);\n }\n next = next.next;\n prev = prev.next;\n index++;\n }\n }\n return indices;\n }\n return null;\n }\n\n function getChangedKeys(prev: any, next: any): null | Array<string> {\n if (prev === null || next === null) {\n return null;\n }\n // We can't report anything\n meaningful for hooks changes.\n if (\n next.hasOwnProperty('baseState') &&\n next.hasOwnProperty('memoizedState') &&\n next.hasOwnProperty('next') &&\n next.hasOwnProperty('queue')\n) {\n return null;\n }\n const keys = new Set([...Object.keys(prev),\n ...Object.keys(next)]);\n const changedKeys = [];\n // eslint-disable-next-line no-for-of-loops/no-for-of-loops\n }

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for (const key of keys) {\n if (prev[key] !== next[key]) {\n changedKeys.push(key);\n }\n}\n\nreturn
changedKeys;\n }\n\n // eslint-disable-next-line no-unused-vars\n function didFiberRender(prevFiber: Fiber,
nextFiber: Fiber): boolean {\n switch (nextFiber.tag) {\n case ClassComponent:\n case
FunctionComponent:\n case ContextConsumer:\n case MemoComponent:\n case
SimpleMemoComponent:\n // For types that execute user code, we check PerformedWork effect.\n // We
don't reflect bailouts (either referential or sCU) in DevTools.\n // eslint-disable-next-line no-bitwise\n return
(getFiberFlags(nextFiber) & PerformedWork) === PerformedWork;\n // Note: ContextConsumer only gets
PerformedWork effect in 16.3.3+\n // so it won't get highlighted with React 16.3.0 to 16.3.2.\n default:\n // For host components and other types, we compare inputs\n // to determine whether something is an update.\n return (\n prevFiber.memoizedProps !== nextFiber.memoizedProps ||\n prevFiber.memoizedState !==
nextFiber.memoizedState ||\n prevFiber.ref !== nextFiber.ref\n);\n }\n }\n}\n\n type OperationsArray =
Array<number>;\n\n const pendingOperations: OperationsArray = [];\n const pendingRealUnmountedIDs:
Array<number> = [];\n const pendingSimulatedUnmountedIDs: Array<number> = [];\n let
pendingOperationsQueue: Array<OperationsArray> | null = [];\n const pendingStringTable: Map<string, number>
= new Map();\n let pendingStringTableLength: number = 0;\n let pendingUnmountedRootID: number | null =
null;\n\n function pushOperation(op: number): void {\n if (__DEV__) {\n if (!Number.isInteger(op)) {\n
console.error(\n 'pushOperation() was called but the value is not an integer.',\n op,\n);\n }\n}\n\n pendingOperations.push(op);\n }\n\n function flushOrQueueOperations(operations: OperationsArray): void {\n
if (pendingOperationsQueue !== null) {\n pendingOperationsQueue.push(operations);\n } else {\n
hook.emit('operations', operations);\n }\n}\n\n let flushPendingErrorsAndWarningsAfterDelayTimeoutID =
null;\n\n function clearPendingErrorsAndWarningsAfterDelay() {\n if
(flushPendingErrorsAndWarningsAfterDelayTimeoutID !== null) {\n
clearTimeout(flushPendingErrorsAndWarningsAfterDelayTimeoutID);\n
flushPendingErrorsAndWarningsAfterDelayTimeoutID = null;\n }\n}\n\n function
flushPendingErrorsAndWarningsAfterDelay() {\n clearPendingErrorsAndWarningsAfterDelay();\n\n
flushPendingErrorsAndWarningsAfterDelayTimeoutID = setTimeout(() => {\n
flushPendingErrorsAndWarningsAfterDelayTimeoutID = null;\n if (pendingOperations.length > 0) {\n //
On the off chance that something else has pushed pending operations,\n // we should bail on warnings; it's
probably not safe to push midway.\n return;\n }\n recordPendingErrorsAndWarnings();\n if
(pendingOperations.length === 0) {\n // No warnings or errors to flush; we can bail out early here too.\n
return;\n }\n // We can create a smaller operations array than flushPendingEvents()\n // because we only
need to flush warning and error counts.\n // Only a few pieces of fixed information are required up front.\n
const operations: OperationsArray = new Array(\n 3 + pendingOperations.length,\n);\n operations[0] =
rendererID;\n operations[1] = currentRootID;\n operations[2] = 0; // String table size\n for (let j = 0; j <
pendingOperations.length; j++) {\n operations[3 + j] = pendingOperations[j];\n }\n\n flushOrQueueOperations(operations);\n pendingOperations.length = 0;\n }, 1000);\n}\n\n function
reevaluateErrorsAndWarnings() {\n fibersWithChangedErrorOrWarningCounts.clear();\n
fiberIDToErrorsMap.forEach((countMap, fiberID) => {\n const fiber = idToArbitraryFiberMap.get(fiberID);\n
if (fiber !== null) {\n fibersWithChangedErrorOrWarningCounts.add(fiber);\n }\n});\n
fiberIDToWarningsMap.forEach((countMap, fiberID) => {\n const fiber =
idToArbitraryFiberMap.get(fiberID);\n if (fiber !== null) {\n
fibersWithChangedErrorOrWarningCounts.add(fiber);\n }\n});\n recordPendingErrorsAndWarnings();\n
}\n\n function mergeMapsAndGetCountHelper(\n fiber: Fiber,\n fiberID: number,\n
pendingFiberToMessageCountMap: Map<Fiber, Map<string, number>>,\n fiberIDToMessageCountMap:
Map<number, Map<string, number>>,\n): number {\n let newCount = 0;\n\n let messageCountMap =
fiberIDToMessageCountMap.get(fiberID);\n\n const pendingMessageCountMap =
pendingFiberToMessageCountMap.get(fiber);\n if (pendingMessageCountMap !== null) {\n if
(messageCountMap == null) {\n messageCountMap = pendingMessageCountMap;\n

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fiberIDToMessageCountMap.set(fiberID, pendingMessageCountMap);\n } else {\n // This Flow refinement
 should not be necessary and yet...\n const refinedMessageCountMap = ((messageCountMap: any): Map<\n
 string,\n number,\n >);\n pendingMessageCountMap.forEach((pendingCount, message) => {\n
 const previousCount = refinedMessageCountMap.get(message) || 0;\n refinedMessageCountMap.set(message,
 previousCount + pendingCount);\n });\n }\n if (!shouldFilterFiber(fiber)) {\n if
 (messageCountMap != null) {\n messageCountMap.forEach(count => {\n newCount += count;\n });\n }
 }\n pendingFiberToMessageCountMap.delete(fiber);\n return newCount;\n}\n\nfunction
recordPendingErrorsAndWarnings() {\n clearPendingErrorsAndWarningsAfterDelay();\n\n
fibersWithChangedErrorOrWarningCounts.forEach(fiber => {\n const fiberID = getFiberIDUnsafe(fiber);\n if
(fiberID === null) {\n // Don't send updates for Fibers that didn't mount due to e.g. Suspense or an error
 boundary.\n } else {\n const errorCount = mergeMapsAndGetCountHelper(\n fiber,\n fiberID,\n
 pendingFiberToErrorsMap,\n fiberIDToErrorsMap,\n);\n const warningCount =
 mergeMapsAndGetCountHelper(\n fiber,\n fiberID,\n pendingFiberToWarningsMap,\n
 fiberIDToWarningsMap,\n);\n\n pushOperation(TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS);\n pushOperation(fiberID);\n
 pushOperation(errorCount);\n pushOperation(warningCount);\n }\n // Always clean up so that we don't
 leak.\n pendingFiberToErrorsMap.delete(fiber);\n pendingFiberToWarningsMap.delete(fiber);\n});\n\n
fibersWithChangedErrorOrWarningCounts.clear();\n}\n\nfunction flushPendingEvents(root: Object): void {\n //
 Add any pending errors and warnings to the operations array.\n // We do this just before flushing, so we can ignore
 errors for no-longer-mounted Fibers.\n recordPendingErrorsAndWarnings();\n\n if (\n
 pendingOperations.length === 0 &&\n pendingRealUnmountedIDs.length === 0 &&\n
 pendingSimulatedUnmountedIDs.length === 0 &&\n pendingUnmountedRootID === null\n) {\n // If we
 aren't profiling, we can just bail out here.\n // No use sending an empty update over the bridge.\n // The
 Profiler stores metadata for each commit and reconstructs the app tree per commit using:\n // (1) an initial tree
 snapshot and\n // (2) the operations array for each commit\n // Because of this, it's important that the
 operations and metadata arrays align,\n // So it's important not to omit even empty operations while profiling is
 active.\n if (!isProfiling) {\n return;\n }\n }\n\n const numUnmountIDs =\n
 pendingRealUnmountedIDs.length +\n pendingSimulatedUnmountedIDs.length +\n
 (pendingUnmountedRootID === null ? 0 : 1);\n\n const operations = new Array(\n // Identify which renderer
 this update is coming from.\n 2 + // [rendererID, rootFiberID]\n // How big is the string table?\n 1 + //
 [stringTableLength]\n // Then goes the actual string table.\n pendingStringTableLength +\n // All
 unmounts are batched in a single message.\n // [TREE_OPERATION_REMOVE, removedIDLength, ...ids]\n
 (numUnmountIDs > 0 ? 2 + numUnmountIDs : 0) +\n // Regular operations\n pendingOperations.length,\n
);\n\n // Identify which renderer this update is coming from.\n // This enables roots to be mapped to renderers,\n
 // Which in turn enables fiber props, states, and hooks to be inspected.\n let i = 0;\n operations[i++] =
 rendererID;\n operations[i++] = currentRootID;\n\n // Now fill in the string table.\n // [stringTableLength,
 str1Length, ...str1, str2Length, ...str2, ...]\n operations[i++] = pendingStringTableLength;\n\n
 pendingStringTable.forEach((value, key) => {\n operations[i++] = key.length;\n const encodedKey =
 utfEncodeString(key);\n for (let j = 0; j < encodedKey.length; j++) {\n operations[i + j] = encodedKey[j];\n
 }\n i += key.length;\n });\n\n if (numUnmountIDs > 0) {\n // All unmounts except roots are batched in a
 single message.\n operations[i++] = TREE_OPERATION_REMOVE;\n // The first number is how many
 unmounted IDs we're gonna send.\n operations[i++] = numUnmountIDs;\n // Fill in the real unmounts in the
 reverse order.\n // They were inserted parents-first by React, but we want children-first.\n // So we traverse our
 array backwards.\n for (let j = pendingRealUnmountedIDs.length - 1; j >= 0; j--) {\n operations[i++] =
 pendingRealUnmountedIDs[j];\n }\n // Fill in the simulated unmounts (hidden Suspense subtrees) in their
 order.\n // (We want children to go before parents.)\n // They go *after* the real unmounts because we know
 for sure they won't be\n // children of already pushed "real" IDs. If they were, we wouldn't be able\n // to
 discover them during the traversal, as they would have been deleted.\n for (let j = 0; j <

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pendingSimulatedUnmountedIDs.length; j++) {\n operations[i + j] = pendingSimulatedUnmountedIDs[j];\n
}\n i += pendingSimulatedUnmountedIDs.length;\n // The root ID should always be unmounted last.\n if
(pendingUnmountedRootID !== null) {\n operations[i] = pendingUnmountedRootID;\n i++;;\n }\n }\n
// Fill in the rest of the operations.\n for (let j = 0; j < pendingOperations.length; j++) {\n operations[i + j] =
pendingOperations[j];\n }\n i += pendingOperations.length;\n // Let the frontend know about tree
operations.\n flushOrQueueOperations(operations);\n // Reset all of the pending state now that we've told the
frontend about it.\n pendingOperations.length = 0;\n pendingRealUnmountedIDs.length = 0;\n
pendingSimulatedUnmountedIDs.length = 0;\n pendingUnmountedRootID = null;\n
pendingStringTable.clear();\n pendingStringTableLength = 0;\n }\n\n function getStringID(str: string | null):
number {\n if (str === null) {\n return 0;\n }\n const existingID = pendingStringTable.get(str);\n if
(existingID !== undefined) {\n return existingID;\n }\n const stringID = pendingStringTable.size + 1;\n
pendingStringTable.set(str, stringID);\n // The string table total length needs to account\n // both for the string
length, and for the array item\n // that contains the length itself. Hence + 1.\n pendingStringTableLength +=
str.length + 1;\n return stringID;\n }\n\n function recordMount(fiber: Fiber, parentFiber: Fiber | null) {\n const
isRoot = fiber.tag === HostRoot;\n const id = getOrGenerateFiberID(fiber);\n if (__DEBUG__) {\n
debug('recordMount()', fiber, parentFiber);\n }\n\n const hasOwnerMetadata =
fiber.hasOwnProperty('_debugOwner');\n const isProfilingSupported =
fiber.hasOwnProperty('treeBaseDuration');\n\n if (isRoot) {\n pushOperation(TREE_OPERATION_ADD);\n
pushOperation(id);\n pushOperation(ElementTypeRoot);\n pushOperation(isProfilingSupported ? 1 : 0);\n
pushOperation(hasOwnerMetadata ? 1 : 0);\n\n if (isProfiling) {\n if (displayNamesByRootID !== null) {\n
displayNamesByRootID.set(id, getDisplayNameForRoot(fiber));\n }\n }\n } else {\n const {key} =
fiber;\n const displayName = getDisplayNameForFiber(fiber);\n const elementType =
getElementTypeForFiber(fiber);\n const { _debugOwner } = fiber;\n\n // Ideally we should call
getFiberIDThrows() for _debugOwner,\n // since owners are almost always higher in the tree (and so have
already been processed),\n // but in some (rare) instances reported in open source, a descendant mounts before an
owner.\n // Since this is a DEV only field it's probably okay to also just lazily generate and ID here if needed.\n
// See https://github.com/facebook/react/issues/21445\n const ownerID =\n _debugOwner !== null ?
getOrGenerateFiberID(_debugOwner) : 0;\n const parentID = parentFiber ? getFiberIDThrows(parentFiber) :
0;\n\n const displayNameStringID = getStringID(displayName);\n\n // This check is a guard to handle a React
element that has been modified\n // in such a way as to bypass the default stringification of the \"key\" property.\n
const keyString = key === null ? null : \" + key;\n const keyStringID = getStringID(keyString);\n\n
pushOperation(TREE_OPERATION_ADD);\n pushOperation(id);\n pushOperation(elementType);\n
pushOperation(parentID);\n pushOperation(ownerID);\n pushOperation(displayNameStringID);\n
pushOperation(keyStringID);\n }\n\n if (isProfilingSupported) {\n idToRootMap.set(id, currentRootID);\n\n
recordProfilingDurations(fiber);\n }\n }\n\n function recordUnmount(fiber: Fiber, isSimulated: boolean) {\n if
(__DEBUG__) {\n debug(\n 'recordUnmount()',\n fiber,\n null,\n isSimulated ? 'unmount is
simulated' : ',\n);\n }\n\n if (trackedPathMatchFiber !== null) {\n // We're in the process of trying to
restore previous selection.\n // If this fiber matched but is being unmounted, there's no use trying.\n // Reset
the state so we don't keep holding onto it.\n if (\n fiber === trackedPathMatchFiber ||\n fiber ===
trackedPathMatchFiber.alternate\n) {\n setTrackedPath(null);\n }\n }\n\n const unsafeID =
getFiberIDUnsafe(fiber);\n if (unsafeID === null) {\n // If we've never seen this Fiber, it might be inside of a
legacy render Suspense fragment (so the store is not even aware of it).\n // In that case we can just ignore it or it
will cause errors later on.\n // One example of this is a Lazy component that never resolves before being
unmounted.\n //\n // This also might indicate a Fast Refresh force-remount scenario.\n //\n // TODO:
This is fragile and can obscure actual bugs.\n return;\n }\n\n // Flow refinement.\n const id = ((unsafeID:
any): number);\n const isRoot = fiber.tag === HostRoot;\n if (isRoot) {\n // Roots must be removed only after
all children (pending and simulated) have been removed.\n // So we track it separately.\n
pendingUnmountedRootID = id;\n } else if (!shouldFilterFiber(fiber)) {\n // To maintain child-first ordering,\n

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// we'll push it into one of these queues,\n // and later arrange them in the correct order.\n if (isSimulated) {\n
 pendingSimulatedUnmountedIDs.push(id);\n } else {\n pendingRealUnmountedIDs.push(id);\n }\n
}\n\n if (!fiber._debugNeedsRemount) {\n untrackFiberID(fiber);\n\n const isProfilingSupported =
 fiber.hasOwnProperty('treeBaseDuration');\n if (isProfilingSupported) {\n idToRootMap.delete(id);\n
 idToTreeBaseDurationMap.delete(id);\n }\n }\n\n function mountFiberRecursively(\n firstChild:
 Fiber,\n parentFiber: Fiber | null,\n traverseSiblings: boolean,\n traceNearestHostComponentUpdate:
 boolean,\n) {\n // Iterate over siblings rather than recursing.\n // This reduces the chance of stack overflow for
 wide trees (e.g. lists with many items).\n let fiber: Fiber | null = firstChild;\n while (fiber !== null) {\n //
 Generate an ID even for filtered Fibers, in case it's needed later (e.g. for Profiling).\n
 getOrCreateFiberID(fiber);\n\n if (__DEBUG__) {\n debug('mountFiberRecursively()', fiber,
 parentFiber);\n }\n\n // If we have the tree selection from previous reload, try to match this Fiber.\n // Also
 remember whether to do the same for siblings.\n const mightSiblingsBeOnTrackedPath =
 updateTrackedPathStateBeforeMount(\n fiber,\n);\n\n const shouldIncludeInTree =
 !shouldFilterFiber(fiber);\n if (shouldIncludeInTree) {\n recordMount(fiber, parentFiber);\n }\n\n if
 (traceUpdatesEnabled) {\n if (traceNearestHostComponentUpdate) {\n const elementType =
 getElementTypeInfoForFiber(fiber);\n // If an ancestor updated, we should mark the nearest host nodes for
 highlighting.\n if (elementType === ElementTypeHostComponent) {\n
 traceUpdatesForNodes.add(fiber.stateNode);\n traceNearestHostComponentUpdate = false;\n }\n
 }\n\n // We intentionally do not re-enable the traceNearestHostComponentUpdate flag in this branch,\n //
 because we don't want to highlight every host node inside of a newly mounted subtree.\n }\n\n const
 isSuspense = fiber.tag === ReactTypeOfWork.SuspenseComponent;\n if (isSuspense) {\n const isTimedOut
 = fiber.memoizedState !== null;\n if (isTimedOut) {\n // Special case: if Suspense mounts in a timed-out
 state,\n // get the fallback child from the inner fragment and mount\n // it as if it was our own child.
 Updates handle this too.\n const primaryChildFragment = fiber.child;\n const fallbackChildFragment =
 primaryChildFragment\n ? primaryChildFragment.sibling\n : null;\n const fallbackChild =
 fallbackChildFragment\n ? fallbackChildFragment.child\n : null;\n if (fallbackChild !== null) {\n
 mountFiberRecursively(\n fallbackChild,\n shouldIncludeInTree ? fiber : parentFiber,\n
 true,\n traceNearestHostComponentUpdate,\n);\n }\n } else {\n let primaryChild:
 Fiber | null = null;\n const areSuspenseChildrenConditionallyWrapped =\n OffscreenComponent === -
 1;\n if (areSuspenseChildrenConditionallyWrapped) {\n primaryChild = fiber.child;\n } else if
 (fiber.child !== null) {\n primaryChild = fiber.child.child;\n }\n if (primaryChild !== null) {\n
 mountFiberRecursively(\n primaryChild,\n shouldIncludeInTree ? fiber : parentFiber,\n
 true,\n traceNearestHostComponentUpdate,\n);\n }\n } else {\n if (fiber.child
 !== null) {\n mountFiberRecursively(\n fiber.child,\n shouldIncludeInTree ? fiber :
 parentFiber,\n true,\n traceNearestHostComponentUpdate,\n);\n }\n }\n\n // We're
 exiting this Fiber now, and entering its siblings.\n // If we have selection to restore, we might need to re-activate
 tracking.\n updateTrackedPathStateAfterMount(mightSiblingsBeOnTrackedPath);\n\n fiber = traverseSiblings
 ? fiber.sibling : null;\n }\n }\n\n // We use this to simulate unmounting for Suspense trees\n // when we switch
 from primary to fallback.\n function unmountFiberChildrenRecursively(fiber: Fiber) {\n if (__DEBUG__) {\n
 debug('unmountFiberChildrenRecursively()', fiber);\n }\n\n // We might meet a nested Suspense on our way.\n
 const isTimedOutSuspense =\n fiber.tag === ReactTypeOfWork.SuspenseComponent &&\n
 fiber.memoizedState !== null;\n let child = fiber.child;\n if (isTimedOutSuspense) {\n // If it's showing
 fallback tree, let's traverse it instead.\n const primaryChildFragment = fiber.child;\n const
 fallbackChildFragment = primaryChildFragment\n ? primaryChildFragment.sibling\n : null;\n // Skip
 over to the real Fiber child.\n child = fallbackChildFragment ? fallbackChildFragment.child : null;\n }\n\n
 while (child !== null) {\n // Record simulated unmounts children-first.\n // We skip nodes without return
 because those are real unmounts.\n if (child.return !== null) {\n unmountFiberChildrenRecursively(child);\n
 recordUnmount(child, true);\n }\n child = child.sibling;\n }\n }\n\n function

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recordProfilingDurations(fiber: Fiber) {\n const id = getFiberIDThrows(fiber);\n const {actualDuration,\n treeBaseDuration} = fiber;\n idToTreeBaseDurationMap.set(id, treeBaseDuration || 0);\n if (isProfiling) {\n const {alternate} = fiber;\n // It's important to update treeBaseDuration even if the current Fiber did not\n render,\n // because it's possible that one of its descendants did.\n if (\n alternate === null ||\n treeBaseDuration !== alternate.treeBaseDuration\n) {\n // Tree base duration updates are included in the\n operations typed array.\n // So we have to convert them from milliseconds to microseconds so we can send them\n as ints.\n const convertedTreeBaseDuration = Math.floor(\n (treeBaseDuration || 0) * 1000,\n);\n pushOperation(TREE_OPERATION_UPDATE_TREE_BASE_DURATION);\n pushOperation(id);\n pushOperation(convertedTreeBaseDuration);\n }\n if (alternate === null || didFiberRender(alternate, fiber))\n {\n if (actualDuration !== null) {\n // The actual duration reported by React includes time spent working on\n children.\n // This is useful information, but it's also useful to be able to exclude child durations.\n // The\n frontend can't compute this, since the immediate children may have been filtered out.\n // So we need to do this\n on the backend.\n // Note that this calculated self duration is not the same thing as the base duration.\n // The\n two are calculated differently (tree duration does not accumulate).\n let selfDuration = actualDuration;\n let child = fiber.child;\n while (child !== null) {\n selfDuration -= child.actualDuration || 0;\n child = child.sibling;\n }\n // If profiling is active, store durations for elements that were rendered\n during the commit.\n // Note that we should do this for any fiber we performed work on, regardless of its\n actualDuration value.\n // In some cases actualDuration might be 0 for fibers we worked on (particularly if\n we're using Date.now)\n // In other cases (e.g. Memo) actualDuration might be greater than 0 even if we\n \"bailed out\".\n const metadata = ((currentCommitProfilingMetadata: any): CommitProfilingData);\n metadata.durations.push(id, actualDuration, selfDuration);\n metadata.maxActualDuration = Math.max(\n metadata.maxActualDuration,\n actualDuration,\n);\n if (recordChangeDescriptions) {\n const changeDescription = getChangeDescription(alternate, fiber);\n if (changeDescription !== null) {\n if (metadata.changeDescriptions !== null) {\n metadata.changeDescriptions.set(id, changeDescription);\n }\n }\n updateContextsForFiber(fiber);\n }\n }\n }\n }\n function\n recordResetChildren(fiber: Fiber, childSet: Fiber) {\n if (__DEBUG__) {\n debug('recordResetChildren()',\n childSet, fiber);\n }\n // The frontend only really cares about the displayName, key, and children.\n // The first\n two don't really change, so we are only concerned with the order of children here.\n // This is trickier than a simple\n comparison though, since certain types of fibers are filtered.\n const nextChildren: Array<number> = [];\n // This\n is a naive implementation that shallowly recurses children.\n // We might want to revisit this if it proves to\n be too inefficient.\n let child = childSet;\n while (child !== null) {\n findReorderedChildrenRecursively(child, nextChildren);\n child = child.sibling;\n }\n const numChildren =\n nextChildren.length;\n if (numChildren < 2) {\n // No need to reorder.\n return;\n }\n pushOperation(TREE_OPERATION_REORDER_CHILDREN);\n pushOperation(getFiberIDThrows(fiber));\n pushOperation(numChildren);\n for (let i = 0; i < nextChildren.length; i++) {\n pushOperation(nextChildren[i]);\n }\n }\n function findReorderedChildrenRecursively(\n fiber: Fiber,\n nextChildren: Array<number>,\n) {\n if (!shouldFilterFiber(fiber)) {\n nextChildren.push(getFiberIDThrows(fiber));\n } else {\n let child = fiber.child;\n const\n isTimedOutSuspense =\n fiber.tag === SuspenseComponent && fiber.memoizedState !== null;\n if\n (isTimedOutSuspense) {\n // Special case: if Suspense mounts in a timed-out state,\n // get the fallback\n child from the inner fragment,\n // and skip over the primary child.\n const primaryChildFragment =\n fiber.child;\n const fallbackChildFragment = primaryChildFragment\n ? primaryChildFragment.sibling\n : null;\n const fallbackChild = fallbackChildFragment\n ? fallbackChildFragment.child\n : null;\n if (fallbackChild !== null) {\n child = fallbackChild;\n }\n }\n while (child !== null) {\n findReorderedChildrenRecursively(child, nextChildren);\n child = child.sibling;\n }\n }\n }\n // Returns\n whether closest unfiltered fiber parent needs to reset its child list.\n function updateFiberRecursively(\n nextFiber:\n Fiber,\n prevFiber: Fiber,\n parentFiber: Fiber | null,\n traceNearestHostComponentUpdate: boolean,\n):\n boolean {\n const id = getOrGenerateFiberID(nextFiber);\n if (__DEBUG__) {\n
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debug('updateFiberRecursively()', nextFiber, parentFiber);\n }\n\n if (traceUpdatesEnabled) {\n const
elementType = getElementTypeInfoForFiber(nextFiber);\n if (traceNearestHostComponentUpdate) {\n // If an
ancestor updated, we should mark the nearest host nodes for highlighting.\n if (elementType ===
ElementTypeHostComponent) {\n traceUpdatesForNodes.add(nextFiber.stateNode);\n traceNearestHostComponentUpdate = false;\n }\n } else {\n if (\n elementType ===
ElementTypeFunction ||\n elementType === ElementTypeClass ||\n elementType ===
ElementTypeContext\n) {\n // Otherwise if this is a traced ancestor, flag for the nearest host
descendant(s).\n traceNearestHostComponentUpdate = didFiberRender(\n prevFiber,\n
nextFiber,\n);\n }\n }\n }\n\n if (\n mostRecentlyInspectedElement !== null &&\n
mostRecentlyInspectedElement.id === id &&\n didFiberRender(prevFiber, nextFiber)\n) {\n // If this Fiber
has updated, clear cached inspected data.\n // If it is inspected again, it may need to be re-run to obtain updated
hooks values.\n hasElementUpdatedSinceLastInspected = true;\n }\n\n const shouldIncludeInTree =
!shouldFilterFiber(nextFiber);\n const isSuspense = nextFiber.tag === SuspenseComponent;\n let
shouldResetChildren = false;\n // The behavior of timed-out Suspense trees is unique.\n // Rather than unmount
the timed out content (and possibly lose important state),\n // React re-parents this content within a hidden
Fragment while the fallback is showing.\n // This behavior doesn't need to be observable in the DevTools
though.\n // It might even result in a bad user experience for e.g. node selection in the Elements panel.\n // The
easiest fix is to strip out the intermediate Fragment fibers,\n // so the Elements panel and Profiler don't need to
special case them.\n // Suspense components only have a non-null memoizedState if they're timed-out.\n const
prevDidTimeout = isSuspense && prevFiber.memoizedState !== null;\n const nextDidTimeout = isSuspense &&
nextFiber.memoizedState !== null;\n // The logic below is inspired by the code paths in
updateSuspenseComponent()\n // inside ReactFiberBeginWork in the React source code.\n if (prevDidTimeout
&& nextDidTimeout) {\n // Fallback -> Fallback:\n // 1. Reconcile fallback set.\n const nextFiberChild =
nextFiber.child;\n const nextFallbackChildSet = nextFiberChild\n ? nextFiberChild.sibling\n : null;\n // Note: We can't use nextFiber.child.sibling.alternate\n // because the set is special and alternate may not exist.\n const prevFiberChild = prevFiber.child;\n const prevFallbackChildSet = prevFiberChild\n ?
prevFiberChild.sibling\n : null;\n if (\n nextFallbackChildSet !== null &&\n prevFallbackChildSet !==
null &&\n updateFiberRecursively(\n nextFallbackChildSet,\n prevFallbackChildSet,\n
nextFiber,\n traceNearestHostComponentUpdate,\n)\n) {\n shouldResetChildren = true;\n }\n }
else if (prevDidTimeout && !nextDidTimeout) {\n // Fallback -> Primary:\n // 1. Unmount fallback set\n // Note: don't emulate fallback unmount because React actually did it.\n // 2. Mount primary set\n const
nextPrimaryChildSet = nextFiber.child;\n if (nextPrimaryChildSet !== null) {\n mountFiberRecursively(\n
 nextPrimaryChildSet,\n shouldIncludeInTree ? nextFiber : parentFiber,\n true,\n
traceNearestHostComponentUpdate,\n);\n }\n shouldResetChildren = true;\n } else if
(!prevDidTimeout && nextDidTimeout) {\n // Primary -> Fallback:\n // 1. Hide primary set\n // This is
not a real unmount, so it won't get reported by React.\n // We need to manually walk the previous tree and record
unmounts.\n unmountFiberChildrenRecursively(prevFiber);\n // 2. Mount fallback set\n const
nextFiberChild = nextFiber.child;\n const nextFallbackChildSet = nextFiberChild\n ?
nextFiberChild.sibling\n : null;\n if (nextFallbackChildSet !== null) {\n mountFiberRecursively(\n
 nextFallbackChildSet,\n shouldIncludeInTree ? nextFiber : parentFiber,\n true,\n
traceNearestHostComponentUpdate,\n);\n shouldResetChildren = true;\n }\n } else {\n // Common
case: Primary -> Primary.\n // This is the same code path as for non-Suspense fibers.\n if (nextFiber.child !==
prevFiber.child) {\n // If the first child is different, we need to traverse them.\n // Each next child will be
either a new child (mount) or an alternate (update).\n let nextChild = nextFiber.child;\n let
prevChildAtSameIndex = prevFiber.child;\n while (nextChild) {\n // We already know children will be
referentially different because\n // they are either new mounts or alternates of previous children.\n //
Schedule updates and mounts depending on whether alternates exist.\n // We don't track deletions here because
they are reported separately.\n if (nextChild.alternate) {\n const prevChild = nextChild.alternate;\n

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if (\n updateFiberRecursively(\n nextChild,\n prevChild,\n shouldIncludeInTree
? nextFiber : parentFiber,\n traceNearestHostComponentUpdate,\n)\n) {\n // If a
nested tree child order changed but it can't handle its own\n // child order invalidation (e.g. because it's
filtered out like host nodes),\n // propagate the need to reset child order upwards to this Fiber.\n shouldResetChildren = true;\n }\n // However we also keep track if the order of the children matches\n
// the previous order. They are always different referentially, but\n // if the instances line up
conceptually we'll want to know that.\n if (prevChild !== prevChildAtSameIndex) {\n
shouldResetChildren = true;\n }\n } else {\n mountFiberRecursively(\n nextChild,\n
 shouldIncludeInTree ? nextFiber : parentFiber,\n false,\n traceNearestHostComponentUpdate,\n
);\n shouldResetChildren = true;\n }\n // Try the next child.\n nextChild =
nextChild.sibling;\n // Advance the pointer in the previous list so that we can\n // keep comparing if they
line up.\n if (!shouldResetChildren && prevChildAtSameIndex !== null) {\n prevChildAtSameIndex =
prevChildAtSameIndex.sibling;\n }\n }\n // If we have no more children, but used to, they don't line
up.\n if (prevChildAtSameIndex !== null) {\n shouldResetChildren = true;\n }\n } else {\n if
(traceUpdatesEnabled) {\n // If we're tracing updates and we've bailed out before reaching a host node,\n
// we should fall back to recursively marking the nearest host descendants for highlight.\n if
(traceNearestHostComponentUpdate) {\n const hostFibers = findAllCurrentHostFibers(\n
getFiberIDThrows(nextFiber),\n);\n hostFibers.forEach(hostFiber => {\n
traceUpdatesForNodes.add(hostFiber.stateNode);\n });\n }\n }\n }\n }\n }\n }\n if
(shouldIncludeInTree) {\n const isProfilingSupported = nextFiber.hasOwnProperty('treeBaseDuration');\n if
(isProfilingSupported) {\n recordProfilingDurations(nextFiber);\n }\n }\n if (shouldResetChildren) {\n
// We need to crawl the subtree for closest non-filtered Fibers\n // so that we can display them in a flat children
set.\n if (shouldIncludeInTree) {\n // Normally, search for children from the rendered child.\n let
nextChildSet = nextFiber.child;\n if (nextDidTimeOut) {\n // Special case: timed-out Suspense renders the
fallback set.\n const nextFiberChild = nextFiber.child;\n nextChildSet = nextFiberChild ?
nextFiberChild.sibling : null;\n }\n if (nextChildSet !== null) {\n recordResetChildren(nextFiber,
nextChildSet);\n }\n // We've handled the child order change for this Fiber.\n // Since it's included,
there's no need to invalidate parent child order.\n return false;\n } else {\n // Let the closest unfiltered
parent Fiber reset its child order instead.\n return true;\n }\n } else {\n return false;\n }\n }\n }\n }\n function cleanup() {\n // We don't patch any methods so there is no cleanup.\n }\n }\n function
rootSupportsProfiling(root) {\n if (root.memoizedInteractions !== null) {\n // v16 builds include this field for the
scheduler/tracing API.\n return true;\n } else if (\n root.current !== null &&\n
root.current.hasOwnProperty('treeBaseDuration')\n) {\n // The scheduler/tracing API was removed in v17
though\n // so we need to check a non-root Fiber.\n return true;\n } else {\n return false;\n }\n }\n }\n function flushInitialOperations() {\n const localPendingOperationsQueue = pendingOperationsQueue;\n
pendingOperationsQueue = null;\n if (\n localPendingOperationsQueue !== null &&\n
localPendingOperationsQueue.length > 0\n) {\n // We may have already queued up some operations before the
frontend connected\n // If so, let the frontend know about them.\n localPendingOperationsQueue.forEach(operations => {\n hook.emit('operations', operations);\n });\n } else
{\n // Before the traversals, remember to start tracking\n // our path in case we have selection to restore.\n if (trackedPath !== null) {\n mightBeOnTrackedPath = true;\n }\n // If we have not been profiling, then
we can just walk the tree and build up its current state as-is.\n hook.getFiberRoots(rendererID).forEach(root =>
{\n currentRootID = getOrGenerateFiberID(root.current);\n setRootPseudoKey(currentRootID,
root.current);\n }\n // Handle multi-renderer edge-case where only some v16 renderers support profiling.\n if
(isProfiling && rootSupportsProfiling(root)) {\n // If profiling is active, store commit time and duration.\n
// The frontend may request this information after profiling has stopped.\n currentCommitProfilingMetadata =
{\n changeDescriptions: recordChangeDescriptions ? new Map() : null,\n durations: [],\n
commitTime: getCurrentTime() - profilingStartTime,\n maxActualDuration: 0,\n priorityLevel: null,\n

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 updaters: getUpdatersList(root),\n effectDuration: null,\n passiveEffectDuration: null,\n });\n }\n mountFiberRecursively(root.current, null, false, false);\n flushPendingEvents(root);\n currentRootID = -1;\n });\n }\n function getUpdatersList(root): Array<SerializedElement> | null {\n return root.memoizedUpdaters != null\n ? Array.from(root.memoizedUpdaters).map(fiberToSerializedElement)\n : null;\n }\n function handleCommitFiberUnmount(fiber) {\n // This is not recursive.\n // We can't traverse fibers after unmounting so instead\n // we rely on React telling us about each unmount.\n recordUnmount(fiber, false);\n }\n function handlePostCommitFiberRoot(root) {\n if (isProfiling && rootSupportsProfiling(root)) {\n if (currentCommitProfilingMetadata !== null) {\n const {effectDuration, passiveEffectDuration} =\n getEffectDurations(\n root,\n);\n currentCommitProfilingMetadata.effectDuration = effectDuration;\n currentCommitProfilingMetadata.passiveEffectDuration = passiveEffectDuration;\n }\n }\n }\n function handleCommitFiberRoot(root, priorityLevel) {\n const current = root.current;\n const alternate = current.alternate;\n\n // Flush any pending Fibers that we are untracking before processing the new commit.\n // If we don't do this, we might end up double-deleting Fibers in some cases (like Legacy Suspense).\n untrackFibers();\n currentRootID = getOrGenerateFiberID(current);\n // Before the traversals, remember to start tracking\n // our path in case we have selection to restore.\n if (trackedPath !== null) {\n mightBeOnTrackedPath = true;\n }\n if (traceUpdatesEnabled) {\n traceUpdatesForNodes.clear();\n }\n\n // Handle multi-renderer edge-case where only some v16 renderers support profiling.\n const\n isProfilingSupported = rootSupportsProfiling(root);\n if (isProfiling && isProfilingSupported) {\n // If profiling is active, store commit time and duration.\n // The frontend may request this information after profiling has stopped.\n currentCommitProfilingMetadata = {\n changeDescriptions: recordChangeDescriptions ? new Map() : null,\n durations: [],\n commitTime: get currentTime() - profilingStartTime,\n maxActualDuration: 0,\n priorityLevel:\n priorityLevel == null ? null :\n formatPriorityLevel(priorityLevel),\n }\n updaters: getUpdatersList(root),\n }\n // Initialize to null; if new enough React version is running,\n // these values will be read during separate handlePostCommitFiberRoot() call.\n effectDuration: null,\n passiveEffectDuration: null,\n });\n }\n if (alternate) {\n // TODO: relying on this seems a bit fishy.\n const wasMounted =\n alternate.memoizedState != null &&\n alternate.memoizedState.element != null;\n const isMounted =\n current.memoizedState != null &&\n current.memoizedState.element != null;\n if (!wasMounted && isMounted) {\n // Mount a new root.\n setRootPseudoKey(currentRootID, current);\n mountFiberRecursively(current, null, false, false);\n } else if\n (wasMounted && isMounted) {\n // Update an existing root.\n updateFiberRecursively(current, alternate, null, false);\n } else if\n (wasMounted && !isMounted) {\n // Unmount an existing root.\n removeRootPseudoKey(currentRootID);\n recordUnmount(current, false);\n }\n } else {\n // Mount a new root.\n setRootPseudoKey(currentRootID, current);\n mountFiberRecursively(current, null, false, false);\n }\n }\n if (isProfiling && isProfilingSupported) {\n const commitProfilingMetadata =\n ((rootToCommitProfilingMetadataMap: any): CommitProfilingMetadataMap).get(\n currentRootID,\n);\n if (commitProfilingMetadata != null) {\n commitProfilingMetadata.push(\n ((currentCommitProfilingMetadata: any): CommitProfilingData),\n);\n } else {\n ((rootToCommitProfilingMetadataMap: any): CommitProfilingMetadataMap).set(\n currentRootID,\n [((currentCommitProfilingMetadata: any): CommitProfilingData)],\n);\n }\n }\n }\n // We're done here.\n flushPendingEvents(root);\n if (traceUpdatesEnabled) {\n hook.emit('traceUpdates',\n traceUpdatesForNodes);\n }\n currentRootID = -1;\n }\n }\n function findAllCurrentHostFibers(id: number): $ReadOnlyArray<Fiber> {\n const fibers = [];\n const fiber = findCurrentFiberUsingSlowPathById(id);\n if (!fiber) {\n return fibers;\n }\n // Next we'll drill down this component to find all HostComponent/Text.\n let node: Fiber = fiber;\n while (true) {\n if (node.tag === HostComponent || node.tag === HostText) {\n fibers.push(node);\n } else if (node.child) {\n node.child.return = node;\n node = node.child;\n continue;\n }\n if (node === fiber) {\n return fibers;\n }\n while (!node.sibling) {\n if (!node.return || node.return === fiber) {\n return fibers;\n }\n node = node.return;\n }\n node.sibling.return = node.return;\n node = node.sibling;\n }\n // Flow needs the return here, but ESLint

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complains about it.\n // eslint-disable-next-line no-unreachable\n return fibers;\n }\n\n function
findNativeNodesForFiberID(id: number) {\n try {\n let fiber = findCurrentFiberUsingSlowPathById(id);\n
if (fiber === null) {\n return null;\n }\n // Special case for a timed-out Suspense.\n const
isTimedOutSuspense =\n fiber.tag === SuspenseComponent && fiber.memoizedState !== null;\n if
(isTimedOutSuspense) {\n // A timed-out Suspense's findDOMNode is useless.\n // Try our best to find the
fallback directly.\n const maybeFallbackFiber = fiber.child && fiber.child.sibling;\n if
(maybeFallbackFiber !== null) {\n fiber = maybeFallbackFiber;\n }\n }\n const hostFibers =
findAllCurrentHostFibers(id);\n return hostFibers.map(hostFiber => hostFiber.stateNode).filter(Boolean);\n }
catch (err) {\n // The fiber might have unmounted by now.\n return null;\n }\n }\n\n function
getDisplayNameForFiberID(id) {\n const fiber = idToArbitraryFiberMap.get(id);\n return fiber !== null ?
getDisplayNameForFiber(((fiber: any): Fiber)): null;\n }\n\n function getFiberIDForNative(\n hostInstance,\n
findNearestUnfilteredAncestor = false,\n) {\n let fiber = renderer.findFiberByHostInstance(hostInstance);\n if
(fiber !== null) {\n if (findNearestUnfilteredAncestor) {\n while (fiber !== null && shouldFilterFiber(fiber))
{\n fiber = fiber.return;\n }\n }\n return getFiberIDThrows(((fiber: any): Fiber));\n }\n return
null;\n }\n\n const MOUNTING = 1;\n const MOUNTED = 2;\n const UNMOUNTED = 3;\n\n // This function
is copied from React and should be kept in sync:\n // https://github.com/facebook/react/blob/master/packages/react-
reconciler/src/ReactFiberTreeReflection.js\n function isFiberMountedImpl(fiber: Fiber): number {\n let node =
fiber;\n let prevNode = null;\n if (!fiber.alternate) {\n // If there is no alternate, this might be a new tree that
isn't inserted\n // yet. If it is, then it will have a pending insertion effect on it.\n if ((getFiberFlags(node) &
Placement) !== NoFlags) {\n return MOUNTING;\n }\n // This indicates an error during render.\n if
((getFiberFlags(node) & Incomplete) !== NoFlags) {\n return UNMOUNTED;\n }\n while (node.return)
{\n prevNode = node;\n node = node.return;\n\n if ((getFiberFlags(node) & Placement) !== NoFlags)
{\n return MOUNTING;\n }\n // This indicates an error during render.\n if ((getFiberFlags(node)
& Incomplete) !== NoFlags) {\n return UNMOUNTED;\n }\n\n // If this node is inside of a timed out
suspense subtree, we should also ignore errors/warnings.\n const isTimedOutSuspense =\n node.tag ===
SuspenseComponent && node.memoizedState !== null;\n if (isTimedOutSuspense) {\n // Note that this
does not include errors/warnings in the Fallback tree though!\n const primaryChildFragment = node.child;\n
const fallbackChildFragment = primaryChildFragment\n ? primaryChildFragment.sibling\n : null;\n
if (prevNode !== fallbackChildFragment) {\n return UNMOUNTED;\n }\n }\n }\n } else
{\n while (node.return) {\n node = node.return;\n }\n }\n if (node.tag === HostRoot) {\n // TODO:
Check if this was a nested HostRoot when used with\n // renderContainerIntoSubtree.\n return MOUNTED;\n
}\n // If we didn't hit the root, that means that we're in an disconnected tree\n // that has been unmounted.\n
return UNMOUNTED;\n }\n\n // This function is copied from React and should be kept in sync:\n //
https://github.com/facebook/react/blob/master/packages/react-reconciler/src/ReactFiberTreeReflection.js\n // It
would be nice if we updated React to inject this function directly (vs just indirectly via findDOMNode).\n // BEGIN
copied code\n function findCurrentFiberUsingSlowPathById(id: number): Fiber | null {\n const fiber =
idToArbitraryFiberMap.get(id);\n if (fiber === null) {\n console.warn(`Could not find Fiber with id
\`${id}\``);\n return null;\n }\n\n const alternate = fiber.alternate;\n if (!alternate) {\n // If there is no
alternate, then we only need to check if it is mounted.\n const state = isFiberMountedImpl(fiber);\n if (state
=== UNMOUNTED) {\n throw Error('Unable to find node on an unmounted component.);\n }\n if (state
=== MOUNTING) {\n return null;\n }\n return fiber;\n }\n // If we have two possible branches, we'll
walk backwards up to the root\n // to see what path the root points to. On the way we may hit one of the\n //
special cases and we'll deal with them.\n let a: Fiber = fiber;\n let b: Fiber = alternate;\n while (true) {\n
const parentA = a.return;\n if (parentA === null) {\n // We're at the root.\n break;\n }\n const
parentB = parentA.alternate;\n if (parentB === null) {\n // There is no alternate. This is an unusual case.
Currently, it only\n // happens when a Suspense component is hidden. An extra fragment fiber\n // is
inserted in between the Suspense fiber and its children. Skip\n // over this extra fragment fiber and proceed to
the next parent.\n const nextParent = parentA.return;\n if (nextParent !== null) {\n a = b =

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nextParent;\n continue;\n }\n // If there's no parent, we're at the root.\n break;\n }\n\n // If
both copies of the parent fiber point to the same child, we can\n // assume that the child is current. This happens
when we bailout on low\n // priority: the bailed out fiber's child reuses the current child.\n if (parentA.child
=== parentB.child) {\n let child = parentA.child;\n while (child) {\n if (child === a) {\n //
We've determined that A is the current branch.\n if (isFiberMountedImpl(parentA) !== MOUNTED) {\n
 throw Error('Unable to find node on an unmounted component.');

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inspectElementRaw() but that would require shallow rendering hooks components,\n // and could also mess with
memoization.\n function getInstanceAndStyle(id: number): InstanceAndStyle {\n let instance = null;\n let style
= null;\n\n const fiber = findCurrentFiberUsingSlowPathById(id);\n if (fiber !== null) {\n instance =
fiber.stateNode;\n\n if (fiber.memoizedProps !== null) {\n style = fiber.memoizedProps.style;\n }\n
}\n\n return {instance, style};\n }\n\n function inspectElementRaw(id: number): InspectedElement | null {\n
const fiber = findCurrentFiberUsingSlowPathById(id);\n if (fiber == null) {\n return null;\n }\n\n const {\n
_debugOwner,\n _debugSource,\n stateNode,\n key,\n memoizedProps,\n memoizedState,\n
dependencies,\n tag,\n type,\n } = fiber;\n\n const elementType = getElementTypeInfo(fiber);\n\n
const usesHooks =\n (tag === FunctionComponent ||\n tag === SimpleMemoComponent ||\n tag ===
ForwardRef) &&\n (!memoizedState || !dependencies);\n\n // TODO Show custom UI for Cache like we do
for Suspense\n // For now, just hide state data entirely since it's not meant to be inspected.\n const showState =
!usesHooks && tag !== CacheComponent;\n\n const typeSymbol = getTypeSymbol(type);\n\n let
canViewSource = false;\n let context = null;\n if (\n tag === ClassComponent ||\n tag ===
FunctionComponent ||\n tag === IncompleteClassComponent ||\n tag === IndeterminateComponent ||\n tag
=== MemoComponent ||\n tag === ForwardRef ||\n tag === SimpleMemoComponent\n) {\n
canViewSource = true;\n if (stateNode && stateNode.context != null) {\n // Don't show an empty context
object for class components that don't use the context API.\n const shouldHideContext =\n elementType
=== ElementTypeClass &&\n !(type.contextTypes || type.contextType);\n if (!shouldHideContext) {\n
context = stateNode.context;\n }\n }\n } else if (\n typeSymbol === CONTEXT_NUMBER ||\n
typeSymbol === CONTEXT_SYMBOL_STRING\n) {\n // 16.3-16.5 read from "type" because the
Consumer is the actual context object.\n // 16.6+ should read from "type._context" because Consumer can be
different (in DEV).\n // NOTE Keep in sync with getDisplayNameForFiber()\n const
consumerResolvedContext = type._context || type;\n\n // Global context value.\n context =
consumerResolvedContext._currentValue || null;\n\n // Look for overridden value.\n let current = ((fiber: any):
Fiber).return;\n while (current !== null) {\n const currentType = current.type;\n const
currentTypeSymbol = getTypeSymbol(currentType);\n if (\n currentTypeSymbol ===
PROVIDER_NUMBER ||\n currentTypeSymbol === PROVIDER_SYMBOL_STRING\n) {\n //
16.3.0 exposed the context object as "context"\n // PR #12501 changed it to "_context" for 16.3.1+\n //
NOTE Keep in sync with getDisplayNameForFiber()\n const providerResolvedContext =\n
currentType._context || currentType.context;\n if (providerResolvedContext === consumerResolvedContext)
{\n context = current.memoizedProps.value;\n break;\n }\n }\n\n current =
current.return;\n }\n }\n\n let hasLegacyContext = false;\n if (context !== null) {\n hasLegacyContext =
!!type.contextTypes;\n\n // To simplify hydration and display logic for context, wrap in a value object.\n //
Otherwise simple values (e.g. strings, booleans) become harder to handle.\n context = {value: context};\n }\n\n
let owners = null;\n if (_debugOwner) {\n owners = [];\n let owner = _debugOwner;\n while (owner !==
null) {\n owners.push(fiberToSerializedElement(owner));\n owner = owner._debugOwner || null;\n }\n
}\n\n const isTimedOutSuspense =\n tag === SuspenseComponent && memoizedState !== null;\n\n let
hooks = null;\n if (usesHooks) {\n const originalConsoleMethods = {};\n\n // Temporarily disable all
console logging before re-running the hook.\n for (const method in console) {\n try {\n
originalConsoleMethods[method] = console[method];\n\n // $FlowFixMe property error/warn is not writable.\n
console[method] = () => {};\n } catch (error) {\n }\n\n try {\n hooks = inspectHooksOfFiber(\n
fiber,\n (renderer.currentDispatcherRef: any),\n);\n } finally {\n // Restore original console
functionality.\n for (const method in originalConsoleMethods) {\n try {\n // $FlowFixMe property
error/warn is not writable.\n console[method] = originalConsoleMethods[method];\n } catch (error) {\n
}\n }\n }\n\n let rootType = null;\n let current = fiber;\n while (current.return !== null) {\n current
= current.return;\n }\n\n const fiberRoot = current.stateNode;\n if (fiberRoot != null &&
fiberRoot._debugRootType != null) {\n rootType = fiberRoot._debugRootType;\n }\n\n const errors =
fiberIDToErrorsMap.get(id) || new Map();\n const warnings = fiberIDToWarningsMap.get(id) || new Map();\n\n

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return {
 id,
 // Does the current renderer support editable hooks and function props?
 canEditHooks:
 typeof overrideHookState === 'function',
 canEditFunctionProps:
 typeof overrideProps === 'function',
 // Does the current renderer support advanced editing interface?
 canEditHooksAndDeletePaths:
 typeof overrideHookStateDeletePath === 'function',
 canEditHooksAndRenamePaths:
 typeof overrideHookStateRenamePath === 'function',
 canEditFunctionPropsDeletePaths:
 typeof overridePropsDeletePath === 'function',
 canEditFunctionPropsRenamePaths:
 typeof overridePropsRenamePath === 'function',
 canToggleSuspense:
 supportsTogglingSuspense &&
 // If it's showing the real content, we can always flip fallback.
 (!isTimedOutSuspense ||
 // If it's showing fallback because we previously forced it to,
 // allow toggling it back to remove the fallback override.
 forceFallbackForSuspenseIDs.has(id)),
 // Can view component source location.
 canViewSource,
 // Does the component have legacy context attached to it.
 hasLegacyContext,
 key: key != null ? key : null,
 displayName:
 getDisplayNameForFiber(fiber),
 type: elementType,
 // Inspectable properties.
 // TODO Review sanitization approach for the below inspectable values.
 context,
 hooks,
 props: memoizedProps,
 state: showState ? memoizedState : null,
 errors: Array.from(errors.entries()),
 warnings: Array.from(warnings.entries()),
 // List of owners
 owners,
 // Location of component in source code.
 source: _debugSource || null,
 rootType,
 rendererPackageName:
 renderer.rendererPackageName,
 rendererVersion:
 renderer.version,
};
}
let
mostRecentlyInspectedElement:
 InspectedElement | null = null;
let hasElementUpdatedSinceLastInspected:
 boolean = false;
let currentlyInspectedPaths:
 Object = {};
function isMostRecentlyInspectedElement(
 id: number):
 boolean {
 return (
 mostRecentlyInspectedElement !== null &&
 mostRecentlyInspectedElement.id === id
);
}
function isMostRecentlyInspectedElementCurrent(
 id: number):
 boolean {
 return (
 isMostRecentlyInspectedElement(id) &&
 !hasElementUpdatedSinceLastInspected
);
}
// Track the intersection of currently inspected paths,
// so that we can send their data along if the element is re-rendered.
function mergeInspectedPaths(
 path: Array<string | number>):
 void {
 let current = currentlyInspectedPaths;
 path.forEach(key => {
 if (!current[key]) {
 current[key] = {};
 }
 current = current[key];
 });
}
function createIsPathAllowed(
 key: string | null,
 secondaryCategory:
 'hooks' | null):
 boolean {
 // This function helps prevent previously-inspected paths from
 // being dehydrated in updates.
 // This is important to avoid a bad user experience where expanded toggles collapse
 // on update.
 return function isPathAllowed(
 path: Array<string | number>):
 boolean {
 switch (secondaryCategory) {
 case 'hooks':
 if (path.length === 1) {
 // Never dehydrate the "hooks"
 // object at the top levels.
 return true;
 }
 if (
 path[path.length - 1] === 'subHooks' ||
 path[path.length - 2] === 'subHooks'
) {
 // Dehydrating the 'subHooks' property makes the
 // HooksTree UI a lot more complicated,
 // so it's easiest for now if we just don't break on this boundary.
 // We can always dehydrate a level deeper (in the value object).
 return true;
 }
 break;
 default:
 break;
 }
 let current =
 key === null ?
 currentlyInspectedPaths :
 currentlyInspectedPaths[key];
 if (!current) {
 return false;
 }
 for (let i = 0; i < path.length; i++) {
 current = current[path[i]];
 if (!current) {
 return false;
 }
 }
 return true;
 };
}
function updateSelectedElement(
 inspectedElement:
 InspectedElement):
 void {
 const {
 hooks,
 id,
 props
 } = inspectedElement;
 const fiber =
 idToArbitraryFiberMap.get(id);
 if (fiber == null) {
 console.warn(
 `Could not find Fiber with id "${id}"`);
 return;
 }
 const {
 elementType,
 stateNode,
 tag,
 type
 } = fiber;
 switch (tag) {
 case ClassComponent:
 case IncompleteClassComponent:
 case IndeterminateComponent:
 global.$r = stateNode;
 break;
 case FunctionComponent:
 global.$r = {
 hooks,
 props,
 type,
 };
 break;
 case ForwardRef:
 global.$r = {
 hooks,
 props,
 type: type.render,
 };
 break;
 case MemoComponent:
 case SimpleMemoComponent:
 global.$r = {
 hooks,
 props,
 type:
 elementType != null &&
 elementType.type != null ?
 elementType.type :
 type,
 };
 break;
 default:
 global.$r = null;
 break;
 }
}
function storeAsGlobal(
 id: number,
 path:
 Array<string | number>,
 count: number):
 void {
 if (isMostRecentlyInspectedElement(id)) {
 const

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value = getObject(\n ((mostRecentlyInspectedElement: any): InspectedElement),\n path,\n);\n
const key = `\$reactTemp\${count}`;\n window[key] = value;\n console.log(key);\n
console.log(value);\n }\n }\n function copyElementPath(id: number, path: Array<string | number>): void {\n
if (isMostRecentlyInspectedElement(id)) {\n copyToClipboard(\n getObject(\n
((mostRecentlyInspectedElement: any): InspectedElement),\n path,\n),\n);\n }\n }\n function
inspectElement(\n requestID: number,\n id: number,\n path: Array<string | number> | null,\n):
InspectedElementPayload {\n if (path !== null) {\n mergeInspectedPaths(path);\n }\n if
(isMostRecentlyInspectedElement(id)) {\n if (!hasElementUpdatedSinceLastInspected) {\n if (path !== null)
{\n let secondaryCategory = null;\n if (path[0] === 'hooks') {\n secondaryCategory = 'hooks';\n
 }\n // If this element has not been updated since it was last inspected,\n // we can just return the
subset of data in the newly-inspected path.\n return {\n id,\n responseID: requestID,\n
type: 'hydrated-path',\n path,\n value: cleanForBridge(\n getObject(\n
((mostRecentlyInspectedElement: any): InspectedElement),\n path,\n),\n
 createIsPathAllowed(null, secondaryCategory),\n path,\n),\n);\n } else {\n // If this
element has not been updated since it was last inspected, we don't need to return it.\n // Instead we can just
return the ID to indicate that it has not changed.\n return {\n id,\n responseID: requestID,\n
type: 'no-change',\n);\n }\n }\n } else {\n currentlyInspectedPaths = {};\n }\n }\n
 hasElementUpdatedSinceLastInspected = false;\n mostRecentlyInspectedElement = inspectElementRaw(id);\n
if (mostRecentlyInspectedElement === null) {\n return {\n id,\n responseID: requestID,\n type: 'not-
found',\n);\n }\n }\n // Any time an inspected element has an update,\n // we should update the selected \$r
value as wel.\n // Do this before dehydration (cleanForBridge).\n
updateSelectedElement(mostRecentlyInspectedElement);\n // Clone before cleaning so that we preserve the full
data.\n // This will enable us to send patches without re-inspecting if hydrated paths are requested.\n // (Reducing
how often we shallow-render is a better DX for function components that use hooks.)\n const
cleanedInspectedElement = {...mostRecentlyInspectedElement};\n cleanedInspectedElement.context =
cleanForBridge(\n cleanedInspectedElement.context,\n createIsPathAllowed('context', null),\n);\n
 cleanedInspectedElement.hooks = cleanForBridge(\n cleanedInspectedElement.hooks,\n
 createIsPathAllowed('hooks', 'hooks'),\n);\n cleanedInspectedElement.props = cleanForBridge(\n
 cleanedInspectedElement.props,\n createIsPathAllowed('props', null),\n);\n cleanedInspectedElement.state =
cleanForBridge(\n cleanedInspectedElement.state,\n createIsPathAllowed('state', null),\n);\n }\n }\n return {\n
 id,\n responseID: requestID,\n type: 'full-data',\n value: cleanedInspectedElement,\n);\n }\n }\n function
logElementToConsole(id) {\n const result = isMostRecentlyInspectedElementCurrent(id)\n ?
mostRecentlyInspectedElement\n : inspectElementRaw(id);\n if (result === null) {\n console.warn('Could
not find Fiber with id '\${id}');\n return;\n }\n const supportsGroup = typeof console.groupCollapsed
=== 'function';\n if (supportsGroup) {\n console.groupCollapsed(\n `[Click to expand]
%c<${result.displayName || 'Component'} />`,\n // --dom-tag-name-color is the CSS variable Chrome styles
HTML elements with in the console.\n 'color: var(--dom-tag-name-color); font-weight: normal;',\n);\n }\n }\n
if (result.props !== null) {\n console.log('Props:', result.props);\n }\n if (result.state !== null) {\n
 console.log('State:', result.state);\n }\n if (result.hooks !== null) {\n console.log('Hooks:', result.hooks);\n
 }\n const nativeNodes = findNativeNodesForFiberID(id);\n if (nativeNodes !== null) {\n
 console.log('Nodes:', nativeNodes);\n }\n if (result.source !== null) {\n console.log('Location:',
result.source);\n }\n if (window.chrome || /firefox/i.test(navigator.userAgent)) {\n console.log(\n 'Right-
click any value to save it as a global variable for further inspection.',\n);\n }\n if (supportsGroup) {\n
 console.groupEnd();\n }\n }\n }\n function deletePath(\n type: 'context' | 'hooks' | 'props' | 'state',\n id: number,\n
 hookID: ?number,\n path: Array<string | number>,\n): void {\n const fiber =
findCurrentFiberUsingSlowPathById(id);\n if (fiber !== null) {\n const instance = fiber.stateNode;\n }\n
 switch (type) {\n case 'context':\n // To simplify hydration and display of primitive context values (e.g.
number, string)\n // the inspectElement() method wraps context in a {value: ...} object.\n // We need to

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remove the first part of the path (the \"value\") before continuing.\n path = path.slice(1);\n switch\n(fiber.tag) {\n case ClassComponent:\n if (path.length === 0) {\n // Simple context value\n(noop)\n } else {\n deletePathInObject(instance.context, path);\n }\ninstance.forceUpdate();\n break;\n case FunctionComponent:\n // Function components using\nlegacy context are not editable\n // because there's no instance on which to create a cloned, mutated\ncontext.\n break;\n }\n break;\n case 'hooks':\n if (typeof overrideHookStateDeletePath\n=== 'function') {\n overrideHookStateDeletePath(fiber, ((hookID: any): number), path);\n }\nbreak;\n case 'props':\n if (instance === null) {\n if (typeof overridePropsDeletePath === 'function')\n{\n overridePropsDeletePath(fiber, path);\n }\n } else {\n fiber.pendingProps =\ncopyWithDelete(instance.props, path);\n instance.forceUpdate();\n }\n break;\n case 'state':\n deletePathInObject(instance.state, path);\n instance.forceUpdate();\n break;\n }\n }\n}\n\nfunction renamePath(\n type: 'context' | 'hooks' | 'props' | 'state',\n id: number,\n hookID: ?number,\n oldPath:\nArray<string | number>,\n newPath: Array<string | number>,\n): void {\n const fiber =\nfindCurrentFiberUsingSlowPathById(id);\n if (fiber !== null) {\n const instance = fiber.stateNode;\n switch (type) {\n case 'context':\n // To simplify hydration and display of primitive context values (e.g.\nnumber, string)\n // the inspectElement() method wraps context in a {value: ...} object.\n // We need to\nremove the first part of the path (the \"value\") before continuing.\n oldPath = oldPath.slice(1);\n newPath = newPath.slice(1);\n switch (fiber.tag) {\n case ClassComponent:\n if\n(oldPath.length === 0) {\n // Simple context value (noop)\n } else {\n renamePathInObject(instance.context, oldPath, newPath);\n }\n instance.forceUpdate();\n break;\n case FunctionComponent:\n // Function components using legacy context are not editable\n // because there's no instance on which to create a cloned, mutated context.\n break;\n }\n break;\n case 'hooks':\n if (typeof overrideHookStateRenamePath === 'function') {\n overrideHookStateRenamePath(\n fiber,\n ((hookID: any): number),\n oldPath,\n newPath,\n);\n }\n break;\n case 'props':\n if (instance === null) {\n if (typeof\noverridePropsRenamePath === 'function') {\n overridePropsRenamePath(fiber, oldPath, newPath);\n }\n } else {\n fiber.pendingProps = copyWithRename(\n instance.props,\n oldPath,\n newPath,\n);\n instance.forceUpdate();\n }\n break;\n case 'state':\n renamePathInObject(instance.state, oldPath, newPath);\n instance.forceUpdate();\n break;\n }\n }\n}\n\nfunction overrideValueAtPath(\n type: 'context' | 'hooks' | 'props' | 'state',\n id: number,\n hookID:\n?number,\n path: Array<string | number>,\n value: any,\n): void {\n const fiber =\nfindCurrentFiberUsingSlowPathById(id);\n if (fiber !== null) {\n const instance = fiber.stateNode;\n switch (type) {\n case 'context':\n // To simplify hydration and display of primitive context values (e.g.\nnumber, string)\n // the inspectElement() method wraps context in a {value: ...} object.\n // We need to\nremove the first part of the path (the \"value\") before continuing.\n path = path.slice(1);\n switch\n(fiber.tag) {\n case ClassComponent:\n if (path.length === 0) {\n // Simple context value\n instance.context = value;\n } else {\n setInObject(instance.context, path, value);\n }\n instance.forceUpdate();\n break;\n case FunctionComponent:\n // Function\ncomponents using legacy context are not editable\n // because there's no instance on which to create a\ncloned, mutated context.\n break;\n }\n break;\n case 'hooks':\n if (typeof\noverrideHookState === 'function') {\n overrideHookState(fiber, ((hookID: any): number), path, value);\n }\n break;\n case 'props':\n switch (fiber.tag) {\n case ClassComponent:\n fiber.pendingProps = copyWithSet(instance.props, path, value);\n instance.forceUpdate();\n break;\n default:\n if (typeof overrideProps === 'function') {\n overrideProps(fiber, path, value);\n }\n break;\n }\n break;\n case 'state':\n switch (fiber.tag) {\n case\nClassComponent:\n setInObject(instance.state, path, value);\n instance.forceUpdate();\n break;\n }\n break;\n }\n }\n}\n\n type CommitProfilingData = {\n changeDescriptions:\nMap<number, ChangeDescription> | null,\n commitTime: number,\n durations: Array<number>,\n}

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effectDuration: number | null,\n maxActualDuration: number,\n passiveEffectDuration: number | null,\n priorityLevel: string | null,\n updaters: Array<SerializedElement> | null,\n };\n\n type\n CommitProfilingMetadataMap = Map<number, Array<CommitProfilingData>>;\n type DisplayNamesByRootID =\n Map<number, string>;\n\n let currentCommitProfilingMetadata: CommitProfilingData | null = null;\n let\n displayNamesByRootID: DisplayNamesByRootID | null = null;\n let idToContextsMap: Map<number, any> | null\n = null;\n let initialTreeBaseDurationsMap: Map<number, number> | null = null;\n let initialIDToRootMap:\n Map<number, number> | null = null;\n let isProfiling: boolean = false;\n let profilingStartTime: number = 0;\n let\n recordChangeDescriptions: boolean = false;\n let rootToCommitProfilingMetadataMap:\n CommitProfilingMetadataMap | null = null;\n\n function getProfilingData(): ProfilingDataBackend {\n const\n dataForRoots: Array<ProfilingDataForRootBackend> = [];\n\n if (rootToCommitProfilingMetadataMap === null)\n {\n throw Error(\n 'getProfilingData() called before any profiling data was recorded',\n);\n }\n\n rootToCommitProfilingMetadataMap.forEach(\n (commitProfilingMetadata, rootID) => {\n const\n commitData: Array<CommitDataBackend> = [];\n const initialTreeBaseDurations: Array<[number, number]>\n = [];\n\n const displayName =\n (displayNamesByRootID !== null &&\n displayNamesByRootID.get(rootID)) ||\n 'Unknown';\n\n if (initialTreeBaseDurationsMap !== null) {\n initialTreeBaseDurationsMap.forEach((treeBaseDuration, id) => {\n if (\n initialIDToRootMap !==\n null &&\n initialIDToRootMap.get(id) === rootID\n) {\n // We don't need to convert\n milliseconds to microseconds in this case,\n // because the profiling summary is JSON serialized.\n initialTreeBaseDurations.push([id, treeBaseDuration]);\n }\n });\n }\n\n commitProfilingMetadata.forEach((commitProfilingData, commitIndex) => {\n const {\n changeDescriptions,\n durations,\n effectDuration,\n maxActualDuration,\n passiveEffectDuration,\n priorityLevel,\n commitTime,\n updaters,\n } =\n commitProfilingData;\n\n const fiberActualDurations: Array<[number, number]> = [];\n const\n fiberSelfDurations: Array<[number, number]> = [];\n for (let i = 0; i < durations.length; i += 3) {\n const fiberID = durations[i];\n fiberActualDurations.push([fiberID, durations[i + 1]]);\n fiberSelfDurations.push([fiberID, durations[i + 2]]);\n }\n\n commitData.push({\n changeDescriptions:\n changeDescriptions !== null\n ? Array.from(changeDescriptions.entries())\n : null,\n duration: maxActualDuration,\n effectDuration,\n fiberActualDurations,\n fiberSelfDurations,\n passiveEffectDuration,\n priorityLevel,\n timestamp: commitTime,\n updaters,\n });\n });\n\n dataForRoots.push({\n commitData,\n displayName,\n initialTreeBaseDurations,\n rootID,\n });\n },\n);\n\n return {\n dataForRoots,\n rendererID,\n };\n }\n\n function startProfiling(shouldRecordChangeDescriptions: boolean) {\n if (isProfiling)\n {\n return;\n }\n\n recordChangeDescriptions = shouldRecordChangeDescriptions;\n\n // Capture initial\n values as of the time profiling starts.\n // It's important we snapshot both the durations and the id-to-root map,\n // since either of these may change during the profiling session\n // (e.g. when a fiber is re-rendered or when a fiber\n gets removed).\n displayNamesByRootID = new Map();\n initialTreeBaseDurationsMap = new\n Map(idToTreeBaseDurationMap);\n initialIDToRootMap = new Map(idToRootMap);\n idToContextsMap =\n new Map();\n\n hook.getFiberRoots(rendererID).forEach(root => {\n const rootID =\n getFiberIDThrows(root.current);\n ((displayNamesByRootID: any): DisplayNamesByRootID).set(\n rootID,\n getDisplayNameForRoot(root.current),\n);\n\n if (shouldRecordChangeDescriptions) {\n //\n Record all contexts at the time profiling is started.\n // Fibers only store the current context value,\n // so we\n need to track them separately in order to determine changed keys.\n crawlToInitializeContextsMap(root.current);\n }\n });\n\n isProfiling = true;\n profilingStartTime =\n getCurrentTime();\n rootToCommitProfilingMetadataMap = new Map();\n }\n\n function stopProfiling() {\n isProfiling = false;\n recordChangeDescriptions = false;\n }\n\n // Automatically start profiling so that we don't\n miss timing info from initial \"mount\".\n if (\n sessionStorage.getItem(SESSION_STORAGE_RELOAD_AND_PROFILE_KEY) === 'true'\n) {\n startProfiling(\n sessionStorage.getItem(SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY)\n)\n }\n
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===\n 'true',\n);\n }\n\n // React will switch between these implementations depending on whether\n // we have any manually suspended Fibers or not.\n\n function shouldSuspendFiberAlwaysFalse() {\n return false;\n }\n\n const forceFallbackForSuspenseIDs = new Set();\n function shouldSuspendFiberAccordingToSet(fiber) {\n const maybeID = getFiberIDUnsafe(((fiber: any): Fiber));\n return maybeID !== null &&\n forceFallbackForSuspenseIDs.has(maybeID);\n }\n\n function overrideSuspense(id, forceFallback) {\n if (\n typeof setSuspenseHandler !== 'function' ||\n typeof scheduleUpdate !== 'function'\n) {\n throw new\n Error(\n 'Expected overrideSuspense() to not get called for earlier React versions.',\n);\n }\n if\n (forceFallback) {\n forceFallbackForSuspenseIDs.add(id);\n if (forceFallbackForSuspenseIDs.size === 1) {\n // First override is added. Switch React to slower path.\n setSuspenseHandler(shouldSuspendFiberAccordingToSet);\n }\n } else {\n forceFallbackForSuspenseIDs.delete(id);\n if (forceFallbackForSuspenseIDs.size === 0) {\n // Last override\n is gone. Switch React back to fast path.\n setSuspenseHandler(shouldSuspendFiberAlwaysFalse);\n }\n }\n const fiber = idToArbitraryFiberMap.get(id);\n if (fiber !== null) {\n scheduleUpdate(fiber);\n }\n }\n\n // Remember if we're trying to restore the selection after reload.\n // In that case, we'll do some extra checks for\n matching mounts.\n let trackedPath: Array<PathFrame> | null = null;\n let trackedPathMatchFiber: Fiber | null =\n null;\n let trackedPathMatchDepth = -1;\n let mightBeOnTrackedPath = false;\n\n function setTrackedPath(path:\n Array<PathFrame> | null) {\n if (path === null) {\n trackedPathMatchFiber = null;\n trackedPathMatchDepth = -1;\n mightBeOnTrackedPath = false;\n }\n trackedPath = path;\n }\n\n // We call\n this before traversing a new mount.\n // It remembers whether this Fiber is the next best match for tracked path.\n // The return value signals whether we should keep matching siblings or not.\n function\n updateTrackedPathStateBeforeMount(fiber: Fiber): boolean {\n if (trackedPath === null ||\n !mightBeOnTrackedPath) {\n // Fast path: there's nothing to track so do nothing and ignore siblings.\n return\n false;\n }\n const returnFiber = fiber.return;\n const returnAlternate = returnFiber !== null ?\n returnFiber.alternate : null;\n // By now we know there's some selection to restore, and this is a new Fiber.\n // Is\n this newly mounted Fiber a direct child of the current best match?\n // (This will also be true for new roots if we\n haven't matched anything yet.)\n if (\n trackedPathMatchFiber === returnFiber ||\n (trackedPathMatchFiber\n === returnAlternate && returnAlternate !== null)\n) {\n // Is this the next Fiber we should select? Let's\n compare the frames.\n const actualFrame = getPathFrame(fiber);\n const expectedFrame =\n trackedPath[trackedPathMatchDepth + 1];\n if (expectedFrame === undefined) {\n throw new\n Error('Expected to see a frame at the next depth.);\n }\n if (\n actualFrame.index ===\n expectedFrame.index &&\n actualFrame.key === expectedFrame.key &&\n actualFrame.displayName ===\n expectedFrame.displayName\n) {\n // We have our next match.\n trackedPathMatchFiber = fiber;\n trackedPathMatchDepth++;\n // Are we out of frames to match?\n if (trackedPathMatchDepth ===\n trackedPath.length - 1) {\n // There's nothing that can possibly match afterwards.\n // Don't check the\n children.\n mightBeOnTrackedPath = false;\n } else {\n // Check the children, as they might reveal\n the next match.\n mightBeOnTrackedPath = true;\n }\n // In either case, since we have a match, we\n don't need\n // to check the siblings. They'll never match.\n return false;\n }\n }\n // This Fiber's\n parent is on the path, but this Fiber itself isn't.\n // There's no need to check its children--they won't be on the path\n either.\n mightBeOnTrackedPath = false;\n // However, one of its siblings may be on the path so keep\n searching.\n return true;\n }\n\n function updateTrackedPathStateAfterMount(mightSiblingsBeOnTrackedPath)\n {\n // updateTrackedPathStateBeforeMount() told us whether to match siblings.\n // Now that we're entering\n siblings, let's use that information.\n mightBeOnTrackedPath = mightSiblingsBeOnTrackedPath;\n }\n\n // Roots\n don't have a real persistent identity.\n // A root's \"pseudo key\" is \"childDisplayName:indexWithThatName\".\n // For\n example, \"App:0\" or, in case of similar roots, \"Story:0\", \"Story:1\", etc.\n // We will use this to try to\n disambiguate roots when restoring selection between reloads.\n const rootPseudoKeys: Map<number, string> =\n new Map();\n const rootDisplayNameCounter: Map<string, number> = new Map();\n\n function\n setRootPseudoKey(id: number, fiber: Fiber) {\n const name = getDisplayNameForRoot(fiber);\n const counter =\n rootDisplayNameCounter.get(name) || 0;\n rootDisplayNameCounter.set(name, counter + 1);\n const pseudoKey

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= `${name}:${counter}`;\n rootPseudoKeys.set(id, pseudoKey);\n }\n\n function removeRootPseudoKey(id:
number) {\n const pseudoKey = rootPseudoKeys.get(id);\n if (pseudoKey === undefined) {\n throw new
Error('Expected root pseudo key to be known.);\n }\n const name = pseudoKey.substring(0,
pseudoKey.lastIndexOf(':'));\n const counter = rootDisplayNameCounter.get(name);\n if (counter ===
undefined) {\n throw new Error('Expected counter to be known.);\n }\n if (counter > 1) {\n
rootDisplayNameCounter.set(name, counter - 1);\n } else {\n rootDisplayNameCounter.delete(name);\n }\n
rootPseudoKeys.delete(id);\n }\n\n function getDisplayNameForRoot(fiber: Fiber): string {\n let
preferredDisplayName = null;\n let fallbackDisplayName = null;\n let child = fiber.child;\n // Go at most three
levels deep into direct children\n // while searching for a child that has a displayName.\n for (let i = 0; i < 3; i++)
{\n if (child === null) {\n break;\n }\n const displayName = getDisplayNameForFiber(child);\n if
(displayName !== null) {\n // Prefer display names that we get from user-defined components.\n // We want
to avoid using e.g. 'Suspense' unless we find nothing else.\n if (typeof child.type === 'function') {\n //
There's a few user-defined tags, but we'll prefer the ones\n // that are usually explicitly named (function or
class components).\n preferredDisplayName = displayName;\n } else if (fallbackDisplayName === null)
{\n fallbackDisplayName = displayName;\n }\n }\n if (preferredDisplayName !== null) {\n
break;\n }\n child = child.child;\n }\n return preferredDisplayName || fallbackDisplayName ||
'Anonymous';\n }\n\n function getPathFrame(fiber: Fiber): PathFrame {\n const {key} = fiber;\n let
displayName = getDisplayNameForFiber(fiber);\n const index = fiber.index;\n switch (fiber.tag) {\n case
HostRoot:\n // Roots don't have a real displayName, index, or key.\n // Instead, we'll use the pseudo key
(childDisplayName:indexWithThatName).\n const id = getFiberIDThrows(fiber);\n const pseudoKey =
rootPseudoKeys.get(id);\n if (pseudoKey === undefined) {\n throw new Error('Expected mounted root to
have known pseudo key.);\n }\n displayName = pseudoKey;\n break;\n case HostComponent:\n
displayName = fiber.type;\n break;\n default:\n break;\n }\n return {\n displayName,\n key,\n
index,\n };\n }\n\n // Produces a serializable representation that does a best effort\n // of identifying a particular
Fiber between page reloads.\n // The return path will contain Fibers that are "invisible" to the store\n // because
their keys and indexes are important to restoring the selection.\n function getPathForElement(id: number):
Array<PathFrame> | null {\n let fiber = idToArbitraryFiberMap.get(id);\n if (fiber == null) {\n return null;\n
}\n const keyPath = [];\n while (fiber !== null) {\n keyPath.push(getPathFrame(fiber));\n fiber =
fiber.return;\n }\n keyPath.reverse();\n return keyPath;\n }\n\n function getBestMatchForTrackedPath():
PathMatch | null {\n if (trackedPath === null) {\n // Nothing to match.\n return null;\n }\n if
(trackedPathMatchFiber === null) {\n // We didn't find anything.\n return null;\n }\n // Find the closest
Fiber store is aware of.\n let fiber = trackedPathMatchFiber;\n while (fiber !== null && shouldFilterFiber(fiber))
{\n fiber = fiber.return;\n }\n if (fiber === null) {\n return null;\n }\n return {\n id:
getFiberIDThrows(fiber),\n isFullMatch: trackedPathMatchDepth === trackedPath.length - 1,\n };\n }\n\n
const formatPriorityLevel = (priorityLevel: ?number) => {\n if (priorityLevel == null) {\n return 'Unknown';\n
}\n switch (priorityLevel) {\n case ImmediatePriority:\n return 'Immediate';\n case
UserBlockingPriority:\n return 'User-Blocking';\n case NormalPriority:\n return 'Normal';\n case
LowPriority:\n return 'Low';\n case IdlePriority:\n return 'Idle';\n case NoPriority:\n default:\n
return 'Unknown';\n }\n };\n\n function setTraceUpdatesEnabled(isEnabled: boolean): void {\n
traceUpdatesEnabled = isEnabled;\n }\n\n return {\n cleanup,\n clearErrorsAndWarnings,\n clearErrorsForFiberID,\n
clearWarningsForFiberID,\n copyElementPath,\n deletePath,\n findNativeNodesForFiberID,\n flushInitialOperations,\n
getBestMatchForTrackedPath,\n getDisplayNameForFiberID,\n getFiberIDForNative,\n getInstanceAndStyle,\n getOwnersList,\n
getPathForElement,\n getProfilingData,\n handleCommitFiberRoot,\n handleCommitFiberUnmount,\n handlePostCommitFiberRoot,\n
inspectElement,\n logElementToConsole,\n prepareViewAttributeSource,\n prepareViewElementSource,\n overrideSuspense,\n
overrideValueAtPath,\n renamePath,\n renderer,\n setTraceUpdatesEnabled,\n setTrackedPath,\n startProfiling,\n
stopProfiling,\n storeAsGlobal,\n updateComponentFilters,\n };\n }\n\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source

```

```

code is licensed under the MIT license found in the
 * LICENSE file in the root directory of this source tree.
 * @flow
 * This is a DevTools fork of shared/ConsolePatchingDev.
// The shared console patching code is
DEV-only.
// We can't use it since DevTools only ships production builds.
// Helpers to patch console.logs to
avoid logging during side-effect free
// replaying on render function. This currently only patches the object
// lazily which won't cover if the log function was extracted eagerly.
// We could also eagerly patch the
method.
let disabledDepth = 0;
let prevLog;
let prevInfo;
let prevWarn;
let prevError;
let prevGroup;
let
prevGroupCollapsed;
let prevGroupEnd;
function disabledLog() {}
disabledLog.__reactDisabledLog =
true;
export function disableLogs(): void {
 if (disabledDepth === 0)
 /* eslint-disable react-internal/no-
production-logging */
 prevLog = console.log;
 prevInfo = console.info;
 prevWarn = console.warn;
 prevError = console.error;
 prevGroup = console.group;
 prevGroupCollapsed = console.groupCollapsed;
 prevGroupEnd = console.groupEnd;
 // https://github.com/facebook/react/issues/19099
 const props = {
configurable: true,
enumerable: true,
value: disabledLog,
writable: true,
};
// $FlowFixMe Flow thinks console is immutable.
Object.defineProperties(console, {
 info: props,
 log: props,
 warn: props,
 error: props,
 group: props,
 groupCollapsed: props,
 groupEnd: props,
});
/*
eslint-enable react-internal/no-production-logging */
}
disabledDepth++;
export function
reenableLogs(): void {
 disabledDepth--;
 if (disabledDepth === 0)
 /* eslint-disable react-internal/no-
production-logging */
 const props = {
configurable: true,
enumerable: true,
writable: true,
};
// $FlowFixMe Flow thinks console is immutable.
Object.defineProperties(console, {
 log: {...props, value:
prevLog},
 info: {...props, value: prevInfo},
 warn: {...props, value: prevWarn},
 error: {...props, value:
prevError},
 group: {...props, value: prevGroup},
 groupCollapsed: {...props, value:
prevGroupCollapsed},
 groupEnd: {...props, value: prevGroupEnd},
});
/* eslint-enable react-
internal/no-production-logging */
}
if (disabledDepth < 0) {
 console.error(
 'disabledDepth fell below
zero. ' +
 'This is a bug in React. Please file an issue.'
);
}
}
}
 * Copyright (c) Facebook, Inc.
and its affiliates.
 * This source code is licensed under the MIT license found in the
 * LICENSE file in the
root directory of this source tree.
 * @flow
 * This is a DevTools fork of
ReactComponentStackFrame.
// This fork enables DevTools to use the same "native" component stack format,
while still maintaining support for multiple renderer versions
// (which use different values for
ReactTypeOfWork).
import type {Source} from 'shared/ReactElementType';
import type {LazyComponent}
from 'react/src/ReactLazy';
import type {CurrentDispatcherRef} from './types';
import {
FORWARD_REF_NUMBER,
FORWARD_REF_SYMBOL_STRING,
LAZY_NUMBER,
LAZY_SYMBOL_STRING,
MEMO_NUMBER,
MEMO_SYMBOL_STRING,
SUSPENSE_NUMBER,
SUSPENSE_SYMBOL_STRING,
SUSPENSE_LIST_NUMBER,
SUSPENSE_LIST_SYMBOL_STRING,
} from './ReactSymbols';
// The shared console patching code is DEV-only.
// We can't use it since DevTools only
ships production builds.
import {disableLogs, reenableLogs} from './DevToolsConsolePatching';
let
prefix;
export function describeBuiltInComponentFrame(
 name: string,
 source: void | null | Source,
 ownerFn: void | null | Function,
): string {
 if (prefix === undefined) {
 // Extract the VM specific prefix used
by each line.
 try {
 throw Error();
 } catch (x) {
 const match = x.stack.trim().match(/\n(*(at) ?)/);
 prefix = (match && match[1]) || "";
 }
 // We use the prefix to ensure our stacks line up with native stack
frames.
 return '\n' + prefix + name;
 }
 let reentry = false;
 let componentFrameCache;
 if (__DEV__) {
 const PossiblyWeakMap = typeof WeakMap === 'function' ? WeakMap : Map;
 componentFrameCache = new
PossiblyWeakMap();
 }
 export function describeNativeComponentFrame(
 fn: Function,
 construct:
boolean,
 currentDispatcherRef: CurrentDispatcherRef,
): string {
 // If something asked for a stack inside a
fake render, it should get ignored.
 if (!fn || reentry) {
 return "";
 }
 if (__DEV__) {
 const frame =
componentFrameCache.get(fn);
 if (frame !== undefined) {
 return frame;
 }
 }
 let control;
 const previousPrepareStackTrace = Error.prepareStackTrace;
 // $FlowFixMe It does accept undefined.
 Error.prepareStackTrace = undefined;
 reentry = true;
 // Override the dispatcher so effects scheduled by this
shallow render are thrown away.
 // Note that unlike the code this was forked from (in
ReactComponentStackFrame)
 // DevTools should override the dispatcher even when DevTools is compiled in

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production mode,\n // because the app itself may be in development mode and log errors/warnings.\n const
previousDispatcher = currentDispatcherRef.current;\n currentDispatcherRef.current = null;\n disableLogs();\n\n
try {\n // This should throw.\n if (construct) {\n // Something should be setting the props in the constructor.\n
const Fake = function() {\n throw Error();\n }; \n // $FlowFixMe\n
Object.defineProperty(Fake.prototype, 'props', {\n set: function() {\n // We use a throwing setter instead of
frozen or non-writable props\n // because that won't throw in a non-strict mode function.\n throw
Error();\n },\n });\n if (typeof Reflect === 'object' && Reflect.construct) {\n // We construct a
different control for this case to include any extra\n // frames added by the construct call.\n try {\n
Reflect.construct(Fake, []);\n } catch (x) {\n control = x;\n }\n Reflect.construct(fn, [], Fake);\n
} else {\n try {\n Fake.call();\n } catch (x) {\n control = x;\n }\n
fn.call(Fake.prototype);\n } else {\n try {\n throw Error();\n } catch (x) {\n control = x;\n
}\n fn();\n } } catch (sample) {\n // This is inlined manually because closure doesn't do it for us.\n if
(sample && control && typeof sample.stack === 'string') {\n // This extracts the first frame from the sample that
isn't also in the control.\n // Skipping one frame that we assume is the frame that calls the two.\n const
sampleLines = sample.stack.split("\n");\n const controlLines = control.stack.split("\n");\n let s =
sampleLines.length - 1;\n let c = controlLines.length - 1;\n while (s >= 1 && c >= 0 && sampleLines[s] !==
controlLines[c]) {\n // We expect at least one stack frame to be shared.\n // Typically this will be the root
most one. However, stack frames may be\n // cut off due to maximum stack limits. In this case, one maybe cut
off\n // earlier than the other. We assume that the sample is longer or the same\n // and there for cut off
earlier. So we should find the root most frame in\n // the sample somewhere in the control.\n c--;\n }
for (; s >= 1 && c >= 0; s--, c--) {\n // Next we find the first one that isn't the same which should be the\n //
frame that called our sample function and the control.\n if (sampleLines[s] !== controlLines[c]) {\n // In
V8, the first line is describing the message but other VMs don't.\n // If we're about to return the first line, and
the control is also on the same\n // line, that's a pretty good indicator that our sample threw at same line as\n
// the control. I.e. before we entered the sample frame. So we ignore this result.\n // This can happen if you
passed a class to function component, or non-function.\n if (s !== 1 || c !== 1) {\n do {\n s--;\n
c--;\n // We may still have similar intermediate frames from the construct call.\n // The next
one that isn't the same should be our match though.\n if (c < 0 || sampleLines[s] !== controlLines[c]) {\n
// V8 adds a "new" prefix for native classes. Let's remove it to make it prettier.\n const frame = "\n" +
sampleLines[s].replace(' at new ', ' at '); \n if (__DEV__) {\n if (typeof fn === 'function') {\n
componentFrameCache.set(fn, frame);\n }\n }\n // Return the line we found.\n
return frame;\n } } while (s >= 1 && c >= 0); \n break;\n } } } }
} finally {\n reentry = false;\n Error.prepareStackTrace = previousPrepareStackTrace;\n\n
currentDispatcherRef.current = previousDispatcher;\n reenableLogs();\n } } // Fallback to just using the name if
we couldn't make it throw.\n const name = fn ? fn.displayName || fn.name : "";\n const syntheticFrame = name ?
describeBuiltInComponentFrame(name) : ""; \n if (__DEV__) {\n if (typeof fn === 'function') {\n
componentFrameCache.set(fn, syntheticFrame);\n } } } return syntheticFrame;\n}\n\nexport function
describeClassComponentFrame(\n ctor: Function,\n source: void | null | Source,\n ownerFn: void | null |
Function,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n return
describeNativeComponentFrame(ctor, true, currentDispatcherRef);\n}\n\nexport function
describeFunctionComponentFrame(\n fn: Function,\n source: void | null | Source,\n ownerFn: void | null |
Function,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n return describeNativeComponentFrame(fn,
false, currentDispatcherRef);\n}\n\nfunction shouldConstruct(Component: Function) {\n const prototype =
Component.prototype;\n return !!((prototype && prototype.isReactComponent));\n}\n\nexport function
describeUnknownElementTypeFrameInDEV(\n type: any,\n source: void | null | Source,\n ownerFn: void | null |
Function,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n if (!__DEV__) {\n return "";\n } \n if
(type == null) {\n return "";\n } \n if (typeof type === 'function') {\n return describeNativeComponentFrame(\n
type,\n shouldConstruct(type),\n currentDispatcherRef,\n);\n } \n if (typeof type === 'string') {\n return

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describeBuiltInComponentFrame(type, source, ownerFn);\n }\n switch (type) {\n case SUSPENSE_NUMBER:\n case SUSPENSE_SYMBOL_STRING:\n return describeBuiltInComponentFrame('Suspense', source,\n ownerFn);\n case SUSPENSE_LIST_NUMBER:\n case SUSPENSE_LIST_SYMBOL_STRING:\n return\n describeBuiltInComponentFrame('SuspenseList', source, ownerFn);\n }\n if (typeof type === 'object') {\n switch\n (type.$typeof) {\n case FORWARD_REF_NUMBER:\n case FORWARD_REF_SYMBOL_STRING:\n return describeFunctionComponentFrame(\n type.render,\n source,\n ownerFn,\n currentDispatcherRef,\n);\n case MEMO_NUMBER:\n case MEMO_SYMBOL_STRING:\n //\n Memo may contain any component type so we recursively resolve it.\n return\n describeUnknownElementTypeFrameInDEV(\n type.type,\n source,\n ownerFn,\n currentDispatcherRef,\n);\n case LAZY_NUMBER:\n case LAZY_SYMBOL_STRING: {\n const\n lazyComponent: LazyComponent<any, any> = (type: any);\n const payload = lazyComponent._payload;\n const init = lazyComponent._init;\n try {\n // Lazy may contain any component type so we recursively\n resolve it.\n return describeUnknownElementTypeFrameInDEV(\n init(payload),\n source,\n ownerFn,\n currentDispatcherRef,\n);\n } catch (x) {\n }\n }\n }\n }\n }\n return ";\n}\n"/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed under the MIT license found in\n the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\n\n// This is a DevTools fork of\n ReactFiberComponentStack.\n// This fork enables DevTools to use the same \"native\" component stack format,\n// while still maintaining support for multiple renderer versions\n// (which use different values for\n ReactTypeOfWork).\n\nimport type {Fiber} from 'react-reconciler/src/ReactInternalTypes';\nimport type\n {CurrentDispatcherRef, WorkTagMap} from './types';\nimport {\n describeBuiltInComponentFrame,\n describeFunctionComponentFrame,\n describeClassComponentFrame,\n} from\n './DevToolsComponentStackFrame';\n\nfunction describeFiber(\n workTagMap: WorkTagMap,\n workInProgress:\n Fiber,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n const {\n HostComponent,\n LazyComponent,\n SuspenseComponent,\n SuspenseListComponent,\n FunctionComponent,\n IndeterminateComponent,\n SimpleMemoComponent,\n ForwardRef,\n ClassComponent,\n } =\n workTagMap;\n const owner: null | Function = __DEV__\n ? workInProgress._debugOwner\n ?\n workInProgress._debugOwner.type\n : null\n : null;\n const source = __DEV__\n ?\n workInProgress._debugSource\n : null;\n switch (workInProgress.tag) {\n case HostComponent:\n return\n describeBuiltInComponentFrame(workInProgress.type, source, owner);\n case LazyComponent:\n return\n describeBuiltInComponentFrame('Lazy', source, owner);\n case SuspenseComponent:\n return\n describeBuiltInComponentFrame('Suspense', source, owner);\n case SuspenseListComponent:\n return\n describeBuiltInComponentFrame('SuspenseList', source, owner);\n case FunctionComponent:\n case\n IndeterminateComponent:\n case SimpleMemoComponent:\n return describeFunctionComponentFrame(\n workInProgress.type,\n source,\n owner,\n currentDispatcherRef,\n);\n case ForwardRef:\n return describeFunctionComponentFrame(\n workInProgress.type.render,\n source,\n owner,\n currentDispatcherRef,\n);\n case ClassComponent:\n return describeClassComponentFrame(\n workInProgress.type,\n source,\n owner,\n currentDispatcherRef,\n);\n default:\n return ";\n }\n}\n\nexport function getStackByFiberInDevAndProd(\n workTagMap: WorkTagMap,\n workInProgress:\n Fiber,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n try {\n let info = ";\n let node =\n workInProgress;\n do {\n info += describeFiber(workTagMap, node, currentDispatcherRef);\n node =\n node.return;\n } while (node);\n return info;\n } catch (x) {\n return "\\nError generating stack: ' + x.message +\n '\\n' + x.stack;\n }\n}\n"/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source code is licensed\n under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\n\nimport type {Fiber} from 'react-reconciler/src/ReactInternalTypes';\nimport type {CurrentDispatcherRef,\n ReactRenderer, WorkTagMap} from './types';\nimport {getInternalReactConstants} from './renderer';\nimport\n {getStackByFiberInDevAndProd} from './DevToolsFiberComponentStack';\n\nconst\n APPEND_STACK_TO_METHODS = ['error', 'trace', 'warn'];\n\n// React's custom built component stack strings\n match '\\\\s{4}in\\n// Chrome's prefix matches '\\\\s{4}at\\nconst PREFIX_REGEX = /\n
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Firefox and Safari have no prefix (\"")\n// but we can fallback to looking for location info (e.g.
\"foo.js:12:345\")\nconst ROW_COLUMN_NUMBER_REGEX = /:\\d+:\\d+(\\|\\$)/;\n\nexport function
isStringComponentStack(text: string): boolean {\n return PREFIX_REGEX.test(text) ||
ROW_COLUMN_NUMBER_REGEX.test(text);\n}\n\ntype OnErrorOrWarning = (\n fiber: Fiber,\n type: 'error' |
'warn',\n args: Array<any>,\n) => void;\n\nconst injectedRenderers: Map<\n ReactRenderer,\n {|\n currentDispatcherRef: CurrentDispatcherRef,\n getCurrentFiber: () => Fiber | null,\n onErrorOrWarning:
?OnErrorOrWarning,\n workTagMap: WorkTagMap,\n }|\n> = new Map();\n\nlet targetConsole: Object =
console;\nlet targetConsoleMethods = {};\nfor (const method in console) {\n targetConsoleMethods[method] =
console[method];\n}\n\nlet unpatchFn: null | ((() => void) = null);\n\n// Enables e.g. Jest tests to inject a mock console
object.\nexport function dangerous_setTargetConsoleForTesting(\n targetConsoleForTesting: Object,\n): void {\n targetConsole = targetConsoleForTesting;\n targetConsoleMethods = {};\n for (const method in targetConsole)
{\n targetConsoleMethods[method] = console[method];\n }\n}\n\n// v16 renderers should use this method to
inject internals necessary to generate a component stack.\n// These internals will be used if the console is
patched.\n// Injecting them separately allows the console to easily be patched or un-patched later (at
runtime).\nexport function registerRenderer(\n renderer: ReactRenderer,\n onErrorOrWarning?:
OnErrorOrWarning,\n): void {\n const {\n currentDispatcherRef,\n getCurrentFiber,\n findFiberByHostInstance,\n version,\n } = renderer;\n // Ignore React v15 and older because they don't expose
a component stack anyway.\n if (typeof findFiberByHostInstance !== 'function') {\n return;\n }\n //
currentDispatcherRef gets injected for v16.8+ to support hooks inspection.\n // getCurrentFiber gets injected for
v16.9+.\n if (currentDispatcherRef != null && typeof getCurrentFiber === 'function') {\n const
{ReactTypeOfWork} = getInternalReactConstants(version);\n injectedRenderers.set(renderer, {\n currentDispatcherRef,\n getCurrentFiber,\n workTagMap: ReactTypeOfWork,\n onErrorOrWarning,\n });\n }\n}\n\nconst consoleSettingsRef = {\n appendComponentStack: false,\n breakOnConsoleErrors: false,\n showInlineWarningsAndErrors: false,\n};\n\n// Patches console methods to append component stack for the current
fiber.\n// Call unpatch() to remove the injected behavior.\nexport function patch({\n appendComponentStack,\n breakOnConsoleErrors,\n showInlineWarningsAndErrors,\n}): {\n appendComponentStack: boolean,\n breakOnConsoleErrors: boolean,\n showInlineWarningsAndErrors: boolean,\n}: void {\n // Settings may change
after we've patched the console.\n // Using a shared ref allows the patch function to read the latest values.\n consoleSettingsRef.appendComponentStack = appendComponentStack;\n consoleSettingsRef.breakOnConsoleErrors = breakOnConsoleErrors;\n consoleSettingsRef.showInlineWarningsAndErrors = showInlineWarningsAndErrors;\n if (unpatchFn !== null)
{\n // Don't patch twice.\n return;\n }\n const originalConsoleMethods = {};\n unpatchFn = () => {\n for
(const method in originalConsoleMethods) {\n try {\n // $FlowFixMe property error|warn is not writable.\n targetConsole[method] = originalConsoleMethods[method];\n } catch (error) {\n }\n }\n }\n }\n APPEND_STACK_TO_METHODS.forEach(method => {\n try {\n const originalMethod =
(originalConsoleMethods[method] =\n targetConsole[method]);\n const overrideMethod = (...args) => {\n let shouldAppendWarningStack = false;\n if (consoleSettingsRef.appendComponentStack) {\n const
lastArg = args.length > 0 ? args[args.length - 1] : null;\n const alreadyHasComponentStack =\n typeof lastArg === 'string' && isStringComponentStack(lastArg);\n // If we are ever called with a string that
already has a component stack,\n // e.g. a React error/warning, don't append a second stack.\n shouldAppendWarningStack = !alreadyHasComponentStack;\n }\n const
shouldShowInlineWarningsAndErrors =\n consoleSettingsRef.showInlineWarningsAndErrors &&\n (method === 'error' || method === 'warn');\n if (shouldAppendWarningStack ||
shouldShowInlineWarningsAndErrors) {\n // Search for the first renderer that has a current Fiber.\n // We
don't handle the edge case of stacks for more than one (e.g. interleaved renderers?)\n // eslint-disable-next-line
no-for-of-loops/no-for-of-loops\n for (const {\n currentDispatcherRef,\n getCurrentFiber,\n onErrorOrWarning,\n workTagMap,\n } of injectedRenderers.values()) {\n const current: ?Fiber
= getCurrentFiber();\n if (current != null) {\n try {\n if

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RenamePath = {\n ...ElementAndRendererID,\n type: PathType,\n hookID?: ?number,\n oldPath: Array<string |
number>,\n newPath: Array<string | number>,\n};\n\ntype OverrideValueAtPath = {\n
...ElementAndRendererID,\n type: PathType,\n hookID?: ?number,\n path: Array<string | number>,\n value:
any,\n};\n\ntype OverrideSuspense = {\n ...ElementAndRendererID,\n forceFallback: boolean,\n};\n\ntype
CopyElementPathParams = {\n ...ElementAndRendererID,\n path: Array<string | number>,\n};\n\ntype
ViewAttributeSourceParams = {\n ...ElementAndRendererID,\n path: Array<string | number>,\n};\n\ntype
InspectElementParams = {\n ...ElementAndRendererID,\n path: Array<number | string> | null,\n requestID:
number,\n};\n\ntype StoreAsGlobalParams = {\n ...ElementAndRendererID,\n count: number,\n path:
Array<string | number>,\n};\n\ntype NativeStyleEditor_RenameAttributeParams = {\n
...ElementAndRendererID,\n oldName: string,\n newName: string,\n value: string,\n};\n\ntype
NativeStyleEditor_SetValueParams = {\n ...ElementAndRendererID,\n name: string,\n value: string,\n};\n\ntype
UpdateConsolePatchSettingsParams = {\n appendComponentStack: boolean,\n breakOnConsoleErrors: boolean,\n
showInlineWarningsAndErrors: boolean,\n};\n\nexport type BackendEvents = {\n bridgeProtocol:
[BridgeProtocol],\n extensionBackendInitialized: [],\n inspectedElement: [InspectedElementPayload],\n
isBackendStorageAPISupported: [boolean],\n isSynchronousXHRSupported: [boolean],\n operations:
[Array<number>],\n ownersList: [OwnersList],\n overrideComponentFilters: [Array<ComponentFilter>],\n
profilingData: [ProfilingDataBackend],\n profilingStatus: [boolean],\n reloadAppForProfiling: [],\n selectFiber:
[number],\n shutdown: [],\n stopInspectingNative: [boolean],\n syncSelectionFromNativeElementsPanel: [],\n
syncSelectionToNativeElementsPanel: [],\n unsupportedRendererVersion: [RendererID],\n\n // React Native style
editor plug-in.\n isNativeStyleEditorSupported: [n {isSupported: boolean, validAttributes:
?$ReadOnlyArray<string>}],\n },\n NativeStyleEditor_styleAndLayout: [StyleAndLayoutPayload],\n};\n\ntype
FrontendEvents = {\n clearErrorsAndWarnings: [{|rendererID: RendererID}],\n clearErrorsForFiberID:
[ElementAndRendererID],\n clearNativeElementHighlight: [],\n clearWarningsForFiberID:
[ElementAndRendererID],\n copyElementPath: [CopyElementPathParams],\n deletePath: [DeletePath],\n
getBridgeProtocol: [],\n getOwnersList: [ElementAndRendererID],\n getProfilingData: [{|rendererID:
RendererID}],\n getProfilingStatus: [],\n highlightNativeElement: [HighlightElementInDOM],\n inspectElement:
[InspectElementParams],\n logElementToConsole: [ElementAndRendererID],\n overrideSuspense:
[OverrideSuspense],\n overrideValueAtPath: [OverrideValueAtPath],\n profilingData: [ProfilingDataBackend],\n
reloadAndProfile: [boolean],\n renamePath: [RenamePath],\n selectFiber: [number],\n setTraceUpdatesEnabled:
[boolean],\n shutdown: [],\n startInspectingNative: [],\n startProfiling: [boolean],\n stopInspectingNative:
[boolean],\n stopProfiling: [],\n storeAsGlobal: [StoreAsGlobalParams],\n updateComponentFilters:
[Array<ComponentFilter>],\n updateConsolePatchSettings: [UpdateConsolePatchSettingsParams],\n
viewAttributeSource: [ViewAttributeSourceParams],\n viewElementSource: [ElementAndRendererID],\n\n //
React Native style editor plug-in.\n NativeStyleEditor_measure: [ElementAndRendererID],\n
NativeStyleEditor_renameAttribute: [NativeStyleEditor_RenameAttributeParams],\n NativeStyleEditor_setValue:
[NativeStyleEditor_SetValueParams],\n\n // Temporarily support newer standalone front-ends sending commands
to older embedded backends.\n // We do this because React Native embeds the React DevTools backend,\n // but
cannot control which version of the frontend users use.\n //\n // Note that nothing in the newer backend actually
listens to these events,\n // but the new frontend still dispatches them (in case older backends are listening to them
instead).\n //\n // Note that this approach does no support the combination of a newer backend with an older
frontend.\n // It would be more work to support both approaches (and not run handlers twice)\n // so I chose to
support the more likely/common scenario (and the one more difficult for an end user to "fix").\n overrideContext:
[OverrideValue],\n overrideHookState: [OverrideHookState],\n overrideProps: [OverrideValue],\n overrideState:
[OverrideValue],\n};\n\nexport class Bridge<\n OutgoingEvents: Object,\n IncomingEvents: Object,\n> extends
EventEmitter<{\n ...IncomingEvents,\n ...OutgoingEvents,\n}> {\n _isShutdown: boolean = false;\n
_messageQueue: Array<any> = [];\n _timeoutID: TimeoutID | null = null;\n _wall: Wall;\n _wallUnlisten:
Function | null = null;\n\n constructor(wall: Wall) {\n super();\n\n this._wall = wall;\n\n this._wallUnlisten =\n
wall.listen((message: Message) => {\n (this: any).emit(message.event, message.payload);\n }) || null;\n\n

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// Temporarily support older standalone front-ends sending commands to newer embedded backends.\n // We do
this because React Native embeds the React DevTools backend,\n // but cannot control which version of the
frontend users use.\n this.addListener('overrideValueAtPath', this.overrideValueAtPath);\n }\n\n // Listening
directly to the wall isn't advised.\n // It can be used to listen for legacy (v3) messages (since they use a different
format).\n get wall(): Wall {\n return this._wall;\n }\n\n send<EventName: $Keys<OutgoingEvents>>(\n
event: EventName,\n ...payload: $ElementType<OutgoingEvents, EventName>)\n) {\n if (this._isShutdown) {\n
console.warn(\n `Cannot send message \"${event}\" through a Bridge that has been shutdown.`,\n);\n
return;\n }\n\n // When we receive a message:\n // - we add it to our queue of messages to be sent\n // - if
there hasn't been a message recently, we set a timer for 0 ms in\n // the future, allowing all messages created in
the same tick to be sent\n // together\n // - if there *has* been a message flushed in the last
BATCH_DURATION ms\n // (or we're waiting for our setTimeout-0 to fire), then _timeoutID will\n // be set,
and we'll simply add to the queue and wait for that\n this._messageQueue.push(event, payload);\n if
(!this._timeoutID) {\n this._timeoutID = setTimeout(this._flush, 0);\n }\n }\n\n shutdown() {\n if
(this._isShutdown) {\n console.warn('Bridge was already shutdown.);\n return;\n }\n\n // Queue the
shutdown outgoing message for subscribers.\n this.send('shutdown');\n\n // Mark this bridge as destroyed, i.e.
disable its public API.\n this._isShutdown = true;\n\n // Disable the API inherited from EventEmitter that can
add more listeners and send more messages.\n // $FlowFixMe This property is not writable.\n this.addListener =
function() {};\n // $FlowFixMe This property is not writable.\n this.emit = function() {};\n // NOTE: There's
also EventEmitter API like `on` and `prependListener` that we didn't add to our Flow type of EventEmitter.\n\n //
Unsubscribe this bridge incoming message listeners to be sure, and so they don't have to do that.\n
this.removeAllListeners();\n\n // Stop accepting and emitting incoming messages from the wall.\n const
wallUnlisten = this._wallUnlisten;\n if (wallUnlisten) {\n wallUnlisten();\n }\n\n // Synchronously flush all
queued outgoing messages.\n // At this step the subscribers' code may run in this call stack.\n do {\n
this._flush();\n } while (this._messageQueue.length);\n\n // Make sure once again that there is no dangling
timer.\n if (this._timeoutID !== null) {\n clearTimeout(this._timeoutID);\n this._timeoutID = null;\n }\n
}\n\n _flush() => {\n // This method is used after the bridge is marked as destroyed in shutdown sequence,\n
// so we do not bail out if the bridge marked as destroyed.\n // It is a private method that the bridge ensures is only
called at the right times.\n\n if (this._timeoutID !== null) {\n clearTimeout(this._timeoutID);\n
this._timeoutID = null;\n }\n\n if (this._messageQueue.length) {\n for (let i = 0; i <
this._messageQueue.length; i += 2) {\n this._wall.send(this._messageQueue[i], ...this._messageQueue[i + 1]);\n
}\n this._messageQueue.length = 0;\n\n // Check again for queued messages in BATCH_DURATION ms.
This will keep\n // flushing in a loop as long as messages continue to be added. Once no\n // more are, the
timer expires.\n this._timeoutID = setTimeout(this._flush, BATCH_DURATION);\n }\n }\n\n // Temporarily
support older standalone backends by forwarding "overrideValueAtPath" commands\n // to the older message
types they may be listening to.\n overrideValueAtPath = ({\n id,\n path,\n rendererID,\n type,\n value,\n
}: OverrideValueAtPath) => {\n switch (type) {\n case 'context':\n this.send('overrideContext', {\n
id,\n path,\n rendererID,\n wasForwarded: true,\n value,\n });\n break;\n case
'hooks':\n this.send('overrideHookState', {\n id,\n path,\n rendererID,\n wasForwarded:
true,\n value,\n });\n break;\n case 'props':\n this.send('overrideProps', {\n id,\n
path,\n rendererID,\n wasForwarded: true,\n value,\n });\n break;\n case 'state':\n
this.send('overrideState', {\n id,\n path,\n rendererID,\n wasForwarded: true,\n value,\n
});\n break;\n }\n }\n\n\nexport type BackendBridge = Bridge<BackendEvents,
FrontendEvents>;\nexport type FrontendBridge = Bridge<FrontendEvents, BackendEvents>;\n\nexport default
Bridge;\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the
MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport
EventEmitter from './events';\nimport throttle from 'lodash.throttle';\nimport {\n
SESSION_STORAGE_LAST_SELECTION_KEY,\n SESSION_STORAGE_RELOAD_AND_PROFILE_KEY,\n
SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY,\n __DEBUG__,\n } from

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'./constants';\nimport {\n sessionStorageGetItem,\n sessionStorageRemoveItem,\n sessionStorageSetItem,\n} from
'react-devtools-shared/src/storage';\nimport setupHighlighter from './views/Highlighter';\nimport {\n initialize as
setupTraceUpdates,\n toggleEnabled as setTraceUpdatesEnabled,\n} from './views/TraceUpdates';\nimport {patch
as patchConsole, unpatch as unpatchConsole} from './console';\nimport {currentBridgeProtocol} from 'react-
devtools-shared/src/bridge';\n\nimport type {BackendBridge} from 'react-devtools-shared/src/bridge';\nimport type
{\n InstanceAndStyle,\n NativeType,\n OwnersList,\n PathFrame,\n PathMatch,\n RendererID,\n
RendererInterface,\n} from './types';\nimport type {ComponentFilter} from './types';\nimport
{isSynchronousXHRSupported} from './utils';\n\nconst debug = (methodName, ...args) => {\n if (__DEBUG__) {\n
console.log(\n `%cAgent %c${methodName}`, \n 'color: purple; font-weight: bold;', \n 'font-weight:
bold;', \n ...args, \n);\n };\n};\n\ninterface ElementAndRendererID = {\n id: number,\n rendererID:
number,\n};\n\ninterface StoreAsGlobalParams = {\n count: number,\n id: number,\n path: Array<string | number>,\n
rendererID: number,\n};\n\ninterface CopyElementParams = {\n id: number,\n path: Array<string | number>,\n
rendererID: number,\n};\n\ninterface InspectElementParams = {\n id: number,\n path: Array<string | number> | null,\n
rendererID: number,\n requestId: number,\n};\n\ninterface OverrideHookParams = {\n id: number,\n hookID:
number,\n path: Array<string | number>,\n rendererID: number,\n wasForwarded?: boolean,\n value:
any,\n};\n\ninterface SetInParams = {\n id: number,\n path: Array<string | number>,\n rendererID: number,\n
wasForwarded?: boolean,\n value: any,\n};\n\ninterface PathType = 'props' | 'hooks' | 'state' | 'context';\n\ninterface
DeletePathParams = {\n type: PathType,\n hookID?: ?number,\n id: number,\n path: Array<string | number>,\n
rendererID: number,\n};\n\ninterface RenamePathParams = {\n type: PathType,\n hookID?: ?number,\n id: number,\n
oldPath: Array<string | number>,\n newPath: Array<string | number>,\n rendererID: number,\n};\n\ninterface
OverrideValueAtPathParams = {\n type: PathType,\n hookID?: ?number,\n id: number,\n path: Array<string |
number>,\n rendererID: number,\n value: any,\n};\n\ninterface OverrideSuspenseParams = {\n id: number,\n
rendererID: number,\n forceFallback: boolean,\n};\n\ninterface PersistedSelection = {\n rendererID: number,\n path:
Array<PathFrame>,\n};\n\nexport default class Agent extends EventEmitter<{\n hideNativeHighlight: [],\n
showNativeHighlight: [NativeType],\n shutdown: [],\n traceUpdates: [Set<NativeType>],\n}> {\n _bridge:
BackendBridge;\n _isProfiling: boolean = false;\n _recordChangeDescriptions: boolean = false;\n
_rendererInterfaces: {[key: RendererID]: RendererInterface, ...} = {};\n _persistedSelection: PersistedSelection |
null = null;\n _persistedSelectionMatch: PathMatch | null = null;\n _traceUpdatesEnabled: boolean = false;\n\n
constructor(bridge: BackendBridge) {\n super();\n\n if (\n
sessionStorageGetItem(SESSION_STORAGE_RELOAD_AND_PROFILE_KEY) === 'true'\n) {\n
this._recordChangeDescriptions =\n sessionStorageGetItem(\n
SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY,\n) === 'true';\n this._isProfiling =
true;\n\n sessionStorageRemoveItem(SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY);\n sessionStorageRemoveItem(SESSION_STORAGE_RELOAD_AND_PROFILE_KEY);\n };\n\n const
persistedSelectionString = sessionStorageGetItem(\n SESSION_STORAGE_LAST_SELECTION_KEY,\n);\n if (persistedSelectionString !== null) {\n this._persistedSelection = JSON.parse(persistedSelectionString);\n }\n\n this._bridge = bridge;\n\n bridge.addListener('clearErrorsAndWarnings', this.clearErrorsAndWarnings);\n bridge.addListener('clearErrorsForFiberID', this.clearErrorsForFiberID);\n bridge.addListener('clearWarningsForFiberID', this.clearWarningsForFiberID);\n bridge.addListener('copyElementPath', this.copyElementPath);\n bridge.addListener('deletePath',
this.deletePath);\n bridge.addListener('getBridgeProtocol', this.getBridgeProtocol);\n bridge.addListener('getProfilingData', this.getProfilingData);\n bridge.addListener('getProfilingStatus',
this.getProfilingStatus);\n bridge.addListener('getOwnersList', this.getOwnersList);\n bridge.addListener('inspectElement', this.inspectElement);\n bridge.addListener('logElementToConsole',
this.logElementToConsole);\n bridge.addListener('overrideSuspense', this.overrideSuspense);\n bridge.addListener('overrideValueAtPath', this.overrideValueAtPath);\n bridge.addListener('reloadAndProfile',
this.reloadAndProfile);\n bridge.addListener('renamePath', this.renamePath);\n bridge.addListener('setTraceUpdatesEnabled', this.setTraceUpdatesEnabled);\n bridge.addListener('startProfiling',

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this.startProfiling);\n bridge.addListener('stopProfiling', this.stopProfiling);\n
bridge.addListener('storeAsGlobal', this.storeAsGlobal);\n bridge.addListener(\n
'syncSelectionFromNativeElementsPanel',\n this.syncSelectionFromNativeElementsPanel,\n);\n
bridge.addListener('shutdown', this.shutdown);\n bridge.addListener(\n 'updateConsolePatchSettings',\n
this.updateConsolePatchSettings,\n);\n bridge.addListener('updateComponentFilters',
this.updateComponentFilters);\n bridge.addListener('viewAttributeSource', this.viewAttributeSource);\n
bridge.addListener('viewElementSource', this.viewElementSource);\n\n // Temporarily support older standalone
front-ends sending commands to newer embedded backends.\n // We do this because React Native embeds the
React DevTools backend,\n // but cannot control which version of the frontend users use.\n
bridge.addListener('overrideContext', this.overrideContext);\n bridge.addListener('overrideHookState',
this.overrideHookState);\n bridge.addListener('overrideProps', this.overrideProps);\n
bridge.addListener('overrideState', this.overrideState);\n\n if (this._isProfiling) {\n bridge.send('profilingStatus',
true);\n }\n\n // Notify the frontend if the backend supports the Storage API (e.g. localStorage).\n // If not,
features like reload-and-profile will not work correctly and must be disabled.\n let isBackendStorageAPISupported
= false;\n try {\n localStorage.getItem('test');\n isBackendStorageAPISupported = true;\n } catch (error)
{\n }\n bridge.send('isBackendStorageAPISupported', isBackendStorageAPISupported);\n
bridge.send('isSynchronousXHRSupported', isSynchronousXHRSupported());\n\n setupHighlighter(bridge,
this);\n setupTraceUpdates(this);\n }\n\n get rendererInterfaces(): {[key: RendererID]: RendererInterface, ...} {\n
return this._rendererInterfaces;\n }\n\n clearErrorsAndWarnings = ({rendererID}: {rendererID: RendererID}) =>
{\n const renderer = this._rendererInterfaces[rendererID];\n if (renderer == null) {\n console.warn('Invalid
renderer id \''${rendererID}\');\n } else {\n renderer.clearErrorsAndWarnings();\n }\n };\n\n
clearErrorsForFiberID = ({id, rendererID}: ElementAndRendererID) => {\n const renderer =
this._rendererInterfaces[rendererID];\n if (renderer == null) {\n console.warn('Invalid renderer id
\'${rendererID}\');\n } else {\n renderer.clearErrorsForFiberID(id);\n }\n };\n\n clearWarningsForFiberID
= ({id, rendererID}: ElementAndRendererID) => {\n const renderer = this._rendererInterfaces[rendererID];\n if
(renderer == null) {\n console.warn('Invalid renderer id \''${rendererID}\');\n } else {\n
renderer.clearWarningsForFiberID(id);\n }\n };\n\n copyElementPath = ({id, path, rendererID}:
CopyElementParams) => {\n const renderer = this._rendererInterfaces[rendererID];\n if (renderer == null) {\n
console.warn('Invalid renderer id \''${rendererID}\'' for element \''${id}\');\n } else {\n
renderer.copyElementPath(id, path);\n }\n };\n\n deletePath = ({hookID, id, path, rendererID, type}:
DeletePathParams) => {\n const renderer = this._rendererInterfaces[rendererID];\n if (renderer == null) {\n
console.warn('Invalid renderer id \''${rendererID}\'' for element \''${id}\');\n } else {\n
renderer.deletePath(type, id, hookID, path);\n }\n };\n\n getInstanceAndStyle({\n id,\n rendererID,\n }:
ElementAndRendererID): InstanceAndStyle | null {\n const renderer = this._rendererInterfaces[rendererID];\n if
(renderer == null) {\n console.warn('Invalid renderer id \''${rendererID}\');\n return null;\n }\n return
renderer.getInstanceAndStyle(id);\n }\n\n getIDForNode(node: Object): number | null {\n for (const rendererID
in this._rendererInterfaces) {\n const renderer = ((this._rendererInterfaces[\n (rendererID: any)\n]): any):
RendererInterface);\n\n try {\n const id = renderer.getFiberIDForNative(node, true);\n if (id !== null) {\n
return id;\n }\n } catch (error) {\n // Some old React versions might throw if they can't find a
match.\n // If so we should ignore it...\n }\n }\n return null;\n }\n\n getBridgeProtocol = () => {\n
this._bridge.send('bridgeProtocol', currentBridgeProtocol);\n };\n\n getProfilingData = ({rendererID}:
{|rendererID: RendererID}) => {\n const renderer = this._rendererInterfaces[rendererID];\n if (renderer == null)
{\n console.warn('Invalid renderer id \''${rendererID}\');\n }\n\n this._bridge.send('profilingData',
renderer.getProfilingData());\n };\n\n getProfilingStatus = () => {\n this._bridge.send('profilingStatus',
this._isProfiling);\n };\n\n getOwnersList = ({id, rendererID}: ElementAndRendererID) => {\n const renderer =
this._rendererInterfaces[rendererID];\n if (renderer == null) {\n console.warn('Invalid renderer id
\'${rendererID}\'' for element \''${id}\');\n } else {\n const owners = renderer.getOwnersList(id);\n
this._bridge.send('ownersList', ({id, owners}: OwnersList));\n }\n };\n\n inspectElement = ({\n id,\n path,\n

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rendererID,\n requestID,\n } : InspectElementParams) => {\n const renderer =
this._rendererInterfaces[rendererID];\n if (renderer == null) {\n console.warn(`Invalid renderer id
\`${rendererID}\` for element \`${id}\``);\n } else {\n this._bridge.send(\n 'inspectedElement',\n
renderer.inspectElement(requestID, id, path),\n);\n\n // When user selects an element, stop trying to restore
the selection,\n // and instead remember the current selection for the next reload.\n if (\n
this._persistedSelectionMatch === null ||\n this._persistedSelectionMatch.id !== id\n) {\n
this._persistedSelection = null;\n this._persistedSelectionMatch = null;\n renderer.setTrackedPath(null);\n
 this._throttledPersistSelection(rendererID, id);\n }\n\n // TODO: If there was a way to change the selected
DOM element\n // in native Elements tab without forcing a switch to it, we'd do it here.\n // For now, it doesn't
seem like there is a way to do that:\n // https://github.com/bvaughn/react-devtools-experimental/issues/102\n //
(Setting $0 doesn't work, and calling inspect() switches the tab.)\n }\n }; \n logElementToConsole = ({id,
rendererID}: ElementAndRendererID) => {\n const renderer = this._rendererInterfaces[rendererID];\n if
(renderer == null) {\n console.warn(`Invalid renderer id \`${rendererID}\` for element \`${id}\``);\n } else {\n
renderer.logElementToConsole(id);\n }\n }; \n overrideSuspense = ({id,\n rendererID,\n forceFallback,\n } : OverrideSuspenseParams) => {\n const renderer = this._rendererInterfaces[rendererID];\n if
(renderer == null) {\n console.warn(`Invalid renderer id \`${rendererID}\` for element \`${id}\``);\n } else {\n
renderer.overrideSuspense(id, forceFallback);\n }\n }; \n overrideValueAtPath = ({hookID,\n id,\n path,\n rendererID,\n type,\n value,\n } : OverrideValueAtPathParams) => {\n const renderer =
this._rendererInterfaces[rendererID];\n if (renderer == null) {\n console.warn(`Invalid renderer id
\`${rendererID}\` for element \`${id}\``);\n } else {\n renderer.overrideValueAtPath(type, id, hookID, path,
value);\n }\n }; \n // Temporarily support older standalone front-ends by forwarding the older message types\n
// to the new "overrideValueAtPath" command the backend is now listening to.\n overrideContext = ({id,\n path,\n rendererID,\n wasForwarded,\n value,\n } : SetInParams) => {\n // Don't forward a message that's
already been forwarded by the front-end Bridge.\n // We only need to process the override command once!\n if
(!wasForwarded) {\n this.overrideValueAtPath({id,\n path,\n rendererID,\n type: 'context',\n value,\n });\n }\n }; \n // Temporarily support older standalone front-ends by forwarding the older message
types\n // to the new "overrideValueAtPath" command the backend is now listening to.\n overrideHookState =
({id,\n hookID,\n path,\n rendererID,\n wasForwarded,\n value,\n } : OverrideHookParams) => {\n //
Don't forward a message that's already been forwarded by the front-end Bridge.\n // We only need to process the
override command once!\n if (!wasForwarded) {\n this.overrideValueAtPath({id,\n path,\n rendererID,\n type: 'hooks',\n value,\n });\n }\n }; \n // Temporarily support older standalone front-
ends by forwarding the older message types\n // to the new "overrideValueAtPath" command the backend is now
listening to.\n overrideProps = ({id,\n path,\n rendererID,\n wasForwarded,\n value,\n } : SetInParams)
=> {\n // Don't forward a message that's already been forwarded by the front-end Bridge.\n // We only need to
process the override command once!\n if (!wasForwarded) {\n this.overrideValueAtPath({id,\n path,\n rendererID,\n type: 'props',\n value,\n });\n }\n }; \n // Temporarily support older
standalone front-ends by forwarding the older message types\n // to the new "overrideValueAtPath" command the
backend is now listening to.\n overrideState = ({id,\n path,\n rendererID,\n wasForwarded,\n value,\n } :
SetInParams) => {\n // Don't forward a message that's already been forwarded by the front-end Bridge.\n // We
only need to process the override command once!\n if (!wasForwarded) {\n this.overrideValueAtPath({id,\n path,\n rendererID,\n type: 'state',\n value,\n });\n }\n }; \n reloadAndProfile =
(recordChangeDescriptions: boolean) => {\n
sessionStorage.setItem(SESSION_STORAGE_RELOAD_AND_PROFILE_KEY, 'true');\n
sessionStorage.setItem(\n SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY,\n
recordChangeDescriptions ? 'true' : 'false',\n);\n // This code path should only be hit if the shell has explicitly
told the Store that it supports profiling.\n // In that case, the shell must also listen for this specific message to know
when it needs to reload the app.\n // The agent can't do this in a way that is renderer agnostic.\n
this._bridge.send('reloadAppForProfiling');\n }; \n renamePath = ({hookID,\n id,\n newPath,\n

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);
}
// TODO: // The chrome.runtime does not currently support transferables; it forces JSON
serialization. // See bug https://bugs.chromium.org/p/chromium/issues/detail?id=927134 // Regarding
transferables, the postMessage doc states: // If the ownership of an object is transferred, it becomes unusable
(neutered) // in the context it was sent from and becomes available only to the worker it was sent to. //
Even though Chrome is eventually JSON serializing the array buffer, // using the transferable approach also
sometimes causes it to throw: // DOMException: Failed to execute 'postMessage' on 'Window': ArrayBuffer at
index 0 is already neutered. // See bug https://github.com/bvaughn/react-devtools-experimental/issues/25
// The Store has a fallback in place that parses the message as JSON if the type isn't an array. // For now
the simplest fix seems to be to not transfer the array. // This will negatively impact performance on Firefox so it's
unfortunate, // but until we're able to fix the Chrome error mentioned above, it seems necessary. //
this._bridge.send('operations', operations, [operations.buffer]);
this._bridge.send('operations', operations);
if (this._persistedSelection !== null) {
 const rendererID = operations[0];
 if (this._persistedSelection.rendererID === rendererID) {
 // Check if we can select a deeper match for the
 persisted selection.
 const renderer = this._rendererInterfaces[rendererID];
 if (renderer === null) {
 console.warn(`Invalid renderer id "${rendererID}"`);
 } else {
 const prevMatch =
 this._persistedSelectionMatch;
 const nextMatch = renderer.getBestMatchForTrackedPath();
 this._persistedSelectionMatch = nextMatch;
 const prevMatchID = prevMatch !== null ? prevMatch.id :
 null;
 const nextMatchID = nextMatch !== null ? nextMatch.id :
 null;
 if (prevMatchID !==
 nextMatchID) {
 if (nextMatchID !== null) {
 // We moved forward, unlocking a deeper node.
 this._bridge.send('selectFiber', nextMatchID);
 }
 if (nextMatch !== null &&
 nextMatch.isFullMatch) {
 // We've just unlocked the innermost selected node.
 // There's no point
 tracking it further.
 this._persistedSelection = null;
 this._persistedSelectionMatch = null;
 renderer.setTrackedPath(null);
 }
 }
 }
 }
 onUnsupportedRenderer(rendererID:
 number) {
 this._bridge.send('unsupportedRendererVersion', rendererID);
 }
 _throttledPersistSelection =
 throttle((rendererID: number, id: number) => {
 // This is throttled, so both renderer and selected ID
 // might
 not be available by the time we read them.
 // This is why we need the defensive checks here.
 const renderer
 = this._rendererInterfaces[rendererID];
 const path = renderer !== null ? renderer.getPathForElement(id) :
 null;
 if (path !== null) {
 sessionStorage.setItem(
 SESSION_STORAGE_LAST_SELECTION_KEY,
 JSON.stringify({rendererID, path}: PersistedSelection));
 } else {
 sessionStorage.removeItem(SESSION_STORAGE_LAST_SELECTION_KEY);
 }
 }, 1000);
}
// Install the hook on window, which is an event emitter.
// Note because Chrome content scripts cannot directly
// modify the window object,
// we are evaluating this function by inserting a script tag.
// That's why we have to
// inline the whole event emitter implementation here.
@flow
import {
 patch as patchConsole,
 registerRenderer as registerRendererWithConsole,
} from './backend/console';
import type {DevToolsHook}
from 'react-devtools-shared/src/backend/types';
declare var window: any;
export function installHook(target:
 any): DevToolsHook | null {
 if (target.hasOwnProperty('__REACT_DEVTOOLS_GLOBAL_HOOK__')) {
 return null;
 }
 function detectReactBuildType(renderer) {
 try {
 if (typeof renderer.version ===
 'string') {
 // React DOM Fiber (16+)
 if (renderer.bundleType > 0) {
 // This is not a production
 build.
 // We are currently only using 0 (PROD) and 1 (DEV)
 // but might add 2 (PROFILE) in the
 future.
 return 'development';
 }
 // React 16 uses flat bundles. If we report the bundle as
 production
 // version, it means we also minified and envified it ourselves.
 return 'production';
 // Note: There is still a risk that the CommonJS entry point has not
 // been envified or uglified. In this case the
 user would have *both*
 // development and production bundle, but only the prod one would run.
 // This
 would be really bad. We have a separate check for this because
 // it happens *outside* of the renderer
 injection. See `checkDCE` below.
 }
 const toString = Function.prototype.toString;
 if (
 (renderer.Mount && renderer.Mount._renderNewRootComponent) {
 // React DOM Stack
 const
 renderRootCode = toString.call(
 renderer.Mount._renderNewRootComponent,
);
 // Filter out
 bad results (if that is even possible):
 if (renderRootCode.indexOf('function') !== 0) {
 // Hope for the

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best if we're not sure.\n return 'production';\n }\n // Check for React DOM Stack < 15.1.0 in
development.\n // If it contains \"storedMeasure\" call, it's wrapped in ReactPerf (DEV only).\n // This
would be true even if it's minified, as method name still matches.\n if
(renderRootCode.indexOf('storedMeasure') !== -1) {\n return 'development';\n }\n // For other
versions (and configurations) it's not so easy.\n // Let's quickly exclude proper production builds.\n // If it
contains a warning message, it's either a DEV build,\n // or an PROD build without proper dead code
elimination.\n if (renderRootCode.indexOf('should be a pure function') !== -1) {\n // Now how do we tell
a DEV build from a bad PROD build?\n // If we see NODE_ENV, we're going to assume this is a dev build\n
 // because most likely it is referring to an empty shim.\n if (renderRootCode.indexOf('NODE_ENV') !== -
1) {\n return 'development';\n }\n // If we see \"development\", we're dealing with an envified
DEV build\n // (such as the official React DEV UMD).\n if (renderRootCode.indexOf('development')
!== -1) {\n return 'development';\n }\n // I've seen process.env.NODE_ENV !== 'production'
being smartly\n // replaced by `true` in DEV by Webpack. I don't know how that\n // works but we can
safely guard against it because `true` was\n // never used in the function source since it was written.\n if
(renderRootCode.indexOf('true') !== -1) {\n return 'development';\n }\n // By now either it is a
production build that has not been minified,\n // or (worse) this is a minified development build using non-
standard\n // environment (e.g. \"staging\"). We're going to look at whether\n // the function argument
name is mangled:\n if (\n // 0.13 to 15\n renderRootCode.indexOf('nextElement') !== -1 ||\n
// 0.12\n renderRootCode.indexOf('nextComponent') !== -1\n) {\n // We can't be certain
whether this is a development build or not,\n // but it is definitely unminified.\n return 'unminified';\n
 } else {\n // This is likely a minified development build.\n return 'development';\n }\n }\n
 // By now we know that it's envified and dead code elimination worked,\n // but what if it's still not minified?
(Is this even possible?)\n // Let's check matches for the first argument name.\n if (\n // 0.13 to 15\n
renderRootCode.indexOf('nextElement') !== -1 ||\n // 0.12\n
renderRootCode.indexOf('nextComponent') !== -1\n) {\n return 'unminified';\n }\n // Seems like
we're using the production version.\n // However, the branch above is Stack-only so this is 15 or earlier.\n
return 'outdated';\n }\n} catch (err) {\n // Weird environments may exist.\n // This code needs a higher
fault tolerance\n // because it runs even with closed DevTools.\n // TODO: should we catch errors in all
injected code, and not just this part?\n}\n\nreturn 'production';\n}\n\nfunction checkDCE(fn: Function) {\n //
This runs for production versions of React.\n // Needs to be super safe.\n try {\n const toString =
Function.prototype.toString;\n const code = toString.call(fn);\n // This is a string embedded in the passed
function under DEV-only\n // condition. However the function executes only in PROD. Therefore,\n // if we
see it, dead code elimination did not work.\n if (code.indexOf('^_') > -1) {\n // Remember to report during
next injection.\n hasDetectedBadDCE = true;\n // Bonus: throw an exception hoping that it gets picked up
by a reporting system.\n // Not synchronously so that it doesn't break the calling code.\n setTimeout(function() {\n throw new Error(\n 'React is running in production mode, but dead code ' +\n
 '\nelimination has not been applied. Read how to correctly ' +\n
 '\n 'configure React for production: ' +\n
 '\n 'https://reactjs.org/link/perf-use-production-build',\n);\n });\n }\n } catch (err) {} }\n\nlet
uidCounter = 0;\n\nfunction inject(renderer) {\n const id = ++uidCounter;\n renderers.set(id, renderer);\n\nconst reactBuildType = hasDetectedBadDCE\n ? 'deadcode'\n : detectReactBuildType(renderer);\n\n//
Patching the console enables DevTools to do a few useful things:\n // * Append component stacks to warnings and
error messages\n // * Disable logging during re-renders to inspect hooks (see inspectHooksOfFiber)\n //\n //
For React Native, we intentionally patch early (during injection).\n // This provides React Native developers with
components stacks even if they don't run DevTools.\n // This won't work for DOM though, since this entire file is
eval'ed and inserted as a script tag.\n // In that case, we'll patch later (when the frontend attaches).\n //\n //
Don't patch in test environments because we don't want to interfere with Jest's own console overrides.\n //\n //
Note that because this function is inlined, this conditional check must only use static booleans.\n // Otherwise the
extension will throw with an undefined error.\n // (See comments in the try/catch below for more context on

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inlining.)\n if (!__EXTENSION__ && !__TEST__) {\n try {\n const appendComponentStack =\n window.__REACT_DEVTOOLS_APPEND_COMPONENT_STACK__ !== false;\n const\n breakOnConsoleErrors =\n window.__REACT_DEVTOOLS_BREAK_ON_CONSOLE_ERRORS__ ===\n true;\n const showInlineWarningsAndErrors =\n window.__REACT_DEVTOOLS_SHOW_INLINE_WARNINGS_AND_ERRORS__ !== false;\n\n // The\n installHook() function is injected by being stringified in the browser,\n // so imports outside of this function do\n not get included.\n // Normally we could check \"typeof patchConsole === 'function',\n // but\n Webpack wraps imports with an object (e.g. _backend_console__WEBPACK_IMPORTED_MODULE_0__)\n // and the object itself will be undefined as well for the reasons mentioned above,\n // so we use try/catch\n instead.\n if (\n appendComponentStack ||\n breakOnConsoleErrors ||\n showInlineWarningsAndErrors\n) {\n registerRendererWithConsole(renderer);\n patchConsole({\n appendComponentStack,\n breakOnConsoleErrors,\n showInlineWarningsAndErrors,\n });\n }\n catch (error) {} \n\n // If we have just reloaded to profile, we need to inject the renderer\n interface before the app loads.\n // Otherwise the renderer won't yet exist and we can skip this step.\n const\n attach = target.__REACT_DEVTOOLS_ATTACH__;\n if (typeof attach === 'function') {\n const\n rendererInterface = attach(hook, id, renderer, target);\n hook.rendererInterfaces.set(id, rendererInterface);\n }\n\n hook.emit('renderer', {id, renderer, reactBuildType});\n return id;\n }\n\n let hasDetectedBadDCE =\n false;\n\n function sub(event, fn) {\n hook.on(event, fn);\n return () => hook.off(event, fn);\n }\n\n function\n on(event, fn) {\n if (!listeners[event]) {\n listeners[event] = [];\n }\n listeners[event].push(fn);\n }\n\n function\n off(event, fn) {\n if (!listeners[event]) {\n return;\n }\n const index =\n listeners[event].indexOf(fn);\n if (index !== -1) {\n listeners[event].splice(index, 1);\n }\n if\n (!listeners[event].length) {\n delete listeners[event];\n }\n }\n\n function\n emit(event, data) {\n if\n (listeners[event]) {\n listeners[event].map(fn => fn(data));\n }\n }\n\n function\n getFiberRoots(rendererID) {\n const roots = fiberRoots;\n if (!roots[rendererID]) {\n roots[rendererID] = new Set();\n }\n return\n roots[rendererID];\n }\n\n function\n onCommitFiberUnmount(rendererID, fiber) {\n const rendererInterface =\n rendererInterfaces.get(rendererID);\n if (rendererInterface != null) {\n rendererInterface.handleCommitFiberUnmount(fiber);\n }\n }\n\n function\n onCommitFiberRoot(rendererID,\n root, priorityLevel) {\n const mountedRoots = hook.getFiberRoots(rendererID);\n const current = root.current;\n const\n isKnownRoot = mountedRoots.has(root);\n const\n isUnmounting =\n current.memoizedState == null ||\n current.memoizedState.element == null;\n\n // Keep track of mounted roots so we can hydrate when DevTools\n connect.\n if (!isKnownRoot && !isUnmounting) {\n mountedRoots.add(root);\n } else if (isKnownRoot &&\n isUnmounting) {\n mountedRoots.delete(root);\n }\n const\n rendererInterface =\n rendererInterfaces.get(rendererID);\n if (rendererInterface != null) {\n rendererInterface.handleCommitFiberRoot(root, priorityLevel);\n }\n }\n\n function\n onPostCommitFiberRoot(rendererID, root) {\n const\n rendererInterface =\n rendererInterfaces.get(rendererID);\n if (rendererInterface != null) {\n rendererInterface.handlePostCommitFiberRoot(root);\n }\n }\n\n // TODO:\n More meaningful names for \"rendererInterfaces\" and \"renderers\".\n const\n fiberRoots = {};\n const\n rendererInterfaces = new Map();\n const\n listeners = {};\n const\n renderers = new Map();\n\n const\n hook:\n DevToolsHook = {\n rendererInterfaces,\n listeners,\n\n // Fast Refresh for web relies on this.\n renderers,\n\n emit,\n getFiberRoots,\n inject,\n on,\n off,\n sub,\n\n // This is a legacy flag.\n // React\n v16 checks the hook for this to ensure DevTools is new enough.\n supportsFiber: true,\n\n // React calls these\n methods.\n checkDCE,\n onCommitFiberUnmount,\n onCommitFiberRoot,\n onPostCommitFiberRoot,\n };\n\n Object.defineProperty(\n target,\n '__REACT_DEVTOOLS_GLOBAL_HOOK__',\n ({\n // This\n property needs to be configurable for the test environment,\n // else we won't be able to delete and recreate it\n between tests.\n configurable: __DEV__,\n enumerable: false,\n get() {\n return hook;\n },\n }:\n Object),\n);\n\n return\n hook;\n }\n\n /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n * This source\n code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n * @flow\n */\n\nimport\n type {InternalInstance} from './renderer';\n\nexport\n function\n decorate(object: Object, attr:

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string, fn: Function): Function {
 const old = object[attr];
 object[attr] = function(instance: InternalInstance) {
 return fn.call(this, old, arguments);
 };
 return old;
}

export function decorateMany(
 source: Object,
 fns: {[attr: string]: Function, ...}): Object {
 const olds = {};
 for (const name in fns) {
 olds[name] =
 decorate(source, name, fns[name]);
 }
 return olds;
}

export function restoreMany(source: Object, olds:
Object): void {
 for (const name in olds) {
 source[name] = olds[name];
 }
}

export function
forceUpdate(instance: InternalInstance): void {
 if (typeof instance.forceUpdate === 'function') {
 instance.forceUpdate();
 } else if (instance.updater != null &&
 typeof
instance.updater.enqueueForceUpdate === 'function') {
 instance.updater.enqueueForceUpdate(this, () => {},
'forceUpdate');
 }
}

/**
 * Copyright (c) Facebook, Inc. and its affiliates.
 * This source code is
 licensed under the MIT license found in the
 * LICENSE file in the root directory of this source tree.
 */
import {
 ElementTypeClass,
 ElementTypeFunction,
 ElementTypeRoot,
 ElementTypeHostComponent,
 ElementTypeOtherOrUnknown,
} from 'react-devtools-shared/src/types';
import {
 getUID,
 utfEncodeString,
 printOperationsArray
} from '../utils';
import {
 cleanForBridge,
 copyToClipboard,
 copyWithDelete,
 copyWithRename,
 copyWithSet,
} from './utils';
import {
 deletePathInObject,
 getDisplayName,
 getInObject,
 renamePathInObject,
 setInObject,
} from 'react-
devtools-shared/src/utils';
import {
 __DEBUG__,
 TREE_OPERATION_ADD,
 TREE_OPERATION_REMOVE,
 TREE_OPERATION_REORDER_CHILDREN,
} from
'../constants';
import {
 decorateMany,
 forceUpdate,
 restoreMany
} from './utils';
import type {
 DevToolsHook,
 GetFiberIDForNative,
 InspectedElementPayload,
 InstanceAndStyle,
 NativeType,
 PathFrame,
 PathMatch,
 RendererInterface,
} from './types';
import type {
 ComponentFilter,
 ElementType,
} from 'react-devtools-shared/src/types';
import type {
 InspectedElement,
 SerializedElement
} from
'./types';
export type InternalInstance = Object;
type LegacyRenderer = Object;

function
getData(internalInstance: InternalInstance) {
 let displayName = null;
 let key = null;
 // != used deliberately
 here to catch undefined and null
 if (internalInstance._currentElement != null) {
 if
(internalInstance._currentElement.key) {
 key = " + internalInstance._currentElement.key;
 }
 const
elementType = internalInstance._currentElement.type;
 if (typeof elementType === 'string') {
 displayName
= elementType;
 } else if (typeof elementType === 'function') {
 displayName =
 getDisplayName(elementType);
 }
 }
 return {
 displayName,
 key,
 };
}

function
getElementType(internalInstance: InternalInstance): ElementType {
 // != used deliberately here to catch
 undefined and null
 if (internalInstance._currentElement != null) {
 const elementType =
internalInstance._currentElement.type;
 if (typeof elementType === 'function') {
 const publicInstance =
internalInstance.getPublicInstance();
 if (publicInstance !== null) {
 return ElementTypeClass;
 } else
{
 return ElementTypeFunction;
 }
 } else if (typeof elementType === 'string') {
 return
 ElementTypeHostComponent;
 }
 }
 return ElementTypeOtherOrUnknown;
}

function
getChildren(internalInstance: Object): Array<any> {
 const children = [];
 // If the parent is a native node
 without rendered children, but with
 // multiple string children, then the `element` that gets passed in here is
 // a
 plain value -- a string or number.
 if (typeof internalInstance !== 'object') {
 // No children
 } else if (
internalInstance._currentElement === null ||
internalInstance._currentElement === false
) {
 // No
 children
 } else if (internalInstance._renderedComponent) {
 const child =
internalInstance._renderedComponent;
 if (getElementType(child) !== ElementTypeOtherOrUnknown) {
 children.push(child);
 }
 } else if (internalInstance._renderedChildren) {
 const renderedChildren =
internalInstance._renderedChildren;
 for (const name in renderedChildren) {
 const child =
renderedChildren[name];
 if (getElementType(child) !== ElementTypeOtherOrUnknown) {
 children.push(child);
 }
 }
 }
 // Note: we skip the case where children are just strings or numbers
 // because the new DevTools skips over host text nodes anyway.
 return children;
}

export function attach(
 hook: DevToolsHook,
 rendererID: number,
 renderer: LegacyRenderer,
 global: Object,
): RendererInterface {
 const idToInternalInstanceMap: Map<number, InternalInstance> = new Map();
 const
internalInstanceToIDMap: WeakMap<
 InternalInstance,
 number,
 > = new WeakMap();
 const

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internalInstanceToRootIDMap: WeakMap<\n InternalInstance,\n number,\n > = new WeakMap();\n\n let
getInternalIDForNative: GetFiberIDForNative = ((null: any): GetFiberIDForNative);\n let
findNativeNodeForInternalID: (id: number) => ?NativeType;\n\n if (renderer.ComponentTree) {\n
getInternalIDForNative = (node, findNearestUnfilteredAncestor) => {\n const internalInstance =
renderer.ComponentTree.getClosestInstanceFromNode(\n node,\n);\n return
internalInstanceToIDMap.get(internalInstance) || null;\n }; \n findNativeNodeForInternalID = (id: number) =>
{\n const internalInstance = idToInternalInstanceMap.get(id);\n return
renderer.ComponentTree.getNodeFromInstance(internalInstance);\n }; \n } else if (renderer.Mount.getID &&
renderer.Mount.getNode) {\n getInternalIDForNative = (node, findNearestUnfilteredAncestor) => {\n // Not
implemented.\n return null;\n }; \n findNativeNodeForInternalID = (id: number) => {\n // Not
implemented.\n return null;\n }; \n }\n\n function getDisplayNameForFiberID(id: number): string | null {\n
const internalInstance = idToInternalInstanceMap.get(id);\n return internalInstance ?
getData(internalInstance).displayName : null;\n }\n\n function getID(internalInstance: InternalInstance): number
{\n if (typeof internalInstance !== 'object' || internalInstance === null) {\n throw new Error('Invalid internal
instance: ' + internalInstance);\n }\n if (!internalInstanceToIDMap.has(internalInstance)) {\n const id =
getUID();\n internalInstanceToIDMap.set(internalInstance, id);\n idToInternalInstanceMap.set(id,
internalInstance);\n }\n return ((internalInstanceToIDMap.get(internalInstance): any): number);\n }\n\n
function areEqualArrays(a, b) {\n if (a.length !== b.length) {\n return false;\n }\n for (let i = 0; i < a.length;
i++) {\n if (a[i] !== b[i]) {\n return false;\n }\n }\n return true;\n }\n\n // This is shared mutable state
that lets us keep track of where we are.\n let parentIDStack = [];\n\n let oldReconcilerMethods = null;\n if
(renderer.Reconciler) {\n // React 15\n oldReconcilerMethods = decorateMany(renderer.Reconciler, {\n
mountComponent(fn, args) {\n const internalInstance = args[0];\n const hostContainerInfo = args[3];\n
if (getElementType(internalInstance) === ElementTypeOtherOrUnknown) {\n return fn.apply(this, args);\n
}\n if (hostContainerInfo._topLevelWrapper === undefined) {\n // SSR\n return fn.apply(this,
args);\n }\n\n const id = getID(internalInstance);\n // Push the operation.\n const parentID =\nparentIDStack.length > 0\n ? parentIDStack[parentIDStack.length - 1]\n : 0;\n
recordMount(internalInstance, id, parentID);\n parentIDStack.push(id);\n\n // Remember the root.\n
internalInstanceToRootIDMap.set(\n internalInstance,\n getID(hostContainerInfo._topLevelWrapper),\n
);\n\n try {\n const result = fn.apply(this, args);\n parentIDStack.pop();\n return result;\n
} catch (err) {\n parentIDStack = [];\n throw err;\n } finally {\n if (parentIDStack.length === 0)
{\n const rootID = internalInstanceToRootIDMap.get(internalInstance);\n if (rootID === undefined)
{\n throw new Error('Expected to find root ID.);\n }\n flushPendingEvents(rootID);\n
}\n }\n },\n performUpdateIfNecessary(fn, args) {\n const internalInstance = args[0];\n if
(getElementType(internalInstance) === ElementTypeOtherOrUnknown) {\n return fn.apply(this, args);\n
}\n\n const id = getID(internalInstance);\n parentIDStack.push(id);\n\n const prevChildren =
getChildren(internalInstance);\n try {\n const result = fn.apply(this, args);\n const nextChildren =
getChildren(internalInstance);\n if (!areEqualArrays(prevChildren, nextChildren)) {\n // Push the
operation\n recordReorder(internalInstance, id, nextChildren);\n }\n\n parentIDStack.pop();\n
return result;\n } catch (err) {\n parentIDStack = [];\n throw err;\n } finally {\n if
(parentIDStack.length === 0) {\n const rootID = internalInstanceToRootIDMap.get(internalInstance);\n
if (rootID === undefined) {\n throw new Error('Expected to find root ID.);\n }\n
flushPendingEvents(rootID);\n }\n }\n },\n receiveComponent(fn, args) {\n const
internalInstance = args[0];\n if (getElementType(internalInstance) === ElementTypeOtherOrUnknown) {\n
return fn.apply(this, args);\n }\n\n const id = getID(internalInstance);\n parentIDStack.push(id);\n\n
const prevChildren = getChildren(internalInstance);\n try {\n const result = fn.apply(this, args);\n\n
const nextChildren = getChildren(internalInstance);\n if (!areEqualArrays(prevChildren, nextChildren)) {\n
// Push the operation\n recordReorder(internalInstance, id, nextChildren);\n }\n\n
parentIDStack.pop();\n return result;\n } catch (err) {\n parentIDStack = [];\n throw err;\n
}

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pendingUnmountedIDs.length + (pendingUnmountedRootID === null ? 0 : 1);\n\n const operations = new
Array(\n // Identify which renderer this update is coming from.\n 2 + // [rendererID, rootFiberID]\n // How
big is the string table?\n 1 + // [stringTableLength]\n // Then goes the actual string table.\n
pendingStringTableLength +\n // All unmounts are batched in a single message.\n //
[TREE_OPERATION_REMOVE, removedIDLength, ...ids]\n (numUnmountIDs > 0 ? 2 + numUnmountIDs :
0) +\n // Mount operations\n pendingOperations.length,\n);\n\n // Identify which renderer this update is
coming from.\n // This enables roots to be mapped to renderers,\n // Which in turn enables fiber properations,
states, and hooks to be inspected.\n let i = 0;\n operations[i++] = rendererID;\n operations[i++] = rootID;\n\n // Now fill in the string table.\n // [stringTableLength, str1Length, ...str1, str2Length, ...str2, ...]\n operations[i++]
= pendingStringTableLength;\n pendingStringTable.forEach((value, key) => {\n operations[i++] =
key.length;\n const encodedKey = utfEncodeString(key);\n for (let j = 0; j < encodedKey.length; j++) {\n
operations[i + j] = encodedKey[j];\n }\n i += key.length;\n });\n\n if (numUnmountIDs > 0) {\n // All
unmounts except roots are batched in a single message.\n operations[i++] = TREE_OPERATION_REMOVE;\n
 // The first number is how many unmounted IDs we're gonna send.\n operations[i++] = numUnmountIDs;\n
 // Fill in the unmounts\n for (let j = 0; j < pendingUnmountedIDs.length; j++) {\n operations[i++] =
pendingUnmountedIDs[j];\n }\n // The root ID should always be unmounted last.\n if
(pendingUnmountedRootID !== null) {\n operations[i] = pendingUnmountedRootID;\n i++;\n }\n
 }\n\n // Fill in the rest of the operations.\n for (let j = 0; j < pendingOperations.length; j++) {\n operations[i +
j] = pendingOperations[j];\n }\n i += pendingOperations.length;\n\n if (__DEBUG__) {\n printOperationsArray(operations);\n }\n\n // If we've already connected to the frontend, just pass the operations
through.\n hook.emit('operations', operations);\n\n pendingOperations.length = 0;\n pendingUnmountedIDs =
[];\n pendingUnmountedRootID = null;\n pendingStringTable.clear();\n pendingStringTableLength = 0;\n
}\n\n function pushOperation(op: number): void {\n if (__DEV__) {\n if (!Number.isInteger(op)) {\n
console.error(\n 'pushOperation() was called but the value is not an integer.',\n op,\n);\n }\n }\n\n pendingOperations.push(op);\n}\n\n function getStringID(str: string | null): number {\n if (str === null) {\n
return 0;\n }\n const existingID = pendingStringTable.get(str);\n if (existingID !== undefined) {\n return
existingID;\n }\n const stringID = pendingStringTable.size + 1;\n pendingStringTable.set(str, stringID);\n //
The string table total length needs to account\n // both for the string length, and for the array item\n // that
contains the length itself. Hence + 1.\n pendingStringTableLength += str.length + 1;\n return stringID;\n}\n\n
let currentlyInspectedElementID: number | null = null;\n let currentlyInspectedPaths: Object = {};\n // Track the
intersection of currently inspected paths,\n // so that we can send their data along if the element is re-rendered.\n
function mergeInspectedPaths(path: Array<string | number>) {\n let current = currentlyInspectedPaths;\n
 path.forEach(key => {\n if (!current[key]) {\n current[key] = {};\n }\n current = current[key];\n });\n
 }\n\n function createIsPathAllowed(key: string) {\n // This function helps prevent previously-inspected paths from
being dehydrated in updates.\n // This is important to avoid a bad user experience where expanded toggles collapse
on update.\n return function isPathAllowed(path: Array<string | number>): boolean {\n let current =
currentlyInspectedPaths[key];\n if (!current) {\n return false;\n }\n for (let i = 0; i < path.length; i++)
{\n current = current[path[i]];\n if (!current) {\n return false;\n }\n }\n return true;\n };\n
 }\n\n // Fast path props lookup for React Native style editor.\n function getInstanceAndStyle(id: number):
InstanceAndStyle {\n let instance = null;\n let style = null;\n\n const internalInstance =
idToInternalInstanceMap.get(id);\n if (internalInstance !== null) {\n instance = internalInstance._instance ||
null;\n\n const element = internalInstance._currentElement;\n if (element !== null && element.props !== null)
{\n style = element.props.style || null;\n }\n }\n\n return {\n instance,\n style,\n };\n }\n\n function updateSelectedElement(id: number): void {\n const internalInstance = idToInternalInstanceMap.get(id);\n
 if (internalInstance === null) {\n console.warn(`Could not find instance with id "${id}"`);\n return;\n }\n\n switch (getElementType(internalInstance)) {\n case ElementTypeClass:\n global.$r =
internalInstance._instance;\n break;\n case ElementTypeFunction:\n const element =
internalInstance._currentElement;\n if (element === null) {\n console.warn(`Could not find element with id

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\"${id}\"");\n return;\n }\n\n global.$r = {\n props: element.props,\n type: element.type,\n };\n break;\n default:\n global.$r = null;\n }\n}\n\nfunction storeAsGlobal(\n id:\n number,\n path: Array<string | number>,\n count: number,\n): void {\n const inspectedElement =\n inspectElementRaw(id);\n if (inspectedElement !== null) {\n const value = getInObject(inspectedElement,\n path);\n const key = `reactTemp${count}`;\n window[key] = value;\n console.log(key);\n console.log(value);\n }\n}\n\nfunction copyElementPath(id: number, path: Array<string | number>): void {\n const inspectedElement = inspectElementRaw(id);\n if (inspectedElement !== null) {\n copyToClipboard(getInObject(inspectedElement, path));\n }\n}\n\nfunction inspectElement(\n requestID:\n number,\n id: number,\n path: Array<string | number> | null,\n): InspectedElementPayload {\n if\n (currentlyInspectedElementID !== id) {\n currentlyInspectedElementID = id;\n currentlyInspectedPaths =\n {};\n }\n\n const inspectedElement = inspectElementRaw(id);\n if (inspectedElement === null) {\n return\n {\n id,\n responseID: requestID,\n type: 'not-found',\n };\n }\n\n if (path !== null) {\n mergeInspectedPaths(path);\n }\n\n // Any time an inspected element has an update,\n // we should update the\n selected $r value as wel.\n // Do this before dehydration (cleanForBridge).\n updateSelectedElement(id);\n\n inspectedElement.context = cleanForBridge(\n inspectedElement.context,\n createIsPathAllowed('context'),\n);\n inspectedElement.props = cleanForBridge(\n inspectedElement.props,\n createIsPathAllowed('props'),\n);\n inspectedElement.state = cleanForBridge(\n inspectedElement.state,\n createIsPathAllowed('state'),\n);\n\n return {\n id,\n responseID: requestID,\n type: 'full-data',\n value: inspectedElement,\n };\n}\n\nfunction inspectElementRaw(id: number): InspectedElement | null {\n const internalInstance = idToInternalInstanceMap.get(id);\n if (internalInstance == null) {\n return null;\n }\n\n const {displayName, key} = getData(internalInstance);\n const type =\n getElementType(internalInstance);\n let context = null;\n let owners = null;\n let props = null;\n let state =\n null;\n let source = null;\n\n const element = internalInstance._currentElement;\n if (element !== null) {\n props = element.props;\n source = element._source != null ? element._source : null;\n let owner =\n element._owner;\n if (owner) {\n owners = [];\n while (owner != null) {\n owners.push({\n displayName: getData(owner).displayName || 'Unknown',\n id: getID(owner),\n key: element.key,\n type: getElementType(owner),\n });\n if (owner._currentElement) {\n owner =\n owner._currentElement._owner;\n }\n }\n }\n\n const publicInstance =\n internalInstance._instance;\n if (publicInstance != null) {\n context = publicInstance.context || null;\n state =\n publicInstance.state || null;\n }\n\n // Not implemented\n const errors = [];\n const warnings = [];\n\n return\n {\n id,\n // Does the current renderer support editable hooks and function props?\n canEditHooks: false,\n canEditFunctionProps: false,\n // Does the current renderer support advanced editing interface?\n canEditHooksAndDeletePaths: false,\n canEditHooksAndRenamePaths: false,\n canEditFunctionPropsDeletePaths: false,\n canEditFunctionPropsRenamePaths: false,\n // Suspense did not\n exist in legacy versions\n canToggleSuspense: false,\n // Can view component source location.\n canViewSource: type === ElementTypeClass || type === ElementTypeFunction,\n // Only legacy context exists\n in legacy versions.\n hasLegacyContext: true,\n displayName: displayName,\n type: type,\n key:\n key != null ? key : null,\n // Inspectable properties.\n context,\n hooks: null,\n props,\n state,\n errors,\n warnings,\n // List of owners\n owners,\n // Location of component in source code.\n source,\n rootType: null,\n rendererPackageName: null,\n rendererVersion: null,\n };\n}\n\nfunction\n logElementToConsole(id: number): void {\n const result = inspectElementRaw(id);\n if (result === null) {\n console.warn('Could not find element with id \"${id}\"');\n return;\n }\n\n const supportsGroup = typeof\n console.groupCollapsed === 'function';\n if (supportsGroup) {\n console.groupCollapsed(\n ` [Click to\n expand] %c<${result.displayName || 'Component'} />`,\n // --dom-tag-name-color is the CSS variable Chrome\n styles HTML elements with in the console.\n 'color: var(--dom-tag-name-color); font-weight: normal;',\n);\n }\n\n if (result.props !== null) {\n console.log('Props:', result.props);\n }\n\n if (result.state !== null) {\n console.log('State:', result.state);\n }\n\n if (result.context !== null) {\n console.log('Context:', result.context);\n }\n\n const nativeNode = findNativeNodeForInternalID(id);\n if (nativeNode !== null) {\n console.log('Node:',

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nativeNode);\n }\n if (window.chrome || /firefox/i.test(navigator.userAgent)) {\n console.log(\n 'Right-click any value to save it as a global variable for further inspection.',\n);\n }\n if (supportsGroup) {\n console.groupEnd();\n }\n }\n\n function prepareViewAttributeSource(\n id: number,\n path: Array<string | number>,\n): void {\n const inspectedElement = inspectElementRaw(id);\n if (inspectedElement !== null) {\n window.$attribute = getInObject(inspectedElement, path);\n }\n }\n\n function prepareViewElementSource(id: number): void {\n const internalInstance = idToInternalInstanceMap.get(id);\n if (internalInstance === null) {\n console.warn(`Could not find instance with id \"${id}\"`);\n return;\n }\n\n const element = internalInstance._currentElement;\n if (element === null) {\n console.warn(`Could not find element with id \"${id}\"`);\n return;\n }\n\n global.$type = element.type;\n }\n\n function deletePath(\n type: 'context' | 'hooks' | 'props' | 'state',\n id: number,\n hookID: ?number,\n path: Array<string | number>,\n): void {\n const internalInstance = idToInternalInstanceMap.get(id);\n if (internalInstance !== null) {\n const publicInstance = internalInstance._instance;\n if (publicInstance !== null) {\n switch (type) {\n case 'context':\n deletePathInObject(publicInstance.context, path);\n forceUpdate(publicInstance);\n break;\n case 'hooks':\n throw new Error('Hooks not supported by this renderer');\n case 'props':\n const element = internalInstance._currentElement;\n internalInstance._currentElement = {\n ...element,\n props: copyWithDelete(element.props, path),\n };\n forceUpdate(publicInstance);\n break;\n case 'state':\n deletePathInObject(publicInstance.state, path);\n forceUpdate(publicInstance);\n break;\n }\n }\n }\n }\n\n function renamePath(\n type: 'context' | 'hooks' | 'props' | 'state',\n id: number,\n hookID: ?number,\n oldPath: Array<string | number>,\n newPath: Array<string | number>,\n): void {\n const internalInstance = idToInternalInstanceMap.get(id);\n if (internalInstance !== null) {\n const publicInstance = internalInstance._instance;\n if (publicInstance !== null) {\n switch (type) {\n case 'context':\n renamePathInObject(publicInstance.context, oldPath, newPath);\n forceUpdate(publicInstance);\n break;\n case 'hooks':\n throw new Error('Hooks not supported by this renderer');\n case 'props':\n const element = internalInstance._currentElement;\n internalInstance._currentElement = {\n ...element,\n props: copyWithRename(element.props, oldPath, newPath),\n };\n forceUpdate(publicInstance);\n break;\n case 'state':\n renamePathInObject(publicInstance.state, oldPath, newPath);\n forceUpdate(publicInstance);\n break;\n }\n }\n }\n }\n\n function overrideValueAtPath(\n type: 'context' | 'hooks' | 'props' | 'state',\n id: number,\n hookID: ?number,\n path: Array<string | number>,\n value: any,\n): void {\n const internalInstance = idToInternalInstanceMap.get(id);\n if (internalInstance !== null) {\n const publicInstance = internalInstance._instance;\n if (publicInstance !== null) {\n switch (type) {\n case 'context':\n setInObject(publicInstance.context, path, value);\n forceUpdate(publicInstance);\n break;\n case 'hooks':\n throw new Error('Hooks not supported by this renderer');\n case 'props':\n const element = internalInstance._currentElement;\n internalInstance._currentElement = {\n ...element,\n props: copyWithSet(element.props, path, value),\n };\n forceUpdate(publicInstance);\n break;\n case 'state':\n setInObject(publicInstance.state, path, value);\n forceUpdate(publicInstance);\n break;\n }\n }\n }\n }\n\n // v16+ only features\n const getProfilingData = () => {\n throw new Error('getProfilingData not supported by this renderer');\n };\n const handleCommitFiberRoot = () => {\n throw new Error('handleCommitFiberRoot not supported by this renderer');\n };\n const handleCommitFiberUnmount = () => {\n throw new Error('handleCommitFiberUnmount not supported by this renderer');\n };\n const handlePostCommitFiberRoot = () => {\n throw new Error('handlePostCommitFiberRoot not supported by this renderer');\n };\n const overrideSuspense = () => {\n throw new Error('overrideSuspense not supported by this renderer');\n };\n const startProfiling = () => {\n // Do not throw, since this would break a multi-root scenario where v15 and v16 were both present.\n };\n const stopProfiling = () => {\n // Do not throw, since this would break a multi-root scenario where v15 and v16 were both present.\n };\n\n function\n getBestMatchForTrackedPath(): PathMatch | null {\n // Not implemented.\n return null;\n }\n\n function\n getPathForElement(id: number): Array<PathFrame> | null {\n // Not implemented.\n return null;\n }\n\n
```

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function updateComponentFilters(componentFilters: Array<ComponentFilter>) {\n // Not implemented.\n }\n\nfunction setTraceUpdatesEnabled(enabled: boolean) {\n // Not implemented.\n }\n\nfunction setTrackedPath(path: Array<PathFrame> | null) {\n // Not implemented.\n }\n\nfunction getOwnersList(id: number): Array<SerializedElement> | null {\n // Not implemented.\n return null;\n }\n\nfunction clearErrorsAndWarnings() {\n // Not implemented.\n }\n\nfunction clearErrorsForFiberID(id: number) {\n // Not implemented.\n }\n\nfunction clearWarningsForFiberID(id: number) {\n // Not implemented.\n }\n\nreturn {\n clearErrorsAndWarnings,\n clearErrorsForFiberID,\n clearWarningsForFiberID,\n cleanup,\n copyElementPath,\n deletePath,\n flushInitialOperations,\n getBestMatchForTrackedPath,\n getDisplayNameForFiberID,\n getFiberIDForNative: getInternalIDForNative,\n getInstanceAndStyle,\n findNativeNodesForFiberID: (id: number) => {\n const nativeNode = findNativeNodeForInternalID(id);\n return nativeNode == null ? null : [nativeNode];\n },\n getOwnersList,\n getPathForElement,\n getProfilingData,\n handleCommitFiberRoot,\n handleCommitFiberUnmount,\n handlePostCommitFiberRoot,\n inspectElement,\n logElementToConsole,\n overrideSuspense,\n overrideValueAtPath,\n renamePath,\n prepareViewAttributeSource,\n prepareViewElementSource,\n renderer,\n setTraceUpdatesEnabled,\n setTrackedPath,\n startProfiling,\n stopProfiling,\n storeAsGlobal,\n updateComponentFilters,\n };\n}\n\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport Agent from './agent';\n\nimport {attach} from './renderer';\nimport {attach as attachLegacy} from './legacy/renderer';\n\nimport type {DevToolsHook, ReactRenderer, RendererInterface} from './types';\n\nexport function initBackend(\n hook: DevToolsHook,\n agent: Agent,\n global: Object,\n): () => void {\n if (hook == null) {\n // DevTools didn't get injected into this page (maybe b'c of the contentType).\n return () => {};\n }\n\n const subs = [\n hook.sub(\n 'renderer-attached',\n ({\n id,\n renderer,\n rendererInterface,\n }): {\n id: number,\n renderer: ReactRenderer,\n rendererInterface: RendererInterface,\n ...,\n }) => {\n agent.setRendererInterface(id, rendererInterface);\n\n // Now that the Store and the renderer interface are connected,\n // it's time to flush the pending operation codes to the frontend.\n rendererInterface.flushInitialOperations();\n },\n),\n hook.sub('unsupported-renderer-version', (id: number) => {\n agent.onUnsupportedRenderer(id);\n }),\n hook.sub('operations', agent.onHookOperations),\n hook.sub('traceUpdates', agent.onTraceUpdates),\n\n // TODO Add additional subscriptions required for profiling mode\n];\n\n const attachRenderer = (id: number, renderer: ReactRenderer) => {\n let rendererInterface = hook.rendererInterfaces.get(id);\n // Inject any not-yet-injected renderers (if we didn't reload-and-profile)\n if (rendererInterface == null) {\n if (typeof renderer.findFiberByHostInstance === 'function') {\n // react-reconciler v16+\n rendererInterface = attach(hook, id, renderer, global);\n } else if (renderer.ComponentTree) {\n // react-dom v15\n rendererInterface = attachLegacy(hook, id, renderer, global);\n } else {\n // Older react-dom or other unsupported renderer version\n }\n\n if (rendererInterface != null) {\n hook.rendererInterfaces.set(id, rendererInterface);\n }\n }\n\n // Notify the DevTools frontend about new renderers.\n // This includes any that were attached early (via __REACT_DEVTOOLS_ATTACH__).\n if (rendererInterface != null) {\n hook.emit('renderer-attached', {\n id,\n renderer,\n rendererInterface,\n });\n } else {\n hook.emit('unsupported-renderer-version', id);\n }\n }\n\n // Connect renderers that have already injected themselves.\n hook.renderers.forEach((renderer, id) => {\n attachRenderer(id, renderer);\n });\n\n // Connect any new renderers that injected themselves.\n subs.push(\n hook.sub(\n 'renderer',\n ({id, renderer}: {id: number, renderer: ReactRenderer, ...}) => {\n attachRenderer(id, renderer);\n },\n),\n);\n\n hook.emit('react-devtools', agent);\n hook.reactDevtoolsAgent = agent;\n\n const onAgentShutdown = () => {\n subs.forEach(fn => fn());\n\n hook.rendererInterfaces.forEach(rendererInterface => {\n rendererInterface.cleanup();\n });\n\n hook.reactDevtoolsAgent = null;\n }; \n\n agent.addListener('shutdown', onAgentShutdown);\n\n subs.push(() => {\n agent.removeListener('shutdown', onAgentShutdown);\n });\n\n return () => {\n subs.forEach(fn => fn());\n };\n}\n\n", "/*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport type

```



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{BoxStyle} from './types';\n\n/**\n * This mirrors react-native/Libraries/Inspector/resolveBoxStyle.js (but without
RTL support).\n *\n * Resolve a style property into it's component parts, e.g.\n *\n * resolveBoxStyle('margin',
{margin: 5, marginBottom: 10})\n * -> {top: 5, left: 5, right: 5, bottom: 10}\n */\n\nexport default function
resolveBoxStyle(\n prefix: string,\n style: Object,\n): BoxStyle | null {\n let hasParts = false;\n const result = {\n
bottom: 0,\n left: 0,\n right: 0,\n top: 0,\n };\n\n const styleForAll = style[prefix];\n if (styleForAll != null)
{\n // eslint-disable-next-line no-for-of-loops/no-for-of-loops\n for (const key of Object.keys(result)) {\n
result[key] = styleForAll;\n }\n hasParts = true;\n }\n\n const styleForHorizontal = style[prefix +
'Horizontal'];\n if (styleForHorizontal != null) {\n result.left = styleForHorizontal;\n result.right =
styleForHorizontal;\n hasParts = true;\n } else {\n const styleForLeft = style[prefix + 'Left'];\n if (styleForLeft
!= null) {\n result.left = styleForLeft;\n hasParts = true;\n }\n\n const styleForRight = style[prefix +
'Right'];\n if (styleForRight != null) {\n result.right = styleForRight;\n hasParts = true;\n }\n\n const
styleForEnd = style[prefix + 'End'];\n if (styleForEnd != null) {\n // TODO RTL support\n result.right =
styleForEnd;\n hasParts = true;\n }\n\n const styleForStart = style[prefix + 'Start'];\n if (styleForStart != null)
{\n // TODO RTL support\n result.left = styleForStart;\n hasParts = true;\n }\n }\n\n const
styleForVertical = style[prefix + 'Vertical'];\n if (styleForVertical != null) {\n result.bottom = styleForVertical;\n
result.top = styleForVertical;\n hasParts = true;\n } else {\n const styleForBottom = style[prefix + 'Bottom'];\n
if (styleForBottom != null) {\n result.bottom = styleForBottom;\n hasParts = true;\n }\n\n const
styleForTop = style[prefix + 'Top'];\n if (styleForTop != null) {\n result.top = styleForTop;\n hasParts =
true;\n }\n }\n\n return hasParts ? result : null;\n}\n\n"/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n
* This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this
source tree.\n */\n\n * @flow\n */\n\nimport Agent from 'react-devtools-shared/src/backend/agent';\nimport
resolveBoxStyle from './resolveBoxStyle';\nimport type {BackendBridge} from 'react-devtools-
shared/src/bridge';\nimport type {RendererID} from './types';\nimport type {StyleAndLayout} from
 './types';\n\nexport type ResolveNativeStyle = (stylesheetID: any) => ?Object;\n\nexport default function
setupNativeStyleEditor(\n bridge: BackendBridge,\n agent: Agent,\n resolveNativeStyle: ResolveNativeStyle,\n
 validAttributes?: $ReadOnlyArray<string> | null,\n) {\n bridge.addListener(\n 'NativeStyleEditor_measure',\n
({id, rendererID}: {id: number, rendererID: RendererID})) => {\n measureStyle(agent, bridge,
resolveNativeStyle, id, rendererID);\n },\n);\n\n bridge.addListener(\n 'NativeStyleEditor_renameAttribute',\n
({\n id,\n rendererID,\n oldName,\n newName,\n value,\n }: {\n id: number,\n rendererID:
RendererID,\n oldName: string,\n newName: string,\n value: string,\n }) => {\n renameStyle(agent,
id, rendererID, oldName, newName, value);\n setTimeout(() =>{\n measureStyle(agent, bridge,
resolveNativeStyle, id, rendererID),\n },\n);\n },\n);\n\n bridge.addListener(\n 'NativeStyleEditor_setValue',\n
({\n id,\n rendererID,\n name,\n value,\n }: {\n id: number,\n rendererID: number,\n name:
string,\n value: string,\n }) => {\n setStyle(agent, id, rendererID, name, value);\n setTimeout(() =>{\n
 measureStyle(agent, bridge, resolveNativeStyle, id, rendererID),\n },\n);\n },\n);\n\n bridge.send('isNativeStyleEditorSupported', {\n isSupported: true,\n validAttributes,\n });\n}\n\nconst
EMPTY_BOX_STYLE = {\n top: 0,\n left: 0,\n right: 0,\n bottom: 0,\n};\n\nconst
componentIDToStyleOverrides: Map<number, Object> = new Map();\n\nfunction measureStyle(\n agent: Agent,\n
 bridge: BackendBridge,\n resolveNativeStyle: ResolveNativeStyle,\n id: number,\n rendererID: RendererID,\n)
{\n const data = agent.getInstanceAndStyle({id, rendererID});\n if (!data || !data.style) {\n bridge.send(\n
'NativeStyleEditor_styleAndLayout',\n ({\n id,\n layout: null,\n style: null,\n }:\n StyleAndLayout),\n);\n return;\n }\n\n const {instance, style} = data;\n let resolvedStyle =
resolveNativeStyle(style);\n\n // If it's a host component we edited before, amend styles.\n const styleOverrides =
componentIDToStyleOverrides.get(id);\n if (styleOverrides != null) {\n resolvedStyle = Object.assign({},
resolvedStyle, styleOverrides);\n }\n\n if (!instance || typeof instance.measure !== 'function') {\n bridge.send(\n
'NativeStyleEditor_styleAndLayout',\n ({\n id,\n layout: null,\n style: resolvedStyle || null,\n }:\n StyleAndLayout),\n);\n return;\n }\n\n // $FlowFixMe the parameter types of an unknown function are
unknown\n instance.measure((x, y, width, height, left, top) => {\n // RN Android sometimes returns undefined

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here. Don't send measurements in this case.\n // https://github.com/jhen0409/react-native-
debugger/issues/84#issuecomment-304611817\n if (typeof x !== 'number') {\n bridge.send(\n
'NativeStyleEditor_styleAndLayout',\n ({\n id,\n layout: null,\n style: resolvedStyle || null,\n
}): StyleAndLayout),\n);\n return;\n }\n const margin =\n (resolvedStyle !== null &&
resolveBoxStyle('margin', resolvedStyle)) ||\n EMPTY_BOX_STYLE;\n const padding =\n (resolvedStyle
!== null && resolveBoxStyle('padding', resolvedStyle)) ||\n EMPTY_BOX_STYLE;\n bridge.send(\n
'NativeStyleEditor_styleAndLayout',\n ({\n id,\n layout: {\n x,\n y,\n width,\n
height,\n left,\n top,\n margin,\n padding,\n },\n style: resolvedStyle || null,\n
}): StyleAndLayout),\n);\n });\n\nfunction shallowClone(object: Object): Object {\n const cloned = {};\n for
(const n in object) {\n cloned[n] = object[n];\n }\n return cloned;\n }\n\nfunction renameStyle(\n agent: Agent,\n
id: number,\n rendererID: RendererID,\n oldName: string,\n newName: string,\n value: string,\n): void {\n const
data = agent.getInstanceAndStyle({id, rendererID});\n if (!data || !data.style) {\n return;\n }\n\n const {instance,
style} = data;\n\n const newStyle = newName\n ? {[oldName]: undefined, [newName]: value}\n : {[oldName]:
undefined};\n\n let customStyle;\n\n // TODO It would be nice if the renderer interface abstracted this away
somehow.\n if (instance !== null && typeof instance.setNativeProps === 'function') {\n // In the case of a host
component, we need to use setNativeProps().\n // Remember to \"correct\" resolved styles when we read them next
time.\n const styleOverrides = componentIDToStyleOverrides.get(id);\n if (!styleOverrides) {\n
componentIDToStyleOverrides.set(id, newStyle);\n } else {\n Object.assign(styleOverrides, newStyle);\n }\n
\n // TODO Fabric does not support setNativeProps; chat with Sebastian or Eli\n instance.setNativeProps({style:
newStyle});\n } else if (Array.isArray(style)) {\n const lastIndex = style.length - 1;\n if (\n typeof
style[lastIndex] === 'object' &&\n !Array.isArray(style[lastIndex])\n) {\n customStyle =
shallowClone(style[lastIndex]);\n delete customStyle[oldName];\n if (newName) {\n
customStyle[newName] = value;\n } else {\n customStyle[oldName] = undefined;\n }\n\n
agent.overrideValueAtPath({\n type: 'props',\n id,\n rendererID,\n path: ['style', lastIndex],\n
value: customStyle,\n });\n } else {\n agent.overrideValueAtPath({\n type: 'props',\n id,\n
rendererID,\n path: ['style'],\n value: style.concat([newStyle]),\n });\n }\n } else if (typeof style ===
'object') {\n customStyle = shallowClone(style);\n delete customStyle[oldName];\n if (newName) {\n
customStyle[newName] = value;\n } else {\n customStyle[oldName] = undefined;\n }\n\n
agent.overrideValueAtPath({\n type: 'props',\n id,\n rendererID,\n path: ['style'],\n value:
customStyle,\n });\n } else {\n agent.overrideValueAtPath({\n type: 'props',\n id,\n
rendererID,\n path: ['style'],\n value: [style, newStyle],\n });\n }\n\n agent.emit('hideNativeHighlight');\n }\n\nfunction
setStyle(\n agent: Agent,\n id: number,\n rendererID: RendererID,\n name: string,\n value: string,\n) {\n const
data = agent.getInstanceAndStyle({id, rendererID});\n if (!data || !data.style) {\n return;\n }\n\n const {instance,
style} = data;\n\n const newStyle = {[name]: value};\n\n // TODO It would be nice if the renderer interface
abstracted this away somehow.\n if (instance !== null && typeof instance.setNativeProps === 'function') {\n // In
the case of a host component, we need to use setNativeProps().\n // Remember to \"correct\" resolved styles when
we read them next time.\n const styleOverrides = componentIDToStyleOverrides.get(id);\n if (!styleOverrides)
{\n componentIDToStyleOverrides.set(id, newStyle);\n } else {\n Object.assign(styleOverrides,
newStyle);\n }\n\n // TODO Fabric does not support setNativeProps; chat with Sebastian or Eli\n instance.setNativeProps({style: newStyle});\n } else if (Array.isArray(style)) {\n const lastLength = style.length -
1;\n if (\n typeof style[lastLength] === 'object' &&\n !Array.isArray(style[lastLength])\n) {\n
agent.overrideValueAtPath({\n type: 'props',\n id,\n rendererID,\n path: ['style', lastLength,
name],\n value,\n });\n } else {\n agent.overrideValueAtPath({\n type: 'props',\n id,\n
rendererID,\n path: ['style'],\n value: style.concat([newStyle]),\n });\n }\n } else {\n
agent.overrideValueAtPath({\n type: 'props',\n id,\n rendererID,\n path: ['style'],\n value: [style,
newStyle],\n });\n }\n\n agent.emit('hideNativeHighlight');\n }\n\n\"/>\n * Copyright (c) Facebook, Inc. and its
affiliates.\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root
directory of this source tree.\n * \n * @flow\n */\n\nimport Agent from 'react-devtools-

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shared/src/backend/agent';\nimport Bridge from 'react-devtools-shared/src/bridge';\nimport {installHook} from
'react-devtools-shared/src/hook';\nimport {initBackend} from 'react-devtools-shared/src/backend';\nimport
{__DEBUG__} from 'react-devtools-shared/src/constants';\nimport setupNativeStyleEditor from 'react-devtools-
shared/src/backend/NativeStyleEditor/setupNativeStyleEditor';\nimport {getDefaultComponentFilters} from 'react-
devtools-shared/src/Utils';\n\nimport type {BackendBridge} from 'react-devtools-shared/src/bridge';\nimport type
{ComponentFilter} from 'react-devtools-shared/src/types';\nimport type {DevToolsHook} from 'react-devtools-
shared/src/backend/types';\nimport type {ResolveNativeStyle} from 'react-devtools-
shared/src/backend/NativeStyleEditor/setupNativeStyleEditor';\n\ntype ConnectOptions = {\n host?: string,\n nativeStyleEditorValidAttributes?: $ReadOnlyArray<string>,\n port?: number,\n useHttps?: boolean,\n resolveRNStyle?: ResolveNativeStyle,\n retryConnectionDelay?: number,\n isAppActive?: () => boolean,\n websocket?: ?WebSocket,\n ...}\n\ninstallHook(window);\n\nconst hook: ?DevToolsHook =
window.__REACT_DEVTOOLS_GLOBAL_HOOK__;\n\nlet savedComponentFilters: Array<ComponentFilter> =
getDefaultComponentFilters();\n\nfunction debug(methodName: string, ...args) {\n if (__DEBUG__) {\n console.log(\n `%c[core/backend] %c${methodName}`, \n 'color: teal; font-weight: bold;', \n 'font-weight:
bold;', \n ...args, \n);\n }\n}\n\nexport function connectToDevTools(options: ?ConnectOptions) {\n if (hook ==
null) {\n // DevTools didn't get injected into this page (maybe b'c of the contentType).\n return;\n }\n const {\n host = 'localhost',\n nativeStyleEditorValidAttributes,\n useHttps = false,\n port = 8097,\n websocket,\n resolveRNStyle = null,\n retryConnectionDelay = 2000,\n isAppActive = () => true,\n } = options || {};\n\n const protocol = useHttps ? 'wss' : 'ws';\n let retryTimeoutID: TimeoutID | null = null;\n\n function scheduleRetry()\n {\n if (retryTimeoutID === null) {\n // Two seconds because RN had issues with quick retries.\n retryTimeoutID = setTimeout(\n () => connectToDevTools(options),\n retryConnectionDelay,\n);\n }\n }\n\n if (!isAppActive()) {\n // If the app is in background, maybe retry later.\n // Don't actually attempt to
connect until we're in foreground.\n scheduleRetry();\n return;\n }\n\n let bridge: BackendBridge | null =
null;\n\n const messageListeners = [];\n const uri = protocol + '://' + host + ':' + port;\n\n // If existing websocket is
passed, use it.\n // This is necessary to support our custom integrations.\n // See D6251744.\n const ws =
websocket ? websocket : new window.WebSocket(uri);\n ws.onclose = handleClose;\n ws.onerror =
handleFailed;\n ws.onmessage = handleMessage;\n ws.onopen = function() {\n bridge = new Bridge({\n listen(fn) {\n messageListeners.push(fn);\n return () => {\n const index =
messageListeners.indexOf(fn);\n if (index >= 0) {\n messageListeners.splice(index, 1);\n }\n }\n },\n send(event: string, payload: any, transferable?: Array<any>) {\n if (ws.readyState ===
ws.OPEN) {\n if (__DEBUG__) {\n debug('wall.send()', event, payload);\n }\n ws.send(JSON.stringify({event, payload}));\n } else {\n if (__DEBUG__) {\n debug(\n
'wall.send()', \n 'Shutting down bridge because of closed WebSocket connection', \n);\n }\n if (bridge !== null) {\n bridge.shutdown();\n }\n scheduleRetry();\n },\n });\n\n bridge.addListener(\n 'inspectElement',\n ({id, rendererID}: {id: number, rendererID: number, ...}) => {\n const renderer = agent.rendererInterfaces[rendererID];\n if (renderer !== null) {\n // Send event for RN to
highlight.\n const nodes: ?Array<HTMLElement> = renderer.findNativeNodesForFiberID(\n id,\n);\n if (nodes !== null && nodes[0] !== null) {\n agent.emit('showNativeHighlight', nodes[0]);\n }\n }\n },\n);\n bridge.addListener(\n 'updateComponentFilters',\n (componentFilters:
Array<ComponentFilter>) => {\n // Save filter changes in memory, in case DevTools is reloaded.\n // In
that case, the renderer will already be using the updated values.\n // We'll lose these in between backend reloads
but that can't be helped.\n savedComponentFilters = componentFilters;\n },\n);\n\n // The renderer
interface doesn't read saved component filters directly,\n // because they are generally stored in localStorage
within the context of the extension.\n // Because of this it relies on the extension to pass filters.\n // In the case of
the standalone DevTools being used with a website,\n // saved filters are injected along with the backend script tag
so we shouldn't override them here.\n // This injection strategy doesn't work for React Native though.\n // Ideally
the backend would save the filters itself, but RN doesn't provide a sync storage solution.\n // So for now we just
fall back to using the default filters...\n if (window.__REACT_DEVTOOLS_COMPONENT_FILTERS__ ==

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null) {\n bridge.send('overrideComponentFilters', savedComponentFilters);\n }\n\n // TODO (npm-packages)
Warn if \"isBackendStorageAPISupported\"\n const agent = new Agent(bridge);\n agent.addListener('shutdown',
() => {\n // If we received 'shutdown' from `agent`, we assume the `bridge` is already shutting down,\n // and
that caused the 'shutdown' event on the `agent`, so we don't need to call `bridge.shutdown()` here.\n
hook.emit('shutdown');\n });\n\n initBackend(hook, agent, window);\n\n // Setup React Native style editor if
the environment supports it.\n if (resolveRNStyle !== null || hook.resolveRNStyle !== null) {\n
setupNativeStyleEditor(\n bridge,\n agent,\n ((resolveRNStyle || hook.resolveRNStyle: any):
ResolveNativeStyle),\n nativeStyleEditorValidAttributes ||\n hook.nativeStyleEditorValidAttributes ||\n
null,\n);\n } else {\n // Otherwise listen to detect if the environment later supports it.\n // For example,
Flipper does not eagerly inject these values.\n // Instead it relies on the React Native Inspector to lazily inject
them.\n let lazyResolveRNStyle;\n let lazyNativeStyleEditorValidAttributes;\n\n const initAfterTick = ()
=> {\n if (bridge !== null) {\n setupNativeStyleEditor(\n bridge,\n agent,\n
lazyResolveRNStyle,\n lazyNativeStyleEditorValidAttributes,\n);\n }\n }\n\n if
(!hook.hasOwnProperty('resolveRNStyle')) {\n Object.defineProperty(\n hook,\n 'resolveRNStyle',\n
({\n enumerable: false,\n get() {\n return lazyResolveRNStyle;\n },\n
set(value) {\n lazyResolveRNStyle = value;\n initAfterTick();\n },\n }): Object),\n
);\n }\n if (!hook.hasOwnProperty('nativeStyleEditorValidAttributes')) {\n Object.defineProperty(\n
hook,\n 'nativeStyleEditorValidAttributes',\n ({\n enumerable: false,\n get() {\n
return lazyNativeStyleEditorValidAttributes;\n },\n set(value) {\n
lazyNativeStyleEditorValidAttributes = value;\n initAfterTick();\n },\n }): Object),\n
);\n }\n }\n\n function handleClose() {\n if (__DEBUG__) {\n debug('WebSocket.onclose');\n }\n\n if
(bridge !== null) {\n bridge.emit('shutdown');\n }\n\n scheduleRetry();\n }\n\n function handleFailed() {\n
if (__DEBUG__) {\n debug('WebSocket.onerror');\n }\n\n scheduleRetry();\n }\n\n function
handleMessage(event) {\n let data;\n try {\n if (typeof event.data === 'string') {\n data =
JSON.parse(event.data);\n if (__DEBUG__) {\n debug('WebSocket.onmessage', data);\n }\n } else
{\n throw Error();\n }\n } catch (e) {\n console.error(\n '[React DevTools] Failed to parse JSON: ' +
(event.data: any),\n);\n return;\n }\n messageListeners.forEach(fn => {\n try {\n fn(data);\n }
catch (error) {\n // jsc doesn't play so well with tracebacks that go into eval'd code,\n // so the stack trace
here will stop at the `eval()` call. Getting the\n // message that caused the error is the best we can do for now.\n
 console.log('[React DevTools] Error calling listener', data);\n console.log('error:', error);\n throw error;\n
}\n });\n }\n\n}], \"sourceRoot\": \"\"}

```

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\* /opt/cola/permits/1172272296\_1623265640.64/0/react-devtools-core-4-13-5-tgz/package/dist/backend.js.map

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```

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 * lodash (Custom Build) <https://lodash.com/>
 * Build: `lodash modularize exports="npm" -o ./`
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## 1.277 expo-file-system 9.2.0

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```
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tgz/package/ios/EXFileSystem/NSData+EXFileSystem.m
* /opt/cola/permits/1168299174_1621972407.65/0/expo-file-system-9-2-0-
tgz/package/ios/EXFileSystem/EXSessionTasks/EXResumablesManager.m
* /opt/cola/permits/1168299174_1621972407.65/0/expo-file-system-9-2-0-
tgz/package/ios/EXFileSystem/EXSessionTasks/EXSessionUploadTaskDelegate.m
* /opt/cola/permits/1168299174_1621972407.65/0/expo-file-system-9-2-0-
tgz/package/ios/EXFileSystem/NSData+EXFileSystem.h
* /opt/cola/permits/1168299174_1621972407.65/0/expo-file-system-9-2-0-
tgz/package/ios/EXFileSystem/EXSessionTasks/EXSessionUploadTaskDelegate.h
* /opt/cola/permits/1168299174_1621972407.65/0/expo-file-system-9-2-0-
tgz/package/ios/EXFileSystem/EXSessionTasks/EXResumablesManager.h
* /opt/cola/permits/1168299174_1621972407.65/0/expo-file-system-9-2-0-
tgz/package/ios/EXFileSystem/EXSessionTasks/EXSessionResumableDownloadTaskDelegate.h
* /opt/cola/permits/1168299174_1621972407.65/0/expo-file-system-9-2-0-
tgz/package/ios/EXFileSystem/EXSessionTasks/EXSessionTaskDispatcher.h
* /opt/cola/permits/1168299174_1621972407.65/0/expo-file-system-9-2-0-
tgz/package/ios/EXFileSystem/EXSessionTasks/EXSessionResumableDownloadTaskDelegate.m
```

```
* /opt/cola/permits/1168299174_1621972407.65/0/expo-file-system-9-2-0-
tgz/package/ios/EXFileSystem/EXFilePermissionModule.h
* /opt/cola/permits/1168299174_1621972407.65/0/expo-file-system-9-2-0-
tgz/package/ios/EXFileSystem/EXSessionTasks/EXSessionHandler.m
* /opt/cola/permits/1168299174_1621972407.65/0/expo-file-system-9-2-0-
tgz/package/ios/EXFileSystem/EXSessionTasks/EXSessionDownloadTaskDelegate.h
* /opt/cola/permits/1168299174_1621972407.65/0/expo-file-system-9-2-0-
tgz/package/ios/EXFileSystem/EXSessionTasks/EXSessionHandler.h
* /opt/cola/permits/1168299174_1621972407.65/0/expo-file-system-9-2-0-
tgz/package/ios/EXFileSystem/EXSessionTasks/EXSessionTaskDelegate.m
* /opt/cola/permits/1168299174_1621972407.65/0/expo-file-system-9-2-0-
tgz/package/ios/EXFileSystem/EXSessionTasks/EXSessionDownloadTaskDelegate.m
* /opt/cola/permits/1168299174_1621972407.65/0/expo-file-system-9-2-0-
tgz/package/ios/EXFileSystem/EXFilePermissionModule.m
* /opt/cola/permits/1168299174_1621972407.65/0/expo-file-system-9-2-0-
tgz/package/ios/EXFileSystem/EXSessionTasks/EXSessionTaskDispatcher.m
* /opt/cola/permits/1168299174_1621972407.65/0/expo-file-system-9-2-0-
tgz/package/ios/EXFileSystem/EXSessionTasks/EXSessionTaskDelegate.h
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tgz/package/ios/EXFileSystem/EXFileSystem.h
* /opt/cola/permits/1168299174_1621972407.65/0/expo-file-system-9-2-0-
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## 1.278 @babel/plugin-proposal-object-rest-spread 7.14.7

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## 1.282 @babel/helper-validator-identifier 7.14.5

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# 1.289 braces 2.3.2

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## 1.290 qs 6.10.1

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## 1.292 unimodules-sensors-interface 5.3.0

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```
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* /opt/cola/permits/1168299797_1621972384.79/0/unimodules-sensors-interface-5-3-0-tgz/package/ios/UMSensorsInterface/UMDeviceMotionInterface.h
* /opt/cola/permits/1168299797_1621972384.79/0/unimodules-sensors-interface-5-3-0-tgz/package/ios/UMSensorsInterface/UMMagnetometerUncalibratedInterface.h
* /opt/cola/permits/1168299797_1621972384.79/0/unimodules-sensors-interface-5-3-0-tgz/package/ios/UMSensorsInterface/UMAccelerometerInterface.h
* /opt/cola/permits/1168299797_1621972384.79/0/unimodules-sensors-interface-5-3-0-tgz/package/ios/UMSensorsInterface/UMBarometerInterface.h
* /opt/cola/permits/1168299797_1621972384.79/0/unimodules-sensors-interface-5-3-0-tgz/package/ios/UMSensorsInterface/UMMagnetometerInterface.h
```

## 1.293 @babel/highlight 7.14.5

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## 1.304 etag 1.8.1

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## 1.305 native-base 2.13.14

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## 1.306 yargs-parser 15.0.3

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# 1.312 escalade 3.1.1

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## 1.315 @babel/helper-hoist-variables 7.14.5

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```
* /opt/cola/permits/1168299328_1621972784.09/0/unimodules-camera-interface-5-3-0-tgz/package/ios/UMCameraInterface/UMCameraInterface.h
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## 1.325 @babel/plugin-transform-destructuring

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## 1.330 get-intrinsic 1.1.1

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 */
```

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zip/template/android/app/src/debug/java/com/helloworld/ReactNativeFlipper.java
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```

```
#!/usr/bin/env sh
```

```
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#
#####
##
```

```

Gradle start up script for UN*X
##
#####

Attempt to set APP_HOME
Resolve links: $0 may be a link
PRG="$0"
Need this for relative symlinks.
while [-h "$PRG"]; do
 ls=`ls -ld "$PRG"`
 link=`expr "$ls" : '.*-> \(.*\) '$`
 if expr "$link" : '/.*' > /dev/null; then
 PRG="$link"
 else
 PRG=`dirname "$PRG"`"/$link"
 fi
done
SAVED=""`pwd`
cd "`dirname \"$PRG\"`/" >/dev/null
APP_HOME=""`pwd -P`
cd "$SAVED" >/dev/null

APP_NAME="Gradle"
APP_BASE_NAME=`basename "$0"`

Add default JVM options here. You can also use JAVA_OPTS and GRADLE_OPTS to pass JVM options to this
script.
DEFAULT_JVM_OPTS=""-Xmx64m" "-Xms64m"

Use the maximum available, or set MAX_FD != -1 to use that value.
MAX_FD="maximum"

warn () {
 echo "$*"
}

die () {
 echo
 echo "$*"
 echo
 exit 1
}

OS specific support (must be 'true' or 'false').
cygwin=false
msys=false
darwin=false
nonstop=false

```



```

case "`uname`" in
CYGWIN*)
 cygwin=true
 ;;
Darwin*)
 darwin=true
 ;;
MINGW*)
 msys=true
 ;;
NONSTOP*)
 nonstop=true
 ;;
esac

```

```

CLASSPATH=$APP_HOME/gradle/wrapper/gradle-wrapper.jar

```

```

Determine the Java command to use to start the JVM.

```

```

if [-n "$JAVA_HOME"]; then
 if [-x "$JAVA_HOME/jre/sh/java"]; then
 # IBM's JDK on AIX uses strange locations for the executables
 JAVACMD="$JAVA_HOME/jre/sh/java"
 else
 JAVACMD="$JAVA_HOME/bin/java"
 fi
 if [! -x "$JAVACMD"]; then
 die "ERROR: JAVA_HOME is set to an invalid directory: $JAVA_HOME

```

```

Please set the JAVA_HOME variable in your environment to match the
location of your Java installation."

```

```

fi
else
 JAVACMD="java"
 which java >/dev/null 2>&1 || die "ERROR: JAVA_HOME is not set and no 'java' command could be found in
your PATH.

```

```

Please set the JAVA_HOME variable in your environment to match the
location of your Java installation."

```

```

fi

```

```

Increase the maximum file descriptors if we can.

```

```

if ["$cygwin" = "false" -a "$darwin" = "false" -a "$nonstop" = "false"]; then
 MAX_FD_LIMIT=`ulimit -H -n`
 if [$? -eq 0]; then
 if ["$MAX_FD" = "maximum" -o "$MAX_FD" = "max"]; then
 MAX_FD="$MAX_FD_LIMIT"
 fi
 ulimit -n $MAX_FD

```

```

if [$? -ne 0] ; then
 warn "Could not set maximum file descriptor limit: $MAX_FD"
fi
else
 warn "Could not query maximum file descriptor limit: $MAX_FD_LIMIT"
fi
fi

For Darwin, add options to specify how the application appears in the dock
if $darwin; then
 GRADLE_OPTS="$GRADLE_OPTS \-Xdock:name=$APP_NAME\ \-
Xdock:icon=$APP_HOME/media/gradle.icns\\""
fi

For Cygwin or MSYS, switch paths to Windows format before running java
if ["$cygwin" = "true" -o "$msys" = "true"] ; then
 APP_HOME=`cygpath --path --mixed "$APP_HOME"`
 CLASSPATH=`cygpath --path --mixed "$CLASSPATH"`
 JAVACMD=`cygpath --unix "$JAVACMD"`

 # We build the pattern for arguments to be converted via cygpath
 ROOTDIRSRAW=`find -L / -maxdepth 1 -mindepth 1 -type d 2>/dev/null`
 SEP=""
 for dir in $ROOTDIRSRAW ; do
 ROOTDIRS="$ROOTDIRS$SEP$dir"
 SEP="|"
 done
 OURCYGPATTERN="(^($ROOTDIRS))"
 # Add a user-defined pattern to the cygpath arguments
 if ["$GRADLE_CYGPATTERN" != ""] ; then
 OURCYGPATTERN="$OURCYGPATTERN|($GRADLE_CYGPATTERN)"
 fi
 # Now convert the arguments - kludge to limit ourselves to /bin/sh
 i=0
 for arg in "$@" ; do
 CHECK=`echo "$arg"|egrep -c "$OURCYGPATTERN" -`
 CHECK2=`echo "$arg"|egrep -c "^-"` ### Determine if an option

 if [$CHECK -ne 0] && [$CHECK2 -eq 0] ; then ### Added a condition
 eval `echo args$i`=`cygpath --path --ignore --mixed "$arg"`
 else
 eval `echo args$i`="\ "$arg\""
 fi
 i=`expr $i + 1`
 done
 case $i in
 0) set -- ;;
 1) set -- "$args0" ;;

```

```

2) set -- "$args0" "$args1" ;;
3) set -- "$args0" "$args1" "$args2" ;;
4) set -- "$args0" "$args1" "$args2" "$args3" ;;
5) set -- "$args0" "$args1" "$args2" "$args3" "$args4" ;;
6) set -- "$args0" "$args1" "$args2" "$args3" "$args4" "$args5" ;;
7) set -- "$args0" "$args1" "$args2" "$args3" "$args4" "$args5" "$args6" ;;
8) set -- "$args0" "$args1" "$args2" "$args3" "$args4" "$args5" "$args6" "$args7" ;;
9) set -- "$args0" "$args1" "$args2" "$args3" "$args4" "$args5" "$args6" "$args7" "$args8" ;;
esac
fi

Escape application args
save () {
 for i do printf %s\n "$i" | sed "s/'/\\'/g;1s/^/';$s\$/' \\'/"; done
 echo " "
}
APP_ARGS=`save "$@"`

Collect all arguments for the java command, following the shell quoting and substitution rules
eval set -- $DEFAULT_JVM_OPTS $JAVA_OPTS $GRADLE_OPTS "\-
Dorg.gradle.appname=$APP_BASE_NAME\" -classpath \"$CLASSPATH\"
org.gradle.wrapper.GradleWrapperMain \"$APP_ARGS"

exec "$JAVACMD" "$@"

```

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\* /opt/cola/permits/1168294164\_1621972953.82/0/unimodules-task-manager-interface-5-3-0-

```
tgz/package/ios/UMTaskManagerInterface/UMTaskManagerInterface.h
* /opt/cola/permits/1168294164_1621972953.82/0/unimodules-task-manager-interface-5-3-0-
tgz/package/ios/UMTaskManagerInterface/UMTaskLaunchReason.h
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```
* /opt/cola/permits/1168294164_1621972953.82/0/unimodules-task-manager-interface-5-3-0-
tgz/package/ios/UMTaskManagerInterface/UMTaskServiceInterface.h
* /opt/cola/permits/1168294164_1621972953.82/0/unimodules-task-manager-interface-5-3-0-
tgz/package/ios/UMTaskManagerInterface/UMTaskInterface.h
* /opt/cola/permits/1168294164_1621972953.82/0/unimodules-task-manager-interface-5-3-0-
tgz/package/ios/UMTaskManagerInterface/UMTaskConsumerInterface.h
```

## 1.360 @babel/plugin-transform-sticky-regex

### 7.14.5

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- \* /opt/cola/permits/1168299433\_1621972899.29/0/expo-font-8-3-0-tgz/package/ios/EXFont/EXFontLoaderProcessor.m
- \* /opt/cola/permits/1168299433\_1621972899.29/0/expo-font-8-3-0-tgz/package/ios/EXFont/EXFontScaler.m
- \* /opt/cola/permits/1168299433\_1621972899.29/0/expo-font-8-3-0-tgz/package/ios/EXFont/EXFontLoaderProcessor.h
- \* /opt/cola/permits/1168299433\_1621972899.29/0/expo-font-8-3-0-tgz/package/ios/EXFont/EXFontManager.m
- \* /opt/cola/permits/1168299433\_1621972899.29/0/expo-font-8-3-0-tgz/package/ios/EXFont/EXFontManager.h
- \* /opt/cola/permits/1168299433\_1621972899.29/0/expo-font-8-3-0-tgz/package/ios/EXFont/EXFontLoader.h
- \* /opt/cola/permits/1168299433\_1621972899.29/0/expo-font-8-3-0-tgz/package/ios/EXFont/EXFont.h
- \* /opt/cola/permits/1168299433\_1621972899.29/0/expo-font-8-3-0-tgz/package/ios/EXFont/EXFontLoader.m
- \* /opt/cola/permits/1168299433\_1621972899.29/0/expo-font-8-3-0-tgz/package/ios/EXFont/EXFont.m
- \* /opt/cola/permits/1168299433\_1621972899.29/0/expo-font-8-3-0-tgz/package/ios/EXFont/EXFontScaler.h
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- \* /opt/cola/permits/1168299433\_1621972899.29/0/expo-font-8-3-0-tgz/package/ios/EXFont/Singletons/EXFontScalersManager.m
- \* /opt/cola/permits/1168299433\_1621972899.29/0/expo-font-8-3-0-tgz/package/ios/EXFont/Singletons/EXFontScalersManager.h

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## 1.369 babel-plugin-proposal-nullish-coalescing-operator 7.14.5



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\* /opt/cola/permits/1168295657\_1621971813.51/0/jaulz-badgin-v1-2-2-0-gec4b996-tar-gz/jaulz-badgin-ec4b996/README.md

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\* /opt/cola/permits/1168298222\_1621971838.61/0/unimodules-permissions-interface-5-3-0-

tgz/package/ios/UMPermissionsInterface/UMUserNotificationCenterProxyInterface.h  
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```
* /opt/cola/permits/1161999084_1620775664.59/0/fb-watchman-2-0-1-3-tgz/package/index.js
```

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## 1.426 split-string 3.1.0

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# 1.427 Iodash.isstring 4.0.1

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# 1.428 @types/react 17.0.14

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## 1.433 @babel/plugin-transform-block-scoping

### 7.14.5

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## 1.434 base 0.11.2

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# 1.435 babel-helper-create-class-features-plugin 7.14.6

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\* /opt/cola/permits/1168298929\_1621981547.97/0/core-5-5-1-tgz/package/ios/UMCore/UMErrorCodes.m

## 1.445 ci-info 2.0.0

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## 1.446 denodeify 1.2.1

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Found in path(s):

\* /opt/cola/permits/1162002052\_1620777237.16/0/matthew-andrews-denodeify-v1-2-1-0-ge500054-1-tar-gz/matthew-andrews-denodeify-d12b44b/README.md

## 1.447 wewidth 1.0.1

### 1.447.1 Available under license :

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

=====

Copyright (C) 2012 by Jun Woong.

This package is a JavaScript porting of `wewidth()` implementation

[by Markus Kuhn](<http://www.cl.cam.ac.uk/~mgk25/ucs/wcwidth.c>).

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## 1.449 babel-plugin-transform-typescript

### 7.14.6

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## 1.450 options 0.0.6

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\* /opt/cola/permits/1161998034\_1620776093.24/0/options-0-0-6-3-tgz/package/lib/options.js

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# options.js #

A very light-weight in-code option parsers for node.js.

## Usage ##

```js

```
var Options = require("options");
```

```
// Create an Options object
```

```
function foo(options) {
```

```
  var default_options = {
```

```
    foo : "bar"
```

```
  };
```

```
// Create an option object with default value
```

```
var opts = new Options(default_options);
```

```
// Merge options
```

```
opts = opts.merge(options);
```

```
// Reset to default value
```

```
opts.reset();
```

```
// Copy selected attributes out
```

```
var seled_att = opts.copy("foo");
```

```
// Read json options from a file.
```

```
opts.read("options.file"); // Sync
```

```
opts.read("options.file", function(err){ // Async
```

```
  if(err){ // If error occurs
```

```
    console.log("File error.");
```

```
  }else{
```

```
    // No error
```

```
  }
```

```
});
```

```
// Attributes defined or not
```

```
opts.isDefinedAndNonNull("foobar");
```

```
opts.isDefined("foobar");
```

```
}
```

```
```
```

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\* /opt/cola/permits/1161998034\_1620776093.24/0/options-0-0-6-3-tgz/package/README.md

# 1.451 @babel/plugin-proposal-optional-catch-binding 7.14.5

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## 1.452 @babel/plugin-syntax-export-default-from 7.14.5

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## 1.454 to-fast-properties 2.0.0

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## 1.456 at-least-node 1.0.0

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## 1.457 p-locate 2.0.0

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# 1.458 metro-cache 0.59.0

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```
*
```

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```
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```

```
*
```

```
* strict
```

```
* @format
```

```
*/
```

Found in path(s):

```
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/types.flow.js
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```

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```

```
*
```

```
* @flow strict
```

```
* @format
```

```
*/
```

```
'use strict';

export type CacheStore<T> = {
 get(key: Buffer): ?T | Promise<?T>,
 set(key: Buffer, value: T): void | Promise<void>,
 clear(): void | Promise<void>,
 ...
};
```

Found in path(s):

\* /opt/cola/permits/1168293517\_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/types.flow.js.flow  
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 *
 * @format
 * @flow
 */
```

```
'use strict';
```

```
const HttpError = require('./HttpError');
const NetworkError = require('./NetworkError');
```

```
const http = require('http');
const https = require('https');
const url = require('url');
const zlib = require('zlib');
```

```
import type {Agent as HttpAgent} from 'http';
import type {Agent as HttpsAgent} from 'https';
```

```
export type Options = {|
 endpoint: string,
 family?: 4 | 6,
 timeout?: number,
 key?: string | $ReadOnlyArray<string> | Buffer | $ReadOnlyArray<Buffer>,
 cert?: string | $ReadOnlyArray<string> | Buffer | $ReadOnlyArray<Buffer>,
 ca?: string | $ReadOnlyArray<string> | Buffer | $ReadOnlyArray<Buffer>,
|};
```

```
const ZLIB_OPTIONS = {
 level: 9,
```

```

};

const NULL_BYTE = 0x00;
const NULL_BYTE_BUFFER = Buffer.from([NULL_BYTE]);

class HttpStore<T> {
 static HttpError: typeof HttpError = HttpError;
 static NetworkError: typeof NetworkError = NetworkError;

 _module: typeof http | typeof https;
 _timeout: number;

 _host: string;
 _port: number;
 _path: string;

 _getAgent: HttpAgent | HttpsAgent;
 _setAgent: HttpAgent | HttpsAgent;

 constructor(options: Options) {
 const uri = url.parse(options.endpoint);
 const module = uri.protocol === 'http:' ? http : https;

 const agentConfig: http$agentOptions = {
 family: options.family,
 keepAlive: true,
 keepAliveMsecs: options.timeout || 5000,
 maxSockets: 64,
 maxFreeSockets: 64,
 };

 if (options.key != null) {
 // $FlowFixMe `key` is missing in the Flow definition
 agentConfig.key = options.key;
 }

 if (options.cert != null) {
 // $FlowFixMe `cert` is missing in the Flow definition
 agentConfig.cert = options.cert;
 }

 if (options.ca != null) {
 // $FlowFixMe `ca` is missing in the Flow definition
 agentConfig.ca = options.ca;
 }

 if (!uri.hostname || !uri.pathname) {
 throw new TypeError('Invalid endpoint: ' + options.endpoint);
 }
 }
}

```

```

}

this._module = module;
this._timeout = options.timeout || 5000;

this._host = uri.hostname;
this._path = uri.pathname;
this._port = +uri.port;

this._getAgent = new module.Agent(agentConfig);
this._setAgent = new module.Agent(agentConfig);
}

get(key: Buffer): Promise<?T> {
return new Promise((resolve, reject) => {
const options = {
agent: this._getAgent,
host: this._host,
method: 'GET',
path: this._path + '/' + key.toString('hex'),
port: this._port,
timeout: this._timeout,
};

/* $FlowFixMe(>=0.101.0 site=react_native_fb) This comment suppresses an
* error found when Flow v0.101 was deployed. To see the error, delete
* this comment and run Flow. */
const req = this._module.request(options, res => {
const code = res.statusCode;
const data = [];

if (code === 404) {
res.resume();
resolve(null);

return;
} else if (code !== 200) {
res.resume();
reject(new HttpError('HTTP error: ' + code, code));

return;
}

const gunzipped = res.pipe(zlib.createGunzip());

gunzipped.on('data', chunk => {
data.push(chunk);
});
});

```

```

gunzipped.on('error', err => {
 reject(err);
});

gunzipped.on('end', () => {
 try {
 const buffer = Buffer.concat(data);

 if (buffer.length > 0 && buffer[0] === NULL_BYTE) {
 resolve((buffer.slice(1): any));
 } else {
 resolve(JSON.parse(buffer.toString('utf8')));
 }
 } catch (err) {
 reject(err);
 }
});

res.on('error', err => gunzipped.emit('error', err));
});

req.on('error', err => {
 reject(new NetworkError(err.message, err.code));
});

req.end();
});
}

set(key: Buffer, value: T): Promise<void> {
 return new Promise((resolve, reject) => {
 const gzip = zlib.createGzip(ZLIB_OPTIONS);

 const options = {
 agent: this._setAgent,
 host: this._host,
 method: 'PUT',
 path: this._path + '/' + key.toString('hex'),
 port: this._port,
 timeout: this._timeout,
 };

 /* $FlowFixMe(>=0.101.0 site=react_native_fb) This comment suppresses an
 * error found when Flow v0.101 was deployed. To see the error, delete
 * this comment and run Flow. */
 const req = this._module.request(options, res => {
 res.on('error', err => {

```

```

 reject(err);
 });

 res.on('end', () => {
 resolve();
 });

 // Consume all the data from the response without processing it.
 res.resume();
});

gzip.pipe(req);

if (value instanceof Buffer) {
 gzip.write(NULL_BYTE_BUFFER);
 gzip.end(value);
} else {
 gzip.end(JSON.stringify(value) || 'null');
}
});
}

clear() {
 // Not implemented.
}
}

module.exports = HttpStore;

```

Found in path(s):

\* /opt/cola/permits/1168293517\_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stores/HttpStore.js.flow  
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\*

\* @flow strict-local

\* @format

\*/

'use strict';

const AutoCleanFileStore = require('./stores/AutoCleanFileStore');

const Cache = require('./Cache');

const FileStore = require('./stores/FileStore');



```
const HttpStore = require('./stores/HttpStore');

const stableHash = require('./stableHash');

export type {Options as FileOptions} from './stores/FileStore';
export type {Options as HttpOptions} from './stores/HttpStore';
export type {CacheStore} from './types.flow';

module.exports.AutoCleanFileStore = AutoCleanFileStore;
module.exports.Cache = Cache;
module.exports.FileStore = FileStore;
module.exports.HttpStore = HttpStore;

module.exports.stableHash = stableHash;
```

Found in path(s):

```
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/index.js.flow
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 * strict
 */
```

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```
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stores/NetworkError.js
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stores/HttpError.js
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 * @format
 * @flow strict
 */
```

Found in path(s):

```
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stores/HttpError.js.flow
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stores/NetworkError.js.flow
```

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 * strict-local
 * @format
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```
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/index.js
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stableHash.js
```

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 *
 * @format
 *
 */
```

Found in path(s):

```
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stores/FileStore.js
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-
tgz/package/src/stores/AutoCleanFileStore.js
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stores/HttpStore.js
```

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 *
 * @flow strict-local
 * @format
 */
```

```
'use strict';
```

```
const canonicalize = require('metro-core/src/canonicalize');
const crypto = require('crypto');
```

```

function stableHash(value: mixed): Buffer {
 return (
 crypto
 .createHash('md4')
 /* $FlowFixMe(>=0.95.0 site=react_native_fb) This comment suppresses an
 * error found when Flow v0.95 was deployed. To see the error, delete this
 * comment and run Flow. */
 .update(JSON.stringify(value, canonicalize))
 .digest('buffer')
);
}

```

```

module.exports = stableHash;

```

Found in path(s):

```

* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stableHash.js.flow

```

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 *
 * @flow
 * @format
 */

'use strict';

const {Logger} = require('metro-core');

import type {CacheStore} from 'metro-cache';

/**
 * Main cache class. Receives an array of cache instances, and sequentially
 * traverses them to return a previously stored value. It also ensures setting
 * the value in all instances.
 *
 * All get/set operations are logged via Metro's logger.
 */
class Cache<T> {
 _stores: $ReadOnlyArray<CacheStore<T>>;

 _hits: WeakMap<Buffer, CacheStore<T>>;

 constructor(stores: $ReadOnlyArray<CacheStore<T>>) {

```

```

this._hits = new WeakMap();
this._stores = stores;
}

async get(key: Buffer): Promise<?T> {
 const stores = this._stores;
 const length = stores.length;

 for (let i = 0; i < length; i++) {
 const store = stores[i];
 const name = store.constructor.name + ':' + key.toString('hex');
 let value = null;

 const logStart = Logger.log(
 Logger.createActionStartEntry({
 action_name: 'Cache get',
 log_entry_label: name,
 }),
);

 try {
 const valueOrPromise = store.get(key);

 if (valueOrPromise && typeof valueOrPromise.then === 'function') {
 value = await valueOrPromise;
 } else {
 value = valueOrPromise;
 }
 } finally {
 Logger.log(Logger.createActionEndEntry(logStart));

 Logger.log(
 Logger.createEntry({
 action_name: 'Cache ' + (value == null ? 'miss' : 'hit'),
 log_entry_label: name,
 }),
);

 if (value != null) {
 this._hits.set(key, store);

 return value;
 }
 }

 return null;
 }
}

```

```

set(key: Buffer, value: T): void {
 const stores = this._stores;
 const stop = this._hits.get(key);
 const length = stores.length;
 const promises = [];

 for (let i = 0; i < length && stores[i] !== stop; i++) {
 const store = stores[i];
 const name = store.constructor.name + ':' + key.toString('hex');

 Logger.log(
 Logger.createEntry({
 action_name: 'Cache set',
 log_entry_label: name,
 }),
);

 promises.push(stores[i].set(key, value));
 }

 Promise.all(promises).catch(err => {
 process.nextTick(() => {
 throw err;
 });
 });
}
}

```

```
module.exports = Cache;
```

Found in path(s):

```
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/Cache.js.flow
```

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```

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```
*
```

```
*
```

```
* @format
```

```
*/
```

Found in path(s):

```
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/Cache.js
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 * @flow
 */
```

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 *
 * @format
 * @flow
 */
```

```
'use strict';
```

```
const FileStore = require('./FileStore');
```

```
const fs = require('fs');
```

```
const path = require('path');
```

```
import type {Options} from './FileStore';
```

```
type CleanOptions = {
 ...Options,
 intervalMs?: number,
 cleanupThresholdMs?: number,
 ...
};
```

```
type FileList = {
 path: string,
 stats: fs.Stats,
 ...
};
```

```

// List all files in a directory in Node.js recursively in a synchronous fashion
const walkSync = function(
 dir: string,
 fileList: Array<FileList>,
): Array<FileList> {
 const files = fs.readdirSync(dir);
 fileList = fileList || [];
 files.forEach(function(file) {
 const fullPath = path.join(dir, file);
 const stats = fs.statSync(fullPath);
 if (stats.isDirectory()) {
 fileList = walkSync(fullPath + path.sep, fileList);
 } else {
 fileList.push({path: fullPath, stats});
 }
 });
 return fileList;
};

function get<T>(property: ?T, defaultValue: T): T {
 if (property == null) {
 return defaultValue;
 }

 return property;
}

/**
 * A FileStore that cleans itself up in a given interval
 */
class AutoCleanFileStore<T> extends FileStore<T> {
 _intervalMs: number;
 _cleanupThresholdMs: number;
 _root: string;

 constructor(opts: CleanOptions) {
 super({root: opts.root});

 this._intervalMs = get(opts.intervalMs, 10 * 60 * 1000); // 10 minutes
 this._cleanupThresholdMs = get(
 opts.cleanupThresholdMs,
 3 * 24 * 60 * 60 * 1000, // 3 days
);

 this._scheduleCleanup();
 }

 _scheduleCleanup() {

```

```

 setTimeout(this._doCleanup.bind(this), this._intervalMs);
 }

 _doCleanup() {
 const files = walkSync(this._root, []);

 let warned = false;
 files.forEach(file => {
 if (file.stats.mtimeMs < Date.now() - this._cleanupThresholdMs) {
 try {
 fs.unlinkSync(file.path);
 } catch (e) {
 if (!warned) {
 console.warn(
 'Problem cleaning up cache for ' + file.path + ': ' + e.message,
);
 warned = true;
 }
 }
 }
 });

 this._scheduleCleanup();
 }
}

```

module.exports = AutoCleanFileStore;

Found in path(s):

\* /opt/cola/permits/1168293517\_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stores/AutoCleanFileStore.js.flow

## 1.459 ora 3.4.0

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## 1.463 @babel/plugin-transform-function-name 7.14.5

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# 1.466 unimodules-image-loader-interface

## 5.3.0

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```
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```

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```
* /opt/cola/permits/1168298432_1621972541.25/0/unimodules-image-loader-interface-5-3-0-tgz/package/ios/UMImageLoaderInterface/UMImageLoaderInterface.h
```

# 1.467 sort-keys 2.0.0

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## 1.468 mkdirp 0.5.5

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## 1.469 nanomatch 1.2.13

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# 1.472 big-integer 1.6.48

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## 1.477 string-width 2.1.1

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## 1.478 object-is 1.1.5

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## 1.480 @babel/plugin-proposal-export-default-from 7.14.5

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## 1.482 @babel/plugin-transform-object-assign

### 7.14.5

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## 1.483 @babel/core 7.14.6

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## 1.486 raf 3.4.1

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*
* strict-local
* @format
*/
```

Found in path(s):

```
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/search.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/types.flow.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/DelegatingConsumer.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/SectionsConsumer.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/index.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/constants.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/normalizeSourcePath.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/positionMath.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/AbstractConsumer.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/createConsumer.js
```

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* @flow strict-local
* @format
*/
```

```
'use strict';
```

```
const AbstractConsumer = require('./AbstractConsumer');
```

```
const createConsumer = require('./createConsumer');
```

```
const {FIRST_COLUMN, FIRST_LINE, EMPTY_POSITION} = require('./constants');
```

```
const {subtractOffsetFromPosition} = require('./positionMath');
```

```

const {greatestLowerBound} = require('./search');
const {add, get0, get1, add0, sub1, sub} = require('ob1');

import type {IndexMap} from './source-map';
import type {
 GeneratedOffset,
 SourcePosition,
 GeneratedPositionLookup,
 Mapping,
 IConsumer,
} from './types.flow';

/**
 * A source map consumer that supports "indexed" source maps (that have a
 * `sections` field and no top-level mappings).
 */
class SectionsConsumer extends AbstractConsumer implements IConsumer {
 _consumers: $ReadOnlyArray<[GeneratedOffset, IConsumer]>;

 constructor(sourceMap: IndexMap) {
 super(sourceMap);
 this._consumers = sourceMap.sections.map((section, index) => {
 const generatedOffset = {
 lines: add0(section.offset.line),
 columns: add0(section.offset.column),
 };
 const consumer = createConsumer(section.map);
 return [generatedOffset, consumer];
 });
 }

 originalPositionFor(
 generatedPosition: GeneratedPositionLookup,
): SourcePosition {
 const [generatedOffset, consumer] =
 this._consumerForPosition(generatedPosition) || [];
 if (!consumer) {
 return EMPTY_POSITION;
 }
 return consumer.originalPositionFor(
 subtractOffsetFromPosition(generatedPosition, generatedOffset),
);
 }

 *generatedMappings(): Iterable<Mapping> {
 for (const [generatedOffset, consumer] of this._consumers) {
 let first = true;
 for (const mapping of consumer.generatedMappings()) {

```

```

if (
 first &&
 (get1(mapping.generatedLine) > 1 || get0(mapping.generatedColumn) > 0)
) {
 yield {
 generatedLine: FIRST_LINE,
 generatedColumn: FIRST_COLUMN,
 source: null,
 name: null,
 originalLine: null,
 originalColumn: null,
 };
}
first = false;
yield {
 ...mapping,
 generatedLine: add(mapping.generatedLine, generatedOffset.lines),
 generatedColumn: add(
 mapping.generatedColumn,
 generatedOffset.columns,
),
};
}
}
}
}

```

```

_consumerForPosition(
 generatedPosition: GeneratedPositionLookup,
): ?[GeneratedOffset, IConsumer] {
 const {line, column} = generatedPosition;
 if (line == null || column == null) {
 return null;
 }
 const index = greatestLowerBound(
 this._consumers,
 generatedPosition,
 (position, [offset]) => {
 const line0 = sub1(line);
 const column0 = column;
 if (line0 === offset.lines) {
 return get0(sub(column0, offset.columns));
 }
 return get0(sub(line0, offset.lines));
 },
);
 return index != null ? this._consumers[index] : null;
}
}

```

```
module.exports = SectionsConsumer;
```

Found in path(s):

```
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-
tgz/package/src/Consumer/SectionsConsumer.js.flow
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```

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```
*
```

```
* @flow strict-local
```

```
* @format
```

```
*/
```

```
'use strict';
```

```
const invariant = require('invariant');
```

```
const {GENERATED_ORDER, iterationOrderToString} = require('./constants');
```

```
import type {
```

```
 SourcePosition,
```

```
 GeneratedPositionLookup,
```

```
 Mapping,
```

```
 IConsumer,
```

```
 IterationOrder,
```

```
} from './types.flow';
```

```
// Implementation details shared between MappingsConsumer and SectionsConsumer
```

```
class AbstractConsumer implements IConsumer {
```

```
 _sourceMap: {+file?: string, ...};
```

```
 constructor(sourceMap: {+file?: string, ...}) {
```

```
 this._sourceMap = sourceMap;
```

```
 }
```

```
 originalPositionFor(
 generatedPosition: GeneratedPositionLookup,): SourcePosition {
```

```
 invariant(false, 'Not implemented');
```

```
 }
```

```
 invariant(false, 'Not implemented');
```

```
 }
```

```
 generatedMappings(): Iterable<Mapping> {
```

```
 invariant(false, 'Not implemented');
```



```

}

eachMapping(
 callback: (mapping: Mapping) => mixed,
 context?: mixed = null,
 order?: IterationOrder = GENERATED_ORDER,
) {
 invariant(
 order === GENERATED_ORDER,
 `Iteration order not implemented: ${iterationOrderToString(order)}`,
);
 for (const mapping of this.generatedMappings()) {
 callback.call(context, mapping);
 }
}

// flowlint unsafe-getters-setters:off
get file(): ?string {
 return this._sourceMap.file;
}
}

module.exports = AbstractConsumer;

```

Found in path(s):

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/**
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 *
 * Based on the Base 64 VLQ implementation in Closure Compiler:
 * https://git.io/vymuA
 *
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```

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*/

/* eslint-disable no-bitwise */

'use strict';

// A map of values to characters for the b64 encoding
const CHAR_MAP = [
 0x41,
 0x42,
 0x43,
 0x44,
 0x45,
 0x46,
 0x47,
 0x48,
 0x49,
 0x4a,
 0x4b,
 0x4c,
 0x4d,
```

0x4e,  
0x4f,  
0x50,  
0x51,  
0x52,  
0x53,  
0x54,  
0x55,  
0x56,  
0x57,  
0x58,  
0x59,  
0x5a,  
0x61,  
0x62,  
0x63,  
0x64,  
0x65,  
0x66,  
0x67,  
0x68,  
0x69,  
0x6a,  
0x6b,  
0x6c,  
0x6d,  
0x6e,  
0x6f,  
0x70,  
0x71,  
0x72,  
0x73,  
0x74,  
0x75,  
0x76,  
0x77,  
0x78,  
0x79,  
0x7a,  
0x30,  
0x31,  
0x32,  
0x33,  
0x34,  
0x35,  
0x36,  
0x37,  
0x38,

```

0x39,
0x2b,
0x2f,
];

// A single base 64 digit can contain 6 bits of data. For the base 64 variable
// length quantities we use in the source map spec, the first bit is the sign,
// the next four bits are the actual value, and the 6th bit is the
// continuation bit. The continuation bit tells us whether there are more
// digits in this value following this digit.
//
// Continuation
// | Sign
// | |
// V V
// 101011

const VLQ_BASE_SHIFT = 5;

// binary: 100000
const VLQ_BASE = 1 << VLQ_BASE_SHIFT;

// binary: 011111
const VLQ_BASE_MASK = VLQ_BASE - 1;

// binary: 100000
const VLQ_CONTINUATION_BIT = VLQ_BASE;

/**
 * Converts from a two-complement value to a value where the sign bit is
 * placed in the least significant bit. For example, as decimals:
 * 1 becomes 2 (10 binary), -1 becomes 3 (11 binary)
 * 2 becomes 4 (100 binary), -2 becomes 5 (101 binary)
 */
function toVLQSigned(value) {
 return value < 0 ? (-value << 1) + 1 : (value << 1) + 0;
}

/**
 * Encodes a number to base64 VLQ format and appends it to the passed-in buffer
 *
 * DON'T USE COMPOUND OPERATORS (eg `>>>=`) ON `let`-DECLARED VARIABLES!
 * V8 WILL DEOPTIMIZE THIS FUNCTION AND MAP CREATION WILL BE 25% SLOWER!
 *
 * DON'T ADD MORE COMMENTS TO THIS FUNCTION TO KEEP ITS LENGTH SHORT ENOUGH FOR
 * V8 OPTIMIZATION!
 */
function encode(value: number, buffer: Buffer, position: number): number {

```

```

let vlq = toVLQSigned(value);
let digit;
do {
 digit = vlq & VLQ_BASE_MASK;
 vlq = vlq >>> VLQ_BASE_SHIFT;
 if (vlq > 0) {
 // There are still more digits in this value, so we must make sure the
 // continuation bit is marked.
 digit = digit | VLQ_CONTINUATION_BIT;
 }
 buffer[position++] = CHAR_MAP[digit];
} while (vlq > 0);

return position;
}

```

module.exports = encode;

Found in path(s):

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\* @flow

\* @format

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\* /opt/cola/permits/1168298915\_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/source-map.js.flow

\* /opt/cola/permits/1168298915\_1621972066.05/0/metro-source-map-0-59-0-

tgz/package/src/generateFunctionMap.js.flow

\* /opt/cola/permits/1168298915\_1621972066.05/0/metro-source-map-0-59-0-

tgz/package/src/composeSourceMaps.js.flow

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\*

\* @flow

```

* @format
*/

'use strict';

const B64Builder = require('./B64Builder');

import type {
 BasicSourceMap,
 FBSourceMetadata,
 FBSourceFunctionMap,
} from './source-map';

/**
 * Generates a source map from raw mappings.
 *
 * Raw mappings are a set of 2, 4, or five elements:
 *
 * - line and column number in the generated source
 * - line and column number in the original source
 * - symbol name in the original source
 *
 * Mappings have to be passed in the order appearance in the generated source.
 */
class Generator {
 builder: B64Builder;
 last: {
 generatedColumn: number,
 generatedLine: number,
 name: number,
 source: number,
 sourceColumn: number,
 sourceLine: number,
 };
 names: IndexedSet;
 source: number;
 sources: Array<string>;
 sourcesContent: Array<?string>;
 x_facebook_sources: Array<?FBSourceMetadata>;

 constructor() {
 this.builder = new B64Builder();
 this.last = {
 generatedColumn: 0,
 generatedLine: 1, // lines are passed in 1-indexed
 name: 0,
 source: 0,
 sourceColumn: 0,
 };
 }
}

```

```

 sourceLine: 1,
 };
 this.names = new IndexedSet();
 this.source = -1;
 this.sources = [];
 this.sourcesContent = [];
 this.x_facebook_sources = [];
}

/**
 * Mark the beginning of a new source file.
 */
startFile(file: string, code: string, functionMap: ?FBSourceFunctionMap) {
 this.source = this.sources.push(file) - 1;
 this.sourcesContent.push(code);
 this.x_facebook_sources.push(functionMap ? [functionMap] : null);
}

/**
 * Mark the end of the current source file
 */
endFile() {
 this.source = -1;
}

/**
 * Adds a mapping for generated code without a corresponding source location.
 */
addSimpleMapping(generatedLine: number, generatedColumn: number): void {
 const last = this.last;
 if (
 this.source === -1 ||
 (generatedLine === last.generatedLine &&
 generatedColumn < last.generatedColumn) ||
 generatedLine < last.generatedLine
) {
 const msg =
 this.source === -1
 ? 'Cannot add mapping before starting a file with `addFile()`'
 : 'Mapping is for a position preceding an earlier mapping';
 throw new Error(msg);
 }

 if (generatedLine > last.generatedLine) {
 this.builder.markLines(generatedLine - last.generatedLine);
 last.generatedLine = generatedLine;
 last.generatedColumn = 0;
 }
}

```

```

 this.builder.startSegment(generatedColumn - last.generatedColumn);
 last.generatedColumn = generatedColumn;
}

/**
 * Adds a mapping for generated code with a corresponding source location.
 */
addSourceMapping(
 generatedLine: number,
 generatedColumn: number,
 sourceLine: number,
 sourceColumn: number,
): void {
 this.addSimpleMapping(generatedLine, generatedColumn);

 const last = this.last;
 this.builder
 .append(this.source - last.source)
 .append(sourceLine - last.sourceLine)
 .append(sourceColumn - last.sourceColumn);

 last.source = this.source;
 last.sourceColumn = sourceColumn;
 last.sourceLine = sourceLine;
}

/**
 * Adds a mapping for code with a corresponding source location + symbol name.
 */
addNamedSourceMapping(
 generatedLine: number,
 generatedColumn: number,
 sourceLine: number,
 sourceColumn: number,
 name: string,
): void {
 this.addSourceMapping(
 generatedLine,
 generatedColumn,
 sourceLine,
 sourceColumn,
);

 const last = this.last;
 const nameIndex = this.names.indexOf(name);
 this.builder.append(nameIndex - last.name);
 last.name = nameIndex;
}

```



```

}

/**
 * Return the source map as object.
 */
toMap(
 file?: string,
 options?: {excludeSource?: boolean, ...},
): BasicSourceMap {
 let content, sourcesMetadata;

 if (options && options.excludeSource) {
 content = {};
 } else {
 content = {sourcesContent: this.sourcesContent.slice()};
 }

 if (this.hasSourcesMetadata()) {
 sourcesMetadata = {
 x_facebook_sources: JSON.parse(JSON.stringify(this.x_facebook_sources)),
 };
 } else {
 sourcesMetadata = {};
 }

 /* $FlowFixMe(>=0.111.0 site=react_native_fb) This comment suppresses an
 * error found when Flow v0.111 was deployed. To see the error, delete this
 * comment and run Flow. */
 return {
 version: 3,
 file,
 sources: this.sources.slice(),
 ...content,
 /* $FlowFixMe(>=0.111.0 site=react_native_fb) This comment suppresses an
 * error found when Flow v0.111 was deployed. To see the error, delete
 * this comment and run Flow. */
 ...sourcesMetadata,
 names: this.names.items(),
 mappings: this.builder.toString(),
 };
}

/**
 * Return the source map as string.
 *
 * This is ~2.5x faster than calling `JSON.stringify(generator.toMap())`
 */
toString(file?: string, options?: {excludeSource?: boolean, ...}): string {

```

```

let content, sourcesMetadata;

if (options && options.excludeSource) {
 content = "";
} else {
 content = `sourcesContent:${JSON.stringify(this.sourcesContent)},`;
}

if (this.hasSourcesMetadata()) {
 sourcesMetadata = `x_facebook_sources:${JSON.stringify(
 this.x_facebook_sources,
)},`;
} else {
 sourcesMetadata = "";
}

return (
 '{' +
 "version":3,' +
 (file ? `file:${JSON.stringify(file)},` : ") +
 `sources:${JSON.stringify(this.sources)},` +
 content +
 sourcesMetadata +
 `names:${JSON.stringify(this.names.items())},` +
 `mappings:"${this.builder.toString()}"` +
 '}'
);
}

/**
 * Determine whether we need to write the `x_facebook_sources` field.
 * If the metadata is all `null`s, we can omit the field entirely.
 */
hasSourcesMetadata(): boolean {
 return this.x_facebook_sources.some(
 metadata => metadata != null && metadata.some(value => value != null),
);
}

class IndexedSet {
 map: Map<string, number>;
 nextIndex: number;

 constructor() {
 this.map = new Map();
 this.nextIndex = 0;
 }
}

```

```

indexFor(x: string): number {
 let index = this.map.get(x);
 if (index == null) {
 index = this.nextIndex++;
 this.map.set(x, index);
 }
 return index;
}

items(): Array<string> {
 return Array.from(this.map.keys());
}
}

```

```
module.exports = Generator;
```

Found in path(s):

\* /opt/cola/permits/1168298915\_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Generator.js.flow

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```
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```

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```
*
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```

```
*
```

```
* @flow strict-local
```

```
* @format
```

```
*/
```

```
'use strict';
```

```
// flowlint-next-line untyped-import:off
```

```
const util = require('source-map/lib/util');
```

```
// Extracted from source-map@0.5.6's SourceMapConsumer
```

```
function normalizeSourcePath(
```

```
 sourceInput: string,
```

```
 map: {+sourceRoot?: ?string, ...},
```

```
): string {
```

```
 const {sourceRoot} = map;
```

```
 let source = sourceInput;
```

```
 source = String(source);
```

```
 // Some source maps produce relative source paths like "./foo.js" instead of
```

```
 // "foo.js". Normalize these first so that future comparisons will succeed.
```

```
 // See bugzil.la/1090768.
```

```

source = util.normalize(source);
// Always ensure that absolute sources are internally stored relative to
// the source root, if the source root is absolute. Not doing this would
// be particularly problematic when the source root is a prefix of the
// source (valid, but why??). See github issue #199 and bugzil.la/1188982.
source =
 sourceRoot != null && util.isAbsolute(sourceRoot) && util.isAbsolute(source)
 ? util.relative(sourceRoot, source)
 : source;

return source;
}

module.exports = normalizeSourcePath;

```

Found in path(s):

```
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-
tgz/package/src/Consumer/normalizeSourcePath.js.flow
```

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 */

```

Found in path(s):

```
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-
tgz/package/src/Consumer/positionMath.js.flow
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-
tgz/package/src/Consumer/constants.js.flow
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-
tgz/package/src/Consumer/createConsumer.js.flow
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-
tgz/package/src/Consumer/types.flow.js.flow
```

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 *
 * @flow strict-local

```

```

* @format
*/

'use strict';
const createConsumer = require('./createConsumer');

const {
 GENERATED_ORDER,
 ORIGINAL_ORDER,
 GREATEST_LOWER_BOUND,
 LEAST_UPPER_BOUND,
} = require('./constants');

import type {MixedSourceMap} from './source-map';
import type {LookupBias} from './constants.js';
import type {
 SourcePosition,
 GeneratedPositionLookup,
 Mapping,
 IConsumer,
 IterationOrder,
} from './types.flow';

/**
 * A source map consumer that supports both "basic" and "indexed" source maps.
 * Uses `MappingsConsumer` and `SectionsConsumer` under the hood (via
 * `createConsumer`).
 */
class DelegatingConsumer implements IConsumer {
 static +GENERATED_ORDER: IterationOrder = GENERATED_ORDER;
 static +ORIGINAL_ORDER: IterationOrder = ORIGINAL_ORDER;
 static +GREATEST_LOWER_BOUND: LookupBias = GREATEST_LOWER_BOUND;
 static +LEAST_UPPER_BOUND: LookupBias = LEAST_UPPER_BOUND;

 _rootConsumer: IConsumer;

 constructor(sourceMap: MixedSourceMap): IConsumer {
 this._rootConsumer = createConsumer(sourceMap);
 return this._rootConsumer;
 }

 originalPositionFor(
 generatedPosition: GeneratedPositionLookup,
): SourcePosition {
 return this._rootConsumer.originalPositionFor(generatedPosition);
 }

 generatedMappings(): Iterable<Mapping> {

```

```

 return this._rootConsumer.generatedMappings();
 }

 eachMapping(
 callback: (mapping: Mapping) => mixed,
 context?: mixed,
 order?: IterationOrder,
): void {
 return this._rootConsumer.eachMapping(callback, context, order);
 }

 // flowlint unsafe-getters-setters:off
 get file(): ?string {
 return this._rootConsumer.file;
 }
}

module.exports = DelegatingConsumer;

```

Found in path(s):

```

* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-
tgz/package/src/Consumer/DelegatingConsumer.js.flow

```

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 *
 * @flow
 * @format
 */

```

```
'use strict';
```

```
import type {IndexMap, IndexMapSection, MixedSourceMap} from './source-map';
```

```

const EMPTY_MAP = {
 version: 3,
 sources: [],
 names: [],
 mappings: 'A',
};

```

```

/**
 * Builds a source-mapped bundle by concatenating strings and their
 * corresponding source maps (if any).

```

```

*
* Usage:
*
* const builder = new BundleBuilder('bundle.js');
* builder
* .append('foo\n', fooMap)
* .append('bar\n')
* // ...
* const code = builder.getCode();
* const map = builder.getMap();
*/
class BundleBuilder {
 _file: string;
 _sections: Array<IndexMapSection>;
 _line: number;
 _column: number;
 _code: string;
 _afterMappedContent: boolean;

 constructor(file: string) {
 this._file = file;
 this._sections = [];
 this._line = 0;
 this._column = 0;
 this._code = "";
 this._afterMappedContent = false;
 }

 _pushMapSection(map: MixedSourceMap) {
 this._sections.push({
 map,
 offset: { column: this._column, line: this._line },
 });
 }

 _endMappedContent() {
 if (this._afterMappedContent) {
 this._pushMapSection(EMPTY_MAP);
 this._afterMappedContent = false;
 }
 }

 append(code: string, map: ?MixedSourceMap): this {
 if (!code.length) {
 return this;
 }
 const {lineBreaks, lastLineColumns} = measureString(code);
 if (map) {

```

```

 this._pushMapSection(map);
 this._afterMappedContent = true;
 } else {
 this._endMappedContent();
 }
 this._afterMappedContent = !!map;
 this._line = this._line + lineBreaks;
 if (lineBreaks > 0) {
 this._column = lastLineColumns;
 } else {
 this._column = this._column + lastLineColumns;
 }
 this._code = this._code + code;
 return this;
}

```

```

getMap(): MixedSourceMap {
 this._endMappedContent();
 return createIndexMap(this._file, this._sections);
}

```

```

getCode(): string {
 return this._code;
}
}

```

```
const reLineBreak = /\r\n|\r|\n/g;
```

```

function measureString(
 str: string,
): {lineBreaks: number, lastLineColumns: number} {
 let lineBreaks = 0;
 let match;
 let lastLineStart = 0;
 while ((match = reLineBreak.exec(str))) {
 ++lineBreaks;
 lastLineStart = match.index + match[0].length;
 }
 const lastLineColumns = str.length - lastLineStart;
 return {lineBreaks, lastLineColumns};
}

```

```

function createIndexMap(
 file: string,
 sections: Array<IndexMapSection>,
): IndexMap {
 return {
 version: 3,

```



```
file,
sections,
};
}

module.exports = {BundleBuilder, createIndexMap};
```

Found in path(s):

\* /opt/cola/permits/1168298915\_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/BundleBuilder.js.flow  
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 *
 * @flow strict-local
 * @format
 */

'use strict';

// Implements an API-compatible subset of source-map's `SourceMapConsumer`.
const DelegatingConsumer = require('./DelegatingConsumer');

module.exports = DelegatingConsumer;
```

Found in path(s):

\* /opt/cola/permits/1168298915\_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/index.js.flow  
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 *
 * @flow
 * @format
 */

'use strict';

const AbstractConsumer = require('./AbstractConsumer');

const invariant = require('invariant');
```

```

const normalizeSourcePath = require('./normalizeSourcePath');

const {
 FIRST_COLUMN,
 FIRST_LINE,
 GREATEST_LOWER_BOUND,
 EMPTY_POSITION,
 lookupBiasToString,
} = require('./constants');
const {greatestLowerBound} = require('./search');
const {add, get0, add0, sub, inc} = require('ob1');
const {decode: decodeVlq} = require('vlq');

import type {BasicSourceMap} from './source-map';
import type {
 SourcePosition,
 GeneratedPositionLookup,
 Mapping,
 IConsumer,
} from './types.flow';

/**
 * A source map consumer that supports "basic" source maps (that have a
 * `mappings` field and no sections).
 */
class MappingsConsumer extends AbstractConsumer implements IConsumer {
 _sourceMap: BasicSourceMap;
 _decodedMappings: ?$ReadOnlyArray<Mapping>;
 _normalizedSources: ?$ReadOnlyArray<string>;

 constructor(sourceMap: BasicSourceMap) {
 super(sourceMap);
 this._sourceMap = sourceMap;
 this._decodedMappings = null;
 this._normalizedSources = null;
 }

 originalPositionFor(
 generatedPosition: GeneratedPositionLookup,
): SourcePosition {
 const {line, column} = generatedPosition;
 if (line == null || column == null) {
 return {...EMPTY_POSITION};
 }
 if (generatedPosition.bias != null) {
 invariant(
 generatedPosition.bias === GREATEST_LOWER_BOUND,
 `Unimplemented lookup bias: ${lookupBiasToString(

```

```

 generatedPosition.bias,
)}',
);
}
const mappings = this._decodeAndCacheMappings();
const index = greatestLowerBound(
 mappings,
 {line, column},
 (position, mapping) => {
 if (position.line === mapping.generatedLine) {
 return get0(sub(position.column, mapping.generatedColumn));
 }
 return get0(sub(position.line, mapping.generatedLine));
 },
);
if (
 index != null &&
 mappings[index].generatedLine === generatedPosition.line
) {
 const mapping = mappings[index];
 return {
 source: mapping.source,
 name: mapping.name,
 line: mapping.originalLine,
 column: mapping.originalColumn,
 };
}
return {...EMPTY_POSITION};
}

```

```

*_decodeMappings() {
 let generatedLine = FIRST_LINE;
 let generatedColumn = FIRST_COLUMN;
 let originalLine = FIRST_LINE;
 let originalColumn = FIRST_COLUMN;
 let nameIndex = add0(0);
 let sourceIndex = add0(0);

```

```

const normalizedSources = this._normalizeAndCacheSources();

```

```

const { mappingsRaw, names } = this._sourceMap;
let next;
const vlqCache = new Map();
for (let i = 0; i < mappingsRaw.length; i = next) {
 switch (mappingsRaw[i]) {
 case ';':
 generatedLine = inc(generatedLine);
 generatedColumn = FIRST_COLUMN;

```

```

 /* falls through */
 case ',':
 next = i + 1;
 continue;
 }
 findNext: for (next = i + 1; next < mappingsRaw.length; ++next) {
 switch (mappingsRaw[next]) {
 case ',':
 /* falls through */
 case ',':
 break findNext;
 }
 }
 const mappingRaw = mappingsRaw.slice(i, next);
 let decodedVlqValues;
 if (vlqCache.has(mappingRaw)) {
 decodedVlqValues = vlqCache.get(mappingRaw);
 } else {
 decodedVlqValues = decodeVlq(mappingRaw);
 vlqCache.set(mappingRaw, decodedVlqValues);
 }
 invariant(Array.isArray(decodedVlqValues), 'Decoding VLQ tuple failed');
 const [
 generatedColumnDelta,
 sourceIndexDelta,
 originalLineDelta,
 originalColumnDelta,
 nameIndexDelta,
] = decodedVlqValues;
 decodeVlq(mappingRaw);
 invariant(generatedColumnDelta != null, 'Invalid generated column delta');
 generatedColumn = add(generatedColumn, generatedColumnDelta);
 const mapping: Mapping = {
 generatedLine,
 generatedColumn,
 source: null,
 name: null,
 originalLine: null,
 originalColumn: null,
 };

 if (sourceIndexDelta != null) {
 sourceIndex = add(sourceIndex, sourceIndexDelta);
 mapping.source = normalizedSources[get0(sourceIndex)];

 invariant(originalLineDelta != null, 'Invalid original line delta');
 invariant(originalColumnDelta != null, 'Invalid original column delta');
 }

```

```

originalLine = add(originalLine, originalLineDelta);
originalColumn = add(originalColumn, originalColumnDelta);

mapping.originalLine = originalLine;
mapping.originalColumn = originalColumn;

if (nameIndexDelta != null) {
 nameIndex = add(nameIndex, nameIndexDelta);
 mapping.name = names[get0(nameIndex)];
}
}

yield mapping;
}
}

_normalizeAndCacheSources(): $ReadOnlyArray<string> {
if (!this._normalizedSources) {
 this._normalizedSources = this._sourceMap.sources.map(source =>
 normalizeSourcePath(source, this._sourceMap),
);
}
return this._normalizedSources;
}

_decodeAndCacheMappings(): $ReadOnlyArray<Mapping> {
if (!this._decodedMappings) {
 this._decodedMappings = [...this._decodeMappings()];
}
return this._decodedMappings;
}

generatedMappings(): Iterable<Mapping> {
 return this._decodeAndCacheMappings();
}
}

```

```
module.exports = MappingsConsumer;
```

Found in path(s):

```
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-
tgz/package/src/Consumer/MappingsConsumer.js.flow
```

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```

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```
*
```

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*
* @format
*/
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*
* Based on the Base 64 VLQ implementation in Closure Compiler:
* https://git.io/vymuA
*
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* @flow strict-local
* @format
*/
```

```
'use strict';
```

```
function greatestLowerBound<T, U>(
 elements: $ReadOnlyArray<T>,
 target: U,
 comparator: (U, T) => number,
): ?number {
 let first = 0;
 let it = 0;
 let count = elements.length;
 let step;
 while (count > 0) {
 it = first;
 step = Math.floor(count / 2);
 it = it + step;
 if (comparator(target, elements[it]) >= 0) {
 first = ++it;
 count = count - (step + 1);
 } else {
 count = step;
 }
 }
 return first ? first - 1 : null;
}
```

```
module.exports = {greatestLowerBound};
```

Found in path(s):

```
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-
tgz/package/src/Consumer/search.js.flow
```

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```

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\*/

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\* /opt/cola/permits/1168298915\_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/composeSourceMaps.js

\* /opt/cola/permits/1168298915\_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/generateFunctionMap.js

\* /opt/cola/permits/1168298915\_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/MappingsConsumer.js

\* /opt/cola/permits/1168298915\_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/BundleBuilder.js

\* /opt/cola/permits/1168298915\_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Generator.js

\* /opt/cola/permits/1168298915\_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/B64Builder.js

\* /opt/cola/permits/1168298915\_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/source-map.js

## 1.493 @codler/react-native-keyboard-aware-scroll-view 1.0.0

### 1.493.1 Available under license :

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## 1.497 destroy 1.0.4

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## 1.499 @babel/helper-wrap-function 7.14.5

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## 1.505 @babel/plugin-transform-block-scoped-functions 7.14.5

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## 1.513 babel-plugin-syntax-top-level-await

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// <https://bitbucket.org/lindenlab/llsd>

// Modifications by Joshua Bell [inexorabletash@gmail.com](mailto:inexorabletash@gmail.com)

// <https://github.com/inexorabletash/polyfill>

// ES3/ES5 implementation of the Khronos Typed Array Specification

// Ref: <http://www.khronos.org/registry/typedarray/specs/latest/>

// Date: 2011-02-01

//

// Variations:

// \* Allows typed\_array.get/set() as alias for subscripts (typed\_array[])

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# 1.519 is-string 1.0.6

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## 1.520 @babel/plugin-proposal-async-generator-functions 7.14.7

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## 1.521 core-js-compat 3.15.2

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## 1.523 babel-helper-create-regexp-features-plugin 7.14.5

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## 1.525 fsevents 1.2.13

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## 1.527 @babel/plugin-transform-template-literals 7.14.5

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## 1.529 domelementtype 2.2.0

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## 1.531 setimmediate 1.0.5

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## 1.532 yargs 14.2.3

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Found in path(s):

\* /opt/cola/permits/1162000524\_1620773617.26/0/juliangruber-array-filter-0-0-1-0-g02968ec-tar-gz/juliangruber-array-filter-02968ec/README.md

## 1.536 abort-controller 3.0.0

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## 1.537 unimodules-app-loader 1.3.0

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```
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```

Found in path(s):

```
* /opt/cola/permits/1168294091_1621972349.63/0/unimodules-app-loader-1-3-0-tgz/package/ios/UMAppLoader/Interfaces/UMAppLoaderInterface.h
* /opt/cola/permits/1168294091_1621972349.63/0/unimodules-app-loader-1-3-0-tgz/package/ios/UMAppLoader/Interfaces/UMAppRecordInterface.h
* /opt/cola/permits/1168294091_1621972349.63/0/unimodules-app-loader-1-3-0-tgz/package/ios/UMAppLoader/UMAppLoaderProvider.m
* /opt/cola/permits/1168294091_1621972349.63/0/unimodules-app-loader-1-3-0-tgz/package/ios/UMAppLoader/UMAppLoaderProvider.h
```

## 1.538 get-caller-file 2.0.5

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# 1.541 scheduler 0.19.1

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## 1.543 unicode-canonical-property-names-ecmascript 1.0.4

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## 1.545 @react-native-community/masked-view

### 0.1.10

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/**
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 *
 * This source code is licensed under the MIT license found in the
 * LICENSE file in the root directory of this source tree.
 *
 * @flow
 * @format
 */
```

Found in path(s):

```
* /opt/cola/permits/1109655803_1606461238.21/0/masked-view-0-1-10-tgz/package/js/MaskedView.js
```

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```
React Native MaskedView
```

```
[![Build Status][build-badge]][build]
[![Version][version-badge]][package]
[![MIT License][license-badge]][license]
[![Lean Core Badge][lean-core-badge]][lean-core-issue]
```

React Native MaskedView for iOS and Android.

```
Platforms Supported
```

```
- [x] iOS
- [x] Android
```

\_Note: React Native MaskedView is not currently supported by Expo unless you "eject".\_

```
Getting Started
```

```
...
$ yarn add @react-native-community/masked-view
...
```

or

```
...
$ npm install --save @react-native-community/masked-view
...
```

#### #### Using React Native >= 0.60

Linking the package manually is not required anymore with [Autolinking](https://github.com/react-native-community/cli/blob/master/docs/autolinking.md).

- **iOS Platform:**

```
`$ cd ios && pod install`
```

#### #### Using React Native < 0.60

You then need to link the native parts of the library for the platforms you are using. The easiest way to link the library is using the CLI tool by running this command from the root of your project:

```
...
$ react-native link @react-native-community/masked-view
...
```

#### ## Usage

Import the `MaskedView` component from `@react-native-community/masked-view` and use it like so:

```
```jsx
import React from 'react';
import { Text, View } from 'react-native';
import MaskedView from '@react-native-community/masked-view';

export default class App extends React.Component {
  render() {
    return (
      <MaskedView
        style={{ flex: 1, flexDirection: 'row', height: '100%' }}
        maskElement={
          <View
            style={{
              // Transparent background because mask is based off alpha channel.
              backgroundColor: 'transparent',
            }}
          />
        />
    );
  }
}
```



```

        flex: 1,
        justifyContent: 'center',
        alignItems: 'center'
      }}
    >
    <Text
      style={{
        fontSize: 60,
        color: 'black',
        fontWeight: 'bold'
      }}
    >
      Basic Mask
    </Text>
  </View>
}
>
  { /* Shows behind the mask, you can put anything here, such as an image */ }
  <View style={{ flex: 1, height: '100%', backgroundColor: '#324376' }} />
  <View style={{ flex: 1, height: '100%', backgroundColor: '#F5DD90' }} />
  <View style={{ flex: 1, height: '100%', backgroundColor: '#F76C5E' }} />
  <View style={{ flex: 1, height: '100%', backgroundColor: '#e1e1e1' }} />
</MaskedView>
);
}
}
...

```

The following image demonstrates that you can put almost anything behind the mask. The three examples shown are masked `<View>`, `<Text>`, and `<Image>`.

```
<p align="center"></img></p>
```

Props

- [View props...](https://github.com/facebook/react-native-website/blob/master/docs/view.md#props)

* [`maskElement``](#maskelement)

Reference

Props

`maskElement`

Type	Required
-----	-----
element	Yes

<!-- badges -->

[build-badge]: <https://img.shields.io/circleci/project/github/react-native-community/react-native-masked-view/master.svg?style=flat-square>

[build]: <https://circleci.com/gh/react-native-community/react-native-masked-view>

[version-badge]: <https://img.shields.io/npm/v/@react-native-community/masked-view.svg?style=flat-square>

[package]: <https://www.npmjs.com/package/@react-native-community/masked-view>

[license-badge]: <https://img.shields.io/npm/l/@react-native-community/masked-view.svg?style=flat-square>

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[lean-core-badge]: <https://img.shields.io/badge/Lean%20Core-Extracted-brightgreen.svg?style=flat-square>

[lean-core-issue]: <https://github.com/facebook/react-native/issues/23313>

Found in path(s):

* /opt/cola/permits/1109655803_1606461238.21/0/masked-view-0-1-10-tgz/package/README.md

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* /opt/cola/permits/1109655803_1606461238.21/0/masked-view-0-1-10-

tgz/package/ios/RNCMaskedViewManager.m

* /opt/cola/permits/1109655803_1606461238.21/0/masked-view-0-1-10-

tgz/package/ios/RNCMaskedViewManager.h

* /opt/cola/permits/1109655803_1606461238.21/0/masked-view-0-1-10-tgz/package/ios/RNCMaskedView.m

* /opt/cola/permits/1109655803_1606461238.21/0/masked-view-0-1-10-tgz/package/ios/RNCMaskedView.h

1.546 css-select 2.1.0

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1.547 @babel/plugin-proposal-unicode-property-regex 7.14.5

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1.548 symbol-observable 1.2.0

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1.549 unimodules-face-detector-interface

5.3.0

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```

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```
* /opt/cola/permits/1168294199_1621972500.47/0/unimodules-face-detector-interface-5-3-0-  
tgz/package/ios/UMFaceDetectorInterface/UMFaceDetectorManager.h  
* /opt/cola/permits/1168294199_1621972500.47/0/unimodules-face-detector-interface-5-3-0-  
tgz/package/ios/UMFaceDetectorInterface/UMFaceDetectorManagerProvider.h
```

1.550 react-native-reanimated 1.13.3

1.550.1 Available under license :

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1.551 convert-source-map 1.8.0

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1.552 object-inspect 1.11.0

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1.553 filter-obj 1.1.0

1.553.1 Available under license :

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1.554 react-native-vector-icons 7.1.0

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1.555 expo-constants 9.2.0

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- * /opt/cola/permits/1168297781_1621972232.47/0/expo-constants-9-2-0-tgz/package/ios/EXConstants/EXConstants.m
- * /opt/cola/permits/1168297781_1621972232.47/0/expo-constants-9-2-0-tgz/package/ios/EXConstants/EXConstantsService.h
- * /opt/cola/permits/1168297781_1621972232.47/0/expo-constants-9-2-0-tgz/package/android/src/main/java/expo/modules/constants/ConstantsModule.java
- * /opt/cola/permits/1168297781_1621972232.47/0/expo-constants-9-2-0-tgz/package/ios/EXConstants/EXConstants.h
- * /opt/cola/permits/1168297781_1621972232.47/0/expo-constants-9-2-0-tgz/package/ios/EXConstants/EXConstantsService.m

1.556 expand-brackets 2.1.4

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1.557 nocache 2.1.0

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1.558 mime-types 2.1.11

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1.559 is-ci 2.0.0

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1.560 mute-stream 0.0.7

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1.561 debug 2.6.9

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1.562 @babel/helper-simple-access 7.14.5

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1.563 run-async 2.4.1

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1.564 static-extend 0.1.2

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1.565 react-native-gesture-handler 1.7.0

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1.566 metro-inspector-proxy 0.59.0

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```

*
* @flow
* @format
*/

'use strict';

import type {Page, MessageFromDevice, MessageToDevice} from './types';
import WS from 'ws';

const PAGES_POLLING_INTERVAL = 1000;

const debug = require('debug')('Metro:InspectorProxy');

// Android's stock emulator and other emulators such as genymotion use a standard localhost alias.
const EMULATOR_LOCALHOST_ADDRESSES: Array<string> = ['10.0.2.2', '10.0.3.2'];

// Prefix for script URLs that are alphanumeric IDs. See comment in _processMessageFromDevice method for
// more details.
const FILE_PREFIX = 'file://';

type DebuggerInfo = {
  // Debugger web socket connection
  socket: WS,
  // If we replaced address (like '10.0.2.2') to localhost we need to store original
  // address because Chrome uses URL or urlRegexp params (instead of scriptId) to set breakpoints.
  originalSourceURLAddress?: string,
  prependedFilePrefix: boolean,
  pageId: string,
  ...
};

const REACT_NATIVE_RELOADABLE_PAGE = {
  id: '-1',
  title: 'React Native Experimental (Improved Chrome Reloads)',
  vm: "don't use",
  app: "don't use",
};

/**
 * Device class represents single device connection to Inspector Proxy. Each device
 * can have multiple inspectable pages.
 */
class Device {
  // ID of the device.
  _id: number;

  // Name of the device.

```

```

_name: string;

// Package name of the app.
_app: string;

// Stores socket connection between Inspector Proxy and device.
_deviceSocket: WS;

// Stores last list of device's pages.
_pages: Array<Page>;

// Stores information about currently connected debugger (if any).
_debuggerConnection: ?DebuggerInfo = null;

// Last known Page ID of the React Native page.
// This is used by debugger connections that don't have PageID specified
// (and will interact with the latest React Native page).
_lastReactNativePageId: ?string = null;

// Whether we are in the middle of a reload in the REACT_NATIVE_RELOADABLE_PAGE.
_isReloading: boolean = false;

// The previous "GetPages" message, for deduplication in debug logs.
_lastGetPagesMessage: string = "";

constructor(id: number, name: string, app: string, socket: WS) {
  this._id = id;
  this._name = name;
  this._app = app;
  this._pages = [];
  this._deviceSocket = socket;

  this._deviceSocket.on('message', (message: string) => {
    const parsedMessage = JSON.parse(message);
    if (parsedMessage.event === 'getPages') {
      // There's a 'getPages' message every second, so only show them if they change
      if (message !== this._lastGetPagesMessage) {
        debug(
          '(Debugger) (Proxy) <- (Device), getPages ping has changed: ' +
            message,
        );
        this._lastGetPagesMessage = message;
      }
    } else {
      debug('(Debugger) (Proxy) <- (Device): ' + message);
    }
    this._handleMessageFromDevice(parsedMessage);
  });
}

```

```

this._deviceSocket.on('close', () => {
  // Device disconnected - close debugger connection.
  if (this._debuggerConnection) {
    this._debuggerConnection.socket.close();
    this._debuggerConnection = null;
  }
});

this._setPagesPolling();
}

getName(): string {
  return this._name;
}

getPagesList(): Array<Page> {
  if (this._lastReactNativePageId) {
    return this._pages.concat(REACT_NATIVE_RELOADABLE_PAGE);
  } else {
    return this._pages;
  }
}

// Handles new debugger connection to this device:
// 1. Sends connect event to device
// 2. Forwards all messages from the debugger to device as wrappedEvent
// 3. Sends disconnect event to device when debugger connection socket closes.
handleDebuggerConnection(socket: WS, pageId: string) {
  // Disconnect current debugger if we already have debugger connected.
  if (this._debuggerConnection) {
    this._debuggerConnection.socket.close();
    this._debuggerConnection = null;
  }

  const debuggerInfo = {
    socket,
    prependedFilePrefix: false,
    pageId,
  };
  this._debuggerConnection = debuggerInfo;

  debug(`Got new debugger connection for page ${pageId} of ${this._name}`);

  this._sendMessageToDevice({
    event: 'connect',
    payload: {
      pageId: this._getPageId(pageId),
    },
  },

```



```

});

socket.on('message', (message: string) => {
  debug('(Debugger) -> (Proxy) (Device): ' + message);
  const parsedMessage = JSON.parse(message);
  this._processMessageFromDebugger(parsedMessage, debuggerInfo);

  this._sendMessageToDevice({
    event: 'wrappedEvent',
    payload: {
      pageId: this._getPageId(pageId),
      wrappedEvent: JSON.stringify(parsedMessage),
    },
  });
});

socket.on('close', () => {
  debug(`Debugger for page ${pageId} and ${this._name} disconnected.`);
  this._sendMessageToDevice({
    event: 'disconnect',
    payload: {
      pageId: this._getPageId(pageId),
    },
  });
  this._debuggerConnection = null;
});

const sendFunc = socket.send;
socket.send = function(message: string) {
  debug('(Debugger) <- (Proxy) (Device): ' + message);
  return sendFunc.call(socket, message);
};
}

// Handles messages received from device:
// 1. For getPages responses updates local _pages list.
// 2. All other messages are forwarded to debugger as wrappedEvent.
//
// In the future more logic will be added to this method for modifying
// some of the messages (like updating messages with source maps and file
// locations).
_handleMessageFromDevice(message: MessageFromDevice) {
  if (message.event === 'getPages') {
    this._pages = message.payload;

    // Check if device have new React Native page.
    // There is usually no more than 2-3 pages per device so this operation
    // is not expensive.
    // TODO(hypuk): It is better for VM to send update event when new page is

```

```

// created instead of manually checking this on every getPages result.
for (let i = 0; i < this._pages.length; ++i) {
  if (this._pages[i].title.indexOf('React') >= 0) {
    if (this._pages[i].id !== this._lastReactNativePageId) {
      this._newReactNativePage(this._pages[i].id);
      break;
    }
  }
}
} else if (message.event === 'disconnect') {
  // Device sends disconnect events only when page is reloaded or
  // if debugger socket was disconnected.
  const pageId = message.payload.pageId;
  const debuggerSocket = this._debuggerConnection
    ? this._debuggerConnection.socket
    : null;
  if (debuggerSocket && debuggerSocket.readyState === WS.OPEN) {
    if (
      this._debuggerConnection !== null &&
      this._debuggerConnection.pageId !== REACT_NATIVE_RELOADABLE_PAGE.id
    ) {
      debug(`Page ${pageId} is reloading.`);
      debuggerSocket.send(JSON.stringify({method: 'reload'}));
    }
  }
} else if (message.event === 'wrappedEvent') {
  if (this._debuggerConnection === null) {
    return;
  }

  // FIXME: Is it possible that we received message for pageID that does not
  // correspond to current debugger connection?

  const debuggerSocket = this._debuggerConnection.socket;
  if (debuggerSocket === null || debuggerSocket.readyState !== WS.OPEN) {
    // TODO(hypuk): Send error back to device?
    return;
  }

  const parsedPayload = JSON.parse(message.payload.wrappedEvent);

  if (this._debuggerConnection) {
    // Wrapping just to make flow happy :)
    this._processMessageFromDevice(parsedPayload, this._debuggerConnection);
  }

  const messageToSend = JSON.stringify(parsedPayload);
  debuggerSocket.send(messageToSend);

```

```

    }
  }

  // Sends single message to device.
  _sendMessageToDevice(message: MessageToDevice) {
    try {
      if (message.event !== 'getPages') {
        debug('(Debugger) (Proxy) -> (Device): ' + JSON.stringify(message));
      }
      this._deviceSocket.send(JSON.stringify(message));
    } catch (error) {}
  }

  // Sends 'getPages' request to device every PAGES_POLLING_INTERVAL milliseconds.
  _setPagesPolling() {
    setInterval(
      () => this._sendMessageToDevice({event: 'getPages'}),
      PAGES_POLLING_INTERVAL,
    );
  }

  // We received new React Native Page ID.
  _newReactNativePage(pageId: string) {
    debug(`React Native page updated to ${pageId}`);
    if (
      this._debuggerConnection == null ||
      this._debuggerConnection.pageId !== REACT_NATIVE_RELOADABLE_PAGE.id
    ) {
      // We can just remember new page ID without any further actions if no
      // debugger is currently attached or attached debugger is not
      // "Reloadable React Native" connection.
      this._lastReactNativePageId = pageId;
      return;
    }
    const oldPageId = this._lastReactNativePageId;
    this._lastReactNativePageId = pageId;
    this._isReloading = true;

    // We already had a debugger connected to React Native page and a
    // new one appeared - in this case we need to emulate execution context
    // destroy and resend Debugger.enable and Runtime.enable commands to new
    // page.

    if (oldPageId != null) {
      this._sendMessageToDevice({
        event: 'disconnect',
        payload: {
          pageId: oldPageId,

```

```

    },
  });
}

this._sendMessageToDevice({
  event: 'connect',
  payload: {
    pageId,
  },
});

const toSend = [
  {method: 'Runtime.enable', id: 1e9},
  {method: 'Debugger.enable', id: 1e9},
];

for (const message of toSend) {
  this._sendMessageToDevice({
    event: 'wrappedEvent',
    payload: {
      pageId: this._getPageId(pageId),
      wrappedEvent: JSON.stringify(message),
    },
  });
}
}

// Allows to make changes in incoming message from device.
// eslint-disable-next-line lint/no-unclear-flowtypes
_processMessageFromDevice(payload: Object, debuggerInfo: DebuggerInfo) {
  // Replace Android addresses for scriptParsed event.
  if (payload.method === 'Debugger.scriptParsed') {
    const params = payload.params || {};
    if ('sourceMapURL' in params) {
      for (let i = 0; i < EMULATOR_LOCALHOST_ADDRESSES.length; ++i) {
        const address = EMULATOR_LOCALHOST_ADDRESSES[i];
        if (params.sourceMapURL.indexOf(address) >= 0) {
          payload.params.sourceMapURL = params.sourceMapURL.replace(
            address,
            'localhost',
          );
          debuggerInfo.originalSourceURLAddress = address;
        }
      }
    }
  }
  if ('url' in params) {
    for (let i = 0; i < EMULATOR_LOCALHOST_ADDRESSES.length; ++i) {
      const address = EMULATOR_LOCALHOST_ADDRESSES[i];

```

```

if (params.url.indexOf(address) >= 0) {
  payload.params.url = params.url.replace(address, 'localhost');
  debuggerInfo.originalSourceURLAddress = address;
}
}

// Chrome doesn't download source maps if URL param is not a valid
// URL. Some frameworks pass alphanumeric script ID instead of URL which causes
// Chrome to not download source maps. In this case we want to prepend script ID
// with 'file://' prefix.
if (payload.params.url.match(/^[0-9a-z]+$/)) {
  payload.params.url = FILE_PREFIX + payload.params.url;
  debuggerInfo.prependedFilePrefix = true;
}
}

if (debuggerInfo.pageId == REACT_NATIVE_RELOADABLE_PAGE.id) {
  // Chrome won't use the source map unless it appears to be new.
  payload.params.sourceMapURL +=
    '&cachePrevention=' + this._getPageId(debuggerInfo.pageId);
  payload.params.url +=
    '&cachePrevention=' + this._getPageId(debuggerInfo.pageId);
}
}

if (
  payload.method === 'Runtime.executionContextCreated' &&
  this._isReloading
) {
  // The new context is ready. First notify Chrome that we've reloaded so
  // it'll resend its breakpoints. If we do this earlier, we may not be
  // ready to receive them.
  debuggerInfo.socket.send(
    JSON.stringify({method: 'Runtime.executionContextsCleared'}),
  );

  // The VM starts in a paused mode. Ask it to resume.
  // Note that if setting breakpoints in early initialization functions,
  // there's a currently race condition between these functions executing
  // and Chrome re-applying the breakpoints due to the message above.
  //
  // This is not an issue in VSCode/Nuclide where the IDE knows to resume
  // at its convenience.
  this._sendMessageToDevice({
    event: 'wrappedEvent',
    payload: {
      pageId: this._getPageId(debuggerInfo.pageId),
      wrappedEvent: JSON.stringify({method: 'Debugger.resume', id: 0}),
    }
  });
}

```

```

    },
  });

  this._isReloading = false;
}
}

// Allows to make changes in incoming messages from debugger.
// eslint-disable-next-line lint/no-unclear-flowtypes
_processMessageFromDebugger(payload: Object, debuggerInfo: DebuggerInfo) {
  // If we replaced Android emulator's address to localhost we need to change it back.
  if (
    payload.method === 'Debugger.setBreakpointByUrl' &&
    debuggerInfo.originalSourceURLAddress
  ) {
    const params = payload.params || {};
    if ('url' in params) {
      payload.params.url = params.url.replace(
        'localhost',
        debuggerInfo.originalSourceURLAddress,
      );

      if (
        payload.params.url.startsWith(FILE_PREFIX) &&
        debuggerInfo.prependedFilePrefix
      ) {
        // Remove fake URL prefix if we modified URL in _processMessageFromDevice.
        payload.params.url = payload.params.url.slice(FILE_PREFIX.length);
      }
    }
    if ('urlRegex' in params) {
      payload.params.urlRegex = params.urlRegex.replace(
        /localhost/g,
        debuggerInfo.originalSourceURLAddress,
      );
    }
  }
}

_getPageId(pageId: string): string {
  if (
    pageId === REACT_NATIVE_RELOADABLE_PAGE.id &&
    this._lastReactNativePageId != null
  ) {
    return this._lastReactNativePageId;
  } else {
    return pageId;
  }
}

```

```
}  
}
```

```
module.exports = Device;
```

Found in path(s):

* /opt/cola/permits/1168297242_1621972688.57/0/metro-inspector-proxy-0-59-0-tgz/package/src/Device.js.flow

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```
*
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```
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```

```
*/
```

```
'use strict';
```

```
const yargs = require('yargs');
```

```
const {runInspectorProxy} = require('./index');
```

```
yargs.option('port', {
```

```
  alias: 'p',
```

```
  describe: 'port to run inspector proxy on',
```

```
  type: 'number',
```

```
  default: 8081,
```

```
});
```

```
runInspectorProxy((yargs.argv.port: any));
```

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```
*/
```

```

'use strict';

const Device = require('./Device');
const WS = require('ws');

const debug = require('debug')('Metro:InspectorProxy');
const url = require('url');

import type {
  JsonPagesListResponse,
  JsonVersionResponse,
  Page,
  PageDescription,
} from './types';
import type {Server as HttpServer, IncomingMessage, ServerResponse} from 'http';
import type {Server as HttpsServer} from 'https';

const WS_DEVICE_URL = '/inspector/device';
const WS_DEBUGGER_URL = '/inspector/debug';
const PAGES_LIST_JSON_URL = '/json';
const PAGES_LIST_JSON_URL_2 = '/json/list';
const PAGES_LIST_JSON_VERSION_URL = '/json/version';

const INTERNAL_ERROR_CODE = 1011;

/**
 * Main Inspector Proxy class that connects JavaScript VM inside Android/iOS apps and JS debugger.
 */
class InspectorProxy {
  // Maps device ID to Device instance.
  _devices: Map<number, Device>;

  // Internal counter for device IDs -- just gets incremented for each new device.
  _deviceCounter: number = 0;

  // We store server's address with port (like '127.0.0.1:8081') to be able to build URLs
  // (devtoolsFrontendUrl and websocketDebuggerUrl) for page descriptions. These URLs are used
  // by debugger to know where to connect.
  _serverAddressWithPort: string = "";

  constructor() {
    this._devices = new Map();
  }

  // Process HTTP request sent to server. We only respond to 2 HTTP requests:
  // 1. /json/version returns Chrome debugger protocol version that we use
  // 2. /json and /json/list returns list of page descriptions (list of inspectable apps).
  // This list is combined from all the connected devices.

```



```

processRequest(
  request: IncomingMessage,
  response: ServerResponse,
  next: (?Error) => mixed,
) {
  if (
    request.url === PAGES_LIST_JSON_URL ||
    request.url === PAGES_LIST_JSON_URL_2
  ) {
    // Build list of pages from all devices.
    let result = [];
    Array.from(this._devices.entries()).forEach(
      ([deviceId: number, device: Device]) => {
        result = result.concat(
          device
            .getPagesList()
            .map((page: Page) =>
              this._buildPageDescription(deviceId, device, page),
            ),
        );
      },
    );
  }

  this._sendJsonResponse(response, result);
} else if (request.url === PAGES_LIST_JSON_VERSION_URL) {
  this._sendJsonResponse(response, {
    Browser: 'Mobile JavaScript',
    'Protocol-Version': '1.1',
  });
} else {
  next();
}

// Adds websocket listeners to the provided HTTP/HTTPS server.
addWebSocketListener(server: HttpServer | HttpsServer) {
  const {port} = server.address();
  if (server.address().family === 'IPv6') {
    this._serverAddressWithPort = `[::]:${port}`;
  } else {
    this._serverAddressWithPort = `localhost:${port}`;
  }
  this._addDeviceConnectionHandler(server);
  this._addDebuggerConnectionHandler(server);
}

// Converts page information received from device into PageDescription object
// that is sent to debugger.

```

```

_buildPageDescription(
  deviceId: number,
  device: Device,
  page: Page,
): PageDescription {
  const debuggerUrl = `${
    this._serverAddressWithPort
  }${WS_DEBUGGER_URL}?device=${deviceId}&page=${page.id}`;
  const websocketDebuggerUrl = 'ws://' + debuggerUrl;
  const devtoolsFrontendUrl =
    'chrome-devtools://devtools/bundled/inspector.html?experiments=true&v8only=true&ws=' +
    encodeURIComponent(debuggerUrl);
  return {
    id: `${deviceId}-${page.id}`,
    description: page.app,
    title: page.title,
    faviconUrl: 'https://reactjs.org/favicon.ico',
    devtoolsFrontendUrl,
    type: 'node',
    websocketDebuggerUrl,
    vm: page.vm,
  };
}

```

```

// Sends object as response to HTTP request.
// Just serializes object using JSON and sets required headers.

```

```

_sendJsonResponse(
  response: ServerResponse,
  object: JsonPagesListResponse | JsonVersionResponse,
) {
  const data = JSON.stringify(object, null, 2);
  response.writeHead(200, {
    'Content-Type': 'application/json; charset=UTF-8',
    'Cache-Control': 'no-cache',
    'Content-Length': data.length.toString(),
    Connection: 'close',
  });
  response.end(data);
}

```

```

// Adds websocket handler for device connections.
// Device connects to /inspector/device and passes device and app names as
// HTTP GET params.
// For each new websocket connection we parse device and app names and create
// new instance of Device class.

```

```

_addDeviceConnectionHandler(server: HttpServer | HttpsServer) {
  const wss = new WS.Server({
    server,

```

```

    path: WS_DEVICE_URL,
    perMessageDeflate: true,
  });
wss.on('connection', async (socket: WS) => {
  try {
    const query = url.parse(socket.upgradeReq.url || "", true).query || {};
    const deviceName = query.name || 'Unknown';
    const appName = query.app || 'Unknown';
    const deviceId = this._deviceCounter++;
    this._devices.set(
      deviceId,
      new Device(deviceId, deviceName, appName, socket),
    );

    debug(`Got new connection: device=${deviceName}, app=${appName}`);

    socket.on('close', () => {
      this._devices.delete(deviceId);
      debug(`Device ${deviceName} disconnected.`);
    });
  } catch (e) {
    console.error('error', e);
    socket.close(INTERNAL_ERROR_CODE, e);
  }
});
}

// Adds websocket handler for debugger connections.
// Debugger connects to websocketDebuggerUrl that we return as part of page description
// in /json response.
// When debugger connects we try to parse device and page IDs from the query and pass
// websocket object to corresponding Device instance.
_addDebuggerConnectionHandler(server: HttpServer | HttpsServer) {
  const wss = new WS.Server({
    server,
    path: WS_DEBUGGER_URL,
    perMessageDeflate: false,
  });
  wss.on('connection', async (socket: WS) => {
    try {
      const query = url.parse(socket.upgradeReq.url || "", true).query || {};
      const deviceId = query.device;
      const pageId = query.page;

      if (deviceId == null || pageId == null) {
        throw new Error('Incorrect URL - must provide device and page IDs');
      }
    }
  });
}

```

```
const device = this._devices.get(parseInt(deviceId, 10));
if (device == null) {
  throw new Error('Unknown device with ID ' + deviceId);
}

device.handleDebuggerConnection(socket, pageId);
} catch (e) {
  console.error(e);
  socket.close(INTERNAL_ERROR_CODE, e);
}
});
}
}
```

module.exports = InspectorProxy;

Found in path(s):

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// more details.

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*/

'use strict';

```

const InspectorProxy = require('./InspectorProxy');

// Runs new HTTP Server and attaches Inspector Proxy to it.
// Requires are inlined here because we don't want to import them
// when someone needs only InspectorProxy instance (without starting
// new HTTP server).
function runInspectorProxy(port: number) {
  const inspectorProxy = new InspectorProxy();
  const app = require('connect')();
  app.use(inspectorProxy.processRequest.bind(inspectorProxy));

  const httpServer = require('http').createServer(app);
  httpServer.listen(port, '127.0.0.1', () => {
    inspectorProxy.addWebSocketListener(httpServer);
  });
}

module.exports = {InspectorProxy, runInspectorProxy};

```

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 * /opt/cola/permits/1168297242_1621972688.57/0/metro-inspector-proxy-0-59-0-tgz/package/src/InspectorProxy.js
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```

```

*/

'use strict';

// Page information received from the device. New page is created for
// each new instance of VM and can appear when user reloads React Native
// application.
export type Page = {
  id: string,
  title: string,
  vm: string,
  app: string,
  ...
};

// Chrome Debugger Protocol message/event passed between device and debugger.
export type WrappedEvent = {
  event: 'wrappedEvent',
  payload: {
    pageId: string,
    wrappedEvent: string,
    ...
  },
  ...
};

// Request sent from Inspector Proxy to Device when new debugger is connected
// to particular page.
export type ConnectRequest = {
  event: 'connect',
  payload: {pageId: string, ...},
  ...
};

// Request sent from Inspector Proxy to Device to notify that debugger is
// disconnected.
export type DisconnectRequest = {
  event: 'disconnect',
  payload: {pageId: string, ...},
  ...
};

// Request sent from Inspector Proxy to Device to get a list of pages.
export type GetPagesRequest = {event: 'getPages', ...};

// Response to GetPagesRequest containing a list of page infos.
export type GetPagesResponse = {
  event: 'getPages',

```

```

payload: Array<Page>,
...
};

// Union type for all possible messages sent from device to Inspector Proxy.
export type MessageFromDevice =
  | GetPagesResponse
  | WrappedEvent
  | DisconnectRequest;

// Union type for all possible messages sent from Inspector Proxy to device.
export type MessageToDevice =
  | GetPagesRequest
  | WrappedEvent
  | ConnectRequest
  | DisconnectRequest;

// Page description object that is sent in response to /json HTTP request from debugger.
export type PageDescription = {
  id: string,
  description: string,
  title: string,
  faviconUrl: string,
  devtoolsFrontendUrl: string,
  type: string,
  websocketDebuggerUrl: string,
  ...
};
export type JsonPagesListResponse = Array<PageDescription>;

// Response to /json/version HTTP request from the debugger specifying browser type and
// Chrome protocol version.
export type JsonVersionResponse = {
  Browser: string,
  'Protocol-Version': string,
  ...
};

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```

1.567 electron-to-chromium 1.3.776

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1.568 kind-of 6.0.3

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1.569 query-string 6.14.1

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1.570 rimraf 2.2.8

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1.571 jetifier 1.6.8

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1.573 metro-core 0.59.0

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 * @format
 */
```

```
'use strict';
```

```
function canonicalize(key: string, value: mixed): mixed {
  if (
    // eslint-disable-next-line lint/strictly-null
    value === null ||
    typeof value !== 'object' ||
    Array.isArray(value)
  ) {
    return value;
  }
}
```

```
const keys = Object.keys(value).sort();
const length = keys.length;
const object = {};
```

```
for (let i = 0; i < length; i++) {
  object[keys[i]] = value[keys[i]];
}
```



```
}
```

```
return object;
```

```
}
```

```
module.exports = canonicalize;
```

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```
*
```

```
* @flow
```

```
* @format
```

```
*/
```

```
'use strict';
```

```
const readline = require('readline');
```

```

const throttle = require('lodash.throttle');
const tty = require('tty');
const util = require('util');

type UnderlyingStream = net$Socket | stream$Writable;

/**
 * Clear some text that was previously printed on an interactive stream,
 * without trailing newline character (so we have to move back to the
 * beginning of the line).
 */
function clearStringBackwards(stream: tty.WriteStream, str: string): void {
  readline.moveCursor(stream, -stream.columns, 0);
  readline.clearLine(stream, 0);
  let lineCount = (str.match(/\n/g) || []).length;
  while (lineCount > 0) {
    readline.moveCursor(stream, 0, -1);
    readline.clearLine(stream, 0);
    --lineCount;
  }
}

/**
 * Cut a string into an array of string of the specific maximum size. A newline
 * ends a chunk immediately (it's not included in the "." RegExp operator), and
 * is not included in the result.
 * When counting we should ignore non-printable characters. In particular the
 * ANSI escape sequences (regex: /\x1B\[([0-9]{1,2};[0-9]{1,2})?m/)
 * (Not an exhaustive match, intended to match ANSI color escapes)
 * https://en.wikipedia.org/wiki/ANSI_escape_code
 */
function chunkString(str: string, size: number): Array<string> {
  const ANSI_COLOR = '\x1B\[([0-9]{1,2};[0-9]{1,2})?m';
  const SKIP_ANSI = `(?:${ANSI_COLOR})`;
  return str.match(new RegExp(`(?:${SKIP_ANSI}){1,${size}}`, 'g')) || [];
}

/**
 * Get the stream as a TTY if it effectively looks like a valid TTY.
 */
function getTTYStream(stream: UnderlyingStream): ?tty.WriteStream {
  if (
    stream instanceof tty.WriteStream &&
    stream.isTTY &&
    stream.columns >= 1
  ) {
    return stream;
  }
}

```

```

return null;
}

/**
 * We don't just print things to the console, sometimes we also want to show
 * and update progress. This utility just ensures the output stays neat: no
 * missing newlines, no mangled log lines.
 *
 * const terminal = Terminal.default;
 * terminal.status('Updating... 38%');
 * terminal.log('warning: Something happened.');
```

The final output:

```

 * warning: Something happened.
 * Updating, done.
 *
 * Without the status feature, we may get a mangled output:
 *
 * Updating... 38%warning: Something happened.
 * Updating, done.
 *
 * This is meant to be user-readable and TTY-oriented. We use stdout by default
 * because it's more about status information than diagnostics/errors (stderr).
 *
 * Do not add any higher-level functionality in this class such as "warning" and
 * "error" printers, as it is not meant for formatting/reporting. It has the
 * single responsibility of handling status messages.
 */
class Terminal {
  _logLines: Array<string>;
  _nextStatusStr: string;
  _scheduleUpdate: () => void;
  _statusStr: string;
  _stream: UnderlyingStream;

  constructor(stream: UnderlyingStream) {
    this._logLines = [];
    this._nextStatusStr = "";
    this._scheduleUpdate = throttle(this._update, 33);
    this._statusStr = "";
    this._stream = stream;
  }

  /**
   * Clear and write the new status, logging in bulk in-between. Doing this in a
```

```

* throttled way (in a different tick than the calls to `log()` and
* `status()`) prevents us from repeatedly rewriting the status in case
* `terminal.log()` is called several times.
*/
_update(): void {
  const {_statusStr, _stream} = this;
  const ttyStream = getTTYStream(_stream);
  if (_statusStr === this._nextStatusStr && this._logLines.length === 0) {
    return;
  }
  if (ttyStream !== null) {
    clearStringBackwards(ttyStream, _statusStr);
  }
  this._logLines.forEach(line => {
    _stream.write(line);
    _stream.write('\n');
  });
  this._logLines = [];
  if (ttyStream !== null) {
    this._nextStatusStr = chunkString(
      this._nextStatusStr,
      ttyStream.columns,
    ).join('\n');
    _stream.write(this._nextStatusStr);
  }
  this._statusStr = this._nextStatusStr;
}

/**
 * Shows some text that is meant to be overridden later. Return the previous
 * status that was shown and is no more. Calling `status()` with no argument
 * removes the status altogether. The status is never shown in a
 * non-interactive terminal: for example, if the output is redirected to a
 * file, then we don't care too much about having a progress bar.
 */
status(format: string, ...args: Array<mixed>): string {
  const {_nextStatusStr} = this;
  this._nextStatusStr = util.format(format, ...args);
  this._scheduleUpdate();
  return _nextStatusStr;
}

/**
 * Similar to `console.log`, except it moves the status/progress text out of
 * the way correctly. In non-interactive terminals this is the same as
 * `console.log`.
 */
log(format: string, ...args: Array<mixed>): void {

```

```

    this._logLines.push(util.format(format, ...args));
    this._scheduleUpdate();
  }

  /**
   * Log the current status and start from scratch. This is useful if the last
   * status was the last one of a series of updates.
   */
  persistStatus(): void {
    this.log(this._nextStatusStr);
    this._nextStatusStr = "";
  }

  flush(): void {
    // Useful if you're going to start calling console.log/console.error directly
    // again; otherwise you could end up with mangled output when the queued
    // update starts writing to stream after a delay.
    /* $FlowFixMe(>=0.99.0 site=react_native_fb) This comment suppresses an
     * error found when Flow v0.99 was deployed. To see the error, delete this
     * comment and run Flow. */
    this._scheduleUpdate.flush();
  }
}

```

module.exports = Terminal;

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```

```
'use strict';
```

```
const AmbiguousModuleResolutionError = require('./errors/AmbiguousModuleResolutionError');
const Logger = require('./Logger');
const PackageResolutionError = require('./errors/PackageResolutionError');
const Terminal = require('./Terminal');
```

```
module.exports = {
  AmbiguousModuleResolutionError,
  Logger,
  PackageResolutionError,
  Terminal,
};
```

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```
* @format
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*/
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```
* /opt/cola/permits/1168297438_1621972581.11/0/metro-core-0-59-0-tgz/package/src/Terminal.js
```

```
* /opt/cola/permits/1168297438_1621972581.11/0/metro-core-0-59-0-tgz/package/src/index.js
```

```
* /opt/cola/permits/1168297438_1621972581.11/0/metro-core-0-59-0-tgz/package/src/Logger.js
```

```
* /opt/cola/permits/1168297438_1621972581.11/0/metro-core-0-59-0-
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```
tgz/package/src/errors/AmbiguousModuleResolutionError.js
```

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```
*
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* @format
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* @flow strict-local
* @format
*/
```

```
'use strict';
```

```
const AmbiguousModuleResolutionError = require('./errors/AmbiguousModuleResolutionError');
const PackageResolutionError = require('./errors/PackageResolutionError');
```

```
module.exports = {
  AmbiguousModuleResolutionError,
  PackageResolutionError,
};
```

Found in path(s):

```
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```

1.574 envinfo 7.8.1

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1.575 @babel/plugin-bugfix-v8-spread-parameters-in-optional-chaining 7.14.5

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1.576 yallist 2.1.2

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1.577 safer-buffer 2.1.2

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1.578 @types/hammerjs 2.0.40

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1.579 strict-uri-encode 2.0.0

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1.580 boolbase 1.0.0

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1.581 @babel/plugin-transform-exponentiation-operator 7.14.5

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1.582 eslint-config-prettier 6.15.0

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1.583 has-symbols 1.0.2

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1.584 1to2 1.0.0

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*/
```

Found in path(s):

* /opt/cola/permits/1172272573_1623265712.13/0/1to2-1-0-0-3-tgz/package/1to2.js

1.585 inquirer 3.3.0

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* /opt/cola/permits/1161994886_1620776132.83/0/inquirer-3-3-0-4-tgz/package/README.md

1.586 expo-splash-screen 0.6.2

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* /opt/cola/permits/1168295545_1621972905.63/0/expo-splash-screen-0-6-2-  
tgz/package/ios/EXSplashScreen/EXSplashScreenViewNativeProvider.m  
* /opt/cola/permits/1168295545_1621972905.63/0/expo-splash-screen-0-6-2-  
tgz/package/ios/EXSplashScreen/EXSplashScreenViewNativeProvider.h  
* /opt/cola/permits/1168295545_1621972905.63/0/expo-splash-screen-0-6-2-  
tgz/package/ios/EXSplashScreen/EXSplashScreenService.m  
* /opt/cola/permits/1168295545_1621972905.63/0/expo-splash-screen-0-6-2-  
tgz/package/ios/EXSplashScreen/EXSplashScreenController.m  
* /opt/cola/permits/1168295545_1621972905.63/0/expo-splash-screen-0-6-2-  
tgz/package/ios/EXSplashScreen/EXSplashScreenController.h  
* /opt/cola/permits/1168295545_1621972905.63/0/expo-splash-screen-0-6-2-  
tgz/package/ios/EXSplashScreen/EXSplashScreenViewProvider.h
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* /opt/cola/permits/1168295545_1621972905.63/0/expo-splash-screen-0-6-2-tgz/package/ios/EXSplashScreen/EXSplashScreenModule.h

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* /opt/cola/permits/1168295545_1621972905.63/0/expo-splash-screen-0-6-2-tgz/package/ios/EXSplashScreen/EXSplashScreenModule.m

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* /opt/cola/permits/1168295545_1621972905.63/0/expo-splash-screen-0-6-2-tgz/package/ios/EXSplashScreen/EXSplashScreenService.h

1.587 babel-plugin-syntax-decorators 7.14.5

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1.588 dayjs 1.10.6

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1.589 json5 0.5.1

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1.590 is-bigint 1.0.2

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1.591 simple-swizzle 0.2.2

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1.592 jest-react-native 18.0.0

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*/
```

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```
* /opt/cola/permits/1162009038_1620774024.99/0/jest-react-native-18-0-0-tgz/package/build/index.js
```

1.593 is-plain-object 2.0.4

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1.594 @babel/helper-optimise-call-expression

7.14.5

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1.595 jsonfile 2.4.0

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1.596 react-native-splash-screen 3.2.0

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1.597 cli-width 2.2.1

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1.598 @babel/preset-env 7.14.7

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1.599 component-emitter 1.3.0

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1.600 normalize-path 2.1.1

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1.601 fbjs-css-vars 1.0.2

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1.602 rx-lite 4.0.8

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* /opt/cola/permits/1161996605_1620776675.48/0/rx-lite-4-0-8-3-tgz/package/rx.lite.min.js
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1.603 reselect 3.0.1

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1.604 fbjs 1.0.0

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1.605 node-releases 1.1.73

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1.606 nice-try 1.0.5

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1.607 escape-string-regexp 1.0.5

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1.608 deep-equal 2.0.5

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1.609 hapi-joi 15.1.1

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1.610 react-native-community-netinfo 5.9.6

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1.611 @babel/helper-split-export-declaration

7.14.5

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1.612 axios 0.19.2

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1.613 @babel/plugin-syntax-optional-catch-binding 7.8.3

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1.614 chalk 3.0.0

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1.615 browserslist 4.16.6

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1.616 babel-preset-expo 8.3.0

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1.618 globals 11.12.0

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1.619 is-descriptor 1.0.2

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1.621 jsencrypt 3.0.0-rc.1

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1.622 regjsparser 0.6.9

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1.624 @babel/plugin-syntax-numeric-separator 7.10.4

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1.625 entities 2.2.0

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1.627 plugin-error 0.1.2

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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.

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File: src/main/java/org/apache/commons/ssl/ASN1Util.java

Changes: Removing Bouncy Castle classes and linking to the JAR instead.

File: src/main/java/org/apache/commons/ssl/KeyStoreBuilder.java

Changes: Modifying the order in which keystore types are tested to more gracefully comply with the changes in JEP 229 present in Java 9+.
Replacing direct System.out calls with Logger calls.
Removing Bouncy Castle classes and linking to the JAR instead.

File: src/main/java/org/apache/commons/ssl/PKCS8Key.java

Changes: Removing Bouncy Castle classes and linking to the JAR instead.

File: src/main/java/org/apache/commons/ssl/TrustMaterial.java

Changes: Replacing direct printStackTrace calls with Logger calls.

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(1)

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In a mail sent to Bruno Lowagie on January 23, 2008, Brian Burkhalter (@sun.com) writes: "This code is under a BSD license and supersedes the older codec packages on which your code is based. It also includes numerous fixes among them being the ability to handle a lot of 'broken' TIFFs."

Note that numerous fixes were applied to the code used in iText by Paulo Soares,

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FYI: Brian also added: "A bit of history might be in order.

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As of Java SE 1.4 an official Image I/O framework was

added in javax.imageio.... This framework supports these formats:

Java 1.4: GIF (read only), JPEG, PNG

Java 1.5: Added support for BMP and WBMP

Java 1.6: Added support for writing GIF

The JAI Image I/O Tools packages (jai-imageio-core) were created to support formats handled by JAI but not included in Java SE as well as some new things like JPEG2000."

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Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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It is currently developed by a community of developers, as well as supported
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NEVER

Runtime

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win32/x86;linux/ppc64;linux/x86;mac/x86;mac/x64;mac/ppc;linux/x64;win32/x64;linux/ppc
b8w6vxsrc9hgb4m4e5gx5521clxzuz8j54xsgcu2g8kyo6065cf4dkw5359w4c6lrteyanrbqqkm5ca6
9971oq2l bv82ldi6fztbiic406o2qj572h6aq6cpivv93myjor98bgeory3fu8hyv0x2azdxjy1ybosk

Version: 3.x

Product: JNIWrapper

Product: JxBrowser

Version: 2.x

Licensed to:

License type: Runtime

License info: Not for development

Expiration date: NEVER

Generation date: 26-08-2010

Platforms: win32/x86;linux/x86;mac/x86;mac/x64;mac/ppc;linux/x64;win32/x64

Company: ewiware software ab

SigB: 10adh72idjhnahax9wro9p4dmcrw48ryuib185hji9o4dv00tramvzxtvwyh722an4kqqbllo3ficy77

SigA: y5xzgq75bd5uqagrq0zygnzbfeh8758jhnd5e1ekppaar2m2879mmlk1nzzaoste7j8bifqkahlzmsdv

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Runtime

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win32/x86;win32/x64

qsnu8p4scx5jkpve90det7j8koqdlta080yqf2ve2wvev2ycpij05o79htz53h2rlb78hp8qyhfv0lx3

5ugn50g047tv0c855yl5xhv75d41wgvki2h74tmjro33dqiv1buw8k7097bpd3jnwnaqea9mb8vhnokk

Version: 2.x

Product: JExplorer

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win32/x86;win32/x64

cjvzsd9upa7gakblwm3gfwxm0yi33qrxquape7sijv2vag6ps7nvcf60calz8s0rz316x0ujrbouudyi

rvmnudkr7bfraif2niqt05mj52b3mz1y68rps3l3ex7zk9uvwnq0tsyd588l02n0ycv3qaoxvikns8mk

Version: 2.x

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1.630 d3-format 1.4.5

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1.633 @types/prop-types 15.7.4

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1.636 yargs-parser 18.1.3

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1.637 which-typed-array 1.1.4

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1.639 fs.realpath 1.0.0

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1.640 d3-scale 1.0.7

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1.641 node-fetch 1.7.3

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1.642 rimraf 2.7.1

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1.644 p-locate 4.1.0

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1.645 babel-helper-compilation-targets 7.14.5

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1.646 which-collection 1.0.1

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1.647 commdir 1.0.1

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1.648 color-string 1.5.5

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1.649 lodash.isequal 4.5.0

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1.650 y18n 4.0.3

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1.651 @babel/plugin-transform-computed-properties 7.14.5

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1.652 @babel/helper-skip-transparent-expression-wrappers 7.14.5

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1.653 @babel/plugin-transform-parameters

7.14.5

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1.654 fill-range 4.0.0

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1.655 execa 1.0.0

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1.657 babel-plugin-dynamic-import-node 2.3.3

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*/

Found in path(s):

* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/examples/style.css

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* @format

* @flow strict

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Found in path(s):

* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/SpringConfig.js

* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/Easing.js

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* @flow

* @format

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Found in path(s):

* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/createAnimatedComponent.js

* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/animations/DecayAnimation.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/animations/SpringAnimation.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/NativeAnimatedModule.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/AnimatedEvent.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedValue.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedDivision.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedStyle.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedAddition.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/animations/Animation.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedNode.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/Animated.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedInterpolation.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedMultiplication.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/AnimatedMock.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedModulo.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/animations/TimingAnimation.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedProps.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedValueXY.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedTransform.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedDiffClamp.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedSubtraction.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedTracking.js

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* @flow strict-local

* @format

*/

Found in path(s):

* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/components/AnimatedImage.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/components/AnimatedFlatList.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/NativeAnimatedHelper.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/components/AnimatedSectionList.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/components/AnimatedView.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/components/AnimatedText.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedWithChildren.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/components/AnimatedScrollView.js

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* @flow
* @format
* @preventMunge
*/
```

Found in path(s):

```
*/opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/AnimatedImplementation.js
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*
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* @format
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*/
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Found in path(s):

```
*/opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/polyfills/Set.js
*/opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/release/gulpfile.js
*/opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/polyfills/InteractionManager.js
*/opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/polyfills/flattenStyle.js
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*
```

```
* @flow strict
```

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* @format
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*/
```

```
/**
```

```
* BezierEasing - use bezier curve for transition easing function
```

```
* https://github.com/gre/bezier-easing
```

```
* @copyright 2014-2015 Gaëtan Renaudeau. MIT License.
```

```
*/
```

Found in path(s):

```
*/opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/bezier.js
```


1.660 Iru-cache 4.1.5

1.660.1 Available under license :

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1.661 metro-minify-uglify 0.59.0

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*
```

```
* @flow strict-local
```

```
* @format
```

```
*/
```

Found in path(s):

```
* /opt/cola/permits/1168298320_1621972265.73/0/metro-minify-uglify-0-59-0-tgz/package/src/minifier.js.flow
```

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*
```

```
* strict-local
```

```
* @format
```

*/

Found in path(s):

* /opt/cola/permits/1168298320_1621972265.73/0/metro-minify-uglify-0-59-0-tgz/package/src/index.js

* /opt/cola/permits/1168298320_1621972265.73/0/metro-minify-uglify-0-59-0-tgz/package/src/minifier.js

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*

* @flow strict-local

* @format

*/

'use strict';

const minifier = require('./minifier');

module.exports = minifier;

Found in path(s):

* /opt/cola/permits/1168298320_1621972265.73/0/metro-minify-uglify-0-59-0-tgz/package/src/index.js.flow

1.662 jsonfile 4.0.0

1.662.1 Available under license :

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1.663 is-date-object 1.0.4

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1.664 promise 8.1.0

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1.665 babel-plugin-transform-member-expression-literals 7.14.5

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1.666 core-js 3.15.2

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1.667 mime-db 1.23.0

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1.668 @babel/plugin-transform-async-to-generator 7.14.5

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1.669 iconv-lite 0.6.3

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1.670 escape-string-regexp 4.0.0

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1.671 regenerator-transform 0.14.5

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1.672 buffer-alloc 1.2.0

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1.673 redux-thunk 2.3.0

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1.674 sudo-prompt 9.2.1

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1.675 metro 0.59.0

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1.676 @babel/types 7.14.5

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1.677 supports-color 7.2.0

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1.678 xmlbuilder 9.0.7

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1.679 has-bigints 1.0.1

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1.680 babel-plugin-syntax-flow 7.14.5

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1.681 concat-map 0.0.1

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1.682 ansi-escapes 3.2.0

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1.683 ret 0.1.15

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1.684 @unimodules/react-native-adapter 5.6.0

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Found in path(s):

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1.685 @react-native-community/cli-debugger-ui 4.13.1

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1.686 @babel/runtime 7.14.6

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1.687 @babel/helper-define-polyfill-provider

0.2.3

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1.688 urix 0.1.0

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1.689 babel-plugin-react-native-web 0.13.18

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1.690 depd 1.1.2

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1.691 @babel/plugin-transform-react-display-name 7.14.5

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1.692 utils-merge 1.0.1

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1.693 regexp-prototype-flags 1.3.1

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1.694 opencollective-postinstall 2.0.3

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1.695 jsc-android 245459.0.0

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1.697 babel-plugin-syntax-trailing-function-commas 7.0.0-beta.0

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1.698 print-message 2.1.0

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1.699 semver 5.7.1

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1.700 @babel/plugin-transform-classes 7.14.5

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1.701 unicode-match-property-ecmascript

1.0.4

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1.702 graceful-fs 4.2.6

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1.703 setprototypeof 1.1.1

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1.704 jest-mock 24.9.0

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1.705 is-windows 1.0.2

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1.706 uuid 3.4.0

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1.707 collection-visit 1.0.0

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1.708 walker 1.0.7

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1.709 map-cache 0.2.2

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1.710 regenerator-runtime 0.13.7

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1.711 @babel/plugin-syntax-private-property-in-object 7.14.5

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1.712 kind-of 3.2.2

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1.713 d3-color 1.4.1

1.713.1 Available under license :

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1.714 string-prototype-trimend 1.0.4

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1.715 vary 1.1.2

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1.716 object.assign 4.1.2

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1.717 jest-get-type 24.9.0

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1.718 iconv-lite 0.4.24

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1.719 regenerate-unicode-properties 8.2.0

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1.720 callsites 3.1.0

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1.721 p-limit 1.3.0

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1.722 @types/scheduler 0.16.2

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1.723 autobind-decorator 2.1.0

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1.724 lodash-pick 4.4.0

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1.725 define-property 2.0.2

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1.726 metro-symbolicate 0.59.0

1.726.1 Available under license :

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```
// Jest Snapshot v1, https://goo.gl/fbAQLP
```

```
exports[^directory context symbolivating a stack trace 1`] = `
"/js/react-native-github/Libraries/BatchedBridge/BatchedBridge.js:23:Object
/js/react-native-github/Libraries/BatchedBridge/MessageQueue.js:89:null
fileThatDoesntExist.js:10:null
"
`;

exports[^symbolivating a hermes stack trace 1`] = `
Array [
  Object {
    "column": 21,
    "functionName": "columns.forEach$argument_0",
    "line": 480,
    "name": "rows",
    "source": "/js/node_modules/react-native/Libraries/polyfills/console.js",
  },
  Object {
    "column": 8,
    "functionName": "setEnabled",
    "line": 101,
    "name": "_enabled",
    "source": "/js/react-native-github/Libraries/Performance/Systrace.js",
  },
  Object {
    "column": 2,
    "functionName": "getValue",
    "line": 13,
    "name": null,
    "source": "/js/RKJSMobile/Apps/HermesModulesTest/HMTLazyFetched.js",
  },
  Object {
    "column": null,
    "functionName": null,
    "line": null,
    "name": null,
    "source": null,
  },
  Object {
    "column": 2,
    "functionName": "getValue",
    "line": 13,
    "name": null,
    "source": "/js/RKJSMobile/Apps/HermesModulesTest/HMTLazyFetched.js",
  },

```

```

},
Object {
  "NativeCode": true,
},
]
`;

exports[Symbolicating a hermes stack trace CJS 1`] = `
Array [
  Object {
    "column": 36,
    "functionName": "result.clearExceptTimespans",
    "line": 160,
    "name": null,
    "source": "/js/react-native-github/Libraries/Utilities/createPerformanceLogger.js",
  },
  Object {
    "column": 2,
    "functionName": "getValue",
    "line": 13,
    "name": null,
    "source": "/js/RKJSMODULES/Apps/HermesModulesTest/HMTLazyFetched.js",
  },
  Object {
    "column": 2,
    "functionName": "getValue",
    "line": 13,
    "name": null,
    "source": "/js/RKJSMODULES/Apps/HermesModulesTest/HMTLazyFetched.js",
  },
  Object {
    "column": 2,
    "functionName": "getValue",
    "line": 13,
    "name": null,
    "source": "/js/RKJSMODULES/Apps/HermesModulesTest/HMTLazyFetched.js",
  },
  Object {
    "NativeCode": true,
  },
]
`;

```

```

exports[Symbolicating a profiler map 1`] = `
JS_0000_XXXXXXXXXXXXXXXXXXXXXXXXX throws0::thrower.js:48:11
JS_0001_XXXXXXXXXXXXXXXXXXXXXXXXX throws6::thrower.js:35:38
JS_0002_XXXXXXXXXXXXXXXXXXXXXXXXX name::thrower.js:1:0
JS_0003_XXXXXXXXXXXXXXXXXXXXXXXXX (unknown)::thrower.js:1:0"

```

```
`;
```

```
exports[Symbolicating a stack trace 1`] = `
```

```
"thrower.js:18:null  
thrower.js:30:arg  
null:null:null  
thrower.js:30:arguments  
thrower.js:35:this  
eval code  
null:null:null  
thrower.js:27:null  
thrower.js:39:throws3  
thrower.js:44:throws2  
thrower.js:49:throws1  
thrower.js:53:throws0  
global thrower.js:1:null  
"
```

```
`;
```

```
exports[Symbolicating a stack trace ignoring a function map 1`] = `
```

```
"/js/RKJSMModules/segmented/biz.js:5:null  
/js/RKJSMModules/segmented/glo.js:7:throwSmthInner  
/js/RKJSMModules/bar.js:14:throwSmth  
/js/RKJSMModules/bar.js:10:makeItThrowInner  
/js/RKJSMModules/bar.js:5:makeItThrow  
"
```

```
`;
```

```
exports[Symbolicating a stack trace in Node format 1`] = `
```

```
"TypeError: undefined is not a function  
  at throws6 (thrower.js:18:null)  
  at thrower.js:30:arg  
  at forEach (null:null:null)  
  at o (thrower.js:30:arguments)  
  at throws4 (thrower.js:35:this)  
  at eval (eval at thrower.js:30:forEach)  
  at t (thrower.js:27:null)  
  at throws2 (thrower.js:39:throws3)  
  at throws1 (thrower.js:44:throws2)  
  at throws0 (thrower.js:49:throws1)  
  at thrower.js:53:throws0  
  at global code (thrower.js:1:null)  
"
```

```
`;
```

```
exports[Symbolicating a stack trace with a function map 1`] = `
```

```
"/js/RKJSMModules/segmented/biz.js:5:module.exports.throwSmthInner  
/js/RKJSMModules/segmented/glo.js:7:module.exports.throwSmth
```



```

/js/RKJSModules/bar.js:14:makeItThrowInner
/js/RKJSModules/bar.js:10:makeItThrow
/js/RKJSModules/bar.js:5:import.then$argument_0
"
`;

```

```

exports[Symbolicating a stack trace with a segmented RAM bundle map 1`] = `
"/js/RKJSModules/segmented/biz.js:5:null
/js/RKJSModules/segmented/glo.js:7:throwSmthInner
/js/RKJSModules/bar.js:14:throwSmth
/js/RKJSModules/bar.js:10:makeItThrowInner
/js/RKJSModules/bar.js:5:makeItThrow
"
`;

```

```

exports[Symbolicating an attribution file 1`] = `
{"functionId":1,"location":{"file":"thrower.js","line":4,"column":11},"usage":[]}
{"functionId":2,"location":{"file":"thrower.js","line":14,"column":14},"usage":[]}
"
`;

```

```

exports[Symbolicating an attribution file with 1-based column output 1`] = `
{"functionId":1,"location":{"file":"thrower.js","line":4,"column":12},"usage":[]}
{"functionId":2,"location":{"file":"thrower.js","line":14,"column":15},"usage":[]}
"
`;

```

```

exports[Symbolicating with a cpuprofile 1`] = `
Object {
  "stackFrames": Object {
    "1": Object {
      "category": "JavaScript",
      "funcVirtAddr": "0",
      "name": "<global>(temp/bench.js:2:1)",
      "offset": "0",
    },
    "2": Object {
      "category": "JavaScript",
      "funcVirtAddr": "0",
      "name": "<global>(temp/bench.js:21:11)",
      "offset": "55",
    },
    "3": Object {
      "category": "JavaScript",
      "funcVirtAddr": "67",
      "name": "entryPoint(temp/bench.js:3:9)",
      "offset": "16",
      "parent": 2,
    },
  },
}

```

```

},
"4": Object {
  "category": "JavaScript",
  "funcVirtAddr": "89",
  "name": "helper(temp/bench.js:6:19)",
  "offset": "0",
  "parent": 3,
},
"5": Object {
  "category": "JavaScript",
  "funcVirtAddr": "89",
  "name": "helper(temp/bench.js:14:20)",
  "offset": "146",
  "parent": 3,
},
"6": Object {
  "category": "Native",
  "name": "[Native]4367295792",
  "parent": 5,
},
},
}
`;

```

exports[Symbolicating with a cpubprofile ignoring a function map 1`] = `

```

Object {
  "stackFrames": Object {
    "1": Object {
      "category": "JavaScript",
      "funcVirtAddr": "0",
      "name": "global+0(temp/bench.js:2:1)",
      "offset": "0",
    },
    "2": Object {
      "category": "JavaScript",
      "funcVirtAddr": "0",
      "name": "global+55(temp/bench.js:21:11)",
      "offset": "55",
    },
    "3": Object {
      "category": "JavaScript",
      "funcVirtAddr": "67",
      "name": "entryPoint+16(temp/bench.js:3:9)",
      "offset": "16",
      "parent": 2,
    },
    "4": Object {
      "category": "JavaScript",

```

```
"funcVirtAddr": "89",
"name": "helper+0(temp/bench.js:6:19)",
"offset": "0",
"parent": 3,
},
"5": Object {
  "category": "JavaScript",
  "funcVirtAddr": "89",
  "name": "helper+146(temp/bench.js:14:20)",
  "offset": "146",
  "parent": 3,
},
"6": Object {
  "category": "Native",
  "name": "[Native]4367295792",
  "parent": 5,
},
},
}
`;
```

Found in path(s):

```
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-
tgz/package/src.real/__tests__/__snapshots__/symbolicate-test.js.snap
```

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```

```
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```

```
*
```

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```

```
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```

```
*
```

```
*
```

```
* @format
```

```
*/
```

Found in path(s):

```
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-
tgz/package/src/SourceMetadataMapConsumer.js
```

```
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src/Symbolication.js
```

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*
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```
*
```

```
* @flow strict-local
* @format
*/
```

Found in path(s):

```
*/opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src.real/symbolicate.js
```

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```

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*
```

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```

```
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```

```
*
```

```
* @flow
```

```
* @format
```

```
*/
```

```
'use strict';
```

```
const vlq = require('vlq');
```

```
const {normalizeSourcePath} = require('metro-source-map');
```

```
import type {
  MixedSourceMap,
  FBSourcesArray,
  FBSourceFunctionMap,
  FBSourceMetadata,
  BasicSourceMap,
  IndexMap,
} from 'metro-source-map';
```

```
const METADATA_FIELD_FUNCTIONS = 0;
```

```
type Position = {
  +line: number,
  +column: number,
  ...
};
```

```
type FunctionMapping = {
  +line: number,
  +column: number,
  +name: string,
  ...
};
```

```
type SourceNameNormalizer = (string, {+sourceRoot?: ?string, ...}) => string;
```

```
type MetadataMap = {[source: string]: ?FBSourceMetadata, ...};
```

```

/**
 * Consumes the `x_facebook_sources` metadata field from a source map and
 * exposes various queries on it.
 *
 * By default, source names are normalized using the same logic that the
 * `source-map@0.5.6` package uses internally. This is crucial for keeping the
 * sources list in sync with a `SourceMapConsumer` instance.
 *
 * If you're using this with a different source map reader (e.g. one that
 * doesn't normalize source names at all), you can switch out the normalization
 * function in the constructor, e.g.
 *
 *   new SourceMetadataMapConsumer(map, source => source) // Don't normalize
 */
class SourceMetadataMapConsumer {
  constructor(
    map: MixedSourceMap,
    normalizeSourceFn: SourceNameNormalizer = normalizeSourcePath,
  ) {
    this._sourceMap = map;
    this._decodedFunctionMapCache = new Map();
    this._normalizeSource = normalizeSourceFn;
  }

  _sourceMap: MixedSourceMap;
  _decodedFunctionMapCache: Map<string, ?$ReadOnlyArray<FunctionMapping>>;
  _normalizeSource: SourceNameNormalizer;
  _metadataBySource: ?MetadataMap;

  /**
   * Retrieves a human-readable name for the function enclosing a particular
   * source location.
   *
   * When used with the `source-map` package, you'll first use
   * `SourceMapConsumer#originalPositionFor` to retrieve a source location,
   * then pass that location to `functionNameFor`.
   */
  functionNameFor({
    line,
    column,
    source,
  }: Position & {+source: ?string, ...}): ?string {
    if (source && line != null && column != null) {
      const mappings = this._getFunctionMappings(source);
      if (mappings) {
        const mapping = findEnclosingMapping(mappings, {line, column});
        if (mapping) {

```

```

        return mapping.name;
    }
}
return null;
}

/**
 * Returns this map's source metadata as a new array with the same order as
 * `sources`.
 *
 * This array can be used as the `x_facebook_sources` field of a map whose
 * `sources` field is the array that was passed into this method.
 */
toArray(sources: $ReadOnlyArray<string>): FBSourcesArray {
    const metadataBySource = this._getMetadataBySource();
    const encoded = [];
    for (const source of sources) {
        encoded.push(metadataBySource[source] || null);
    }
    return encoded;
}

/**
 * Prepares and caches a lookup table of metadata by source name.
 */
_getMetadataBySource(): MetadataMap {
    if (!this._metadataBySource) {
        this._metadataBySource = this._getMetadataObjectsBySourceNames(
            this._sourceMap,
        );
    }

    return this._metadataBySource;
}

/**
 * Decodes the function name mappings for the given source if needed, and
 * retrieves a sorted, searchable array of mappings.
 */
_getFunctionMappings(source: string): ?$ReadOnlyArray<FunctionMapping> {
    if (this._decodedFunctionMapCache.has(source)) {
        return this._decodedFunctionMapCache.get(source);
    }

    let parsedFunctionMap = null;
    const metadataBySource = this._getMetadataBySource();
    if (Object.prototype.hasOwnProperty.call(metadataBySource, source)) {
        const metadata = metadataBySource[source] || [];

```

```

    parsedFunctionMap = decodeFunctionMap(metadata[METADATA_FIELD_FUNCTIONS]);
  }
  this._decodedFunctionMapCache.set(source, parsedFunctionMap);
  return parsedFunctionMap;
}

/**
 * Collects source metadata from the given map using the current source name
 * normalization function. Handles both index maps (with sections) and plain
 * maps.
 *
 * NOTE: If any sources are repeated in the map (which shouldn't happen in
 * Metro, but is technically possible because of index maps) we only keep the
 * metadata from the last occurrence of any given source.
 */
_getMetadataObjectsBySourceNames(map: MixedSourceMap): MetadataMap {
  // eslint-disable-next-line lint/strictly-null
  if (map.mappings === undefined) {
    const indexMap: IndexMap = map;
    return Object.assign(
      {},
      ...indexMap.sections.map(section =>
        this._getMetadataObjectsBySourceNames(section.map),
      ),
    );
  }
}

if ('x_facebook_sources' in map) {
  const basicMap: BasicSourceMap = map;
  return (basicMap.x_facebook_sources || []).reduce(
    (acc, metadata, index) => {
      let source = basicMap.sources[index];
      if (source != null) {
        source = this._normalizeSource(source, basicMap);
        acc[source] = metadata;
      }
      return acc;
    },
    {}
  );
}
return {};
}
}

function decodeFunctionMap(
  functionMap: ?FBSourceFunctionMap,
): $ReadOnlyArray<FunctionMapping> {

```

```

if (!functionMap) {
  return [];
}
const parsed = [];
let line = 1;
let nameIndex = 0;
for (const lineMappings of functionMap.mappings.split(';')) {
  let column = 0;
  for (const mapping of lineMappings.split(',')) {
    const [columnDelta, nameDelta, lineDelta = 0] = vlq.decode(mapping);
    line += lineDelta;
    nameIndex += nameDelta;
    column += columnDelta;
    parsed.push({line, column, name: functionMap.names[nameIndex]});
  }
}
return parsed;
}

```

```

function findEnclosingMapping(
  mappings: $ReadOnlyArray<FunctionMapping>,
  target: Position,
): ?FunctionMapping {
  let first = 0;
  let it = 0;
  let count = mappings.length;
  let step;
  while (count > 0) {
    it = first;
    step = Math.floor(count / 2);
    it += step;
    if (comparePositions(target, mappings[it]) >= 0) {
      first = ++it;
      count -= step + 1;
    } else {
      count = step;
    }
  }
  return first ? mappings[first - 1] : null;
}

```

```

function comparePositions(a: Position, b: Position): number {
  if (a.line === b.line) {
    return a.column - b.column;
  }
  return a.line - b.line;
}

```


module.exports = SourceMetadataMapConsumer;

Found in path(s):

* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src/SourceMetadataMapConsumer.js.flow

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```
* This source code is licensed under the MIT license found in the
type SizeAttributionMap = Object;
symbolicateAttribution(obj: SizeAttributionMap): SizeAttributionMap {
function symbolicateAttribution<ModuleIdsT>(
obj: SizeAttributionMap,
): SizeAttributionMap {
return context.symbolicateAttribution(obj);
symbolicateAttribution,
```

Found in path(s):

* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src/Symbolication.js.flow

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*

* strict-local

* @format

*/

Found in path(s):

* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src/symbolicate.js

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*

* @emails oncall+js_symbolication

* @format

*/

Found in path(s):

* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src.real/__tests__/Symbolication-test.js

* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-

```
tgz/package/src.real/__tests__/SourceMetadataMapConsumer-test.js
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-
tgz/package/src.real/__tests__/symbolicate-test.js
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```

```
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 *
 * @flow
 * @format
 */
```

```
Found in path(s):
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src.real/Symbolication.js
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-
tgz/package/src.real/SourceMetadataMapConsumer.js
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```

```
#!/usr/bin/env node
/**
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 *
 * @flow strict-local
 * @format
 */
```

```
// Symbolicates a JavaScript stack trace using a source map.
// In our first form, we read a stack trace from stdin and symbolicate it via
// the provided source map.
// In our second form, we symbolicate using an explicit line number, and
// optionally a column.
// In our third form, we symbolicate using a module ID, a line number, and
// optionally a column.
```

```
'use strict';
```

```
// flowlint-next-line untyped-import:off
const SourceMapConsumer = require('source-map').SourceMapConsumer;
const Symbolication = require('./Symbolication.js');
```

```
const fs = require('fs');
// flowlint-next-line untyped-import:off
```

```

const through2 = require('through2');

async function main(
  argvInput: Array<string> = process.argv.slice(2),
  {
    stdin,
    stderr,
    stdout,
  }: {
    stdin: stream$Readable | tty$ReadStream,
    stderr: stream$Writable,
    stdout: stream$Writable,
    ...
  } = process,
): Promise<number> {
  const argv = argvInput.slice();
  function checkAndRemoveArg(arg, valuesPerArg = 0) {
    let values = null;
    for (let idx = argv.indexOf(arg); idx !== -1; idx = argv.indexOf(arg)) {
      argv.splice(idx, 1);
      values = values || [];
      values.push(argv.splice(idx, valuesPerArg));
    }
    return values;
  }

  function checkAndRemoveArgWithValue(arg) {
    const values = checkAndRemoveArg(arg, 1);
    return values ? values[0][0] : null;
  }

  try {
    const noFunctionNames = checkAndRemoveArg('--no-function-names');
    const isHermesCrash = checkAndRemoveArg('--hermes-crash');
    const inputLineStart = Number.parseInt(
      checkAndRemoveArgWithValue('--input-line-start') || '1',
      10,
    );
    const inputColumnStart = Number.parseInt(
      checkAndRemoveArgWithValue('--input-column-start') || '0',
      10,
    );
    const outputLineStart = Number.parseInt(
      checkAndRemoveArgWithValue('--output-line-start') || '1',
      10,
    );
    const outputColumnStart = Number.parseInt(
      checkAndRemoveArgWithValue('--output-column-start') || '0',
      10,

```

```

);

if (argv.length < 1 || argv.length > 4) {
  /* eslint no-path-concat: "off" */

  const usages = [
    'Usage: ' + __filename + ' <source-map-file>',
    '    ' + __filename + ' <source-map-file> <line> [column]',
    '    ' +
      __filename +
      ' <source-map-file> <moduleId>.js <line> [column]',
    '    ' + __filename + ' <source-map-file> <mapfile>.profmap',
    '    ' +
      __filename +
      ' <source-map-file> --attribution < in.jsonl > out.jsonl',
    '    ' + __filename + ' <source-map-file> <tracefile>.cpuprofile',
    'Optional flags:',
    '  --no-function-names',
    '  --hermes-crash',
    '  --input-line-start <line> (default: 1)',
    '  --input-column-start <column> (default: 0)',
    '  --output-line-start <line> (default: 1)',
    '  --output-column-start <column> (default: 0)',
  ];
  console.error(usages.join("\n"));
  return 1;
}

// Read the source map.
const sourceMapFileName = argv.shift();
const options = {
  nameSource: noFunctionNames ? 'identifier_names' : 'function_names',
  inputLineStart,
  inputColumnStart,
  outputLineStart,
  outputColumnStart,
};
let context;
if (fs.lstatSync(sourceMapFileName).isDirectory()) {
  context = Symbolication.unstable_createDirectoryContext(
    SourceMapConsumer,
    sourceMapFileName,
    options,
  );
} else {
  const content = fs.readFileSync(sourceMapFileName, 'utf8');
  context = Symbolication.createContext(
    SourceMapConsumer,

```

```

    content,
    options,
  );
}
if (argv.length === 0) {
  const stackTrace = await readAll(stdin);
  if (isHermesCrash) {
    const stackTraceJSON = JSON.parse(stackTrace);
    const symbolicatedTrace = context.symbolicateHermesMinidumpTrace(
      stackTraceJSON,
    );
    stdout.write(JSON.stringify(symbolicatedTrace));
  } else {
    stdout.write(context.symbolicate(stackTrace));
  }
} else if (argv[0].endsWith('.profmap')) {
  stdout.write(context.symbolicateProfilerMap(argv[0]));
} else if (argv[0] === '--attribution') {
  let buffer = "";
  await waitForStream(
    stdin
    .pipe(
      through2(function(data, enc, callback) {
        // Take arbitrary strings, output single lines
        buffer += data;
        const lines = buffer.split('\n');
        for (let i = 0, e = lines.length - 1; i < e; i++) {
          this.push(lines[i]);
        }
        buffer = lines[lines.length - 1];
        callback();
      }),
    )
    .pipe(
      through2.obj(function(data, enc, callback) {
        // This is JSONL, so each line is a separate JSON object
        const obj = JSON.parse(data);
        context.symbolicateAttribution(obj);
        this.push(JSON.stringify(obj) + '\n');
        callback();
      }),
    )
    .pipe(stdout),
  );
} else if (argv[0].endsWith('.cpuprofile')) {
  // NOTE: synchronous
  context.symbolicateChromeTrace(argv[0], {stdout, stderr});
} else {

```

```

// read-from-argv form.
let moduleIds;
if (argv[0].endsWith('.js')) {
  moduleIds = context.parseFileName(argv[0]);
  argv.shift();
} else {
  moduleIds = null;
}
const lineNumber = argv.shift();
const columnNumber = argv.shift() || 0;
const original = context.getOriginalPositionFor(
  +lineNumber,
  +columnNumber,
  // $FlowFixMe context is a union here and so this parameter is a union
  moduleIds,
);
stdout.write(
  [
    original.source ?? 'null',
    original.line ?? 'null',
    original.name ?? 'null',
  ].join(':') + '\n',
);
}
} catch (error) {
  stderr.write(error + '\n');
  return 1;
}
return 0;
}

```

```

function readAll(stream) {
  return new Promise(resolve => {
    let data = "";
    if (stream.isTTY === true) {
      resolve(data);
      return;
    }

    stream.setEncoding('utf8');
    stream.on('readable', () => {
      let chunk;
      // flowlint-next-line sketchy-null-string:off
      while ((chunk = stream.read())) {
        data += chunk.toString();
      }
    });
    stream.on('end', () => {

```

```
    resolve(data);
  });
});
}

function waitForStream(stream) {
  return new Promise(resolve => {
    stream.on('finish', resolve);
  });
}

if (require.main === module) {
  main().then(code => process.exit(code));
}

module.exports = main;
```

Found in path(s):

* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src/symbolicate.js.flow

1.727 path-key 2.0.1

1.727.1 Available under license :

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1.728 snapdragon 0.8.2

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1.729 os-tmpdir 1.0.2

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1.730 @babel/plugin-transform-literals 7.14.5

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1.731 @babel/plugin-transform-modules-commonjs 7.14.5

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1.732 babel-plugin-polyfill-regenerator 0.2.2

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1.733 command-exists 1.2.9

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1.734 yargs 15.4.1

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1.735 expo-asset 8.2.2

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1.736 jest-types 24.9.0

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1.737 find-up 3.0.0

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1.738 extglob 2.0.4

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1.739 jest-worker 24.9.0

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1.740 unimodules-constants-interface 5.3.0

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Found in path(s):

* /opt/cola/permits/1168299244_1621972149.82/0/unimodules-constants-interface-5-3-0-tgz/package/ios/UMConstantsInterface/UMConstantsInterface.h

1.741 @babel/plugin-transform-spread 7.14.6

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1.742 babel-plugin-proposal-decorators

7.14.5

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```
* /opt/cola/permits/1168297949_1621972136.45/0/unimodules-font-interface-5-3-0-tgz/package/ios/UMFontInterface/UMFontProcessorInterface.h
* /opt/cola/permits/1168297949_1621972136.45/0/unimodules-font-interface-5-3-0-tgz/package/ios/UMFontInterface/UMFontManagerInterface.h
* /opt/cola/permits/1168297949_1621972136.45/0/unimodules-font-interface-5-3-0-tgz/package/ios/UMFontInterface/UMFontScalersManagerInterface.h
* /opt/cola/permits/1168297949_1621972136.45/0/unimodules-font-interface-5-3-0-tgz/package/ios/UMFontInterface/UMFontScalerInterface.h
```

1.744 @babel/plugin-syntax-async-generators 7.8.4

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1.745 expo-sqlite 8.4.0

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```
* /opt/cola/permits/1168298796_1621973000.5/0/expo-sqlite-8-4-0-tgz/package/ios/EXSQLite/EXSQLite.h  
* /opt/cola/permits/1168298796_1621973000.5/0/expo-sqlite-8-4-0-  
tgz/package/android/src/main/java/expo/modules/sqlite/SQLiteModule.java  
* /opt/cola/permits/1168298796_1621973000.5/0/expo-sqlite-8-4-0-tgz/package/ios/EXSQLite/EXSQLite.m
```

1.746 xmldom 0.5.0

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1.747 wrap-ansi 5.1.0

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1.748 hermes-inspector-msggen 1.0.0

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Found in path(s):

```
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/__tests__/CommandTest.js
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/__tests__/PropertyTest.js
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/__tests__/HeaderWriterTest.js
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/__tests__/EventTest.js
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/__tests__/TypeTest.js
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/__tests__/GraphTest.js
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/src/TestHelpers.js
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/__tests__/ImplementationWriterTest.js
```

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 * @flow
 * @format
 */
```

Found in path(s):

```
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/src/Event.js
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/src/ImplementationWriter.js
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/src/Property.js
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/src/Command.js
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/src/Type.js
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/src/GeneratedHeader.js
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/src/index.js
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/src/HeaderWriter.js
```

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```

```
*
```

```
* @flow strict-local
```

```
* @format
```

```
*/
```

Found in path(s):

```
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/src/Converters.js
```

```
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/src/Graph.js
```

1.749 babel-register 7.14.5

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1.750 uuid 7.0.3

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1.751 babel-plugin-proposal-optional-chaining 7.14.5

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1.752 temp 0.8.3

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1.753 exec-sh 0.3.6

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1.754 available-typed-arrays 1.0.4

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1.755 esprima 4.0.1

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1.756 locate-path 5.0.0

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1.757 color-support 1.1.3

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1.758 expo-local-authentication 9.3.0

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```
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```

```
* /opt/cola/permits/1168296688_1621981589.42/0/expo-local-authentication-9-3-0-tgz/package/ios/EXLocalAuthentication/EXLocalAuthentication.h
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```
* /opt/cola/permits/1168296688_1621981589.42/0/expo-local-authentication-9-3-0-tgz/package/android/src/main/java/expo/modules/localauthentication/LocalAuthenticationModule.java
```

1.759 lodash.debounce 4.0.8

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1.760 pretty-format 24.9.0

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1.761 d3-collection 1.0.7

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1.762 is-weakset 2.0.1

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1.763 tween-functions 1.2.0

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1.764 buffer-from 1.1.1

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1.765 call-bind 1.0.2

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1.766 serve-static 1.14.1

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1.767 react-native 0.63.4

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1.768 plist 3.0.2

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1.769 hermes-engine 0.5.1

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Found in path(s):

* /opt/cola/permits/1168297284_1621972914.78/0/hermes-engine-0-5-1-tgz/package/android/include/hermes/DebuggerAPI.h

* /opt/cola/permits/1168297284_1621972914.78/0/hermes-engine-0-5-1-tgz/package/android/include/hermes/Public/GCConfig.h

* /opt/cola/permits/1168297284_1621972914.78/0/hermes-engine-0-5-1-tgz/package/android/include/hermes/hermes_tracing.h

* /opt/cola/permits/1168297284_1621972914.78/0/hermes-engine-0-5-1-tgz/package/android/include/hermes/Public/Buffer.h

* /opt/cola/permits/1168297284_1621972914.78/0/hermes-engine-0-5-1-tgz/package/android/include/hermes/SynthTrace.h

* /opt/cola/permits/1168297284_1621972914.78/0/hermes-engine-0-5-1-

tgz/package/android/include/hermes/TracingRuntime.h
* /opt/cola/permits/1168297284_1621972914.78/0/hermes-engine-0-5-1-
tgz/package/android/include/hermes/Public/CrashManager.h
* /opt/cola/permits/1168297284_1621972914.78/0/hermes-engine-0-5-1-
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* /opt/cola/permits/1168297284_1621972914.78/0/hermes-engine-0-5-1-
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tgz/package/android/include/hermes/SynthTraceParser.h
* /opt/cola/permits/1168297284_1621972914.78/0/hermes-engine-0-5-1-
tgz/package/android/include/hermes/Public/GCTripwireContext.h

1.770 ansi-styles 3.2.1

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1.771 @expo/configure-splash-screen 0.2.0

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1.772 d3-path 1.0.9

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1.773 react-native-easy-grid 0.2.2

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1.774 compression 1.7.4

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1.775 @babel/plugin-proposal-private-methods 7.14.5

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1.776 regexpu-core 4.7.1

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1.777 clone 1.0.4

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1.778 cosmiconfig 5.2.1

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1.779 react-native-animatable 1.3.3

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1.780 hapi-hoek 8.5.1

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1.781 regjsgen 0.5.2

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1.782 whatwg-fetch 2.0.4

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1.783 node-int64 0.4.0

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1.784 which-boxed-primitive 1.0.2

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1.785 mime-db 1.48.0

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1.786 css-tree 1.1.3

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1.787 isobject 2.1.0

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1.788 cross-spawn 5.1.0

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1.789 shebang-regex 1.0.0

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1.790 source-map-url 0.4.1

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1.791 is-regex 1.1.3

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1.792 p-limit 2.3.0

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1.793 @babel/plugin-transform-react-jsx-source 7.14.5

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1.794 metro-config 0.59.0

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* /opt/cola/permits/1168293769_1621972118.28/0/metro-config-0-59-0-tgz/package/src/loadConfig.js
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* @flow strict
* @format
*/
```

```
'use strict';
```

```
const defaultCreateModuleIdFactory = require('metro/src/lib/createModuleIdFactory');
```

```
exports.assetExts = [
```

```
  // Image formats
```

```
  'bmp',
```

```
  'gif',
```

```
  'jpg',
```

```
  'jpeg',
```

```
  'png',
```

```
  'psd',
```

```
  'svg',
```

```
  'webp',
```

```
  // Video formats
```

```
  'm4v',
```

```
  'mov',
```

```
  'mp4',
```

```
  'mpeg',
```

```
  'mpg',
```

```
  'webm',
```

```
  // Audio formats
```

```
  'aac',
```

```
  'aiff',
```

```
  'caf',
```

```
  'm4a',
```

```

'mp3',
'wav',
// Document formats
'html',
'json',
'pdf',
'yaml',
'yml',
// Font formats
'otf',
'ttf',
// Archives (virtual files)
'zip',
];

exports.assetResolutions = ['1', '1.5', '2', '3', '4'];

exports.sourceExts = ['.js', '.json', '.ts', '.tsx'];

exports.moduleSystem = (require.resolve(
  'metro/src/lib/polyfills/require.js',
): string);

exports.platforms = ['ios', 'android', 'windows', 'web'];

exports.DEFAULT_METRO_MINIFIER_PATH = 'metro-minify-uglify';

exports.defaultCreateModuleIdFactory = defaultCreateModuleIdFactory;

```

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* @format

* @flow strict-local

*/

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*
* @flow strict-local
* @format
*/

'use strict';

const getDefaultConfig = require('./defaults');

const {loadConfig, resolveConfig, mergeConfig} = require('./loadConfig');

module.exports = {
  loadConfig,
  resolveConfig,
  mergeConfig,
  getDefaultConfig,
};

```

Found in path(s):

```
* /opt/cola/permits/1168293769_1621972118.28/0/metro-config-0-59-0-tgz/package/src/index.js.flow
```

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*
* @flow
* @format
*/

```

```

'use strict';

module.exports = (async () => {
  const defaultConfig = await require('./index')('/path/to/project');
  const validConfig = {
    ...defaultConfig,
    resolver: {
      ...defaultConfig.resolver,
      resolveRequest: function CustomResolver() {},
      hasteImplModulePath: './path',
    },
    transformer: {

```

```
...defaultConfig.transformer,  
getTransformOptions: function getTransformOptions() {},  
},  
serializer: {  
...defaultConfig.serializer,  
customSerializer: function customSerializer() {},  
},  
};  
  
return validConfig;  
}: () => any);
```

Found in path(s):

```
* /opt/cola/permits/1168293769_1621972118.28/0/metro-config-0-59-0-  
tgz/package/src/defaults/validConfig.js.flow
```

1.795 unset-value 1.0.0

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1.796 string-width 4.2.2

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1.797 @babel/plugin-external-helpers 7.14.5

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1.798 react-refresh 0.4.3

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1.799 vlq 1.0.1

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1.800 ansi-styles 4.3.0

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1.801 moment 2.23.0

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1.802 @babel/plugin-syntax-export-namespace-from 7.8.3

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1.803 @babel/plugin-transform-modules-amd 7.14.5

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1.804 argsarray 0.0.1

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1.805 has-values 0.1.4

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1.806 snapdragon-node 2.1.1

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1.807 decode-uri-component 0.2.0

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1.808 @babel/helper-member-expression-to-functions 7.14.7

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1.809 cli-cursor 2.1.0

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1.810 universalify 2.0.0

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1.811 glob 7.1.7

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1.812 core-util-is 1.0.2

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Found in path(s):

```
* /opt/cola/permits/1162010998_1620777481.68/0/fis-components-core-util-is-1-0-2-0-gb94b22f-1-tar-gz/fis-components-core-util-is-5917000/lib/util.js
```

1.813 is-extendable 1.0.1

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1.814 ob1 0.59.0

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 * strict-local
 * @format
 */
```

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```
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```

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 *
 * @flow strict-local
 * @format
 */
```

```
'use strict';
```

```
/* eslint-disable no-redeclare */
```

```
// A type representing 0-based offsets.
export opaque type Number0 = number;
// A type representing 1-based offsets.
export opaque type Number1 = number;
```



```
// Add two offsets or numbers.
declare function add(a: Number1, b: number): Number1;
declare function add(a: number, b: Number1): Number1;
declare function add(a: Number0, b: number): Number0;
declare function add(a: number, b: Number0): Number0;
declare function add(a: Number1, b: Number0): Number1;
declare function add(a: Number0, b: Number1): Number1;
declare function add(a: Number0, b: Number0): Number0;
```

```
function add(a: number, b: number): number {
  return a + b;
}
```

```
// Subtract a number or 0-based offset from a 1/0-based offset.
declare function sub(a: Number1, b: number): Number1;
declare function sub(a: Number0, b: number): Number0;
declare function sub(a: number, b: Number0): Number0;
declare function sub(a: Number0, b: number): Number0;
declare function sub(a: Number1, b: Number0): Number1;
declare function sub(a: Number0, b: Number0): Number0;
declare function sub(a: Number1, b: Number1): Number0;
```

```
function sub(a: number, b: number): number {
  return a - b;
}
```

```
// Get the underlying number of a 0-based offset, casting away the opaque type.
declare function get0(x: Number0): number;
declare function get0(x: void | null): void | null;
function get0(x: number): number {
  return x;
}
```

```
// Get the underlying number of a 1-based offset, casting away the opaque type.
declare function get1(x: Number1): number;
declare function get1(x: void | null): void | null;
function get1(x: number): number {
  return x;
}
```

```
// Add 1 to a 0-based offset, thus converting it to 1-based.
function add1(x: Number0 | number): Number1 {
  return x + 1;
}
```

```
// Subtract 1 from a 1-based offset, thus converting it to 0-based.
function sub1(x: Number1): Number0 {
```

```

return x - 1;
}

// Negate a 0-based offset.
function neg(x: Number0): Number0 {
  return -x;
}

// Cast a number to a 0-based offset.
function add0(x: number): Number0 {
  return x;
}

// Increment a 0-based offset.
declare function inc(a: Number0): Number0;
// Increment a 1-based offset.
declare function inc(a: Number1): Number1;

function inc(x: number): number {
  return x + 1;
}

module.exports = {add, get0, get1, add1, sub1, sub, neg, add0, inc};

```

Found in path(s):

* /opt/cola/permits/1168298985_1621972557.89/0/ob1-0-59-0-tgz/package/src/ob1.js.flow

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 * strict-local
 * @format
 * @emails oncall+metro_bundler
 */

```

Found in path(s):

* /opt/cola/permits/1168298985_1621972557.89/0/ob1-0-59-0-tgz/package/src/__flowtests__/ob1-flowtest.js

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- * @format
- * @emails oncall+metro_bundler
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1.815 p-finally 1.0.0

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1.816 @react-navigation/native 5.4.0

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1.817 external-editor 2.2.0

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1.818 kind-of 4.0.0

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1.819 klaw 1.3.1

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1.821 semver 7.0.0

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1.822 anser 1.4.10

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1.823 colorette 1.2.2

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* /opt/cola/permits/1162005762_1620776819.18/0/ansi-fragments-0-2-1-tgz/package/README.md

1.825 time-stamp 1.1.0

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1.828 ws 1.1.5

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1.829 has-value 0.3.1

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1.831 types-istanbul-lib-coverage 2.0.3

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1.833 clamp 1.0.1

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1.834 through2 2.0.5

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1.838 source-map-support 0.5.19

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1.839 react-is 16.13.1

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1.840 jest-source-map 24.9.0

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1.841 ansi-cyan 0.1.1

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1.844 jest-util 24.9.0

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1.845 slice-ansi 2.1.0

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1.846 json-stable-stringify 1.0.1

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1.848 es-get-iterator 1.1.2

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1.849 unimodules-barcode-scanner-interface

5.3.0

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* /opt/cola/permits/1168298040_1621972667.1/0/unimodules-barcode-scanner-interface-5-3-0-tgz/package/ios/UMBarcodeScannerInterface/UMBarcodeScannerProviderInterface.h

1.850 throat 4.1.0

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1.851 has-flag 4.0.0

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1.852 minimalist 1.2.5

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1.853 wrappy 1.0.2

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1.854 debug 4.3.2

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1.855 types-stack-utils 1.0.1

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1.856 is-buffer 1.1.6

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1.857 @babel/plugin-transform-shorthand-properties 7.14.5

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1.858 types-istanbul-lib-report 3.0.0

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1.859 babel-plugin-syntax-nullish-coalescing-operator 7.8.3

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