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ITEM","SELECTOR\_ACTIVE\_ITEM","SELECTOR\_ITEM\_IMG","SELECTOR\_INDICATORS","SELECTOR\_DATA\_SLIDE","SELECTOR\_DATA\_RIDE","KEY\_TO\_DIRECTION","ArrowLeft","ArrowRight","interval","keyboard","pause","ride","touch","wrap","Carousel","\_interval","\_activeElement","\_isSliding","touchTimeout","\_swipeHelper","\_indicatorsElement","\_addEventListeners","cycle","\_slide","nextWhenVisible","hidden","\_clearInterval","\_updateInterval","setInterval","\_maybeEnableCycle","to","items","\_getItems","activeIndex","\_getItemIndex","\_getActive","order","defaultInterval","\_keydown","\_addTouchEventListeners","img","swipeConfig","\_directionToOrder","endCallBack","clearTimeout","\_setActiveIndicatorElement","activeIndicator","newActiveIndicator","elementInterval","parseInt","isNext","nextElement","nextElementIndex","triggerEvent","\_orderToDirection","isCycling","directionalClassName","orderClassName","completeCallBack","\_isAnimated","clearInterval","carousel","slideIndex","carousels","EVENT\_SHOW","EVENT\_SHOWN","EVENT\_HIDE","EVENT\_HIDDEN","CLASS\_NAME\_COLLAPSE","CLASS\_NAME\_COLLAPSING","CLASS\_NAME\_COLLAPSED","CLASS\_NAME\_DEEPER\_CHILDREN","CLASS\_NAME\_HORIZONTAL","WIDTH","HEIGHT","SELECTOR\_ACTIVES","parent","Collapse","\_isTransitioning","\_triggerArray","toggleList","elem","filterElement","foundElement","\_initializeChildren","\_addAriaAndCollapsedClass","\_isShown","hide","show","activeChildren","\_getFirstLevelChildren","activeInstance","dimension","\_getDimension","style","scrollSize","complete","getBoundingClientRect","selected","triggerArray","isOpen","ESCAPE\_KEY","TAB\_KEY","ARROW\_UP\_KEY","ARROW\_DOWN\_KEY","RIGHT\_MOUSE\_BUTTON","EVENT\_KEYDOWN\_DATA\_API","EVENT\_KEYUP\_DATA\_API","CLASS\_NAME\_DROPUP","CLASS\_NAME\_DROPEND","CLASS\_NAME\_DROPSTART","CLASS\_NAME\_DROPUP\_CENTER","CLASS\_NAME\_DROPDOWN\_CENTER","SELECTOR\_DATA\_TOGGLE\_SHOWN","SELECTOR\_MENU","SELECTOR\_NAVBAR","SELECTOR\_NAVBAR\_NAV","SELECTOR\_VISIBLE\_ITEMS","PLACEMENT\_TOP","PLACEMENT\_TOPEND","PLACEMENT\_BOTTOM","PLACEMENT\_BOTTOMEND","PLACEMENT\_RIGHT","PLACEMENT\_LEFT","PLACEMENT\_TOPCENTER","PLACEMENT\_BOTTOMCENTER","autoClose","boundary","display","offset","popperConfig","reference","Dropdown","\_popper","\_parent","\_menu","\_inNavbar","\_detectNavbar","\_createPopper","focus","\_completeHide","destroy","update","Popper","referenceElement","\_getPopperConfig","createPopper","\_getPlacement","parentDropdown","isEnd","\_getOffset","popperData","defaultBsPopperConfig","placement","modifiers","options","enabled","\_selectMenuItem","clearMenus","openToggles","context","composedPath","isMenuTarget","dataApiKeydownHandler","isInput","isEscapeEvent","isUpOrDownEvent","getToggleButton","stopPropagation","EVENT\_MOUSEDOWN","className","clickCallback","rootElement","Backdrop","\_isAppended","\_append","\_getElement","\_emulateAnimation","backdrop","createElement","append","EVENT\_FOCUSIN","EVENT\_KEYDOWN\_TAB","TAB\_NAV\_FORWARD","TAB\_NAV\_BACKWARD","autofocus","trapElement","FocusTrap","\_isActive","\_lastTabNavDirection","activate","\_handleFocusin","\_handleKeydown","deactivate","elements","shiftKey","SELECTOR\_FIXED\_CONTENT","SELECTOR\_STICKY\_CONTENT","PROPERTY\_PADDING","PROPERTY\_MARGIN","ScrollBarHelper","getWidth","documentWidth","clientWidth","innerWidth","width","\_disableOverFlow","\_setElementAttributes","calculatedValue","reset","\_resetElementAttributes","isOverflowing","\_saveInitialAttribute","overflow","styleProperty","scrollbarWidth","\_applyManipulationCallback","setProperty","actualValue","removeProperty","callBack","EVENT\_HIDE\_PREVENTED","EVENT\_RESIZE","EVENT\_CLICK\_DISMISS","EVENT\_MOUSEDOWN\_DISMISS","EVENT\_KEYDOWN\_DISMISS","CLASS\_NAME\_OPEN","CLASS\_NAME\_STATIC","OPEN\_SELECTOR","SELECTOR\_DIALOG","SELECTOR\_MODAL\_BODY","Modal","\_dialog","\_backdrop","\_initializeBackDrop","\_focustrap","\_initializeFocusTrap","\_scrollBar","\_adjustDialog","\_showElement","\_hideModal","handleUpdate","scrollTop","modalBody","transitionComplete","\_triggerBackdropTransition","event2","\_resetAdjustments","isModalOverflowing","scrollHeight","clientHeight","initialOverflowY","overflowY","isBodyOverflowing","paddingLeft","paddingRight","showEvent","alreadyOpen","CLASS\_NAME\_SHOWING","CLASS\_NAME\_HIDING","CLASS\_NAME\_BACKDROP","scroll","Offcanvas","blur","completeCallback","position","ARIA\_ATTRIBUTE\_PATTERN","DefaultAllowlist","a","area","b","br","col","code","dd","div","dl","dt","em","hr","h1","h2","h3","h4","h5","h6","i","li","ol","p","pre","s","small","span","sub","sup","strong","u","ul","uriAttributes","SAFE\_URL\_PATTERN","allowedAttribute","attribute","allowedAttributeList","attributeName","nodeName","nodeValue","attributeRegex","some","regex","sanitizeHtml","unsafeHtml","allowList","sanitizeFunction","createdDocument","DOMParser","parseFromString","elementName","attributeList","allowedAttributes","innerHTML","content","extraClass","html","sanitize","sanitizeFn","template","DefaultContentType","entry","TemplateFactory","getContent","\_resolvePossibleFunction","hasContent","changeContent","\_checkContent","toHtml","templateWrapper","\_maybeSanitize","text","\_setContent","arg","templateElement","\_putElementInTemplate","textContent","DISALLOWED\_ATTRIBUTES","CLASS\_NAME\_MODAL","SELECTOR\_TOOLTIP\_INNER","SELECTOR\_MODAL","EVENT\_MODAL\_HIDE","TRIGGER\_HOVER","TRIGGER\_FOCUS","TRIGGER\_CLICK","TRIGGER\_MANUAL","EVENT\_INSERTED","EVENT\_CLICK","EVENT\_FOCUSOUT","AttachmentMap","AUTO","TOP","RIGHT","BOTTOM","LEFT","animation","container","customClass","delay","fallbackPlacements","title","Tooltip","\_isEnabled","\_timeout","\_isHovered","\_activeTrigger","\_templateFactory","\_newContent","tip","\_setListeners","\_fixTitle","enable","disable","toggleEnabled","click","\_leave","\_enter","\_hideModalHandler","\_disposePopper","\_isWithContent","isInTheDom","ownerDocument","\_getTipElement","\_isWithActiveTrigger","\_getTitle","\_createTipElement","\_getContentForTemplate","\_getTemplateFactory","tipId","setContent","\_initializeOnDelegatedTarget","\_getDelegateConfig","attachment","phase","state","triggers","eventIn","eventOut","\_setTimeout","timeout","dataAttributes","dataAttribute","SELECTOR\_TITLE","SELECTOR\_CONTENT","Popover","\_getContent","EVENT\_ACTIVATE","CLASS\_NAME\_DROPDOWN\_ITEM","SELECTOR\_DATA\_SPY","SELECTOR\_TARGET\_LINKS","SELECTOR\_NAV\_LIST\_GROUP","SELECTOR\_NAV\_LINKS","SELECTOR\_NAV\_ITEMS","SELECTOR\_LIST\_ITEMS","SELECTOR\_LINK\_ITEMS","SELECTOR\_DROPDOWN","SELECTOR\_DROPDOWN\_TOGGLE","rootMargin","smoothScroll","threshold","ScrollSpy","\_targetLinks","\_observableSections","\_rootElement","\_activeTarget","\_observer","\_previousScrollData","visibleEntryTop","parentScrollTop","refresh","\_initializeTargetsAndObservables","\_maybeEnableSmoothScroll","disconnect","\_getNewObserver","section","observe","observableSection","hash","height","offsetTop","scrollTo","top","behavior","IntersectionObserver","\_observerCallback","targetElement","\_process","userScrollsDown","isIntersecting","\_clearActiveClass","entryIsLowerThanPrevious","targetLinks","anchor","decodeURI","\_activateParents","listGroup","item","activeNodes","node","spy","HOME\_KEY","END\_KEY","CLASS\_DROPDOWN","SELECTOR\_DROPDOWN\_MENU","NOT\_SELECTOR\_DROPDOWN\_TOGGLE","SELECTOR\_TAB\_PANEL","SELECTOR\_OUTER","SELECTOR\_INNER","SELECTOR\_INNER\_ELEM","SELECTOR\_DATA\_TOGGLE\_ACTIVE","Tab","\_setInitialAttributes","\_getChildren","innerElem","\_elemIsActive","active","\_getActiveElem","hideEvent","\_deactivate","\_activate","relatedElem","\_toggleDropDown","nextActiveElement","preventScroll","\_setAttributeIfNotExists","\_setInitialAttributesOnChild","\_getInnerElement","isActive","outerElem","\_getOuterElement","\_setInitialAttributesOnTargetPanel","open","EVENT\_MOUSEOVER","EVENT\_MOUSEOUT","CLASS\_NAME\_HIDE","autohide","Toast","\_hasMouseInteraction","\_hasKeyboardInteraction","\_clearTimeout","\_maybeScheduleHide","isShown","\_onInteraction","isInteracting"],"sources":["../../js/src/dom/data.js","../../js/src/util/index.js","../../js/src/dom/event-handler.js","../../js/src/dom/manipulator.js","../../js/src/util/config.js","../../js/src/base-component.js","../../js/src/dom/selector-engine.js","../../js/src/util/component-functions.js","../../js/src/alert.js","../../js/src/button.js","../../js/src/util/swipe.js","../../js/src/carousel.js","../../js/src/collapse.js","../../js/src/dropdown.js","../../js/src/util/backdrop.js","../../js/src/util/focustrap.js","../../js/src/util/scrollbar.js","../../js/src/modal.js","../../js/src/offcanvas.js","../../js/src/util/sanitizer.js","../../js/src/util/template-factory.js","../../js/src/tooltip.js","../../js/src/popover.js","../../js/src/scrollspy.js","../../js/src/tab.js","../../js/src/toast.js"],"sourcesContent":["/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap dom/data.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\n/\*\*\n \* Constants\n \*/\n\nconst elementMap = new Map()\n\nexport default {\n set(element, key, instance) {\n if (!elementMap.has(element)) {\n elementMap.set(element, new Map())\n }\n\n const instanceMap = elementMap.get(element)\n\n // make it clear we only want one instance per element\n // can be removed later when multiple key/instances are fine to be used\n if (!instanceMap.has(key) && instanceMap.size !== 0) {\n // eslint-disable-next-line no-console\n console.error(`Bootstrap doesn't allow more than one instance per element. Bound instance: ${Array.from(instanceMap.keys())[0]}.`)\n return\n }\n\n instanceMap.set(key, instance)\n },\n\n get(element, key) {\n if (elementMap.has(element)) {\n return elementMap.get(element).get(key) || null\n }\n\n return null\n },\n\n remove(element, key) {\n if (!elementMap.has(element)) {\n return\n }\n\n const instanceMap = elementMap.get(element)\n\n instanceMap.delete(key)\n\n // free up element references if there are no instances left for an element\n if (instanceMap.size === 0) {\n elementMap.delete(element)\n }\n }\n}\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap util/index.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst MAX\_UID = 1\_000\_000\nconst MILLISECONDS\_MULTIPLIER = 1000\nconst TRANSITION\_END = 'transitionend'\n\n/\*\*\n \* Properly escape IDs selectors to handle weird IDs\n \* @param {string} selector\n \* @returns {string}\n \*/\nconst parseSelector = selector => {\n if (selector && window.CSS && window.CSS.escape) {\n // document.querySelector needs escaping to handle IDs (html5+) containing for instance /\n selector = selector.replace(/#([^\\s\"#']+)/g, (match, id) => `#${CSS.escape(id)}`)\n }\n\n return selector\n}\n\n// Shout-out Angus Croll (https://goo.gl/pxwQGp)\nconst toType = object => {\n if (object === null || object === undefined) {\n return `${object}`\n }\n\n return Object.prototype.toString.call(object).match(/\\s([a-z]+)/i)[1].toLowerCase()\n}\n\n/\*\*\n \* Public Util API\n \*/\n\nconst getUID = prefix => {\n do {\n prefix += Math.floor(Math.random() \* MAX\_UID)\n } while (document.getElementById(prefix))\n\n return prefix\n}\n\nconst getTransitionDurationFromElement = element => {\n if (!element) {\n return 0\n }\n\n // Get transition-duration of the element\n let { transitionDuration, transitionDelay } = window.getComputedStyle(element)\n\n const floatTransitionDuration = Number.parseFloat(transitionDuration)\n const floatTransitionDelay = Number.parseFloat(transitionDelay)\n\n // Return 0 if element or transition duration is not found\n if (!floatTransitionDuration && !floatTransitionDelay) {\n return 0\n }\n\n // If multiple durations are defined, take the first\n transitionDuration = transitionDuration.split(',')[0]\n transitionDelay = transitionDelay.split(',')[0]\n\n return (Number.parseFloat(transitionDuration) + Number.parseFloat(transitionDelay)) \* MILLISECONDS\_MULTIPLIER\n}\n\nconst triggerTransitionEnd = element => {\n element.dispatchEvent(new Event(TRANSITION\_END))\n}\n\nconst isElement = object => {\n if (!object || typeof object !== 'object') {\n return false\n }\n\n if (typeof object.jquery !== 'undefined') {\n object = object[0]\n }\n\n return typeof object.nodeType !== 'undefined'\n}\n\nconst getElement = object => {\n // it's a jQuery object or a node element\n if (isElement(object)) {\n return object.jquery ? object[0] : object\n }\n\n if (typeof object === 'string' && object.length > 0) {\n return document.querySelector(parseSelector(object))\n }\n\n return null\n}\n\nconst isVisible = element => {\n if (!isElement(element) || element.getClientRects().length === 0) {\n return false\n }\n\n const elementIsVisible = getComputedStyle(element).getPropertyValue('visibility') === 'visible'\n // Handle `details` element as its content may falsie appear visible when it is closed\n const closedDetails = element.closest('details:not([open])')\n\n if (!closedDetails) {\n return elementIsVisible\n }\n\n if (closedDetails !== element) {\n const summary = element.closest('summary')\n if (summary && summary.parentNode !== closedDetails) {\n return false\n }\n\n if (summary === null) {\n return false\n }\n }\n\n return elementIsVisible\n}\n\nconst isDisabled = element => {\n if (!element || element.nodeType !== Node.ELEMENT\_NODE) {\n return true\n }\n\n if (element.classList.contains('disabled')) {\n return true\n }\n\n if (typeof element.disabled !== 'undefined') {\n return element.disabled\n }\n\n return element.hasAttribute('disabled') && element.getAttribute('disabled') !== 'false'\n}\n\nconst findShadowRoot = element => {\n if (!document.documentElement.attachShadow) {\n return null\n }\n\n // Can find the shadow root otherwise it'll return the document\n if (typeof element.getRootNode === 'function') {\n const root = element.getRootNode()\n return root instanceof ShadowRoot ? root : null\n }\n\n if (element instanceof ShadowRoot) {\n return element\n }\n\n // when we don't find a shadow root\n if (!element.parentNode) {\n return null\n }\n\n return findShadowRoot(element.parentNode)\n}\n\nconst noop = () => {}\n\n/\*\*\n \* Trick to restart an element's animation\n \*\n \* @param {HTMLElement} element\n \* @return void\n \*\n \* @see https://www.charistheo.io/blog/2021/02/restart-a-css-animation-with-javascript/#restarting-a-css-animation\n \*/\nconst reflow = element => {\n element.offsetHeight // eslint-disable-line no-unused-expressions\n}\n\nconst getjQuery = () => {\n if (window.jQuery && !document.body.hasAttribute('data-bs-no-jquery')) {\n return window.jQuery\n }\n\n return null\n}\n\nconst DOMContentLoadedCallbacks = []\n\nconst onDOMContentLoaded = callback => {\n if (document.readyState === 'loading') {\n // add listener on the first call when the document is in loading state\n if (!DOMContentLoadedCallbacks.length) {\n document.addEventListener('DOMContentLoaded', () => {\n for (const callback of DOMContentLoadedCallbacks) {\n callback()\n }\n })\n }\n\n DOMContentLoadedCallbacks.push(callback)\n } else {\n callback()\n }\n}\n\nconst isRTL = () => document.documentElement.dir === 'rtl'\n\nconst defineJQueryPlugin = plugin => {\n onDOMContentLoaded(() => {\n const $ = getjQuery()\n /\* istanbul ignore if \*/\n if ($) {\n const name = plugin.NAME\n const JQUERY\_NO\_CONFLICT = $.fn[name]\n $.fn[name] = plugin.jQueryInterface\n $.fn[name].Constructor = plugin\n $.fn[name].noConflict = () => {\n $.fn[name] = JQUERY\_NO\_CONFLICT\n return plugin.jQueryInterface\n }\n }\n })\n}\n\nconst execute = (possibleCallback, args = [], defaultValue = possibleCallback) => {\n return typeof possibleCallback === 'function' ? possibleCallback(...args) : defaultValue\n}\n\nconst executeAfterTransition = (callback, transitionElement, waitForTransition = true) => {\n if (!waitForTransition) {\n execute(callback)\n return\n }\n\n const durationPadding = 5\n const emulatedDuration = getTransitionDurationFromElement(transitionElement) + durationPadding\n\n let called = false\n\n const handler = ({ target }) => {\n if (target !== transitionElement) {\n return\n }\n\n called = true\n transitionElement.removeEventListener(TRANSITION\_END, handler)\n execute(callback)\n }\n\n transitionElement.addEventListener(TRANSITION\_END, handler)\n setTimeout(() => {\n if (!called) {\n triggerTransitionEnd(transitionElement)\n }\n }, emulatedDuration)\n}\n\n/\*\*\n \* Return the previous/next element of a list.\n \*\n \* @param {array} list The list of elements\n \* @param activeElement The active element\n \* @param shouldGetNext Choose to get next or previous element\n \* @param isCycleAllowed\n \* @return {Element|elem} The proper element\n \*/\nconst getNextActiveElement = (list, activeElement, shouldGetNext, isCycleAllowed) => {\n const listLength = list.length\n let index = list.indexOf(activeElement)\n\n // if the element does not exist in the list return an element\n // depending on the direction and if cycle is allowed\n if (index === -1) {\n return !shouldGetNext && isCycleAllowed ? list[listLength - 1] : list[0]\n }\n\n index += shouldGetNext ? 1 : -1\n\n if (isCycleAllowed) {\n index = (index + listLength) % listLength\n }\n\n return list[Math.max(0, Math.min(index, listLength - 1))]\n}\n\nexport {\n defineJQueryPlugin,\n execute,\n executeAfterTransition,\n findShadowRoot,\n getElement,\n getjQuery,\n getNextActiveElement,\n getTransitionDurationFromElement,\n getUID,\n isDisabled,\n isElement,\n isRTL,\n isVisible,\n noop,\n onDOMContentLoaded,\n parseSelector,\n reflow,\n triggerTransitionEnd,\n toType\n}\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap dom/event-handler.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport { getjQuery } from '../util/index.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst namespaceRegex = /[^.]\*(?=\\..\*)\\.|.\*/\nconst stripNameRegex = /\\..\*/\nconst stripUidRegex = /::\\d+$/\nconst eventRegistry = {} // Events storage\nlet uidEvent = 1\nconst customEvents = {\n mouseenter: 'mouseover',\n mouseleave: 'mouseout'\n}\n\nconst nativeEvents = new Set([\n 'click',\n 'dblclick',\n 'mouseup',\n 'mousedown',\n 'contextmenu',\n 'mousewheel',\n 'DOMMouseScroll',\n 'mouseover',\n 'mouseout',\n 'mousemove',\n 'selectstart',\n 'selectend',\n 'keydown',\n 'keypress',\n 'keyup',\n 'orientationchange',\n 'touchstart',\n 'touchmove',\n 'touchend',\n 'touchcancel',\n 'pointerdown',\n 'pointermove',\n 'pointerup',\n 'pointerleave',\n 'pointercancel',\n 'gesturestart',\n 'gesturechange',\n 'gestureend',\n 'focus',\n 'blur',\n 'change',\n 'reset',\n 'select',\n 'submit',\n 'focusin',\n 'focusout',\n 'load',\n 'unload',\n 'beforeunload',\n 'resize',\n 'move',\n 'DOMContentLoaded',\n 'readystatechange',\n 'error',\n 'abort',\n 'scroll'\n])\n\n/\*\*\n \* Private methods\n \*/\n\nfunction makeEventUid(element, uid) {\n return (uid && `${uid}::${uidEvent++}`) || element.uidEvent || uidEvent++\n}\n\nfunction getElementEvents(element) {\n const uid = makeEventUid(element)\n\n element.uidEvent = uid\n eventRegistry[uid] = eventRegistry[uid] || {}\n\n return eventRegistry[uid]\n}\n\nfunction bootstrapHandler(element, fn) {\n return function handler(event) {\n hydrateObj(event, { delegateTarget: element })\n\n if (handler.oneOff) {\n EventHandler.off(element, event.type, fn)\n }\n\n return fn.apply(element, [event])\n }\n}\n\nfunction bootstrapDelegationHandler(element, selector, fn) {\n return function handler(event) {\n const domElements = element.querySelectorAll(selector)\n\n for (let { target } = event; target && target !== this; target = target.parentNode) {\n for (const domElement of domElements) {\n if (domElement !== target) {\n continue\n }\n\n hydrateObj(event, { delegateTarget: target })\n\n if (handler.oneOff) {\n EventHandler.off(element, event.type, selector, fn)\n }\n\n return fn.apply(target, [event])\n }\n }\n }\n}\n\nfunction findHandler(events, callable, delegationSelector = null) {\n return Object.values(events)\n .find(event => event.callable === callable && event.delegationSelector === delegationSelector)\n}\n\nfunction normalizeParameters(originalTypeEvent, handler, delegationFunction) {\n const isDelegated = typeof handler === 'string'\n // TODO: tooltip passes `false` instead of selector, so we need to check\n const callable = isDelegated ? delegationFunction : (handler || delegationFunction)\n let typeEvent = getTypeEvent(originalTypeEvent)\n\n if (!nativeEvents.has(typeEvent)) {\n typeEvent = originalTypeEvent\n }\n\n return [isDelegated, callable, typeEvent]\n}\n\nfunction addHandler(element, originalTypeEvent, handler, delegationFunction, oneOff) {\n if (typeof originalTypeEvent !== 'string' || !element) {\n return\n }\n\n let [isDelegated, callable, typeEvent] = normalizeParameters(originalTypeEvent, handler, delegationFunction)\n\n // in case of mouseenter or mouseleave wrap the handler within a function that checks for its DOM position\n // this prevents the handler from being dispatched the same way as mouseover or mouseout does\n if (originalTypeEvent in customEvents) {\n const wrapFunction = fn => {\n return function (event) {\n if (!event.relatedTarget || (event.relatedTarget !== event.delegateTarget && !event.delegateTarget.contains(event.relatedTarget))) {\n return fn.call(this, event)\n }\n }\n }\n\n callable = wrapFunction(callable)\n }\n\n const events = getElementEvents(element)\n const handlers = events[typeEvent] || (events[typeEvent] = {})\n const previousFunction = findHandler(handlers, callable, isDelegated ? handler : null)\n\n if (previousFunction) {\n previousFunction.oneOff = previousFunction.oneOff && oneOff\n\n return\n }\n\n const uid = makeEventUid(callable, originalTypeEvent.replace(namespaceRegex, ''))\n const fn = isDelegated ?\n bootstrapDelegationHandler(element, handler, callable) :\n bootstrapHandler(element, callable)\n\n fn.delegationSelector = isDelegated ? handler : null\n fn.callable = callable\n fn.oneOff = oneOff\n fn.uidEvent = uid\n handlers[uid] = fn\n\n element.addEventListener(typeEvent, fn, isDelegated)\n}\n\nfunction removeHandler(element, events, typeEvent, handler, delegationSelector) {\n const fn = findHandler(events[typeEvent], handler, delegationSelector)\n\n if (!fn) {\n return\n }\n\n element.removeEventListener(typeEvent, fn, Boolean(delegationSelector))\n delete events[typeEvent][fn.uidEvent]\n}\n\nfunction removeNamespacedHandlers(element, events, typeEvent, namespace) {\n const storeElementEvent = events[typeEvent] || {}\n\n for (const [handlerKey, event] of Object.entries(storeElementEvent)) {\n if (handlerKey.includes(namespace)) {\n removeHandler(element, events, typeEvent, event.callable, event.delegationSelector)\n }\n }\n}\n\nfunction getTypeEvent(event) {\n // allow to get the native events from namespaced events ('click.bs.button' --> 'click')\n event = event.replace(stripNameRegex, '')\n return customEvents[event] || event\n}\n\nconst EventHandler = {\n on(element, event, handler, delegationFunction) {\n addHandler(element, event, handler, delegationFunction, false)\n },\n\n one(element, event, handler, delegationFunction) {\n addHandler(element, event, handler, delegationFunction, true)\n },\n\n off(element, originalTypeEvent, handler, delegationFunction) {\n if (typeof originalTypeEvent !== 'string' || !element) {\n return\n }\n\n const [isDelegated, callable, typeEvent] = normalizeParameters(originalTypeEvent, handler, delegationFunction)\n const inNamespace = typeEvent !== originalTypeEvent\n const events = getElementEvents(element)\n const storeElementEvent = events[typeEvent] || {}\n const isNamespace = originalTypeEvent.startsWith('.')\n\n if (typeof callable !== 'undefined') {\n // Simplest case: handler is passed, remove that listener ONLY.\n if (!Object.keys(storeElementEvent).length) {\n return\n }\n\n removeHandler(element, events, typeEvent, callable, isDelegated ? handler : null)\n return\n }\n\n if (isNamespace) {\n for (const elementEvent of Object.keys(events)) {\n removeNamespacedHandlers(element, events, elementEvent, originalTypeEvent.slice(1))\n }\n }\n\n for (const [keyHandlers, event] of Object.entries(storeElementEvent)) {\n const handlerKey = keyHandlers.replace(stripUidRegex, '')\n\n if (!inNamespace || originalTypeEvent.includes(handlerKey)) {\n removeHandler(element, events, typeEvent, event.callable, event.delegationSelector)\n }\n }\n },\n\n trigger(element, event, args) {\n if (typeof event !== 'string' || !element) {\n return null\n }\n\n const $ = getjQuery()\n const typeEvent = getTypeEvent(event)\n const inNamespace = event !== typeEvent\n\n let jQueryEvent = null\n let bubbles = true\n let nativeDispatch = true\n let defaultPrevented = false\n\n if (inNamespace && $) {\n jQueryEvent = $.Event(event, args)\n\n $(element).trigger(jQueryEvent)\n bubbles = !jQueryEvent.isPropagationStopped()\n nativeDispatch = !jQueryEvent.isImmediatePropagationStopped()\n defaultPrevented = jQueryEvent.isDefaultPrevented()\n }\n\n const evt = hydrateObj(new Event(event, { bubbles, cancelable: true }), args)\n\n if (defaultPrevented) {\n evt.preventDefault()\n }\n\n if (nativeDispatch) {\n element.dispatchEvent(evt)\n }\n\n if (evt.defaultPrevented && jQueryEvent) {\n jQueryEvent.preventDefault()\n }\n\n return evt\n }\n}\n\nfunction hydrateObj(obj, meta = {}) {\n for (const [key, value] of Object.entries(meta)) {\n try {\n obj[key] = value\n } catch {\n Object.defineProperty(obj, key, {\n configurable: true,\n get() {\n return value\n }\n })\n }\n }\n\n return obj\n}\n\nexport default EventHandler\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap dom/manipulator.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nfunction normalizeData(value) {\n if (value === 'true') {\n return true\n }\n\n if (value === 'false') {\n return false\n }\n\n if (value === Number(value).toString()) {\n return Number(value)\n }\n\n if (value === '' || value === 'null') {\n return null\n }\n\n if (typeof value !== 'string') {\n return value\n }\n\n try {\n return JSON.parse(decodeURIComponent(value))\n } catch {\n return value\n }\n}\n\nfunction normalizeDataKey(key) {\n return key.replace(/[A-Z]/g, chr => `-${chr.toLowerCase()}`)\n}\n\nconst Manipulator = {\n setDataAttribute(element, key, value) {\n element.setAttribute(`data-bs-${normalizeDataKey(key)}`, value)\n },\n\n removeDataAttribute(element, key) {\n element.removeAttribute(`data-bs-${normalizeDataKey(key)}`)\n },\n\n getDataAttributes(element) {\n if (!element) {\n return {}\n }\n\n const attributes = {}\n const bsKeys = Object.keys(element.dataset).filter(key => key.startsWith('bs') && !key.startsWith('bsConfig'))\n\n for (const key of bsKeys) {\n let pureKey = key.replace(/^bs/, '')\n pureKey = pureKey.charAt(0).toLowerCase() + pureKey.slice(1, pureKey.length)\n attributes[pureKey] = normalizeData(element.dataset[key])\n }\n\n return attributes\n },\n\n getDataAttribute(element, key) {\n return normalizeData(element.getAttribute(`data-bs-${normalizeDataKey(key)}`))\n }\n}\n\nexport default Manipulator\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap util/config.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport Manipulator from '../dom/manipulator.js'\nimport { isElement, toType } from './index.js'\n\n/\*\*\n \* Class definition\n \*/\n\nclass Config {\n // Getters\n static get Default() {\n return {}\n }\n\n static get DefaultType() {\n return {}\n }\n\n static get NAME() {\n throw new Error('You have to implement the static method \"NAME\", for each component!')\n }\n\n \_getConfig(config) {\n config = this.\_mergeConfigObj(config)\n config = this.\_configAfterMerge(config)\n this.\_typeCheckConfig(config)\n return config\n }\n\n \_configAfterMerge(config) {\n return config\n }\n\n \_mergeConfigObj(config, element) {\n const jsonConfig = isElement(element) ? Manipulator.getDataAttribute(element, 'config') : {} // try to parse\n\n return {\n ...this.constructor.Default,\n ...(typeof jsonConfig === 'object' ? jsonConfig : {}),\n ...(isElement(element) ? Manipulator.getDataAttributes(element) : {}),\n ...(typeof config === 'object' ? config : {})\n }\n }\n\n \_typeCheckConfig(config, configTypes = this.constructor.DefaultType) {\n for (const [property, expectedTypes] of Object.entries(configTypes)) {\n const value = config[property]\n const valueType = isElement(value) ? 'element' : toType(value)\n\n if (!new RegExp(expectedTypes).test(valueType)) {\n throw new TypeError(\n `${this.constructor.NAME.toUpperCase()}: Option \"${property}\" provided type \"${valueType}\" but expected type \"${expectedTypes}\".`\n )\n }\n }\n }\n}\n\nexport default Config\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap base-component.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport Data from './dom/data.js'\nimport EventHandler from './dom/event-handler.js'\nimport Config from './util/config.js'\nimport { executeAfterTransition, getElement } from './util/index.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst VERSION = '5.3.3'\n\n/\*\*\n \* Class definition\n \*/\n\nclass BaseComponent extends Config {\n constructor(element, config) {\n super()\n\n element = getElement(element)\n if (!element) {\n return\n }\n\n this.\_element = element\n this.\_config = this.\_getConfig(config)\n\n Data.set(this.\_element, this.constructor.DATA\_KEY, this)\n }\n\n // Public\n dispose() {\n Data.remove(this.\_element, this.constructor.DATA\_KEY)\n EventHandler.off(this.\_element, this.constructor.EVENT\_KEY)\n\n for (const propertyName of Object.getOwnPropertyNames(this)) {\n this[propertyName] = null\n }\n }\n\n \_queueCallback(callback, element, isAnimated = true) {\n executeAfterTransition(callback, element, isAnimated)\n }\n\n \_getConfig(config) {\n config = this.\_mergeConfigObj(config, this.\_element)\n config = this.\_configAfterMerge(config)\n this.\_typeCheckConfig(config)\n return config\n }\n\n // Static\n static getInstance(element) {\n return Data.get(getElement(element), this.DATA\_KEY)\n }\n\n static getOrCreateInstance(element, config = {}) {\n return this.getInstance(element) || new this(element, typeof config === 'object' ? config : null)\n }\n\n static get VERSION() {\n return VERSION\n }\n\n static get DATA\_KEY() {\n return `bs.${this.NAME}`\n }\n\n static get EVENT\_KEY() {\n return `.${this.DATA\_KEY}`\n }\n\n static eventName(name) {\n return `${name}${this.EVENT\_KEY}`\n }\n}\n\nexport default BaseComponent\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap dom/selector-engine.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport { isDisabled, isVisible, parseSelector } from '../util/index.js'\n\nconst getSelector = element => {\n let selector = element.getAttribute('data-bs-target')\n\n if (!selector || selector === '#') {\n let hrefAttribute = element.getAttribute('href')\n\n // The only valid content that could double as a selector are IDs or classes,\n // so everything starting with `#` or `.`. If a \"real\" URL is used as the selector,\n // `document.querySelector` will rightfully complain it is invalid.\n // See https://github.com/twbs/bootstrap/issues/32273\n if (!hrefAttribute || (!hrefAttribute.includes('#') && !hrefAttribute.startsWith('.'))) {\n return null\n }\n\n // Just in case some CMS puts out a full URL with the anchor appended\n if (hrefAttribute.includes('#') && !hrefAttribute.startsWith('#')) {\n hrefAttribute = `#${hrefAttribute.split('#')[1]}`\n }\n\n selector = hrefAttribute && hrefAttribute !== '#' ? hrefAttribute.trim() : null\n }\n\n return selector ? selector.split(',').map(sel => parseSelector(sel)).join(',') : null\n}\n\nconst SelectorEngine = {\n find(selector, element = document.documentElement) {\n return [].concat(...Element.prototype.querySelectorAll.call(element, selector))\n },\n\n findOne(selector, element = document.documentElement) {\n return Element.prototype.querySelector.call(element, selector)\n },\n\n children(element, selector) {\n return [].concat(...element.children).filter(child => child.matches(selector))\n },\n\n parents(element, selector) {\n const parents = []\n let ancestor = element.parentNode.closest(selector)\n\n while (ancestor) {\n parents.push(ancestor)\n ancestor = ancestor.parentNode.closest(selector)\n }\n\n return parents\n },\n\n prev(element, selector) {\n let previous = element.previousElementSibling\n\n while (previous) {\n if (previous.matches(selector)) {\n return [previous]\n }\n\n previous = previous.previousElementSibling\n }\n\n return []\n },\n // TODO: this is now unused; remove later along with prev()\n next(element, selector) {\n let next = element.nextElementSibling\n\n while (next) {\n if (next.matches(selector)) {\n return [next]\n }\n\n next = next.nextElementSibling\n }\n\n return []\n },\n\n focusableChildren(element) {\n const focusables = [\n 'a',\n 'button',\n 'input',\n 'textarea',\n 'select',\n 'details',\n '[tabindex]',\n '[contenteditable=\"true\"]'\n ].map(selector => `${selector}:not([tabindex^=\"-\"])`).join(',')\n\n return this.find(focusables, element).filter(el => !isDisabled(el) && isVisible(el))\n },\n\n getSelectorFromElement(element) {\n const selector = getSelector(element)\n\n if (selector) {\n return SelectorEngine.findOne(selector) ? selector : null\n }\n\n return null\n },\n\n getElementFromSelector(element) {\n const selector = getSelector(element)\n\n return selector ? SelectorEngine.findOne(selector) : null\n },\n\n getMultipleElementsFromSelector(element) {\n const selector = getSelector(element)\n\n return selector ? SelectorEngine.find(selector) : []\n }\n}\n\nexport default SelectorEngine\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap util/component-functions.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport EventHandler from '../dom/event-handler.js'\nimport SelectorEngine from '../dom/selector-engine.js'\nimport { isDisabled } from './index.js'\n\nconst enableDismissTrigger = (component, method = 'hide') => {\n const clickEvent = `click.dismiss${component.EVENT\_KEY}`\n const name = component.NAME\n\n EventHandler.on(document, clickEvent, `[data-bs-dismiss=\"${name}\"]`, function (event) {\n if (['A', 'AREA'].includes(this.tagName)) {\n event.preventDefault()\n }\n\n if (isDisabled(this)) {\n return\n }\n\n const target = SelectorEngine.getElementFromSelector(this) || this.closest(`.${name}`)\n const instance = component.getOrCreateInstance(target)\n\n // Method argument is left, for Alert and only, as it doesn't implement the 'hide' method\n instance[method]()\n })\n}\n\nexport {\n enableDismissTrigger\n}\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap alert.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport BaseComponent from './base-component.js'\nimport EventHandler from './dom/event-handler.js'\nimport { enableDismissTrigger } from './util/component-functions.js'\nimport { defineJQueryPlugin } from './util/index.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'alert'\nconst DATA\_KEY = 'bs.alert'\nconst EVENT\_KEY = `.${DATA\_KEY}`\n\nconst EVENT\_CLOSE = `close${EVENT\_KEY}`\nconst EVENT\_CLOSED = `closed${EVENT\_KEY}`\nconst CLASS\_NAME\_FADE = 'fade'\nconst CLASS\_NAME\_SHOW = 'show'\n\n/\*\*\n \* Class definition\n \*/\n\nclass Alert extends BaseComponent {\n // Getters\n static get NAME() {\n return NAME\n }\n\n // Public\n close() {\n const closeEvent = EventHandler.trigger(this.\_element, EVENT\_CLOSE)\n\n if (closeEvent.defaultPrevented) {\n return\n }\n\n this.\_element.classList.remove(CLASS\_NAME\_SHOW)\n\n const isAnimated = this.\_element.classList.contains(CLASS\_NAME\_FADE)\n this.\_queueCallback(() => this.\_destroyElement(), this.\_element, isAnimated)\n }\n\n // Private\n \_destroyElement() {\n this.\_element.remove()\n EventHandler.trigger(this.\_element, EVENT\_CLOSED)\n this.dispose()\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = Alert.getOrCreateInstance(this)\n\n if (typeof config !== 'string') {\n return\n }\n\n if (data[config] === undefined || config.startsWith('\_') || config === 'constructor') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config](this)\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nenableDismissTrigger(Alert, 'close')\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Alert)\n\nexport default Alert\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap button.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport BaseComponent from './base-component.js'\nimport EventHandler from './dom/event-handler.js'\nimport { defineJQueryPlugin } from './util/index.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'button'\nconst DATA\_KEY = 'bs.button'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\n\nconst CLASS\_NAME\_ACTIVE = 'active'\nconst SELECTOR\_DATA\_TOGGLE = '[data-bs-toggle=\"button\"]'\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\n\n/\*\*\n \* Class definition\n \*/\n\nclass Button extends BaseComponent {\n // Getters\n static get NAME() {\n return NAME\n }\n\n // Public\n toggle() {\n // Toggle class and sync the `aria-pressed` attribute with the return value of the `.toggle()` method\n this.\_element.setAttribute('aria-pressed', this.\_element.classList.toggle(CLASS\_NAME\_ACTIVE))\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = Button.getOrCreateInstance(this)\n\n if (config === 'toggle') {\n data[config]()\n }\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nEventHandler.on(document, EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_TOGGLE, event => {\n event.preventDefault()\n\n const button = event.target.closest(SELECTOR\_DATA\_TOGGLE)\n const data = Button.getOrCreateInstance(button)\n\n data.toggle()\n})\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Button)\n\nexport default Button\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap util/swipe.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport EventHandler from '../dom/event-handler.js'\nimport Config from './config.js'\nimport { execute } from './index.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'swipe'\nconst EVENT\_KEY = '.bs.swipe'\nconst EVENT\_TOUCHSTART = `touchstart${EVENT\_KEY}`\nconst EVENT\_TOUCHMOVE = `touchmove${EVENT\_KEY}`\nconst EVENT\_TOUCHEND = `touchend${EVENT\_KEY}`\nconst EVENT\_POINTERDOWN = `pointerdown${EVENT\_KEY}`\nconst EVENT\_POINTERUP = `pointerup${EVENT\_KEY}`\nconst POINTER\_TYPE\_TOUCH = 'touch'\nconst POINTER\_TYPE\_PEN = 'pen'\nconst CLASS\_NAME\_POINTER\_EVENT = 'pointer-event'\nconst SWIPE\_THRESHOLD = 40\n\nconst Default = {\n endCallback: null,\n leftCallback: null,\n rightCallback: null\n}\n\nconst DefaultType = {\n endCallback: '(function|null)',\n leftCallback: '(function|null)',\n rightCallback: '(function|null)'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Swipe extends Config {\n constructor(element, config) {\n super()\n this.\_element = element\n\n if (!element || !Swipe.isSupported()) {\n return\n }\n\n this.\_config = this.\_getConfig(config)\n this.\_deltaX = 0\n this.\_supportPointerEvents = Boolean(window.PointerEvent)\n this.\_initEvents()\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n dispose() {\n EventHandler.off(this.\_element, EVENT\_KEY)\n }\n\n // Private\n \_start(event) {\n if (!this.\_supportPointerEvents) {\n this.\_deltaX = event.touches[0].clientX\n\n return\n }\n\n if (this.\_eventIsPointerPenTouch(event)) {\n this.\_deltaX = event.clientX\n }\n }\n\n \_end(event) {\n if (this.\_eventIsPointerPenTouch(event)) {\n this.\_deltaX = event.clientX - this.\_deltaX\n }\n\n this.\_handleSwipe()\n execute(this.\_config.endCallback)\n }\n\n \_move(event) {\n this.\_deltaX = event.touches && event.touches.length > 1 ?\n 0 :\n event.touches[0].clientX - this.\_deltaX\n }\n\n \_handleSwipe() {\n const absDeltaX = Math.abs(this.\_deltaX)\n\n if (absDeltaX <= SWIPE\_THRESHOLD) {\n return\n }\n\n const direction = absDeltaX / this.\_deltaX\n\n this.\_deltaX = 0\n\n if (!direction) {\n return\n }\n\n execute(direction > 0 ? this.\_config.rightCallback : this.\_config.leftCallback)\n }\n\n \_initEvents() {\n if (this.\_supportPointerEvents) {\n EventHandler.on(this.\_element, EVENT\_POINTERDOWN, event => this.\_start(event))\n EventHandler.on(this.\_element, EVENT\_POINTERUP, event => this.\_end(event))\n\n this.\_element.classList.add(CLASS\_NAME\_POINTER\_EVENT)\n } else {\n EventHandler.on(this.\_element, EVENT\_TOUCHSTART, event => this.\_start(event))\n EventHandler.on(this.\_element, EVENT\_TOUCHMOVE, event => this.\_move(event))\n EventHandler.on(this.\_element, EVENT\_TOUCHEND, event => this.\_end(event))\n }\n }\n\n \_eventIsPointerPenTouch(event) {\n return this.\_supportPointerEvents && (event.pointerType === POINTER\_TYPE\_PEN || event.pointerType === POINTER\_TYPE\_TOUCH)\n }\n\n // Static\n static isSupported() {\n return 'ontouchstart' in document.documentElement || navigator.maxTouchPoints > 0\n }\n}\n\nexport default Swipe\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap carousel.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport BaseComponent from './base-component.js'\nimport EventHandler from './dom/event-handler.js'\nimport Manipulator from './dom/manipulator.js'\nimport SelectorEngine from './dom/selector-engine.js'\nimport {\n defineJQueryPlugin,\n getNextActiveElement,\n isRTL,\n isVisible,\n reflow,\n triggerTransitionEnd\n} from './util/index.js'\nimport Swipe from './util/swipe.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'carousel'\nconst DATA\_KEY = 'bs.carousel'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\n\nconst ARROW\_LEFT\_KEY = 'ArrowLeft'\nconst ARROW\_RIGHT\_KEY = 'ArrowRight'\nconst TOUCHEVENT\_COMPAT\_WAIT = 500 // Time for mouse compat events to fire after touch\n\nconst ORDER\_NEXT = 'next'\nconst ORDER\_PREV = 'prev'\nconst DIRECTION\_LEFT = 'left'\nconst DIRECTION\_RIGHT = 'right'\n\nconst EVENT\_SLIDE = `slide${EVENT\_KEY}`\nconst EVENT\_SLID = `slid${EVENT\_KEY}`\nconst EVENT\_KEYDOWN = `keydown${EVENT\_KEY}`\nconst EVENT\_MOUSEENTER = `mouseenter${EVENT\_KEY}`\nconst EVENT\_MOUSELEAVE = `mouseleave${EVENT\_KEY}`\nconst EVENT\_DRAG\_START = `dragstart${EVENT\_KEY}`\nconst EVENT\_LOAD\_DATA\_API = `load${EVENT\_KEY}${DATA\_API\_KEY}`\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\n\nconst CLASS\_NAME\_CAROUSEL = 'carousel'\nconst CLASS\_NAME\_ACTIVE = 'active'\nconst CLASS\_NAME\_SLIDE = 'slide'\nconst CLASS\_NAME\_END = 'carousel-item-end'\nconst CLASS\_NAME\_START = 'carousel-item-start'\nconst CLASS\_NAME\_NEXT = 'carousel-item-next'\nconst CLASS\_NAME\_PREV = 'carousel-item-prev'\n\nconst SELECTOR\_ACTIVE = '.active'\nconst SELECTOR\_ITEM = '.carousel-item'\nconst SELECTOR\_ACTIVE\_ITEM = SELECTOR\_ACTIVE + SELECTOR\_ITEM\nconst SELECTOR\_ITEM\_IMG = '.carousel-item img'\nconst SELECTOR\_INDICATORS = '.carousel-indicators'\nconst SELECTOR\_DATA\_SLIDE = '[data-bs-slide], [data-bs-slide-to]'\nconst SELECTOR\_DATA\_RIDE = '[data-bs-ride=\"carousel\"]'\n\nconst KEY\_TO\_DIRECTION = {\n [ARROW\_LEFT\_KEY]: DIRECTION\_RIGHT,\n [ARROW\_RIGHT\_KEY]: DIRECTION\_LEFT\n}\n\nconst Default = {\n interval: 5000,\n keyboard: true,\n pause: 'hover',\n ride: false,\n touch: true,\n wrap: true\n}\n\nconst DefaultType = {\n interval: '(number|boolean)', // TODO:v6 remove boolean support\n keyboard: 'boolean',\n pause: '(string|boolean)',\n ride: '(boolean|string)',\n touch: 'boolean',\n wrap: 'boolean'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Carousel extends BaseComponent {\n constructor(element, config) {\n super(element, config)\n\n this.\_interval = null\n this.\_activeElement = null\n this.\_isSliding = false\n this.touchTimeout = null\n this.\_swipeHelper = null\n\n this.\_indicatorsElement = SelectorEngine.findOne(SELECTOR\_INDICATORS, this.\_element)\n this.\_addEventListeners()\n\n if (this.\_config.ride === CLASS\_NAME\_CAROUSEL) {\n this.cycle()\n }\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n next() {\n this.\_slide(ORDER\_NEXT)\n }\n\n nextWhenVisible() {\n // FIXME TODO use `document.visibilityState`\n // Don't call next when the page isn't visible\n // or the carousel or its parent isn't visible\n if (!document.hidden && isVisible(this.\_element)) {\n this.next()\n }\n }\n\n prev() {\n this.\_slide(ORDER\_PREV)\n }\n\n pause() {\n if (this.\_isSliding) {\n triggerTransitionEnd(this.\_element)\n }\n\n this.\_clearInterval()\n }\n\n cycle() {\n this.\_clearInterval()\n this.\_updateInterval()\n\n this.\_interval = setInterval(() => this.nextWhenVisible(), this.\_config.interval)\n }\n\n \_maybeEnableCycle() {\n if (!this.\_config.ride) {\n return\n }\n\n if (this.\_isSliding) {\n EventHandler.one(this.\_element, EVENT\_SLID, () => this.cycle())\n return\n }\n\n this.cycle()\n }\n\n to(index) {\n const items = this.\_getItems()\n if (index > items.length - 1 || index < 0) {\n return\n }\n\n if (this.\_isSliding) {\n EventHandler.one(this.\_element, EVENT\_SLID, () => this.to(index))\n return\n }\n\n const activeIndex = this.\_getItemIndex(this.\_getActive())\n if (activeIndex === index) {\n return\n }\n\n const order = index > activeIndex ? ORDER\_NEXT : ORDER\_PREV\n\n this.\_slide(order, items[index])\n }\n\n dispose() {\n if (this.\_swipeHelper) {\n this.\_swipeHelper.dispose()\n }\n\n super.dispose()\n }\n\n // Private\n \_configAfterMerge(config) {\n config.defaultInterval = config.interval\n return config\n }\n\n \_addEventListeners() {\n if (this.\_config.keyboard) {\n EventHandler.on(this.\_element, EVENT\_KEYDOWN, event => this.\_keydown(event))\n }\n\n if (this.\_config.pause === 'hover') {\n EventHandler.on(this.\_element, EVENT\_MOUSEENTER, () => this.pause())\n EventHandler.on(this.\_element, EVENT\_MOUSELEAVE, () => this.\_maybeEnableCycle())\n }\n\n if (this.\_config.touch && Swipe.isSupported()) {\n this.\_addTouchEventListeners()\n }\n }\n\n \_addTouchEventListeners() {\n for (const img of SelectorEngine.find(SELECTOR\_ITEM\_IMG, this.\_element)) {\n EventHandler.on(img, EVENT\_DRAG\_START, event => event.preventDefault())\n }\n\n const endCallBack = () => {\n if (this.\_config.pause !== 'hover') {\n return\n }\n\n // If it's a touch-enabled device, mouseenter/leave are fired as\n // part of the mouse compatibility events on first tap - the carousel\n // would stop cycling until user tapped out of it;\n // here, we listen for touchend, explicitly pause the carousel\n // (as if it's the second time we tap on it, mouseenter compat event\n // is NOT fired) and after a timeout (to allow for mouse compatibility\n // events to fire) we explicitly restart cycling\n\n this.pause()\n if (this.touchTimeout) {\n clearTimeout(this.touchTimeout)\n }\n\n this.touchTimeout = setTimeout(() => this.\_maybeEnableCycle(), TOUCHEVENT\_COMPAT\_WAIT + this.\_config.interval)\n }\n\n const swipeConfig = {\n leftCallback: () => this.\_slide(this.\_directionToOrder(DIRECTION\_LEFT)),\n rightCallback: () => this.\_slide(this.\_directionToOrder(DIRECTION\_RIGHT)),\n endCallback: endCallBack\n }\n\n this.\_swipeHelper = new Swipe(this.\_element, swipeConfig)\n }\n\n \_keydown(event) {\n if (/input|textarea/i.test(event.target.tagName)) {\n return\n }\n\n const direction = KEY\_TO\_DIRECTION[event.key]\n if (direction) {\n event.preventDefault()\n this.\_slide(this.\_directionToOrder(direction))\n }\n }\n\n \_getItemIndex(element) {\n return this.\_getItems().indexOf(element)\n }\n\n \_setActiveIndicatorElement(index) {\n if (!this.\_indicatorsElement) {\n return\n }\n\n const activeIndicator = SelectorEngine.findOne(SELECTOR\_ACTIVE, this.\_indicatorsElement)\n\n activeIndicator.classList.remove(CLASS\_NAME\_ACTIVE)\n activeIndicator.removeAttribute('aria-current')\n\n const newActiveIndicator = SelectorEngine.findOne(`[data-bs-slide-to=\"${index}\"]`, this.\_indicatorsElement)\n\n if (newActiveIndicator) {\n newActiveIndicator.classList.add(CLASS\_NAME\_ACTIVE)\n newActiveIndicator.setAttribute('aria-current', 'true')\n }\n }\n\n \_updateInterval() {\n const element = this.\_activeElement || this.\_getActive()\n\n if (!element) {\n return\n }\n\n const elementInterval = Number.parseInt(element.getAttribute('data-bs-interval'), 10)\n\n this.\_config.interval = elementInterval || this.\_config.defaultInterval\n }\n\n \_slide(order, element = null) {\n if (this.\_isSliding) {\n return\n }\n\n const activeElement = this.\_getActive()\n const isNext = order === ORDER\_NEXT\n const nextElement = element || getNextActiveElement(this.\_getItems(), activeElement, isNext, this.\_config.wrap)\n\n if (nextElement === activeElement) {\n return\n }\n\n const nextElementIndex = this.\_getItemIndex(nextElement)\n\n const triggerEvent = eventName => {\n return EventHandler.trigger(this.\_element, eventName, {\n relatedTarget: nextElement,\n direction: this.\_orderToDirection(order),\n from: this.\_getItemIndex(activeElement),\n to: nextElementIndex\n })\n }\n\n const slideEvent = triggerEvent(EVENT\_SLIDE)\n\n if (slideEvent.defaultPrevented) {\n return\n }\n\n if (!activeElement || !nextElement) {\n // Some weirdness is happening, so we bail\n // TODO: change tests that use empty divs to avoid this check\n return\n }\n\n const isCycling = Boolean(this.\_interval)\n this.pause()\n\n this.\_isSliding = true\n\n this.\_setActiveIndicatorElement(nextElementIndex)\n this.\_activeElement = nextElement\n\n const directionalClassName = isNext ? CLASS\_NAME\_START : CLASS\_NAME\_END\n const orderClassName = isNext ? CLASS\_NAME\_NEXT : CLASS\_NAME\_PREV\n\n nextElement.classList.add(orderClassName)\n\n reflow(nextElement)\n\n activeElement.classList.add(directionalClassName)\n nextElement.classList.add(directionalClassName)\n\n const completeCallBack = () => {\n nextElement.classList.remove(directionalClassName, orderClassName)\n nextElement.classList.add(CLASS\_NAME\_ACTIVE)\n\n activeElement.classList.remove(CLASS\_NAME\_ACTIVE, orderClassName, directionalClassName)\n\n this.\_isSliding = false\n\n triggerEvent(EVENT\_SLID)\n }\n\n this.\_queueCallback(completeCallBack, activeElement, this.\_isAnimated())\n\n if (isCycling) {\n this.cycle()\n }\n }\n\n \_isAnimated() {\n return this.\_element.classList.contains(CLASS\_NAME\_SLIDE)\n }\n\n \_getActive() {\n return SelectorEngine.findOne(SELECTOR\_ACTIVE\_ITEM, this.\_element)\n }\n\n \_getItems() {\n return SelectorEngine.find(SELECTOR\_ITEM, this.\_element)\n }\n\n \_clearInterval() {\n if (this.\_interval) {\n clearInterval(this.\_interval)\n this.\_interval = null\n }\n }\n\n \_directionToOrder(direction) {\n if (isRTL()) {\n return direction === DIRECTION\_LEFT ? ORDER\_PREV : ORDER\_NEXT\n }\n\n return direction === DIRECTION\_LEFT ? ORDER\_NEXT : ORDER\_PREV\n }\n\n \_orderToDirection(order) {\n if (isRTL()) {\n return order === ORDER\_PREV ? DIRECTION\_LEFT : DIRECTION\_RIGHT\n }\n\n return order === ORDER\_PREV ? DIRECTION\_RIGHT : DIRECTION\_LEFT\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = Carousel.getOrCreateInstance(this, config)\n\n if (typeof config === 'number') {\n data.to(config)\n return\n }\n\n if (typeof config === 'string') {\n if (data[config] === undefined || config.startsWith('\_') || config === 'constructor') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n }\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nEventHandler.on(document, EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_SLIDE, function (event) {\n const target = SelectorEngine.getElementFromSelector(this)\n\n if (!target || !target.classList.contains(CLASS\_NAME\_CAROUSEL)) {\n return\n }\n\n event.preventDefault()\n\n const carousel = Carousel.getOrCreateInstance(target)\n const slideIndex = this.getAttribute('data-bs-slide-to')\n\n if (slideIndex) {\n carousel.to(slideIndex)\n carousel.\_maybeEnableCycle()\n return\n }\n\n if (Manipulator.getDataAttribute(this, 'slide') === 'next') {\n carousel.next()\n carousel.\_maybeEnableCycle()\n return\n }\n\n carousel.prev()\n carousel.\_maybeEnableCycle()\n})\n\nEventHandler.on(window, EVENT\_LOAD\_DATA\_API, () => {\n const carousels = SelectorEngine.find(SELECTOR\_DATA\_RIDE)\n\n for (const carousel of carousels) {\n Carousel.getOrCreateInstance(carousel)\n }\n})\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Carousel)\n\nexport default Carousel\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap collapse.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport BaseComponent from './base-component.js'\nimport EventHandler from './dom/event-handler.js'\nimport SelectorEngine from './dom/selector-engine.js'\nimport {\n defineJQueryPlugin,\n getElement,\n reflow\n} from './util/index.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'collapse'\nconst DATA\_KEY = 'bs.collapse'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\n\nconst EVENT\_SHOW = `show${EVENT\_KEY}`\nconst EVENT\_SHOWN = `shown${EVENT\_KEY}`\nconst EVENT\_HIDE = `hide${EVENT\_KEY}`\nconst EVENT\_HIDDEN = `hidden${EVENT\_KEY}`\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\n\nconst CLASS\_NAME\_SHOW = 'show'\nconst CLASS\_NAME\_COLLAPSE = 'collapse'\nconst CLASS\_NAME\_COLLAPSING = 'collapsing'\nconst CLASS\_NAME\_COLLAPSED = 'collapsed'\nconst CLASS\_NAME\_DEEPER\_CHILDREN = `:scope .${CLASS\_NAME\_COLLAPSE} .${CLASS\_NAME\_COLLAPSE}`\nconst CLASS\_NAME\_HORIZONTAL = 'collapse-horizontal'\n\nconst WIDTH = 'width'\nconst HEIGHT = 'height'\n\nconst SELECTOR\_ACTIVES = '.collapse.show, .collapse.collapsing'\nconst SELECTOR\_DATA\_TOGGLE = '[data-bs-toggle=\"collapse\"]'\n\nconst Default = {\n parent: null,\n toggle: true\n}\n\nconst DefaultType = {\n parent: '(null|element)',\n toggle: 'boolean'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Collapse extends BaseComponent {\n constructor(element, config) {\n super(element, config)\n\n this.\_isTransitioning = false\n this.\_triggerArray = []\n\n const toggleList = SelectorEngine.find(SELECTOR\_DATA\_TOGGLE)\n\n for (const elem of toggleList) {\n const selector = SelectorEngine.getSelectorFromElement(elem)\n const filterElement = SelectorEngine.find(selector)\n .filter(foundElement => foundElement === this.\_element)\n\n if (selector !== null && filterElement.length) {\n this.\_triggerArray.push(elem)\n }\n }\n\n this.\_initializeChildren()\n\n if (!this.\_config.parent) {\n this.\_addAriaAndCollapsedClass(this.\_triggerArray, this.\_isShown())\n }\n\n if (this.\_config.toggle) {\n this.toggle()\n }\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n toggle() {\n if (this.\_isShown()) {\n this.hide()\n } else {\n this.show()\n }\n }\n\n show() {\n if (this.\_isTransitioning || this.\_isShown()) {\n return\n }\n\n let activeChildren = []\n\n // find active children\n if (this.\_config.parent) {\n activeChildren = this.\_getFirstLevelChildren(SELECTOR\_ACTIVES)\n .filter(element => element !== this.\_element)\n .map(element => Collapse.getOrCreateInstance(element, { toggle: false }))\n }\n\n if (activeChildren.length && activeChildren[0].\_isTransitioning) {\n return\n }\n\n const startEvent = EventHandler.trigger(this.\_element, EVENT\_SHOW)\n if (startEvent.defaultPrevented) {\n return\n }\n\n for (const activeInstance of activeChildren) {\n activeInstance.hide()\n }\n\n const dimension = this.\_getDimension()\n\n this.\_element.classList.remove(CLASS\_NAME\_COLLAPSE)\n this.\_element.classList.add(CLASS\_NAME\_COLLAPSING)\n\n this.\_element.style[dimension] = 0\n\n this.\_addAriaAndCollapsedClass(this.\_triggerArray, true)\n this.\_isTransitioning = true\n\n const complete = () => {\n this.\_isTransitioning = false\n\n this.\_element.classList.remove(CLASS\_NAME\_COLLAPSING)\n this.\_element.classList.add(CLASS\_NAME\_COLLAPSE, CLASS\_NAME\_SHOW)\n\n this.\_element.style[dimension] = ''\n\n EventHandler.trigger(this.\_element, EVENT\_SHOWN)\n }\n\n const capitalizedDimension = dimension[0].toUpperCase() + dimension.slice(1)\n const scrollSize = `scroll${capitalizedDimension}`\n\n this.\_queueCallback(complete, this.\_element, true)\n this.\_element.style[dimension] = `${this.\_element[scrollSize]}px`\n }\n\n hide() {\n if (this.\_isTransitioning || !this.\_isShown()) {\n return\n }\n\n const startEvent = EventHandler.trigger(this.\_element, EVENT\_HIDE)\n if (startEvent.defaultPrevented) {\n return\n }\n\n const dimension = this.\_getDimension()\n\n this.\_element.style[dimension] = `${this.\_element.getBoundingClientRect()[dimension]}px`\n\n reflow(this.\_element)\n\n this.\_element.classList.add(CLASS\_NAME\_COLLAPSING)\n this.\_element.classList.remove(CLASS\_NAME\_COLLAPSE, CLASS\_NAME\_SHOW)\n\n for (const trigger of this.\_triggerArray) {\n const element = SelectorEngine.getElementFromSelector(trigger)\n\n if (element && !this.\_isShown(element)) {\n this.\_addAriaAndCollapsedClass([trigger], false)\n }\n }\n\n this.\_isTransitioning = true\n\n const complete = () => {\n this.\_isTransitioning = false\n this.\_element.classList.remove(CLASS\_NAME\_COLLAPSING)\n this.\_element.classList.add(CLASS\_NAME\_COLLAPSE)\n EventHandler.trigger(this.\_element, EVENT\_HIDDEN)\n }\n\n this.\_element.style[dimension] = ''\n\n this.\_queueCallback(complete, this.\_element, true)\n }\n\n \_isShown(element = this.\_element) {\n return element.classList.contains(CLASS\_NAME\_SHOW)\n }\n\n // Private\n \_configAfterMerge(config) {\n config.toggle = Boolean(config.toggle) // Coerce string values\n config.parent = getElement(config.parent)\n return config\n }\n\n \_getDimension() {\n return this.\_element.classList.contains(CLASS\_NAME\_HORIZONTAL) ? WIDTH : HEIGHT\n }\n\n \_initializeChildren() {\n if (!this.\_config.parent) {\n return\n }\n\n const children = this.\_getFirstLevelChildren(SELECTOR\_DATA\_TOGGLE)\n\n for (const element of children) {\n const selected = SelectorEngine.getElementFromSelector(element)\n\n if (selected) {\n this.\_addAriaAndCollapsedClass([element], this.\_isShown(selected))\n }\n }\n }\n\n \_getFirstLevelChildren(selector) {\n const children = SelectorEngine.find(CLASS\_NAME\_DEEPER\_CHILDREN, this.\_config.parent)\n // remove children if greater depth\n return SelectorEngine.find(selector, this.\_config.parent).filter(element => !children.includes(element))\n }\n\n \_addAriaAndCollapsedClass(triggerArray, isOpen) {\n if (!triggerArray.length) {\n return\n }\n\n for (const element of triggerArray) {\n element.classList.toggle(CLASS\_NAME\_COLLAPSED, !isOpen)\n element.setAttribute('aria-expanded', isOpen)\n }\n }\n\n // Static\n static jQueryInterface(config) {\n const \_config = {}\n if (typeof config === 'string' && /show|hide/.test(config)) {\n \_config.toggle = false\n }\n\n return this.each(function () {\n const data = Collapse.getOrCreateInstance(this, \_config)\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n }\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nEventHandler.on(document, EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_TOGGLE, function (event) {\n // preventDefault only for <a> elements (which change the URL) not inside the collapsible element\n if (event.target.tagName === 'A' || (event.delegateTarget && event.delegateTarget.tagName === 'A')) {\n event.preventDefault()\n }\n\n for (const element of SelectorEngine.getMultipleElementsFromSelector(this)) {\n Collapse.getOrCreateInstance(element, { toggle: false }).toggle()\n }\n})\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Collapse)\n\nexport default Collapse\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap dropdown.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport \* as Popper from '@popperjs/core'\nimport BaseComponent from './base-component.js'\nimport EventHandler from './dom/event-handler.js'\nimport Manipulator from './dom/manipulator.js'\nimport SelectorEngine from './dom/selector-engine.js'\nimport {\n defineJQueryPlugin,\n execute,\n getElement,\n getNextActiveElement,\n isDisabled,\n isElement,\n isRTL,\n isVisible,\n noop\n} from './util/index.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'dropdown'\nconst DATA\_KEY = 'bs.dropdown'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\n\nconst ESCAPE\_KEY = 'Escape'\nconst TAB\_KEY = 'Tab'\nconst ARROW\_UP\_KEY = 'ArrowUp'\nconst ARROW\_DOWN\_KEY = 'ArrowDown'\nconst RIGHT\_MOUSE\_BUTTON = 2 // MouseEvent.button value for the secondary button, usually the right button\n\nconst EVENT\_HIDE = `hide${EVENT\_KEY}`\nconst EVENT\_HIDDEN = `hidden${EVENT\_KEY}`\nconst EVENT\_SHOW = `show${EVENT\_KEY}`\nconst EVENT\_SHOWN = `shown${EVENT\_KEY}`\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\nconst EVENT\_KEYDOWN\_DATA\_API = `keydown${EVENT\_KEY}${DATA\_API\_KEY}`\nconst EVENT\_KEYUP\_DATA\_API = `keyup${EVENT\_KEY}${DATA\_API\_KEY}`\n\nconst CLASS\_NAME\_SHOW = 'show'\nconst CLASS\_NAME\_DROPUP = 'dropup'\nconst CLASS\_NAME\_DROPEND = 'dropend'\nconst CLASS\_NAME\_DROPSTART = 'dropstart'\nconst CLASS\_NAME\_DROPUP\_CENTER = 'dropup-center'\nconst CLASS\_NAME\_DROPDOWN\_CENTER = 'dropdown-center'\n\nconst SELECTOR\_DATA\_TOGGLE = '[data-bs-toggle=\"dropdown\"]:not(.disabled):not(:disabled)'\nconst SELECTOR\_DATA\_TOGGLE\_SHOWN = `${SELECTOR\_DATA\_TOGGLE}.${CLASS\_NAME\_SHOW}`\nconst SELECTOR\_MENU = '.dropdown-menu'\nconst SELECTOR\_NAVBAR = '.navbar'\nconst SELECTOR\_NAVBAR\_NAV = '.navbar-nav'\nconst SELECTOR\_VISIBLE\_ITEMS = '.dropdown-menu .dropdown-item:not(.disabled):not(:disabled)'\n\nconst PLACEMENT\_TOP = isRTL() ? 'top-end' : 'top-start'\nconst PLACEMENT\_TOPEND = isRTL() ? 'top-start' : 'top-end'\nconst PLACEMENT\_BOTTOM = isRTL() ? 'bottom-end' : 'bottom-start'\nconst PLACEMENT\_BOTTOMEND = isRTL() ? 'bottom-start' : 'bottom-end'\nconst PLACEMENT\_RIGHT = isRTL() ? 'left-start' : 'right-start'\nconst PLACEMENT\_LEFT = isRTL() ? 'right-start' : 'left-start'\nconst PLACEMENT\_TOPCENTER = 'top'\nconst PLACEMENT\_BOTTOMCENTER = 'bottom'\n\nconst Default = {\n autoClose: true,\n boundary: 'clippingParents',\n display: 'dynamic',\n offset: [0, 2],\n popperConfig: null,\n reference: 'toggle'\n}\n\nconst DefaultType = {\n autoClose: '(boolean|string)',\n boundary: '(string|element)',\n display: 'string',\n offset: '(array|string|function)',\n popperConfig: '(null|object|function)',\n reference: '(string|element|object)'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Dropdown extends BaseComponent {\n constructor(element, config) {\n super(element, config)\n\n this.\_popper = null\n this.\_parent = this.\_element.parentNode // dropdown wrapper\n // TODO: v6 revert #37011 & change markup https://getbootstrap.com/docs/5.3/forms/input-group/\n this.\_menu = SelectorEngine.next(this.\_element, SELECTOR\_MENU)[0] ||\n SelectorEngine.prev(this.\_element, SELECTOR\_MENU)[0] ||\n SelectorEngine.findOne(SELECTOR\_MENU, this.\_parent)\n this.\_inNavbar = this.\_detectNavbar()\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n toggle() {\n return this.\_isShown() ? this.hide() : this.show()\n }\n\n show() {\n if (isDisabled(this.\_element) || this.\_isShown()) {\n return\n }\n\n const relatedTarget = {\n relatedTarget: this.\_element\n }\n\n const showEvent = EventHandler.trigger(this.\_element, EVENT\_SHOW, relatedTarget)\n\n if (showEvent.defaultPrevented) {\n return\n }\n\n this.\_createPopper()\n\n // If this is a touch-enabled device we add extra\n // empty mouseover listeners to the body's immediate children;\n // only needed because of broken event delegation on iOS\n // https://www.quirksmode.org/blog/archives/2014/02/mouse\_event\_bub.html\n if ('ontouchstart' in document.documentElement && !this.\_parent.closest(SELECTOR\_NAVBAR\_NAV)) {\n for (const element of [].concat(...document.body.children)) {\n EventHandler.on(element, 'mouseover', noop)\n }\n }\n\n this.\_element.focus()\n this.\_element.setAttribute('aria-expanded', true)\n\n this.\_menu.classList.add(CLASS\_NAME\_SHOW)\n this.\_element.classList.add(CLASS\_NAME\_SHOW)\n EventHandler.trigger(this.\_element, EVENT\_SHOWN, relatedTarget)\n }\n\n hide() {\n if (isDisabled(this.\_element) || !this.\_isShown()) {\n return\n }\n\n const relatedTarget = {\n relatedTarget: this.\_element\n }\n\n this.\_completeHide(relatedTarget)\n }\n\n dispose() {\n if (this.\_popper) {\n this.\_popper.destroy()\n }\n\n super.dispose()\n }\n\n update() {\n this.\_inNavbar = this.\_detectNavbar()\n if (this.\_popper) {\n this.\_popper.update()\n }\n }\n\n // Private\n \_completeHide(relatedTarget) {\n const hideEvent = EventHandler.trigger(this.\_element, EVENT\_HIDE, relatedTarget)\n if (hideEvent.defaultPrevented) {\n return\n }\n\n // If this is a touch-enabled device we remove the extra\n // empty mouseover listeners we added for iOS support\n if ('ontouchstart' in document.documentElement) {\n for (const element of [].concat(...document.body.children)) {\n EventHandler.off(element, 'mouseover', noop)\n }\n }\n\n if (this.\_popper) {\n this.\_popper.destroy()\n }\n\n this.\_menu.classList.remove(CLASS\_NAME\_SHOW)\n this.\_element.classList.remove(CLASS\_NAME\_SHOW)\n this.\_element.setAttribute('aria-expanded', 'false')\n Manipulator.removeDataAttribute(this.\_menu, 'popper')\n EventHandler.trigger(this.\_element, EVENT\_HIDDEN, relatedTarget)\n }\n\n \_getConfig(config) {\n config = super.\_getConfig(config)\n\n if (typeof config.reference === 'object' && !isElement(config.reference) &&\n typeof config.reference.getBoundingClientRect !== 'function'\n ) {\n // Popper virtual elements require a getBoundingClientRect method\n throw new TypeError(`${NAME.toUpperCase()}: Option \"reference\" provided type \"object\" without a required \"getBoundingClientRect\" method.`)\n }\n\n return config\n }\n\n \_createPopper() {\n if (typeof Popper === 'undefined') {\n throw new TypeError('Bootstrap\\'s dropdowns require Popper (https://popper.js.org)')\n }\n\n let referenceElement = this.\_element\n\n if (this.\_config.reference === 'parent') {\n referenceElement = this.\_parent\n } else if (isElement(this.\_config.reference)) {\n referenceElement = getElement(this.\_config.reference)\n } else if (typeof this.\_config.reference === 'object') {\n referenceElement = this.\_config.reference\n }\n\n const popperConfig = this.\_getPopperConfig()\n this.\_popper = Popper.createPopper(referenceElement, this.\_menu, popperConfig)\n }\n\n \_isShown() {\n return this.\_menu.classList.contains(CLASS\_NAME\_SHOW)\n }\n\n \_getPlacement() {\n const parentDropdown = this.\_parent\n\n if (parentDropdown.classList.contains(CLASS\_NAME\_DROPEND)) {\n return PLACEMENT\_RIGHT\n }\n\n if (parentDropdown.classList.contains(CLASS\_NAME\_DROPSTART)) {\n return PLACEMENT\_LEFT\n }\n\n if (parentDropdown.classList.contains(CLASS\_NAME\_DROPUP\_CENTER)) {\n return PLACEMENT\_TOPCENTER\n }\n\n if (parentDropdown.classList.contains(CLASS\_NAME\_DROPDOWN\_CENTER)) {\n return PLACEMENT\_BOTTOMCENTER\n }\n\n // We need to trim the value because custom properties can also include spaces\n const isEnd = getComputedStyle(this.\_menu).getPropertyValue('--bs-position').trim() === 'end'\n\n if (parentDropdown.classList.contains(CLASS\_NAME\_DROPUP)) {\n return isEnd ? PLACEMENT\_TOPEND : PLACEMENT\_TOP\n }\n\n return isEnd ? PLACEMENT\_BOTTOMEND : PLACEMENT\_BOTTOM\n }\n\n \_detectNavbar() {\n return this.\_element.closest(SELECTOR\_NAVBAR) !== null\n }\n\n \_getOffset() {\n const { offset } = this.\_config\n\n if (typeof offset === 'string') {\n return offset.split(',').map(value => Number.parseInt(value, 10))\n }\n\n if (typeof offset === 'function') {\n return popperData => offset(popperData, this.\_element)\n }\n\n return offset\n }\n\n \_getPopperConfig() {\n const defaultBsPopperConfig = {\n placement: this.\_getPlacement(),\n modifiers: [{\n name: 'preventOverflow',\n options: {\n boundary: this.\_config.boundary\n }\n },\n {\n name: 'offset',\n options: {\n offset: this.\_getOffset()\n }\n }]\n }\n\n // Disable Popper if we have a static display or Dropdown is in Navbar\n if (this.\_inNavbar || this.\_config.display === 'static') {\n Manipulator.setDataAttribute(this.\_menu, 'popper', 'static') // TODO: v6 remove\n defaultBsPopperConfig.modifiers = [{\n name: 'applyStyles',\n enabled: false\n }]\n }\n\n return {\n ...defaultBsPopperConfig,\n ...execute(this.\_config.popperConfig, [defaultBsPopperConfig])\n }\n }\n\n \_selectMenuItem({ key, target }) {\n const items = SelectorEngine.find(SELECTOR\_VISIBLE\_ITEMS, this.\_menu).filter(element => isVisible(element))\n\n if (!items.length) {\n return\n }\n\n // if target isn't included in items (e.g. when expanding the dropdown)\n // allow cycling to get the last item in case key equals ARROW\_UP\_KEY\n getNextActiveElement(items, target, key === ARROW\_DOWN\_KEY, !items.includes(target)).focus()\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = Dropdown.getOrCreateInstance(this, config)\n\n if (typeof config !== 'string') {\n return\n }\n\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n })\n }\n\n static clearMenus(event) {\n if (event.button === RIGHT\_MOUSE\_BUTTON || (event.type === 'keyup' && event.key !== TAB\_KEY)) {\n return\n }\n\n const openToggles = SelectorEngine.find(SELECTOR\_DATA\_TOGGLE\_SHOWN)\n\n for (const toggle of openToggles) {\n const context = Dropdown.getInstance(toggle)\n if (!context || context.\_config.autoClose === false) {\n continue\n }\n\n const composedPath = event.composedPath()\n const isMenuTarget = composedPath.includes(context.\_menu)\n if (\n composedPath.includes(context.\_element) ||\n (context.\_config.autoClose === 'inside' && !isMenuTarget) ||\n (context.\_config.autoClose === 'outside' && isMenuTarget)\n ) {\n continue\n }\n\n // Tab navigation through the dropdown menu or events from contained inputs shouldn't close the menu\n if (context.\_menu.contains(event.target) && ((event.type === 'keyup' && event.key === TAB\_KEY) || /input|select|option|textarea|form/i.test(event.target.tagName))) {\n continue\n }\n\n const relatedTarget = { relatedTarget: context.\_element }\n\n if (event.type === 'click') {\n relatedTarget.clickEvent = event\n }\n\n context.\_completeHide(relatedTarget)\n }\n }\n\n static dataApiKeydownHandler(event) {\n // If not an UP | DOWN | ESCAPE key => not a dropdown command\n // If input/textarea && if key is other than ESCAPE => not a dropdown command\n\n const isInput = /input|textarea/i.test(event.target.tagName)\n const isEscapeEvent = event.key === ESCAPE\_KEY\n const isUpOrDownEvent = [ARROW\_UP\_KEY, ARROW\_DOWN\_KEY].includes(event.key)\n\n if (!isUpOrDownEvent && !isEscapeEvent) {\n return\n }\n\n if (isInput && !isEscapeEvent) {\n return\n }\n\n event.preventDefault()\n\n // TODO: v6 revert #37011 & change markup https://getbootstrap.com/docs/5.3/forms/input-group/\n const getToggleButton = this.matches(SELECTOR\_DATA\_TOGGLE) ?\n this :\n (SelectorEngine.prev(this, SELECTOR\_DATA\_TOGGLE)[0] ||\n SelectorEngine.next(this, SELECTOR\_DATA\_TOGGLE)[0] ||\n SelectorEngine.findOne(SELECTOR\_DATA\_TOGGLE, event.delegateTarget.parentNode))\n\n const instance = Dropdown.getOrCreateInstance(getToggleButton)\n\n if (isUpOrDownEvent) {\n event.stopPropagation()\n instance.show()\n instance.\_selectMenuItem(event)\n return\n }\n\n if (instance.\_isShown()) { // else is escape and we check if it is shown\n event.stopPropagation()\n instance.hide()\n getToggleButton.focus()\n }\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nEventHandler.on(document, EVENT\_KEYDOWN\_DATA\_API, SELECTOR\_DATA\_TOGGLE, Dropdown.dataApiKeydownHandler)\nEventHandler.on(document, EVENT\_KEYDOWN\_DATA\_API, SELECTOR\_MENU, Dropdown.dataApiKeydownHandler)\nEventHandler.on(document, EVENT\_CLICK\_DATA\_API, Dropdown.clearMenus)\nEventHandler.on(document, EVENT\_KEYUP\_DATA\_API, Dropdown.clearMenus)\nEventHandler.on(document, EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_TOGGLE, function (event) {\n event.preventDefault()\n Dropdown.getOrCreateInstance(this).toggle()\n})\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Dropdown)\n\nexport default Dropdown\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap util/backdrop.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport EventHandler from '../dom/event-handler.js'\nimport Config from './config.js'\nimport {\n execute, executeAfterTransition, getElement, reflow\n} from './index.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'backdrop'\nconst CLASS\_NAME\_FADE = 'fade'\nconst CLASS\_NAME\_SHOW = 'show'\nconst EVENT\_MOUSEDOWN = `mousedown.bs.${NAME}`\n\nconst Default = {\n className: 'modal-backdrop',\n clickCallback: null,\n isAnimated: false,\n isVisible: true, // if false, we use the backdrop helper without adding any element to the dom\n rootElement: 'body' // give the choice to place backdrop under different elements\n}\n\nconst DefaultType = {\n className: 'string',\n clickCallback: '(function|null)',\n isAnimated: 'boolean',\n isVisible: 'boolean',\n rootElement: '(element|string)'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Backdrop extends Config {\n constructor(config) {\n super()\n this.\_config = this.\_getConfig(config)\n this.\_isAppended = false\n this.\_element = null\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n show(callback) {\n if (!this.\_config.isVisible) {\n execute(callback)\n return\n }\n\n this.\_append()\n\n const element = this.\_getElement()\n if (this.\_config.isAnimated) {\n reflow(element)\n }\n\n element.classList.add(CLASS\_NAME\_SHOW)\n\n this.\_emulateAnimation(() => {\n execute(callback)\n })\n }\n\n hide(callback) {\n if (!this.\_config.isVisible) {\n execute(callback)\n return\n }\n\n this.\_getElement().classList.remove(CLASS\_NAME\_SHOW)\n\n this.\_emulateAnimation(() => {\n this.dispose()\n execute(callback)\n })\n }\n\n dispose() {\n if (!this.\_isAppended) {\n return\n }\n\n EventHandler.off(this.\_element, EVENT\_MOUSEDOWN)\n\n this.\_element.remove()\n this.\_isAppended = false\n }\n\n // Private\n \_getElement() {\n if (!this.\_element) {\n const backdrop = document.createElement('div')\n backdrop.className = this.\_config.className\n if (this.\_config.isAnimated) {\n backdrop.classList.add(CLASS\_NAME\_FADE)\n }\n\n this.\_element = backdrop\n }\n\n return this.\_element\n }\n\n \_configAfterMerge(config) {\n // use getElement() with the default \"body\" to get a fresh Element on each instantiation\n config.rootElement = getElement(config.rootElement)\n return config\n }\n\n \_append() {\n if (this.\_isAppended) {\n return\n }\n\n const element = this.\_getElement()\n this.\_config.rootElement.append(element)\n\n EventHandler.on(element, EVENT\_MOUSEDOWN, () => {\n execute(this.\_config.clickCallback)\n })\n\n this.\_isAppended = true\n }\n\n \_emulateAnimation(callback) {\n executeAfterTransition(callback, this.\_getElement(), this.\_config.isAnimated)\n }\n}\n\nexport default Backdrop\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap util/focustrap.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport EventHandler from '../dom/event-handler.js'\nimport SelectorEngine from '../dom/selector-engine.js'\nimport Config from './config.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'focustrap'\nconst DATA\_KEY = 'bs.focustrap'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst EVENT\_FOCUSIN = `focusin${EVENT\_KEY}`\nconst EVENT\_KEYDOWN\_TAB = `keydown.tab${EVENT\_KEY}`\n\nconst TAB\_KEY = 'Tab'\nconst TAB\_NAV\_FORWARD = 'forward'\nconst TAB\_NAV\_BACKWARD = 'backward'\n\nconst Default = {\n autofocus: true,\n trapElement: null // The element to trap focus inside of\n}\n\nconst DefaultType = {\n autofocus: 'boolean',\n trapElement: 'element'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass FocusTrap extends Config {\n constructor(config) {\n super()\n this.\_config = this.\_getConfig(config)\n this.\_isActive = false\n this.\_lastTabNavDirection = null\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n activate() {\n if (this.\_isActive) {\n return\n }\n\n if (this.\_config.autofocus) {\n this.\_config.trapElement.focus()\n }\n\n EventHandler.off(document, EVENT\_KEY) // guard against infinite focus loop\n EventHandler.on(document, EVENT\_FOCUSIN, event => this.\_handleFocusin(event))\n EventHandler.on(document, EVENT\_KEYDOWN\_TAB, event => this.\_handleKeydown(event))\n\n this.\_isActive = true\n }\n\n deactivate() {\n if (!this.\_isActive) {\n return\n }\n\n this.\_isActive = false\n EventHandler.off(document, EVENT\_KEY)\n }\n\n // Private\n \_handleFocusin(event) {\n const { trapElement } = this.\_config\n\n if (event.target === document || event.target === trapElement || trapElement.contains(event.target)) {\n return\n }\n\n const elements = SelectorEngine.focusableChildren(trapElement)\n\n if (elements.length === 0) {\n trapElement.focus()\n } else if (this.\_lastTabNavDirection === TAB\_NAV\_BACKWARD) {\n elements[elements.length - 1].focus()\n } else {\n elements[0].focus()\n }\n }\n\n \_handleKeydown(event) {\n if (event.key !== TAB\_KEY) {\n return\n }\n\n this.\_lastTabNavDirection = event.shiftKey ? TAB\_NAV\_BACKWARD : TAB\_NAV\_FORWARD\n }\n}\n\nexport default FocusTrap\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap util/scrollBar.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport Manipulator from '../dom/manipulator.js'\nimport SelectorEngine from '../dom/selector-engine.js'\nimport { isElement } from './index.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst SELECTOR\_FIXED\_CONTENT = '.fixed-top, .fixed-bottom, .is-fixed, .sticky-top'\nconst SELECTOR\_STICKY\_CONTENT = '.sticky-top'\nconst PROPERTY\_PADDING = 'padding-right'\nconst PROPERTY\_MARGIN = 'margin-right'\n\n/\*\*\n \* Class definition\n \*/\n\nclass ScrollBarHelper {\n constructor() {\n this.\_element = document.body\n }\n\n // Public\n getWidth() {\n // https://developer.mozilla.org/en-US/docs/Web/API/Window/innerWidth#usage\_notes\n const documentWidth = document.documentElement.clientWidth\n return Math.abs(window.innerWidth - documentWidth)\n }\n\n hide() {\n const width = this.getWidth()\n this.\_disableOverFlow()\n // give padding to element to balance the hidden scrollbar width\n this.\_setElementAttributes(this.\_element, PROPERTY\_PADDING, calculatedValue => calculatedValue + width)\n // trick: We adjust positive paddingRight and negative marginRight to sticky-top elements to keep showing fullwidth\n this.\_setElementAttributes(SELECTOR\_FIXED\_CONTENT, PROPERTY\_PADDING, calculatedValue => calculatedValue + width)\n this.\_setElementAttributes(SELECTOR\_STICKY\_CONTENT, PROPERTY\_MARGIN, calculatedValue => calculatedValue - width)\n }\n\n reset() {\n this.\_resetElementAttributes(this.\_element, 'overflow')\n this.\_resetElementAttributes(this.\_element, PROPERTY\_PADDING)\n this.\_resetElementAttributes(SELECTOR\_FIXED\_CONTENT, PROPERTY\_PADDING)\n this.\_resetElementAttributes(SELECTOR\_STICKY\_CONTENT, PROPERTY\_MARGIN)\n }\n\n isOverflowing() {\n return this.getWidth() > 0\n }\n\n // Private\n \_disableOverFlow() {\n this.\_saveInitialAttribute(this.\_element, 'overflow')\n this.\_element.style.overflow = 'hidden'\n }\n\n \_setElementAttributes(selector, styleProperty, callback) {\n const scrollbarWidth = this.getWidth()\n const manipulationCallBack = element => {\n if (element !== this.\_element && window.innerWidth > element.clientWidth + scrollbarWidth) {\n return\n }\n\n this.\_saveInitialAttribute(element, styleProperty)\n const calculatedValue = window.getComputedStyle(element).getPropertyValue(styleProperty)\n element.style.setProperty(styleProperty, `${callback(Number.parseFloat(calculatedValue))}px`)\n }\n\n this.\_applyManipulationCallback(selector, manipulationCallBack)\n }\n\n \_saveInitialAttribute(element, styleProperty) {\n const actualValue = element.style.getPropertyValue(styleProperty)\n if (actualValue) {\n Manipulator.setDataAttribute(element, styleProperty, actualValue)\n }\n }\n\n \_resetElementAttributes(selector, styleProperty) {\n const manipulationCallBack = element => {\n const value = Manipulator.getDataAttribute(element, styleProperty)\n // We only want to remove the property if the value is `null`; the value can also be zero\n if (value === null) {\n element.style.removeProperty(styleProperty)\n return\n }\n\n Manipulator.removeDataAttribute(element, styleProperty)\n element.style.setProperty(styleProperty, value)\n }\n\n this.\_applyManipulationCallback(selector, manipulationCallBack)\n }\n\n \_applyManipulationCallback(selector, callBack) {\n if (isElement(selector)) {\n callBack(selector)\n return\n }\n\n for (const sel of SelectorEngine.find(selector, this.\_element)) {\n callBack(sel)\n }\n }\n}\n\nexport default ScrollBarHelper\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap modal.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport BaseComponent from './base-component.js'\nimport EventHandler from './dom/event-handler.js'\nimport SelectorEngine from './dom/selector-engine.js'\nimport Backdrop from './util/backdrop.js'\nimport { enableDismissTrigger } from './util/component-functions.js'\nimport FocusTrap from './util/focustrap.js'\nimport {\n defineJQueryPlugin, isRTL, isVisible, reflow\n} from './util/index.js'\nimport ScrollBarHelper from './util/scrollbar.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'modal'\nconst DATA\_KEY = 'bs.modal'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\nconst ESCAPE\_KEY = 'Escape'\n\nconst EVENT\_HIDE = `hide${EVENT\_KEY}`\nconst EVENT\_HIDE\_PREVENTED = `hidePrevented${EVENT\_KEY}`\nconst EVENT\_HIDDEN = `hidden${EVENT\_KEY}`\nconst EVENT\_SHOW = `show${EVENT\_KEY}`\nconst EVENT\_SHOWN = `shown${EVENT\_KEY}`\nconst EVENT\_RESIZE = `resize${EVENT\_KEY}`\nconst EVENT\_CLICK\_DISMISS = `click.dismiss${EVENT\_KEY}`\nconst EVENT\_MOUSEDOWN\_DISMISS = `mousedown.dismiss${EVENT\_KEY}`\nconst EVENT\_KEYDOWN\_DISMISS = `keydown.dismiss${EVENT\_KEY}`\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\n\nconst CLASS\_NAME\_OPEN = 'modal-open'\nconst CLASS\_NAME\_FADE = 'fade'\nconst CLASS\_NAME\_SHOW = 'show'\nconst CLASS\_NAME\_STATIC = 'modal-static'\n\nconst OPEN\_SELECTOR = '.modal.show'\nconst SELECTOR\_DIALOG = '.modal-dialog'\nconst SELECTOR\_MODAL\_BODY = '.modal-body'\nconst SELECTOR\_DATA\_TOGGLE = '[data-bs-toggle=\"modal\"]'\n\nconst Default = {\n backdrop: true,\n focus: true,\n keyboard: true\n}\n\nconst DefaultType = {\n backdrop: '(boolean|string)',\n focus: 'boolean',\n keyboard: 'boolean'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Modal extends BaseComponent {\n constructor(element, config) {\n super(element, config)\n\n this.\_dialog = SelectorEngine.findOne(SELECTOR\_DIALOG, this.\_element)\n this.\_backdrop = this.\_initializeBackDrop()\n this.\_focustrap = this.\_initializeFocusTrap()\n this.\_isShown = false\n this.\_isTransitioning = false\n this.\_scrollBar = new ScrollBarHelper()\n\n this.\_addEventListeners()\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n toggle(relatedTarget) {\n return this.\_isShown ? this.hide() : this.show(relatedTarget)\n }\n\n show(relatedTarget) {\n if (this.\_isShown || this.\_isTransitioning) {\n return\n }\n\n const showEvent = EventHandler.trigger(this.\_element, EVENT\_SHOW, {\n relatedTarget\n })\n\n if (showEvent.defaultPrevented) {\n return\n }\n\n this.\_isShown = true\n this.\_isTransitioning = true\n\n this.\_scrollBar.hide()\n\n document.body.classList.add(CLASS\_NAME\_OPEN)\n\n this.\_adjustDialog()\n\n this.\_backdrop.show(() => this.\_showElement(relatedTarget))\n }\n\n hide() {\n if (!this.\_isShown || this.\_isTransitioning) {\n return\n }\n\n const hideEvent = EventHandler.trigger(this.\_element, EVENT\_HIDE)\n\n if (hideEvent.defaultPrevented) {\n return\n }\n\n this.\_isShown = false\n this.\_isTransitioning = true\n this.\_focustrap.deactivate()\n\n this.\_element.classList.remove(CLASS\_NAME\_SHOW)\n\n this.\_queueCallback(() => this.\_hideModal(), this.\_element, this.\_isAnimated())\n }\n\n dispose() {\n EventHandler.off(window, EVENT\_KEY)\n EventHandler.off(this.\_dialog, EVENT\_KEY)\n\n this.\_backdrop.dispose()\n this.\_focustrap.deactivate()\n\n super.dispose()\n }\n\n handleUpdate() {\n this.\_adjustDialog()\n }\n\n // Private\n \_initializeBackDrop() {\n return new Backdrop({\n isVisible: Boolean(this.\_config.backdrop), // 'static' option will be translated to true, and booleans will keep their value,\n isAnimated: this.\_isAnimated()\n })\n }\n\n \_initializeFocusTrap() {\n return new FocusTrap({\n trapElement: this.\_element\n })\n }\n\n \_showElement(relatedTarget) {\n // try to append dynamic modal\n if (!document.body.contains(this.\_element)) {\n document.body.append(this.\_element)\n }\n\n this.\_element.style.display = 'block'\n this.\_element.removeAttribute('aria-hidden')\n this.\_element.setAttribute('aria-modal', true)\n this.\_element.setAttribute('role', 'dialog')\n this.\_element.scrollTop = 0\n\n const modalBody = SelectorEngine.findOne(SELECTOR\_MODAL\_BODY, this.\_dialog)\n if (modalBody) {\n modalBody.scrollTop = 0\n }\n\n reflow(this.\_element)\n\n this.\_element.classList.add(CLASS\_NAME\_SHOW)\n\n const transitionComplete = () => {\n if (this.\_config.focus) {\n this.\_focustrap.activate()\n }\n\n this.\_isTransitioning = false\n EventHandler.trigger(this.\_element, EVENT\_SHOWN, {\n relatedTarget\n })\n }\n\n this.\_queueCallback(transitionComplete, this.\_dialog, this.\_isAnimated())\n }\n\n \_addEventListeners() {\n EventHandler.on(this.\_element, EVENT\_KEYDOWN\_DISMISS, event => {\n if (event.key !== ESCAPE\_KEY) {\n return\n }\n\n if (this.\_config.keyboard) {\n this.hide()\n return\n }\n\n this.\_triggerBackdropTransition()\n })\n\n EventHandler.on(window, EVENT\_RESIZE, () => {\n if (this.\_isShown && !this.\_isTransitioning) {\n this.\_adjustDialog()\n }\n })\n\n EventHandler.on(this.\_element, EVENT\_MOUSEDOWN\_DISMISS, event => {\n // a bad trick to segregate clicks that may start inside dialog but end outside, and avoid listen to scrollbar clicks\n EventHandler.one(this.\_element, EVENT\_CLICK\_DISMISS, event2 => {\n if (this.\_element !== event.target || this.\_element !== event2.target) {\n return\n }\n\n if (this.\_config.backdrop === 'static') {\n this.\_triggerBackdropTransition()\n return\n }\n\n if (this.\_config.backdrop) {\n this.hide()\n }\n })\n })\n }\n\n \_hideModal() {\n this.\_element.style.display = 'none'\n this.\_element.setAttribute('aria-hidden', true)\n this.\_element.removeAttribute('aria-modal')\n this.\_element.removeAttribute('role')\n this.\_isTransitioning = false\n\n this.\_backdrop.hide(() => {\n document.body.classList.remove(CLASS\_NAME\_OPEN)\n this.\_resetAdjustments()\n this.\_scrollBar.reset()\n EventHandler.trigger(this.\_element, EVENT\_HIDDEN)\n })\n }\n\n \_isAnimated() {\n return this.\_element.classList.contains(CLASS\_NAME\_FADE)\n }\n\n \_triggerBackdropTransition() {\n const hideEvent = EventHandler.trigger(this.\_element, EVENT\_HIDE\_PREVENTED)\n if (hideEvent.defaultPrevented) {\n return\n }\n\n const isModalOverflowing = this.\_element.scrollHeight > document.documentElement.clientHeight\n const initialOverflowY = this.\_element.style.overflowY\n // return if the following background transition hasn't yet completed\n if (initialOverflowY === 'hidden' || this.\_element.classList.contains(CLASS\_NAME\_STATIC)) {\n return\n }\n\n if (!isModalOverflowing) {\n this.\_element.style.overflowY = 'hidden'\n }\n\n this.\_element.classList.add(CLASS\_NAME\_STATIC)\n this.\_queueCallback(() => {\n this.\_element.classList.remove(CLASS\_NAME\_STATIC)\n this.\_queueCallback(() => {\n this.\_element.style.overflowY = initialOverflowY\n }, this.\_dialog)\n }, this.\_dialog)\n\n this.\_element.focus()\n }\n\n /\*\*\n \* The following methods are used to handle overflowing modals\n \*/\n\n \_adjustDialog() {\n const isModalOverflowing = this.\_element.scrollHeight > document.documentElement.clientHeight\n const scrollbarWidth = this.\_scrollBar.getWidth()\n const isBodyOverflowing = scrollbarWidth > 0\n\n if (isBodyOverflowing && !isModalOverflowing) {\n const property = isRTL() ? 'paddingLeft' : 'paddingRight'\n this.\_element.style[property] = `${scrollbarWidth}px`\n }\n\n if (!isBodyOverflowing && isModalOverflowing) {\n const property = isRTL() ? 'paddingRight' : 'paddingLeft'\n this.\_element.style[property] = `${scrollbarWidth}px`\n }\n }\n\n \_resetAdjustments() {\n this.\_element.style.paddingLeft = ''\n this.\_element.style.paddingRight = ''\n }\n\n // Static\n static jQueryInterface(config, relatedTarget) {\n return this.each(function () {\n const data = Modal.getOrCreateInstance(this, config)\n\n if (typeof config !== 'string') {\n return\n }\n\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config](relatedTarget)\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nEventHandler.on(document, EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_TOGGLE, function (event) {\n const target = SelectorEngine.getElementFromSelector(this)\n\n if (['A', 'AREA'].includes(this.tagName)) {\n event.preventDefault()\n }\n\n EventHandler.one(target, EVENT\_SHOW, showEvent => {\n if (showEvent.defaultPrevented) {\n // only register focus restorer if modal will actually get shown\n return\n }\n\n EventHandler.one(target, EVENT\_HIDDEN, () => {\n if (isVisible(this)) {\n this.focus()\n }\n })\n })\n\n // avoid conflict when clicking modal toggler while another one is open\n const alreadyOpen = SelectorEngine.findOne(OPEN\_SELECTOR)\n if (alreadyOpen) {\n Modal.getInstance(alreadyOpen).hide()\n }\n\n const data = Modal.getOrCreateInstance(target)\n\n data.toggle(this)\n})\n\nenableDismissTrigger(Modal)\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Modal)\n\nexport default Modal\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap offcanvas.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport BaseComponent from './base-component.js'\nimport EventHandler from './dom/event-handler.js'\nimport SelectorEngine from './dom/selector-engine.js'\nimport Backdrop from './util/backdrop.js'\nimport { enableDismissTrigger } from './util/component-functions.js'\nimport FocusTrap from './util/focustrap.js'\nimport {\n defineJQueryPlugin,\n isDisabled,\n isVisible\n} from './util/index.js'\nimport ScrollBarHelper from './util/scrollbar.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'offcanvas'\nconst DATA\_KEY = 'bs.offcanvas'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\nconst EVENT\_LOAD\_DATA\_API = `load${EVENT\_KEY}${DATA\_API\_KEY}`\nconst ESCAPE\_KEY = 'Escape'\n\nconst CLASS\_NAME\_SHOW = 'show'\nconst CLASS\_NAME\_SHOWING = 'showing'\nconst CLASS\_NAME\_HIDING = 'hiding'\nconst CLASS\_NAME\_BACKDROP = 'offcanvas-backdrop'\nconst OPEN\_SELECTOR = '.offcanvas.show'\n\nconst EVENT\_SHOW = `show${EVENT\_KEY}`\nconst EVENT\_SHOWN = `shown${EVENT\_KEY}`\nconst EVENT\_HIDE = `hide${EVENT\_KEY}`\nconst EVENT\_HIDE\_PREVENTED = `hidePrevented${EVENT\_KEY}`\nconst EVENT\_HIDDEN = `hidden${EVENT\_KEY}`\nconst EVENT\_RESIZE = `resize${EVENT\_KEY}`\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\nconst EVENT\_KEYDOWN\_DISMISS = `keydown.dismiss${EVENT\_KEY}`\n\nconst SELECTOR\_DATA\_TOGGLE = '[data-bs-toggle=\"offcanvas\"]'\n\nconst Default = {\n backdrop: true,\n keyboard: true,\n scroll: false\n}\n\nconst DefaultType = {\n backdrop: '(boolean|string)',\n keyboard: 'boolean',\n scroll: 'boolean'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Offcanvas extends BaseComponent {\n constructor(element, config) {\n super(element, config)\n\n this.\_isShown = false\n this.\_backdrop = this.\_initializeBackDrop()\n this.\_focustrap = this.\_initializeFocusTrap()\n this.\_addEventListeners()\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n toggle(relatedTarget) {\n return this.\_isShown ? this.hide() : this.show(relatedTarget)\n }\n\n show(relatedTarget) {\n if (this.\_isShown) {\n return\n }\n\n const showEvent = EventHandler.trigger(this.\_element, EVENT\_SHOW, { relatedTarget })\n\n if (showEvent.defaultPrevented) {\n return\n }\n\n this.\_isShown = true\n this.\_backdrop.show()\n\n if (!this.\_config.scroll) {\n new ScrollBarHelper().hide()\n }\n\n this.\_element.setAttribute('aria-modal', true)\n this.\_element.setAttribute('role', 'dialog')\n this.\_element.classList.add(CLASS\_NAME\_SHOWING)\n\n const completeCallBack = () => {\n if (!this.\_config.scroll || this.\_config.backdrop) {\n this.\_focustrap.activate()\n }\n\n this.\_element.classList.add(CLASS\_NAME\_SHOW)\n this.\_element.classList.remove(CLASS\_NAME\_SHOWING)\n EventHandler.trigger(this.\_element, EVENT\_SHOWN, { relatedTarget })\n }\n\n this.\_queueCallback(completeCallBack, this.\_element, true)\n }\n\n hide() {\n if (!this.\_isShown) {\n return\n }\n\n const hideEvent = EventHandler.trigger(this.\_element, EVENT\_HIDE)\n\n if (hideEvent.defaultPrevented) {\n return\n }\n\n this.\_focustrap.deactivate()\n this.\_element.blur()\n this.\_isShown = false\n this.\_element.classList.add(CLASS\_NAME\_HIDING)\n this.\_backdrop.hide()\n\n const completeCallback = () => {\n this.\_element.classList.remove(CLASS\_NAME\_SHOW, CLASS\_NAME\_HIDING)\n this.\_element.removeAttribute('aria-modal')\n this.\_element.removeAttribute('role')\n\n if (!this.\_config.scroll) {\n new ScrollBarHelper().reset()\n }\n\n EventHandler.trigger(this.\_element, EVENT\_HIDDEN)\n }\n\n this.\_queueCallback(completeCallback, this.\_element, true)\n }\n\n dispose() {\n this.\_backdrop.dispose()\n this.\_focustrap.deactivate()\n super.dispose()\n }\n\n // Private\n \_initializeBackDrop() {\n const clickCallback = () => {\n if (this.\_config.backdrop === 'static') {\n EventHandler.trigger(this.\_element, EVENT\_HIDE\_PREVENTED)\n return\n }\n\n this.hide()\n }\n\n // 'static' option will be translated to true, and booleans will keep their value\n const isVisible = Boolean(this.\_config.backdrop)\n\n return new Backdrop({\n className: CLASS\_NAME\_BACKDROP,\n isVisible,\n isAnimated: true,\n rootElement: this.\_element.parentNode,\n clickCallback: isVisible ? clickCallback : null\n })\n }\n\n \_initializeFocusTrap() {\n return new FocusTrap({\n trapElement: this.\_element\n })\n }\n\n \_addEventListeners() {\n EventHandler.on(this.\_element, EVENT\_KEYDOWN\_DISMISS, event => {\n if (event.key !== ESCAPE\_KEY) {\n return\n }\n\n if (this.\_config.keyboard) {\n this.hide()\n return\n }\n\n EventHandler.trigger(this.\_element, EVENT\_HIDE\_PREVENTED)\n })\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = Offcanvas.getOrCreateInstance(this, config)\n\n if (typeof config !== 'string') {\n return\n }\n\n if (data[config] === undefined || config.startsWith('\_') || config === 'constructor') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config](this)\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nEventHandler.on(document, EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_TOGGLE, function (event) {\n const target = SelectorEngine.getElementFromSelector(this)\n\n if (['A', 'AREA'].includes(this.tagName)) {\n event.preventDefault()\n }\n\n if (isDisabled(this)) {\n return\n }\n\n EventHandler.one(target, EVENT\_HIDDEN, () => {\n // focus on trigger when it is closed\n if (isVisible(this)) {\n this.focus()\n }\n })\n\n // avoid conflict when clicking a toggler of an offcanvas, while another is open\n const alreadyOpen = SelectorEngine.findOne(OPEN\_SELECTOR)\n if (alreadyOpen && alreadyOpen !== target) {\n Offcanvas.getInstance(alreadyOpen).hide()\n }\n\n const data = Offcanvas.getOrCreateInstance(target)\n data.toggle(this)\n})\n\nEventHandler.on(window, EVENT\_LOAD\_DATA\_API, () => {\n for (const selector of SelectorEngine.find(OPEN\_SELECTOR)) {\n Offcanvas.getOrCreateInstance(selector).show()\n }\n})\n\nEventHandler.on(window, EVENT\_RESIZE, () => {\n for (const element of SelectorEngine.find('[aria-modal][class\*=show][class\*=offcanvas-]')) {\n if (getComputedStyle(element).position !== 'fixed') {\n Offcanvas.getOrCreateInstance(element).hide()\n }\n }\n})\n\nenableDismissTrigger(Offcanvas)\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Offcanvas)\n\nexport default Offcanvas\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap util/sanitizer.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\n// js-docs-start allow-list\nconst ARIA\_ATTRIBUTE\_PATTERN = /^aria-[\\w-]\*$/i\n\nexport const DefaultAllowlist = {\n // Global attributes allowed on any supplied element below.\n '\*': ['class', 'dir', 'id', 'lang', 'role', ARIA\_ATTRIBUTE\_PATTERN],\n a: ['target', 'href', 'title', 'rel'],\n area: [],\n b: [],\n br: [],\n col: [],\n code: [],\n dd: [],\n div: [],\n dl: [],\n dt: [],\n em: [],\n hr: [],\n h1: [],\n h2: [],\n h3: [],\n h4: [],\n h5: [],\n h6: [],\n i: [],\n img: ['src', 'srcset', 'alt', 'title', 'width', 'height'],\n li: [],\n ol: [],\n p: [],\n pre: [],\n s: [],\n small: [],\n span: [],\n sub: [],\n sup: [],\n strong: [],\n u: [],\n ul: []\n}\n// js-docs-end allow-list\n\nconst uriAttributes = new Set([\n 'background',\n 'cite',\n 'href',\n 'itemtype',\n 'longdesc',\n 'poster',\n 'src',\n 'xlink:href'\n])\n\n/\*\*\n \* A pattern that recognizes URLs that are safe wrt. XSS in URL navigation\n \* contexts.\n \*\n \* Shout-out to Angular https://github.com/angular/angular/blob/15.2.8/packages/core/src/sanitization/url\_sanitizer.ts#L38\n \*/\n// eslint-disable-next-line unicorn/better-regex\nconst SAFE\_URL\_PATTERN = /^(?!javascript:)(?:[a-z0-9+.-]+:|[^&:/?#]\*(?:[/?#]|$))/i\n\nconst allowedAttribute = (attribute, allowedAttributeList) => {\n const attributeName = attribute.nodeName.toLowerCase()\n\n if (allowedAttributeList.includes(attributeName)) {\n if (uriAttributes.has(attributeName)) {\n return Boolean(SAFE\_URL\_PATTERN.test(attribute.nodeValue))\n }\n\n return true\n }\n\n // Check if a regular expression validates the attribute.\n return allowedAttributeList.filter(attributeRegex => attributeRegex instanceof RegExp)\n .some(regex => regex.test(attributeName))\n}\n\nexport function sanitizeHtml(unsafeHtml, allowList, sanitizeFunction) {\n if (!unsafeHtml.length) {\n return unsafeHtml\n }\n\n if (sanitizeFunction && typeof sanitizeFunction === 'function') {\n return sanitizeFunction(unsafeHtml)\n }\n\n const domParser = new window.DOMParser()\n const createdDocument = domParser.parseFromString(unsafeHtml, 'text/html')\n const elements = [].concat(...createdDocument.body.querySelectorAll('\*'))\n\n for (const element of elements) {\n const elementName = element.nodeName.toLowerCase()\n\n if (!Object.keys(allowList).includes(elementName)) {\n element.remove()\n continue\n }\n\n const attributeList = [].concat(...element.attributes)\n const allowedAttributes = [].concat(allowList['\*'] || [], allowList[elementName] || [])\n\n for (const attribute of attributeList) {\n if (!allowedAttribute(attribute, allowedAttributes)) {\n element.removeAttribute(attribute.nodeName)\n }\n }\n }\n\n return createdDocument.body.innerHTML\n}\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap util/template-factory.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport SelectorEngine from '../dom/selector-engine.js'\nimport Config from './config.js'\nimport { DefaultAllowlist, sanitizeHtml } from './sanitizer.js'\nimport { execute, getElement, isElement } from './index.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'TemplateFactory'\n\nconst Default = {\n allowList: DefaultAllowlist,\n content: {}, // { selector : text , selector2 : text2 , }\n extraClass: '',\n html: false,\n sanitize: true,\n sanitizeFn: null,\n template: '<div></div>'\n}\n\nconst DefaultType = {\n allowList: 'object',\n content: 'object',\n extraClass: '(string|function)',\n html: 'boolean',\n sanitize: 'boolean',\n sanitizeFn: '(null|function)',\n template: 'string'\n}\n\nconst DefaultContentType = {\n entry: '(string|element|function|null)',\n selector: '(string|element)'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass TemplateFactory extends Config {\n constructor(config) {\n super()\n this.\_config = this.\_getConfig(config)\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n getContent() {\n return Object.values(this.\_config.content)\n .map(config => this.\_resolvePossibleFunction(config))\n .filter(Boolean)\n }\n\n hasContent() {\n return this.getContent().length > 0\n }\n\n changeContent(content) {\n this.\_checkContent(content)\n this.\_config.content = { ...this.\_config.content, ...content }\n return this\n }\n\n toHtml() {\n const templateWrapper = document.createElement('div')\n templateWrapper.innerHTML = this.\_maybeSanitize(this.\_config.template)\n\n for (const [selector, text] of Object.entries(this.\_config.content)) {\n this.\_setContent(templateWrapper, text, selector)\n }\n\n const template = templateWrapper.children[0]\n const extraClass = this.\_resolvePossibleFunction(this.\_config.extraClass)\n\n if (extraClass) {\n template.classList.add(...extraClass.split(' '))\n }\n\n return template\n }\n\n // Private\n \_typeCheckConfig(config) {\n super.\_typeCheckConfig(config)\n this.\_checkContent(config.content)\n }\n\n \_checkContent(arg) {\n for (const [selector, content] of Object.entries(arg)) {\n super.\_typeCheckConfig({ selector, entry: content }, DefaultContentType)\n }\n }\n\n \_setContent(template, content, selector) {\n const templateElement = SelectorEngine.findOne(selector, template)\n\n if (!templateElement) {\n return\n }\n\n content = this.\_resolvePossibleFunction(content)\n\n if (!content) {\n templateElement.remove()\n return\n }\n\n if (isElement(content)) {\n this.\_putElementInTemplate(getElement(content), templateElement)\n return\n }\n\n if (this.\_config.html) {\n templateElement.innerHTML = this.\_maybeSanitize(content)\n return\n }\n\n templateElement.textContent = content\n }\n\n \_maybeSanitize(arg) {\n return this.\_config.sanitize ? sanitizeHtml(arg, this.\_config.allowList, this.\_config.sanitizeFn) : arg\n }\n\n \_resolvePossibleFunction(arg) {\n return execute(arg, [this])\n }\n\n \_putElementInTemplate(element, templateElement) {\n if (this.\_config.html) {\n templateElement.innerHTML = ''\n templateElement.append(element)\n return\n }\n\n templateElement.textContent = element.textContent\n }\n}\n\nexport default TemplateFactory\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap tooltip.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport \* as Popper from '@popperjs/core'\nimport BaseComponent from './base-component.js'\nimport EventHandler from './dom/event-handler.js'\nimport Manipulator from './dom/manipulator.js'\nimport {\n defineJQueryPlugin, execute, findShadowRoot, getElement, getUID, isRTL, noop\n} from './util/index.js'\nimport { DefaultAllowlist } from './util/sanitizer.js'\nimport TemplateFactory from './util/template-factory.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'tooltip'\nconst DISALLOWED\_ATTRIBUTES = new Set(['sanitize', 'allowList', 'sanitizeFn'])\n\nconst CLASS\_NAME\_FADE = 'fade'\nconst CLASS\_NAME\_MODAL = 'modal'\nconst CLASS\_NAME\_SHOW = 'show'\n\nconst SELECTOR\_TOOLTIP\_INNER = '.tooltip-inner'\nconst SELECTOR\_MODAL = `.${CLASS\_NAME\_MODAL}`\n\nconst EVENT\_MODAL\_HIDE = 'hide.bs.modal'\n\nconst TRIGGER\_HOVER = 'hover'\nconst TRIGGER\_FOCUS = 'focus'\nconst TRIGGER\_CLICK = 'click'\nconst TRIGGER\_MANUAL = 'manual'\n\nconst EVENT\_HIDE = 'hide'\nconst EVENT\_HIDDEN = 'hidden'\nconst EVENT\_SHOW = 'show'\nconst EVENT\_SHOWN = 'shown'\nconst EVENT\_INSERTED = 'inserted'\nconst EVENT\_CLICK = 'click'\nconst EVENT\_FOCUSIN = 'focusin'\nconst EVENT\_FOCUSOUT = 'focusout'\nconst EVENT\_MOUSEENTER = 'mouseenter'\nconst EVENT\_MOUSELEAVE = 'mouseleave'\n\nconst AttachmentMap = {\n AUTO: 'auto',\n TOP: 'top',\n RIGHT: isRTL() ? 'left' : 'right',\n BOTTOM: 'bottom',\n LEFT: isRTL() ? 'right' : 'left'\n}\n\nconst Default = {\n allowList: DefaultAllowlist,\n animation: true,\n boundary: 'clippingParents',\n container: false,\n customClass: '',\n delay: 0,\n fallbackPlacements: ['top', 'right', 'bottom', 'left'],\n html: false,\n offset: [0, 6],\n placement: 'top',\n popperConfig: null,\n sanitize: true,\n sanitizeFn: null,\n selector: false,\n template: '<div class=\"tooltip\" role=\"tooltip\">' +\n '<div class=\"tooltip-arrow\"></div>' +\n '<div class=\"tooltip-inner\"></div>' +\n '</div>',\n title: '',\n trigger: 'hover focus'\n}\n\nconst DefaultType = {\n allowList: 'object',\n animation: 'boolean',\n boundary: '(string|element)',\n container: '(string|element|boolean)',\n customClass: '(string|function)',\n delay: '(number|object)',\n fallbackPlacements: 'array',\n html: 'boolean',\n offset: '(array|string|function)',\n placement: '(string|function)',\n popperConfig: '(null|object|function)',\n sanitize: 'boolean',\n sanitizeFn: '(null|function)',\n selector: '(string|boolean)',\n template: 'string',\n title: '(string|element|function)',\n trigger: 'string'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Tooltip extends BaseComponent {\n constructor(element, config) {\n if (typeof Popper === 'undefined') {\n throw new TypeError('Bootstrap\\'s tooltips require Popper (https://popper.js.org)')\n }\n\n super(element, config)\n\n // Private\n this.\_isEnabled = true\n this.\_timeout = 0\n this.\_isHovered = null\n this.\_activeTrigger = {}\n this.\_popper = null\n this.\_templateFactory = null\n this.\_newContent = null\n\n // Protected\n this.tip = null\n\n this.\_setListeners()\n\n if (!this.\_config.selector) {\n this.\_fixTitle()\n }\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n enable() {\n this.\_isEnabled = true\n }\n\n disable() {\n this.\_isEnabled = false\n }\n\n toggleEnabled() {\n this.\_isEnabled = !this.\_isEnabled\n }\n\n toggle() {\n if (!this.\_isEnabled) {\n return\n }\n\n this.\_activeTrigger.click = !this.\_activeTrigger.click\n if (this.\_isShown()) {\n this.\_leave()\n return\n }\n\n this.\_enter()\n }\n\n dispose() {\n clearTimeout(this.\_timeout)\n\n EventHandler.off(this.\_element.closest(SELECTOR\_MODAL), EVENT\_MODAL\_HIDE, this.\_hideModalHandler)\n\n if (this.\_element.getAttribute('data-bs-original-title')) {\n this.\_element.setAttribute('title', this.\_element.getAttribute('data-bs-original-title'))\n }\n\n this.\_disposePopper()\n super.dispose()\n }\n\n show() {\n if (this.\_element.style.display === 'none') {\n throw new Error('Please use show on visible elements')\n }\n\n if (!(this.\_isWithContent() && this.\_isEnabled)) {\n return\n }\n\n const showEvent = EventHandler.trigger(this.\_element, this.constructor.eventName(EVENT\_SHOW))\n const shadowRoot = findShadowRoot(this.\_element)\n const isInTheDom = (shadowRoot || this.\_element.ownerDocument.documentElement).contains(this.\_element)\n\n if (showEvent.defaultPrevented || !isInTheDom) {\n return\n }\n\n // TODO: v6 remove this or make it optional\n this.\_disposePopper()\n\n const tip = this.\_getTipElement()\n\n this.\_element.setAttribute('aria-describedby', tip.getAttribute('id'))\n\n const { container } = this.\_config\n\n if (!this.\_element.ownerDocument.documentElement.contains(this.tip)) {\n container.append(tip)\n EventHandler.trigger(this.\_element, this.constructor.eventName(EVENT\_INSERTED))\n }\n\n this.\_popper = this.\_createPopper(tip)\n\n tip.classList.add(CLASS\_NAME\_SHOW)\n\n // If this is a touch-enabled device we add extra\n // empty mouseover listeners to the body's immediate children;\n // only needed because of broken event delegation on iOS\n // https://www.quirksmode.org/blog/archives/2014/02/mouse\_event\_bub.html\n if ('ontouchstart' in document.documentElement) {\n for (const element of [].concat(...document.body.children)) {\n EventHandler.on(element, 'mouseover', noop)\n }\n }\n\n const complete = () => {\n EventHandler.trigger(this.\_element, this.constructor.eventName(EVENT\_SHOWN))\n\n if (this.\_isHovered === false) {\n this.\_leave()\n }\n\n this.\_isHovered = false\n }\n\n this.\_queueCallback(complete, this.tip, this.\_isAnimated())\n }\n\n hide() {\n if (!this.\_isShown()) {\n return\n }\n\n const hideEvent = EventHandler.trigger(this.\_element, this.constructor.eventName(EVENT\_HIDE))\n if (hideEvent.defaultPrevented) {\n return\n }\n\n const tip = this.\_getTipElement()\n tip.classList.remove(CLASS\_NAME\_SHOW)\n\n // If this is a touch-enabled device we remove the extra\n // empty mouseover listeners we added for iOS support\n if ('ontouchstart' in document.documentElement) {\n for (const element of [].concat(...document.body.children)) {\n EventHandler.off(element, 'mouseover', noop)\n }\n }\n\n this.\_activeTrigger[TRIGGER\_CLICK] = false\n this.\_activeTrigger[TRIGGER\_FOCUS] = false\n this.\_activeTrigger[TRIGGER\_HOVER] = false\n this.\_isHovered = null // it is a trick to support manual triggering\n\n const complete = () => {\n if (this.\_isWithActiveTrigger()) {\n return\n }\n\n if (!this.\_isHovered) {\n this.\_disposePopper()\n }\n\n this.\_element.removeAttribute('aria-describedby')\n EventHandler.trigger(this.\_element, this.constructor.eventName(EVENT\_HIDDEN))\n }\n\n this.\_queueCallback(complete, this.tip, this.\_isAnimated())\n }\n\n update() {\n if (this.\_popper) {\n this.\_popper.update()\n }\n }\n\n // Protected\n \_isWithContent() {\n return Boolean(this.\_getTitle())\n }\n\n \_getTipElement() {\n if (!this.tip) {\n this.tip = this.\_createTipElement(this.\_newContent || this.\_getContentForTemplate())\n }\n\n return this.tip\n }\n\n \_createTipElement(content) {\n const tip = this.\_getTemplateFactory(content).toHtml()\n\n // TODO: remove this check in v6\n if (!tip) {\n return null\n }\n\n tip.classList.remove(CLASS\_NAME\_FADE, CLASS\_NAME\_SHOW)\n // TODO: v6 the following can be achieved with CSS only\n tip.classList.add(`bs-${this.constructor.NAME}-auto`)\n\n const tipId = getUID(this.constructor.NAME).toString()\n\n tip.setAttribute('id', tipId)\n\n if (this.\_isAnimated()) {\n tip.classList.add(CLASS\_NAME\_FADE)\n }\n\n return tip\n }\n\n setContent(content) {\n this.\_newContent = content\n if (this.\_isShown()) {\n this.\_disposePopper()\n this.show()\n }\n }\n\n \_getTemplateFactory(content) {\n if (this.\_templateFactory) {\n this.\_templateFactory.changeContent(content)\n } else {\n this.\_templateFactory = new TemplateFactory({\n ...this.\_config,\n // the `content` var has to be after `this.\_config`\n // to override config.content in case of popover\n content,\n extraClass: this.\_resolvePossibleFunction(this.\_config.customClass)\n })\n }\n\n return this.\_templateFactory\n }\n\n \_getContentForTemplate() {\n return {\n [SELECTOR\_TOOLTIP\_INNER]: this.\_getTitle()\n }\n }\n\n \_getTitle() {\n return this.\_resolvePossibleFunction(this.\_config.title) || this.\_element.getAttribute('data-bs-original-title')\n }\n\n // Private\n \_initializeOnDelegatedTarget(event) {\n return this.constructor.getOrCreateInstance(event.delegateTarget, this.\_getDelegateConfig())\n }\n\n \_isAnimated() {\n return this.\_config.animation || (this.tip && this.tip.classList.contains(CLASS\_NAME\_FADE))\n }\n\n \_isShown() {\n return this.tip && this.tip.classList.contains(CLASS\_NAME\_SHOW)\n }\n\n \_createPopper(tip) {\n const placement = execute(this.\_config.placement, [this, tip, this.\_element])\n const attachment = AttachmentMap[placement.toUpperCase()]\n return Popper.createPopper(this.\_element, tip, this.\_getPopperConfig(attachment))\n }\n\n \_getOffset() {\n const { offset } = this.\_config\n\n if (typeof offset === 'string') {\n return offset.split(',').map(value => Number.parseInt(value, 10))\n }\n\n if (typeof offset === 'function') {\n return popperData => offset(popperData, this.\_element)\n }\n\n return offset\n }\n\n \_resolvePossibleFunction(arg) {\n return execute(arg, [this.\_element])\n }\n\n \_getPopperConfig(attachment) {\n const defaultBsPopperConfig = {\n placement: attachment,\n modifiers: [\n {\n name: 'flip',\n options: {\n fallbackPlacements: this.\_config.fallbackPlacements\n }\n },\n {\n name: 'offset',\n options: {\n offset: this.\_getOffset()\n }\n },\n {\n name: 'preventOverflow',\n options: {\n boundary: this.\_config.boundary\n }\n },\n {\n name: 'arrow',\n options: {\n element: `.${this.constructor.NAME}-arrow`\n }\n },\n {\n name: 'preSetPlacement',\n enabled: true,\n phase: 'beforeMain',\n fn: data => {\n // Pre-set Popper's placement attribute in order to read the arrow sizes properly.\n // Otherwise, Popper mixes up the width and height dimensions since the initial arrow style is for top placement\n this.\_getTipElement().setAttribute('data-popper-placement', data.state.placement)\n }\n }\n ]\n }\n\n return {\n ...defaultBsPopperConfig,\n ...execute(this.\_config.popperConfig, [defaultBsPopperConfig])\n }\n }\n\n \_setListeners() {\n const triggers = this.\_config.trigger.split(' ')\n\n for (const trigger of triggers) {\n if (trigger === 'click') {\n EventHandler.on(this.\_element, this.constructor.eventName(EVENT\_CLICK), this.\_config.selector, event => {\n const context = this.\_initializeOnDelegatedTarget(event)\n context.toggle()\n })\n } else if (trigger !== TRIGGER\_MANUAL) {\n const eventIn = trigger === TRIGGER\_HOVER ?\n this.constructor.eventName(EVENT\_MOUSEENTER) :\n this.constructor.eventName(EVENT\_FOCUSIN)\n const eventOut = trigger === TRIGGER\_HOVER ?\n this.constructor.eventName(EVENT\_MOUSELEAVE) :\n this.constructor.eventName(EVENT\_FOCUSOUT)\n\n EventHandler.on(this.\_element, eventIn, this.\_config.selector, event => {\n const context = this.\_initializeOnDelegatedTarget(event)\n context.\_activeTrigger[event.type === 'focusin' ? TRIGGER\_FOCUS : TRIGGER\_HOVER] = true\n context.\_enter()\n })\n EventHandler.on(this.\_element, eventOut, this.\_config.selector, event => {\n const context = this.\_initializeOnDelegatedTarget(event)\n context.\_activeTrigger[event.type === 'focusout' ? TRIGGER\_FOCUS : TRIGGER\_HOVER] =\n context.\_element.contains(event.relatedTarget)\n\n context.\_leave()\n })\n }\n }\n\n this.\_hideModalHandler = () => {\n if (this.\_element) {\n this.hide()\n }\n }\n\n EventHandler.on(this.\_element.closest(SELECTOR\_MODAL), EVENT\_MODAL\_HIDE, this.\_hideModalHandler)\n }\n\n \_fixTitle() {\n const title = this.\_element.getAttribute('title')\n\n if (!title) {\n return\n }\n\n if (!this.\_element.getAttribute('aria-label') && !this.\_element.textContent.trim()) {\n this.\_element.setAttribute('aria-label', title)\n }\n\n this.\_element.setAttribute('data-bs-original-title', title) // DO NOT USE IT. Is only for backwards compatibility\n this.\_element.removeAttribute('title')\n }\n\n \_enter() {\n if (this.\_isShown() || this.\_isHovered) {\n this.\_isHovered = true\n return\n }\n\n this.\_isHovered = true\n\n this.\_setTimeout(() => {\n if (this.\_isHovered) {\n this.show()\n }\n }, this.\_config.delay.show)\n }\n\n \_leave() {\n if (this.\_isWithActiveTrigger()) {\n return\n }\n\n this.\_isHovered = false\n\n this.\_setTimeout(() => {\n if (!this.\_isHovered) {\n this.hide()\n }\n }, this.\_config.delay.hide)\n }\n\n \_setTimeout(handler, timeout) {\n clearTimeout(this.\_timeout)\n this.\_timeout = setTimeout(handler, timeout)\n }\n\n \_isWithActiveTrigger() {\n return Object.values(this.\_activeTrigger).includes(true)\n }\n\n \_getConfig(config) {\n const dataAttributes = Manipulator.getDataAttributes(this.\_element)\n\n for (const dataAttribute of Object.keys(dataAttributes)) {\n if (DISALLOWED\_ATTRIBUTES.has(dataAttribute)) {\n delete dataAttributes[dataAttribute]\n }\n }\n\n config = {\n ...dataAttributes,\n ...(typeof config === 'object' && config ? config : {})\n }\n config = this.\_mergeConfigObj(config)\n config = this.\_configAfterMerge(config)\n this.\_typeCheckConfig(config)\n return config\n }\n\n \_configAfterMerge(config) {\n config.container = config.container === false ? document.body : getElement(config.container)\n\n if (typeof config.delay === 'number') {\n config.delay = {\n show: config.delay,\n hide: config.delay\n }\n }\n\n if (typeof config.title === 'number') {\n config.title = config.title.toString()\n }\n\n if (typeof config.content === 'number') {\n config.content = config.content.toString()\n }\n\n return config\n }\n\n \_getDelegateConfig() {\n const config = {}\n\n for (const [key, value] of Object.entries(this.\_config)) {\n if (this.constructor.Default[key] !== value) {\n config[key] = value\n }\n }\n\n config.selector = false\n config.trigger = 'manual'\n\n // In the future can be replaced with:\n // const keysWithDifferentValues = Object.entries(this.\_config).filter(entry => this.constructor.Default[entry[0]] !== this.\_config[entry[0]])\n // `Object.fromEntries(keysWithDifferentValues)`\n return config\n }\n\n \_disposePopper() {\n if (this.\_popper) {\n this.\_popper.destroy()\n this.\_popper = null\n }\n\n if (this.tip) {\n this.tip.remove()\n this.tip = null\n }\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = Tooltip.getOrCreateInstance(this, config)\n\n if (typeof config !== 'string') {\n return\n }\n\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n })\n }\n}\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Tooltip)\n\nexport default Tooltip\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap popover.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport Tooltip from './tooltip.js'\nimport { defineJQueryPlugin } from './util/index.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'popover'\n\nconst SELECTOR\_TITLE = '.popover-header'\nconst SELECTOR\_CONTENT = '.popover-body'\n\nconst Default = {\n ...Tooltip.Default,\n content: '',\n offset: [0, 8],\n placement: 'right',\n template: '<div class=\"popover\" role=\"tooltip\">' +\n '<div class=\"popover-arrow\"></div>' +\n '<h3 class=\"popover-header\"></h3>' +\n '<div class=\"popover-body\"></div>' +\n '</div>',\n trigger: 'click'\n}\n\nconst DefaultType = {\n ...Tooltip.DefaultType,\n content: '(null|string|element|function)'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Popover extends Tooltip {\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Overrides\n \_isWithContent() {\n return this.\_getTitle() || this.\_getContent()\n }\n\n // Private\n \_getContentForTemplate() {\n return {\n [SELECTOR\_TITLE]: this.\_getTitle(),\n [SELECTOR\_CONTENT]: this.\_getContent()\n }\n }\n\n \_getContent() {\n return this.\_resolvePossibleFunction(this.\_config.content)\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = Popover.getOrCreateInstance(this, config)\n\n if (typeof config !== 'string') {\n return\n }\n\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n })\n }\n}\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Popover)\n\nexport default Popover\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap scrollspy.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport BaseComponent from './base-component.js'\nimport EventHandler from './dom/event-handler.js'\nimport SelectorEngine from './dom/selector-engine.js'\nimport {\n defineJQueryPlugin, getElement, isDisabled, isVisible\n} from './util/index.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'scrollspy'\nconst DATA\_KEY = 'bs.scrollspy'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\n\nconst EVENT\_ACTIVATE = `activate${EVENT\_KEY}`\nconst EVENT\_CLICK = `click${EVENT\_KEY}`\nconst EVENT\_LOAD\_DATA\_API = `load${EVENT\_KEY}${DATA\_API\_KEY}`\n\nconst CLASS\_NAME\_DROPDOWN\_ITEM = 'dropdown-item'\nconst CLASS\_NAME\_ACTIVE = 'active'\n\nconst SELECTOR\_DATA\_SPY = '[data-bs-spy=\"scroll\"]'\nconst SELECTOR\_TARGET\_LINKS = '[href]'\nconst SELECTOR\_NAV\_LIST\_GROUP = '.nav, .list-group'\nconst SELECTOR\_NAV\_LINKS = '.nav-link'\nconst SELECTOR\_NAV\_ITEMS = '.nav-item'\nconst SELECTOR\_LIST\_ITEMS = '.list-group-item'\nconst SELECTOR\_LINK\_ITEMS = `${SELECTOR\_NAV\_LINKS}, ${SELECTOR\_NAV\_ITEMS} > ${SELECTOR\_NAV\_LINKS}, ${SELECTOR\_LIST\_ITEMS}`\nconst SELECTOR\_DROPDOWN = '.dropdown'\nconst SELECTOR\_DROPDOWN\_TOGGLE = '.dropdown-toggle'\n\nconst Default = {\n offset: null, // TODO: v6 @deprecated, keep it for backwards compatibility reasons\n rootMargin: '0px 0px -25%',\n smoothScroll: false,\n target: null,\n threshold: [0.1, 0.5, 1]\n}\n\nconst DefaultType = {\n offset: '(number|null)', // TODO v6 @deprecated, keep it for backwards compatibility reasons\n rootMargin: 'string',\n smoothScroll: 'boolean',\n target: 'element',\n threshold: 'array'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass ScrollSpy extends BaseComponent {\n constructor(element, config) {\n super(element, config)\n\n // this.\_element is the observablesContainer and config.target the menu links wrapper\n this.\_targetLinks = new Map()\n this.\_observableSections = new Map()\n this.\_rootElement = getComputedStyle(this.\_element).overflowY === 'visible' ? null : this.\_element\n this.\_activeTarget = null\n this.\_observer = null\n this.\_previousScrollData = {\n visibleEntryTop: 0,\n parentScrollTop: 0\n }\n this.refresh() // initialize\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n refresh() {\n this.\_initializeTargetsAndObservables()\n this.\_maybeEnableSmoothScroll()\n\n if (this.\_observer) {\n this.\_observer.disconnect()\n } else {\n this.\_observer = this.\_getNewObserver()\n }\n\n for (const section of this.\_observableSections.values()) {\n this.\_observer.observe(section)\n }\n }\n\n dispose() {\n this.\_observer.disconnect()\n super.dispose()\n }\n\n // Private\n \_configAfterMerge(config) {\n // TODO: on v6 target should be given explicitly & remove the {target: 'ss-target'} case\n config.target = getElement(config.target) || document.body\n\n // TODO: v6 Only for backwards compatibility reasons. Use rootMargin only\n config.rootMargin = config.offset ? `${config.offset}px 0px -30%` : config.rootMargin\n\n if (typeof config.threshold === 'string') {\n config.threshold = config.threshold.split(',').map(value => Number.parseFloat(value))\n }\n\n return config\n }\n\n \_maybeEnableSmoothScroll() {\n if (!this.\_config.smoothScroll) {\n return\n }\n\n // unregister any previous listeners\n EventHandler.off(this.\_config.target, EVENT\_CLICK)\n\n EventHandler.on(this.\_config.target, EVENT\_CLICK, SELECTOR\_TARGET\_LINKS, event => {\n const observableSection = this.\_observableSections.get(event.target.hash)\n if (observableSection) {\n event.preventDefault()\n const root = this.\_rootElement || window\n const height = observableSection.offsetTop - this.\_element.offsetTop\n if (root.scrollTo) {\n root.scrollTo({ top: height, behavior: 'smooth' })\n return\n }\n\n // Chrome 60 doesn't support `scrollTo`\n root.scrollTop = height\n }\n })\n }\n\n \_getNewObserver() {\n const options = {\n root: this.\_rootElement,\n threshold: this.\_config.threshold,\n rootMargin: this.\_config.rootMargin\n }\n\n return new IntersectionObserver(entries => this.\_observerCallback(entries), options)\n }\n\n // The logic of selection\n \_observerCallback(entries) {\n const targetElement = entry => this.\_targetLinks.get(`#${entry.target.id}`)\n const activate = entry => {\n this.\_previousScrollData.visibleEntryTop = entry.target.offsetTop\n this.\_process(targetElement(entry))\n }\n\n const parentScrollTop = (this.\_rootElement || document.documentElement).scrollTop\n const userScrollsDown = parentScrollTop >= this.\_previousScrollData.parentScrollTop\n this.\_previousScrollData.parentScrollTop = parentScrollTop\n\n for (const entry of entries) {\n if (!entry.isIntersecting) {\n this.\_activeTarget = null\n this.\_clearActiveClass(targetElement(entry))\n\n continue\n }\n\n const entryIsLowerThanPrevious = entry.target.offsetTop >= this.\_previousScrollData.visibleEntryTop\n // if we are scrolling down, pick the bigger offsetTop\n if (userScrollsDown && entryIsLowerThanPrevious) {\n activate(entry)\n // if parent isn't scrolled, let's keep the first visible item, breaking the iteration\n if (!parentScrollTop) {\n return\n }\n\n continue\n }\n\n // if we are scrolling up, pick the smallest offsetTop\n if (!userScrollsDown && !entryIsLowerThanPrevious) {\n activate(entry)\n }\n }\n }\n\n \_initializeTargetsAndObservables() {\n this.\_targetLinks = new Map()\n this.\_observableSections = new Map()\n\n const targetLinks = SelectorEngine.find(SELECTOR\_TARGET\_LINKS, this.\_config.target)\n\n for (const anchor of targetLinks) {\n // ensure that the anchor has an id and is not disabled\n if (!anchor.hash || isDisabled(anchor)) {\n continue\n }\n\n const observableSection = SelectorEngine.findOne(decodeURI(anchor.hash), this.\_element)\n\n // ensure that the observableSection exists & is visible\n if (isVisible(observableSection)) {\n this.\_targetLinks.set(decodeURI(anchor.hash), anchor)\n this.\_observableSections.set(anchor.hash, observableSection)\n }\n }\n }\n\n \_process(target) {\n if (this.\_activeTarget === target) {\n return\n }\n\n this.\_clearActiveClass(this.\_config.target)\n this.\_activeTarget = target\n target.classList.add(CLASS\_NAME\_ACTIVE)\n this.\_activateParents(target)\n\n EventHandler.trigger(this.\_element, EVENT\_ACTIVATE, { relatedTarget: target })\n }\n\n \_activateParents(target) {\n // Activate dropdown parents\n if (target.classList.contains(CLASS\_NAME\_DROPDOWN\_ITEM)) {\n SelectorEngine.findOne(SELECTOR\_DROPDOWN\_TOGGLE, target.closest(SELECTOR\_DROPDOWN))\n .classList.add(CLASS\_NAME\_ACTIVE)\n return\n }\n\n for (const listGroup of SelectorEngine.parents(target, SELECTOR\_NAV\_LIST\_GROUP)) {\n // Set triggered links parents as active\n // With both <ul> and <nav> markup a parent is the previous sibling of any nav ancestor\n for (const item of SelectorEngine.prev(listGroup, SELECTOR\_LINK\_ITEMS)) {\n item.classList.add(CLASS\_NAME\_ACTIVE)\n }\n }\n }\n\n \_clearActiveClass(parent) {\n parent.classList.remove(CLASS\_NAME\_ACTIVE)\n\n const activeNodes = SelectorEngine.find(`${SELECTOR\_TARGET\_LINKS}.${CLASS\_NAME\_ACTIVE}`, parent)\n for (const node of activeNodes) {\n node.classList.remove(CLASS\_NAME\_ACTIVE)\n }\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = ScrollSpy.getOrCreateInstance(this, config)\n\n if (typeof config !== 'string') {\n return\n }\n\n if (data[config] === undefined || config.startsWith('\_') || config === 'constructor') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nEventHandler.on(window, EVENT\_LOAD\_DATA\_API, () => {\n for (const spy of SelectorEngine.find(SELECTOR\_DATA\_SPY)) {\n ScrollSpy.getOrCreateInstance(spy)\n }\n})\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(ScrollSpy)\n\nexport default ScrollSpy\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap tab.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport BaseComponent from './base-component.js'\nimport EventHandler from './dom/event-handler.js'\nimport SelectorEngine from './dom/selector-engine.js'\nimport { defineJQueryPlugin, getNextActiveElement, isDisabled } from './util/index.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'tab'\nconst DATA\_KEY = 'bs.tab'\nconst EVENT\_KEY = `.${DATA\_KEY}`\n\nconst EVENT\_HIDE = `hide${EVENT\_KEY}`\nconst EVENT\_HIDDEN = `hidden${EVENT\_KEY}`\nconst EVENT\_SHOW = `show${EVENT\_KEY}`\nconst EVENT\_SHOWN = `shown${EVENT\_KEY}`\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}`\nconst EVENT\_KEYDOWN = `keydown${EVENT\_KEY}`\nconst EVENT\_LOAD\_DATA\_API = `load${EVENT\_KEY}`\n\nconst ARROW\_LEFT\_KEY = 'ArrowLeft'\nconst ARROW\_RIGHT\_KEY = 'ArrowRight'\nconst ARROW\_UP\_KEY = 'ArrowUp'\nconst ARROW\_DOWN\_KEY = 'ArrowDown'\nconst HOME\_KEY = 'Home'\nconst END\_KEY = 'End'\n\nconst CLASS\_NAME\_ACTIVE = 'active'\nconst CLASS\_NAME\_FADE = 'fade'\nconst CLASS\_NAME\_SHOW = 'show'\nconst CLASS\_DROPDOWN = 'dropdown'\n\nconst SELECTOR\_DROPDOWN\_TOGGLE = '.dropdown-toggle'\nconst SELECTOR\_DROPDOWN\_MENU = '.dropdown-menu'\nconst NOT\_SELECTOR\_DROPDOWN\_TOGGLE = `:not(${SELECTOR\_DROPDOWN\_TOGGLE})`\n\nconst SELECTOR\_TAB\_PANEL = '.list-group, .nav, [role=\"tablist\"]'\nconst SELECTOR\_OUTER = '.nav-item, .list-group-item'\nconst SELECTOR\_INNER = `.nav-link${NOT\_SELECTOR\_DROPDOWN\_TOGGLE}, .list-group-item${NOT\_SELECTOR\_DROPDOWN\_TOGGLE}, [role=\"tab\"]${NOT\_SELECTOR\_DROPDOWN\_TOGGLE}`\nconst SELECTOR\_DATA\_TOGGLE = '[data-bs-toggle=\"tab\"], [data-bs-toggle=\"pill\"], [data-bs-toggle=\"list\"]' // TODO: could only be `tab` in v6\nconst SELECTOR\_INNER\_ELEM = `${SELECTOR\_INNER}, ${SELECTOR\_DATA\_TOGGLE}`\n\nconst SELECTOR\_DATA\_TOGGLE\_ACTIVE = `.${CLASS\_NAME\_ACTIVE}[data-bs-toggle=\"tab\"], .${CLASS\_NAME\_ACTIVE}[data-bs-toggle=\"pill\"], .${CLASS\_NAME\_ACTIVE}[data-bs-toggle=\"list\"]`\n\n/\*\*\n \* Class definition\n \*/\n\nclass Tab extends BaseComponent {\n constructor(element) {\n super(element)\n this.\_parent = this.\_element.closest(SELECTOR\_TAB\_PANEL)\n\n if (!this.\_parent) {\n return\n // TODO: should throw exception in v6\n // throw new TypeError(`${element.outerHTML} has not a valid parent ${SELECTOR\_INNER\_ELEM}`)\n }\n\n // Set up initial aria attributes\n this.\_setInitialAttributes(this.\_parent, this.\_getChildren())\n\n EventHandler.on(this.\_element, EVENT\_KEYDOWN, event => this.\_keydown(event))\n }\n\n // Getters\n static get NAME() {\n return NAME\n }\n\n // Public\n show() { // Shows this elem and deactivate the active sibling if exists\n const innerElem = this.\_element\n if (this.\_elemIsActive(innerElem)) {\n return\n }\n\n // Search for active tab on same parent to deactivate it\n const active = this.\_getActiveElem()\n\n const hideEvent = active ?\n EventHandler.trigger(active, EVENT\_HIDE, { relatedTarget: innerElem }) :\n null\n\n const showEvent = EventHandler.trigger(innerElem, EVENT\_SHOW, { relatedTarget: active })\n\n if (showEvent.defaultPrevented || (hideEvent && hideEvent.defaultPrevented)) {\n return\n }\n\n this.\_deactivate(active, innerElem)\n this.\_activate(innerElem, active)\n }\n\n // Private\n \_activate(element, relatedElem) {\n if (!element) {\n return\n }\n\n element.classList.add(CLASS\_NAME\_ACTIVE)\n\n this.\_activate(SelectorEngine.getElementFromSelector(element)) // Search and activate/show the proper section\n\n const complete = () => {\n if (element.getAttribute('role') !== 'tab') {\n element.classList.add(CLASS\_NAME\_SHOW)\n return\n }\n\n element.removeAttribute('tabindex')\n element.setAttribute('aria-selected', true)\n this.\_toggleDropDown(element, true)\n EventHandler.trigger(element, EVENT\_SHOWN, {\n relatedTarget: relatedElem\n })\n }\n\n this.\_queueCallback(complete, element, element.classList.contains(CLASS\_NAME\_FADE))\n }\n\n \_deactivate(element, relatedElem) {\n if (!element) {\n return\n }\n\n element.classList.remove(CLASS\_NAME\_ACTIVE)\n element.blur()\n\n this.\_deactivate(SelectorEngine.getElementFromSelector(element)) // Search and deactivate the shown section too\n\n const complete = () => {\n if (element.getAttribute('role') !== 'tab') {\n element.classList.remove(CLASS\_NAME\_SHOW)\n return\n }\n\n element.setAttribute('aria-selected', false)\n element.setAttribute('tabindex', '-1')\n this.\_toggleDropDown(element, false)\n EventHandler.trigger(element, EVENT\_HIDDEN, { relatedTarget: relatedElem })\n }\n\n this.\_queueCallback(complete, element, element.classList.contains(CLASS\_NAME\_FADE))\n }\n\n \_keydown(event) {\n if (!([ARROW\_LEFT\_KEY, ARROW\_RIGHT\_KEY, ARROW\_UP\_KEY, ARROW\_DOWN\_KEY, HOME\_KEY, END\_KEY].includes(event.key))) {\n return\n }\n\n event.stopPropagation()// stopPropagation/preventDefault both added to support up/down keys without scrolling the page\n event.preventDefault()\n\n const children = this.\_getChildren().filter(element => !isDisabled(element))\n let nextActiveElement\n\n if ([HOME\_KEY, END\_KEY].includes(event.key)) {\n nextActiveElement = children[event.key === HOME\_KEY ? 0 : children.length - 1]\n } else {\n const isNext = [ARROW\_RIGHT\_KEY, ARROW\_DOWN\_KEY].includes(event.key)\n nextActiveElement = getNextActiveElement(children, event.target, isNext, true)\n }\n\n if (nextActiveElement) {\n nextActiveElement.focus({ preventScroll: true })\n Tab.getOrCreateInstance(nextActiveElement).show()\n }\n }\n\n \_getChildren() { // collection of inner elements\n return SelectorEngine.find(SELECTOR\_INNER\_ELEM, this.\_parent)\n }\n\n \_getActiveElem() {\n return this.\_getChildren().find(child => this.\_elemIsActive(child)) || null\n }\n\n \_setInitialAttributes(parent, children) {\n this.\_setAttributeIfNotExists(parent, 'role', 'tablist')\n\n for (const child of children) {\n this.\_setInitialAttributesOnChild(child)\n }\n }\n\n \_setInitialAttributesOnChild(child) {\n child = this.\_getInnerElement(child)\n const isActive = this.\_elemIsActive(child)\n const outerElem = this.\_getOuterElement(child)\n child.setAttribute('aria-selected', isActive)\n\n if (outerElem !== child) {\n this.\_setAttributeIfNotExists(outerElem, 'role', 'presentation')\n }\n\n if (!isActive) {\n child.setAttribute('tabindex', '-1')\n }\n\n this.\_setAttributeIfNotExists(child, 'role', 'tab')\n\n // set attributes to the related panel too\n this.\_setInitialAttributesOnTargetPanel(child)\n }\n\n \_setInitialAttributesOnTargetPanel(child) {\n const target = SelectorEngine.getElementFromSelector(child)\n\n if (!target) {\n return\n }\n\n this.\_setAttributeIfNotExists(target, 'role', 'tabpanel')\n\n if (child.id) {\n this.\_setAttributeIfNotExists(target, 'aria-labelledby', `${child.id}`)\n }\n }\n\n \_toggleDropDown(element, open) {\n const outerElem = this.\_getOuterElement(element)\n if (!outerElem.classList.contains(CLASS\_DROPDOWN)) {\n return\n }\n\n const toggle = (selector, className) => {\n const element = SelectorEngine.findOne(selector, outerElem)\n if (element) {\n element.classList.toggle(className, open)\n }\n }\n\n toggle(SELECTOR\_DROPDOWN\_TOGGLE, CLASS\_NAME\_ACTIVE)\n toggle(SELECTOR\_DROPDOWN\_MENU, CLASS\_NAME\_SHOW)\n outerElem.setAttribute('aria-expanded', open)\n }\n\n \_setAttributeIfNotExists(element, attribute, value) {\n if (!element.hasAttribute(attribute)) {\n element.setAttribute(attribute, value)\n }\n }\n\n \_elemIsActive(elem) {\n return elem.classList.contains(CLASS\_NAME\_ACTIVE)\n }\n\n // Try to get the inner element (usually the .nav-link)\n \_getInnerElement(elem) {\n return elem.matches(SELECTOR\_INNER\_ELEM) ? elem : SelectorEngine.findOne(SELECTOR\_INNER\_ELEM, elem)\n }\n\n // Try to get the outer element (usually the .nav-item)\n \_getOuterElement(elem) {\n return elem.closest(SELECTOR\_OUTER) || elem\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = Tab.getOrCreateInstance(this)\n\n if (typeof config !== 'string') {\n return\n }\n\n if (data[config] === undefined || config.startsWith('\_') || config === 'constructor') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nEventHandler.on(document, EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_TOGGLE, function (event) {\n if (['A', 'AREA'].includes(this.tagName)) {\n event.preventDefault()\n }\n\n if (isDisabled(this)) {\n return\n }\n\n Tab.getOrCreateInstance(this).show()\n})\n\n/\*\*\n \* Initialize on focus\n \*/\nEventHandler.on(window, EVENT\_LOAD\_DATA\_API, () => {\n for (const element of SelectorEngine.find(SELECTOR\_DATA\_TOGGLE\_ACTIVE)) {\n Tab.getOrCreateInstance(element)\n }\n})\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Tab)\n\nexport default Tab\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap toast.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport BaseComponent from './base-component.js'\nimport EventHandler from './dom/event-handler.js'\nimport { enableDismissTrigger } from './util/component-functions.js'\nimport { defineJQueryPlugin, reflow } from './util/index.js'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'toast'\nconst DATA\_KEY = 'bs.toast'\nconst EVENT\_KEY = `.${DATA\_KEY}`\n\nconst EVENT\_MOUSEOVER = `mouseover${EVENT\_KEY}`\nconst EVENT\_MOUSEOUT = `mouseout${EVENT\_KEY}`\nconst EVENT\_FOCUSIN = `focusin${EVENT\_KEY}`\nconst EVENT\_FOCUSOUT = `focusout${EVENT\_KEY}`\nconst EVENT\_HIDE = `hide${EVENT\_KEY}`\nconst EVENT\_HIDDEN = `hidden${EVENT\_KEY}`\nconst EVENT\_SHOW = `show${EVENT\_KEY}`\nconst EVENT\_SHOWN = `shown${EVENT\_KEY}`\n\nconst CLASS\_NAME\_FADE = 'fade'\nconst CLASS\_NAME\_HIDE = 'hide' // @deprecated - kept here only for backwards compatibility\nconst CLASS\_NAME\_SHOW = 'show'\nconst CLASS\_NAME\_SHOWING = 'showing'\n\nconst DefaultType = {\n animation: 'boolean',\n autohide: 'boolean',\n delay: 'number'\n}\n\nconst Default = {\n animation: true,\n autohide: true,\n delay: 5000\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Toast extends BaseComponent {\n constructor(element, config) {\n super(element, config)\n\n this.\_timeout = null\n this.\_hasMouseInteraction = false\n this.\_hasKeyboardInteraction = false\n this.\_setListeners()\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n show() {\n const showEvent = EventHandler.trigger(this.\_element, EVENT\_SHOW)\n\n if (showEvent.defaultPrevented) {\n return\n }\n\n this.\_clearTimeout()\n\n if (this.\_config.animation) {\n this.\_element.classList.add(CLASS\_NAME\_FADE)\n }\n\n const complete = () => {\n this.\_element.classList.remove(CLASS\_NAME\_SHOWING)\n EventHandler.trigger(this.\_element, EVENT\_SHOWN)\n\n this.\_maybeScheduleHide()\n }\n\n this.\_element.classList.remove(CLASS\_NAME\_HIDE) // @deprecated\n reflow(this.\_element)\n this.\_element.classList.add(CLASS\_NAME\_SHOW, CLASS\_NAME\_SHOWING)\n\n this.\_queueCallback(complete, this.\_element, this.\_config.animation)\n }\n\n hide() {\n if (!this.isShown()) {\n return\n }\n\n const hideEvent = EventHandler.trigger(this.\_element, EVENT\_HIDE)\n\n if (hideEvent.defaultPrevented) {\n return\n }\n\n const complete = () => {\n this.\_element.classList.add(CLASS\_NAME\_HIDE) // @deprecated\n this.\_element.classList.remove(CLASS\_NAME\_SHOWING, CLASS\_NAME\_SHOW)\n EventHandler.trigger(this.\_element, EVENT\_HIDDEN)\n }\n\n this.\_element.classList.add(CLASS\_NAME\_SHOWING)\n this.\_queueCallback(complete, this.\_element, this.\_config.animation)\n }\n\n dispose() {\n this.\_clearTimeout()\n\n if (this.isShown()) {\n this.\_element.classList.remove(CLASS\_NAME\_SHOW)\n }\n\n super.dispose()\n }\n\n isShown() {\n return this.\_element.classList.contains(CLASS\_NAME\_SHOW)\n }\n\n // Private\n\n \_maybeScheduleHide() {\n if (!this.\_config.autohide) {\n return\n }\n\n if (this.\_hasMouseInteraction || this.\_hasKeyboardInteraction) {\n return\n }\n\n this.\_timeout = setTimeout(() => {\n this.hide()\n }, this.\_config.delay)\n }\n\n \_onInteraction(event, isInteracting) {\n switch (event.type) {\n case 'mouseover':\n case 'mouseout': {\n this.\_hasMouseInteraction = isInteracting\n break\n }\n\n case 'focusin':\n case 'focusout': {\n this.\_hasKeyboardInteraction = isInteracting\n break\n }\n\n default: {\n break\n }\n }\n\n if (isInteracting) {\n this.\_clearTimeout()\n return\n }\n\n const nextElement = event.relatedTarget\n if (this.\_element === nextElement || this.\_element.contains(nextElement)) {\n return\n }\n\n this.\_maybeScheduleHide()\n }\n\n \_setListeners() {\n EventHandler.on(this.\_element, EVENT\_MOUSEOVER, event => this.\_onInteraction(event, true))\n EventHandler.on(this.\_element, EVENT\_MOUSEOUT, event => this.\_onInteraction(event, false))\n EventHandler.on(this.\_element, EVENT\_FOCUSIN, event => this.\_onInteraction(event, true))\n EventHandler.on(this.\_element, EVENT\_FOCUSOUT, event => this.\_onInteraction(event, false))\n }\n\n \_clearTimeout() {\n clearTimeout(this.\_timeout)\n this.\_timeout = null\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = Toast.getOrCreateInstance(this, config)\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config](this)\n }\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nenableDismissTrigger(Toast)\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Toast)\n\nexport default Toast\n"],"mappings":";;;;;sCAWA,MAAMA,WAAa,IAAIC,IAEvBC,KAAe,CACbC,IAAIC,EAASC,EAAKC,GACXN,WAAWO,IAAIH,IAClBJ,WAAWG,IAAIC,EAAS,IAAIH,KAG9B,MAAMO,EAAcR,WAAWS,IAAIL,GAI9BI,EAAYD,IAAIF,IAA6B,IAArBG,EAAYE,KAMzCF,EAAYL,IAAIE,EAAKC,GAJnBK,QAAQC,MAAO,+EAA8EC,MAAMC,KAAKN,EAAYO,QAAQ,M,EAOhIN,IAAGA,CAACL,EAASC,IACPL,WAAWO,IAAIH,IACVJ,WAAWS,IAAIL,GAASK,IAAIJ,IAG9B,KAGTW,OAAOZ,EAASC,GACd,IAAKL,WAAWO,IAAIH,GAClB,OAGF,MAAMI,EAAcR,WAAWS,IAAIL,GAEnCI,EAAYS,OAAOZ,GAGM,IAArBG,EAAYE,MACdV,WAAWiB,OAAOb,EAEtB,GC9CIc,QAAU,IACVC,wBAA0B,IAC1BC,eAAiB,gBAOjBC,cAAgBC,IAChBA,GAAYC,OAAOC,KAAOD,OAAOC,IAAIC,SAEvCH,EAAWA,EAASI,QAAQ,iBAAiB,CAACC,EAAOC,IAAQ,IAAGJ,IAAIC,OAAOG,QAGtEN,GAIHO,OAASC,GACTA,QACM,GAAEA,IAGLC,OAAOC,UAAUC,SAASC,KAAKJ,GAAQH,MAAM,eAAe,GAAGQ,cAOlEC,OAASC,IACb,GACEA,GAAUC,KAAKC,MAjCH,IAiCSD,KAAKE,gBACnBC,SAASC,eAAeL,IAEjC,OAAOA,CAAM,EAGTM,iCAAmCvC,IACvC,IAAKA,EACH,OAAO,EAIT,IAAIwC,mBAAEA,EAAkBC,gBAAEA,GAAoBtB,OAAOuB,iBAAiB1C,GAEtE,MAAM2C,EAA0BC,OAAOC,WAAWL,GAC5CM,EAAuBF,OAAOC,WAAWJ,GAG/C,OAAKE,GAA4BG,GAKjCN,EAAqBA,EAAmBO,MAAM,KAAK,GACnDN,EAAkBA,EAAgBM,MAAM,KAAK,GAxDf,KA0DtBH,OAAOC,WAAWL,GAAsBI,OAAOC,WAAWJ,KAPzD,CAOoG,EAGzGO,qBAAuBhD,IAC3BA,EAAQiD,cAAc,IAAIC,MAAMlC,gBAAgB,EAG5CmC,UAAYzB,MACXA,GAA4B,iBAAXA,UAIO,IAAlBA,EAAO0B,SAChB1B,EAASA,EAAO,SAGgB,IAApBA,EAAO2B,UAGjBC,WAAa5B,GAEbyB,UAAUzB,GACLA,EAAO0B,OAAS1B,EAAO,GAAKA,EAGf,iBAAXA,GAAuBA,EAAO6B,OAAS,EACzClB,SAASmB,cAAcvC,cAAcS,IAGvC,KAGH+B,UAAYzD,IAChB,IAAKmD,UAAUnD,IAAgD,IAApCA,EAAQ0D,iBAAiBH,OAClD,OAAO,EAGT,MAAMI,EAAgF,YAA7DjB,iBAAiB1C,GAAS4D,iBAAiB,cAE9DC,EAAgB7D,EAAQ8D,QAAQ,uBAEtC,IAAKD,EACH,OAAOF,EAGT,GAAIE,IAAkB7D,EAAS,CAC7B,MAAM+D,EAAU/D,EAAQ8D,QAAQ,WAChC,GAAIC,GAAWA,EAAQC,aAAeH,EACpC,OAAO,EAGT,GAAgB,OAAZE,EACF,OAAO,CAEX,CAEA,OAAOJ,CAAgB,EAGnBM,WAAajE,IACZA,GAAWA,EAAQqD,WAAaa,KAAKC,gBAItCnE,EAAQoE,UAAUC,SAAS,mBAIC,IAArBrE,EAAQsE,SACVtE,EAAQsE,SAGVtE,EAAQuE,aAAa,aAAoD,UAArCvE,EAAQwE,aAAa,aAG5DC,eAAiBzE,IACrB,IAAKqC,SAASqC,gBAAgBC,aAC5B,OAAO,KAIT,GAAmC,mBAAxB3E,EAAQ4E,YAA4B,CAC7C,MAAMC,EAAO7E,EAAQ4E,cACrB,OAAOC,aAAgBC,WAAaD,EAAO,IAC7C,CAEA,OAAI7E,aAAmB8E,WACd9E,EAIJA,EAAQgE,WAINS,eAAezE,EAAQgE,YAHrB,IAGgC,EAGrCe,KAAOA,OAUPC,OAAShF,IACbA,EAAQiF,YAAY,EAGhBC,UAAYA,IACZ/D,OAAOgE,SAAW9C,SAAS+C,KAAKb,aAAa,qBACxCpD,OAAOgE,OAGT,KAGHE,0BAA4B,GAE5BC,mBAAqBC,IACG,YAAxBlD,SAASmD,YAENH,0BAA0B9B,QAC7BlB,SAASoD,iBAAiB,oBAAoB,KAC5C,IAAK,MAAMF,KAAYF,0BACrBE,GACF,IAIJF,0BAA0BK,KAAKH,IAE/BA,GACF,EAGII,MAAQA,IAAuC,QAAjCtD,SAASqC,gBAAgBkB,IAEvCC,mBAAqBC,IACzBR,oBAAmB,KACjB,MAAMS,EAAIb,YAEV,GAAIa,EAAG,CACL,MAAMC,EAAOF,EAAOG,KACdC,EAAqBH,EAAEI,GAAGH,GAChCD,EAAEI,GAAGH,GAAQF,EAAOM,gBACpBL,EAAEI,GAAGH,GAAMK,YAAcP,EACzBC,EAAEI,GAAGH,GAAMM,WAAa,KACtBP,EAAEI,GAAGH,GAAQE,EACNJ,EAAOM,gBAElB,IACA,EAGEG,QAAUA,CAACC,EAAkBC,EAAO,GAAIC,EAAeF,IACxB,mBAArBA,EAAkCA,KAAoBC,GAAQC,EAGxEC,uBAAyBA,CAACpB,EAAUqB,EAAmBC,GAAoB,KAC/E,IAAKA,EAEH,YADAN,QAAQhB,GAIV,MACMuB,EAAmBvE,iCAAiCqE,GADlC,EAGxB,IAAIG,GAAS,EAEb,MAAMC,EAAUA,EAAGC,aACbA,IAAWL,IAIfG,GAAS,EACTH,EAAkBM,oBAAoBlG,eAAgBgG,GACtDT,QAAQhB,GAAS,EAGnBqB,EAAkBnB,iBAAiBzE,eAAgBgG,GACnDG,YAAW,KACJJ,GACH/D,qBAAqB4D,EACvB,GACCE,EAAiB,EAYhBM,qBAAuBA,CAACC,EAAMC,EAAeC,EAAeC,KAChE,MAAMC,EAAaJ,EAAK9D,OACxB,IAAImE,EAAQL,EAAKM,QAAQL,GAIzB,OAAe,IAAXI,GACMH,GAAiBC,EAAiBH,EAAKI,EAAa,GAAKJ,EAAK,IAGxEK,GAASH,EAAgB,GAAK,EAE1BC,IACFE,GAASA,EAAQD,GAAcA,GAG1BJ,EAAKnF,KAAK0F,IAAI,EAAG1F,KAAK2F,IAAIH,EAAOD,EAAa,KAAI,EC7QrDK,eAAiB,qBACjBC,eAAiB,OACjBC,cAAgB,SAChBC,cAAgB,GACtB,IAAIC,SAAW,EACf,MAAMC,aAAe,CACnBC,WAAY,YACZC,WAAY,YAGRC,aAAe,IAAIC,IAAI,CAC3B,QACA,WACA,UACA,YACA,cACA,aACA,iBACA,YACA,WACA,YACA,cACA,YACA,UACA,WACA,QACA,oBACA,aACA,YACA,WACA,cACA,cACA,cACA,YACA,eACA,gBACA,eACA,gBACA,aACA,QACA,OACA,SACA,QACA,SACA,SACA,UACA,WACA,OACA,SACA,eACA,SACA,OACA,mBACA,mBACA,QACA,QACA,WAOF,SAASC,aAAaxI,EAASyI,GAC7B,OAAQA,GAAQ,GAAEA,MAAQP,cAAiBlI,EAAQkI,UAAYA,UACjE,CAEA,SAASQ,iBAAiB1I,GACxB,MAAMyI,EAAMD,aAAaxI,GAKzB,OAHAA,EAAQkI,SAAWO,EACnBR,cAAcQ,GAAOR,cAAcQ,IAAQ,GAEpCR,cAAcQ,EACvB,CAEA,SAASE,iBAAiB3I,EAASmG,GACjC,OAAO,SAASa,EAAQ4B,GAOtB,OANAC,WAAWD,EAAO,CAAEE,eAAgB9I,IAEhCgH,EAAQ+B,QACVC,aAAaC,IAAIjJ,EAAS4I,EAAMM,KAAM/C,GAGjCA,EAAGgD,MAAMnJ,EAAS,CAAC4I,G,CAE9B,CAEA,SAASQ,2BAA2BpJ,EAASkB,EAAUiF,GACrD,OAAO,SAASa,EAAQ4B,GACtB,MAAMS,EAAcrJ,EAAQsJ,iBAAiBpI,GAE7C,IAAK,IAAI+F,OAAEA,GAAW2B,EAAO3B,GAAUA,IAAWsC,KAAMtC,EAASA,EAAOjD,WACtE,IAAK,MAAMwF,KAAcH,EACvB,GAAIG,IAAevC,EAUnB,OANA4B,WAAWD,EAAO,CAAEE,eAAgB7B,IAEhCD,EAAQ+B,QACVC,aAAaC,IAAIjJ,EAAS4I,EAAMM,KAAMhI,EAAUiF,GAG3CA,EAAGgD,MAAMlC,EAAQ,CAAC2B,G,CAIjC,CAEA,SAASa,YAAYC,EAAQC,EAAUC,EAAqB,MAC1D,OAAOjI,OAAOkI,OAAOH,GAClBI,MAAKlB,GAASA,EAAMe,WAAaA,GAAYf,EAAMgB,qBAAuBA,GAC/E,CAEA,SAASG,oBAAoBC,EAAmBhD,EAASiD,GACvD,MAAMC,EAAiC,iBAAZlD,EAErB2C,EAAWO,EAAcD,EAAsBjD,GAAWiD,EAChE,IAAIE,EAAYC,aAAaJ,GAM7B,OAJK1B,aAAanI,IAAIgK,KACpBA,EAAYH,GAGP,CAACE,EAAaP,EAAUQ,EACjC,CAEA,SAASE,WAAWrK,EAASgK,EAAmBhD,EAASiD,EAAoBlB,GAC3E,GAAiC,iBAAtBiB,IAAmChK,EAC5C,OAGF,IAAKkK,EAAaP,EAAUQ,GAAaJ,oBAAoBC,EAAmBhD,EAASiD,GAIzF,GAAID,KAAqB7B,aAAc,CACrC,MAAMmC,EAAenE,GACZ,SAAUyC,GACf,IAAKA,EAAM2B,eAAkB3B,EAAM2B,gBAAkB3B,EAAME,iBAAmBF,EAAME,eAAezE,SAASuE,EAAM2B,eAChH,OAAOpE,EAAGrE,KAAKyH,KAAMX,E,EAK3Be,EAAWW,EAAaX,EAC1B,CAEA,MAAMD,EAAShB,iBAAiB1I,GAC1BwK,EAAWd,EAAOS,KAAeT,EAAOS,GAAa,IACrDM,EAAmBhB,YAAYe,EAAUb,EAAUO,EAAclD,EAAU,MAEjF,GAAIyD,EAGF,YAFAA,EAAiB1B,OAAS0B,EAAiB1B,QAAUA,GAKvD,MAAMN,EAAMD,aAAamB,EAAUK,EAAkB1I,QAAQwG,eAAgB,KACvE3B,EAAK+D,EACTd,2BAA2BpJ,EAASgH,EAAS2C,GAC7ChB,iBAAiB3I,EAAS2J,GAE5BxD,EAAGyD,mBAAqBM,EAAclD,EAAU,KAChDb,EAAGwD,SAAWA,EACdxD,EAAG4C,OAASA,EACZ5C,EAAG+B,SAAWO,EACd+B,EAAS/B,GAAOtC,EAEhBnG,EAAQyF,iBAAiB0E,EAAWhE,EAAI+D,EAC1C,CAEA,SAASQ,cAAc1K,EAAS0J,EAAQS,EAAWnD,EAAS4C,GAC1D,MAAMzD,EAAKsD,YAAYC,EAAOS,GAAYnD,EAAS4C,GAE9CzD,IAILnG,EAAQkH,oBAAoBiD,EAAWhE,EAAIwE,QAAQf,WAC5CF,EAAOS,GAAWhE,EAAG+B,UAC9B,CAEA,SAAS0C,yBAAyB5K,EAAS0J,EAAQS,EAAWU,GAC5D,MAAMC,EAAoBpB,EAAOS,IAAc,GAE/C,IAAK,MAAOY,EAAYnC,KAAUjH,OAAOqJ,QAAQF,GAC3CC,EAAWE,SAASJ,IACtBH,cAAc1K,EAAS0J,EAAQS,EAAWvB,EAAMe,SAAUf,EAAMgB,mBAGtE,CAEA,SAASQ,aAAaxB,GAGpB,OADAA,EAAQA,EAAMtH,QAAQyG,eAAgB,IAC/BI,aAAaS,IAAUA,CAChC,CAEA,MAAMI,aAAe,CACnBkC,GAAGlL,EAAS4I,EAAO5B,EAASiD,GAC1BI,WAAWrK,EAAS4I,EAAO5B,EAASiD,GAAoB,E,EAG1DkB,IAAInL,EAAS4I,EAAO5B,EAASiD,GAC3BI,WAAWrK,EAAS4I,EAAO5B,EAASiD,GAAoB,E,EAG1DhB,IAAIjJ,EAASgK,EAAmBhD,EAASiD,GACvC,GAAiC,iBAAtBD,IAAmChK,EAC5C,OAGF,MAAOkK,EAAaP,EAAUQ,GAAaJ,oBAAoBC,EAAmBhD,EAASiD,GACrFmB,EAAcjB,IAAcH,EAC5BN,EAAShB,iBAAiB1I,GAC1B8K,EAAoBpB,EAAOS,IAAc,GACzCkB,EAAcrB,EAAkBsB,WAAW,KAEjD,QAAwB,IAAb3B,EAAX,CAUA,GAAI0B,EACF,IAAK,MAAME,KAAgB5J,OAAOhB,KAAK+I,GACrCkB,yBAAyB5K,EAAS0J,EAAQ6B,EAAcvB,EAAkBwB,MAAM,IAIpF,IAAK,MAAOC,EAAa7C,KAAUjH,OAAOqJ,QAAQF,GAAoB,CACpE,MAAMC,EAAaU,EAAYnK,QAAQ0G,cAAe,IAEjDoD,IAAepB,EAAkBiB,SAASF,IAC7CL,cAAc1K,EAAS0J,EAAQS,EAAWvB,EAAMe,SAAUf,EAAMgB,mBAEpE,CAdA,KARA,CAEE,IAAKjI,OAAOhB,KAAKmK,GAAmBvH,OAClC,OAGFmH,cAAc1K,EAAS0J,EAAQS,EAAWR,EAAUO,EAAclD,EAAU,KAE9E,C,EAiBF0E,QAAQ1L,EAAS4I,EAAOnC,GACtB,GAAqB,iBAAVmC,IAAuB5I,EAChC,OAAO,KAGT,MAAM+F,EAAIb,YAIV,IAAIyG,EAAc,KACdC,GAAU,EACVC,GAAiB,EACjBC,GAAmB,EALHlD,IADFwB,aAAaxB,IAQZ7C,IACjB4F,EAAc5F,EAAE7C,MAAM0F,EAAOnC,GAE7BV,EAAE/F,GAAS0L,QAAQC,GACnBC,GAAWD,EAAYI,uBACvBF,GAAkBF,EAAYK,gCAC9BF,EAAmBH,EAAYM,sBAGjC,MAAMC,EAAMrD,WAAW,IAAI3F,MAAM0F,EAAO,CAAEgD,UAASO,YAAY,IAAS1F,GAcxE,OAZIqF,GACFI,EAAIE,iBAGFP,GACF7L,EAAQiD,cAAciJ,GAGpBA,EAAIJ,kBAAoBH,GAC1BA,EAAYS,iBAGPF,CACT,GAGF,SAASrD,WAAWwD,EAAKC,EAAO,IAC9B,IAAK,MAAOrM,EAAKsM,KAAU5K,OAAOqJ,QAAQsB,GACxC,IACED,EAAIpM,GAAOsM,C,CACX,MAAAC,GACA7K,OAAO8K,eAAeJ,EAAKpM,EAAK,CAC9ByM,cAAc,EACdrM,IAAGA,IACMkM,GAGb,CAGF,OAAOF,CACT,CCnTA,SAASM,cAAcJ,GACrB,GAAc,SAAVA,EACF,OAAO,EAGT,GAAc,UAAVA,EACF,OAAO,EAGT,GAAIA,IAAU3J,OAAO2J,GAAO1K,WAC1B,OAAOe,OAAO2J,GAGhB,GAAc,KAAVA,GAA0B,SAAVA,EAClB,OAAO,KAGT,GAAqB,iBAAVA,EACT,OAAOA,EAGT,IACE,OAAOK,KAAKC,MAAMC,mBAAmBP,G,CACrC,MAAAC,GACA,OAAOD,CACT,CACF,CAEA,SAASQ,iBAAiB9M,GACxB,OAAOA,EAAIqB,QAAQ,UAAU0L,GAAQ,IAAGA,EAAIjL,iBAC9C,CAEA,MAAMkL,YAAc,CAClBC,iBAAiBlN,EAASC,EAAKsM,GAC7BvM,EAAQmN,aAAc,WAAUJ,iBAAiB9M,KAAQsM,E,EAG3Da,oBAAoBpN,EAASC,GAC3BD,EAAQqN,gBAAiB,WAAUN,iBAAiB9M,K,EAGtDqN,kBAAkBtN,GAChB,IAAKA,EACH,MAAO,GAGT,MAAMuN,EAAa,GACbC,EAAS7L,OAAOhB,KAAKX,EAAQyN,SAASC,QAAOzN,GAAOA,EAAIqL,WAAW,QAAUrL,EAAIqL,WAAW,cAElG,IAAK,MAAMrL,KAAOuN,EAAQ,CACxB,IAAIG,EAAU1N,EAAIqB,QAAQ,MAAO,IACjCqM,EAAUA,EAAQC,OAAO,GAAG7L,cAAgB4L,EAAQnC,MAAM,EAAGmC,EAAQpK,QACrEgK,EAAWI,GAAWhB,cAAc3M,EAAQyN,QAAQxN,GACtD,CAEA,OAAOsN,C,EAGTM,iBAAgBA,CAAC7N,EAASC,IACjB0M,cAAc3M,EAAQwE,aAAc,WAAUuI,iBAAiB9M,QCpD1E,MAAM6N,OAEJ,kBAAWC,GACT,MAAO,EACT,CAEA,sBAAWC,GACT,MAAO,EACT,CAEA,eAAW/H,GACT,MAAM,IAAIgI,MAAM,sEAClB,CAEAC,WAAWC,GAIT,OAHAA,EAAS5E,KAAK6E,gBAAgBD,GAC9BA,EAAS5E,KAAK8E,kBAAkBF,GAChC5E,KAAK+E,iBAAiBH,GACfA,CACT,CAEAE,kBAAkBF,GAChB,OAAOA,CACT,CAEAC,gBAAgBD,EAAQnO,GACtB,MAAMuO,EAAapL,UAAUnD,GAAWiN,YAAYY,iBAAiB7N,EAAS,UAAY,GAE1F,MAAO,IACFuJ,KAAKiF,YAAYT,WACM,iBAAfQ,EAA0BA,EAAa,MAC9CpL,UAAUnD,GAAWiN,YAAYK,kBAAkBtN,GAAW,MAC5C,iBAAXmO,EAAsBA,EAAS,GAE9C,CAEAG,iBAAiBH,EAAQM,EAAclF,KAAKiF,YAAYR,aACtD,IAAK,MAAOU,EAAUC,KAAkBhN,OAAOqJ,QAAQyD,GAAc,CACnE,MAAMlC,EAAQ4B,EAAOO,GACfE,EAAYzL,UAAUoJ,GAAS,UAAY9K,OAAO8K,GAExD,IAAK,IAAIsC,OAAOF,GAAeG,KAAKF,GAClC,MAAM,IAAIG,UACP,GAAExF,KAAKiF,YAAYvI,KAAK+I,0BAA0BN,qBAA4BE,yBAAiCD,MAGtH,CACF,EC7CF,MAAMM,QAAU,QAMhB,MAAMC,sBAAsBpB,OAC1BU,YAAYxO,EAASmO,GACnBgB,SAEAnP,EAAUsD,WAAWtD,MAKrBuJ,KAAK6F,SAAWpP,EAChBuJ,KAAK8F,QAAU9F,KAAK2E,WAAWC,GAE/BrO,KAAKC,IAAIwJ,KAAK6F,SAAU7F,KAAKiF,YAAYc,SAAU/F,MACrD,CAGAgG,UACEzP,KAAKc,OAAO2I,KAAK6F,SAAU7F,KAAKiF,YAAYc,UAC5CtG,aAAaC,IAAIM,KAAK6F,SAAU7F,KAAKiF,YAAYgB,WAEjD,IAAK,MAAMC,KAAgB9N,OAAO+N,oBAAoBnG,MACpDA,KAAKkG,GAAgB,IAEzB,CAEAE,eAAepK,EAAUvF,EAAS4P,GAAa,GAC7CjJ,uBAAuBpB,EAAUvF,EAAS4P,EAC5C,CAEA1B,WAAWC,GAIT,OAHAA,EAAS5E,KAAK6E,gBAAgBD,EAAQ5E,KAAK6F,UAC3CjB,EAAS5E,KAAK8E,kBAAkBF,GAChC5E,KAAK+E,iBAAiBH,GACfA,CACT,CAGA,kBAAO0B,CAAY7P,GACjB,OAAOF,KAAKO,IAAIiD,WAAWtD,GAAUuJ,KAAK+F,SAC5C,CAEA,0BAAOQ,CAAoB9P,EAASmO,EAAS,IAC3C,OAAO5E,KAAKsG,YAAY7P,IAAY,IAAIuJ,KAAKvJ,EAA2B,iBAAXmO,EAAsBA,EAAS,KAC9F,CAEA,kBAAWc,GACT,MApDY,OAqDd,CAEA,mBAAWK,GACT,MAAQ,MAAK/F,KAAKtD,MACpB,CAEA,oBAAWuJ,GACT,MAAQ,IAAGjG,KAAK+F,UAClB,CAEA,gBAAOS,CAAU/J,GACf,MAAQ,GAAEA,IAAOuD,KAAKiG,WACxB,ECxEF,MAAMQ,YAAchQ,IAClB,IAAIkB,EAAWlB,EAAQwE,aAAa,kBAEpC,IAAKtD,GAAyB,MAAbA,EAAkB,CACjC,IAAI+O,EAAgBjQ,EAAQwE,aAAa,QAMzC,IAAKyL,IAAmBA,EAAchF,SAAS,OAASgF,EAAc3E,WAAW,KAC/E,OAAO,KAIL2E,EAAchF,SAAS,OAASgF,EAAc3E,WAAW,OAC3D2E,EAAiB,IAAGA,EAAclN,MAAM,KAAK,MAG/C7B,EAAW+O,GAAmC,MAAlBA,EAAwBA,EAAcC,OAAS,IAC7E,CAEA,OAAOhP,EAAWA,EAAS6B,MAAM,KAAKoN,KAAIC,GAAOnP,cAAcmP,KAAMC,KAAK,KAAO,IAAI,EAGjFC,eAAiB,CACrBxG,KAAIA,CAAC5I,EAAUlB,EAAUqC,SAASqC,kBACzB,GAAG6L,UAAUC,QAAQ5O,UAAU0H,iBAAiBxH,KAAK9B,EAASkB,IAGvEuP,QAAOA,CAACvP,EAAUlB,EAAUqC,SAASqC,kBAC5B8L,QAAQ5O,UAAU4B,cAAc1B,KAAK9B,EAASkB,GAGvDwP,SAAQA,CAAC1Q,EAASkB,IACT,GAAGqP,UAAUvQ,EAAQ0Q,UAAUhD,QAAOiD,GAASA,EAAMC,QAAQ1P,KAGtE2P,QAAQ7Q,EAASkB,GACf,MAAM2P,EAAU,GAChB,IAAIC,EAAW9Q,EAAQgE,WAAWF,QAAQ5C,GAE1C,KAAO4P,GACLD,EAAQnL,KAAKoL,GACbA,EAAWA,EAAS9M,WAAWF,QAAQ5C,GAGzC,OAAO2P,C,EAGTE,KAAK/Q,EAASkB,GACZ,IAAI8P,EAAWhR,EAAQiR,uBAEvB,KAAOD,GAAU,CACf,GAAIA,EAASJ,QAAQ1P,GACnB,MAAO,CAAC8P,GAGVA,EAAWA,EAASC,sBACtB,CAEA,MAAO,E,EAGTC,KAAKlR,EAASkB,GACZ,IAAIgQ,EAAOlR,EAAQmR,mBAEnB,KAAOD,GAAM,CACX,GAAIA,EAAKN,QAAQ1P,GACf,MAAO,CAACgQ,GAGVA,EAAOA,EAAKC,kBACd,CAEA,MAAO,E,EAGTC,kBAAkBpR,GAChB,MAAMqR,EAAa,CACjB,IACA,SACA,QACA,WACA,SACA,UACA,aACA,4BACAlB,KAAIjP,GAAa,GAAEA,2BAAiCmP,KAAK,KAE3D,OAAO9G,KAAKO,KAAKuH,EAAYrR,GAAS0N,QAAO4D,IAAOrN,WAAWqN,IAAO7N,UAAU6N,I,EAGlFC,uBAAuBvR,GACrB,MAAMkB,EAAW8O,YAAYhQ,GAE7B,OAAIkB,GACKoP,eAAeG,QAAQvP,GAAYA,EAGrC,I,EAGTsQ,uBAAuBxR,GACrB,MAAMkB,EAAW8O,YAAYhQ,GAE7B,OAAOkB,EAAWoP,eAAeG,QAAQvP,GAAY,I,EAGvDuQ,gCAAgCzR,GAC9B,MAAMkB,EAAW8O,YAAYhQ,GAE7B,OAAOkB,EAAWoP,eAAexG,KAAK5I,GAAY,EACpD,GC/GIwQ,qBAAuBA,CAACC,EAAWC,EAAS,UAChD,MAAMC,EAAc,gBAAeF,EAAUnC,YACvCxJ,EAAO2L,EAAU1L,KAEvB+C,aAAakC,GAAG7I,SAAUwP,EAAa,qBAAoB7L,OAAU,SAAU4C,GAK7E,GAJI,CAAC,IAAK,QAAQqC,SAAS1B,KAAKuI,UAC9BlJ,EAAMwD,iBAGJnI,WAAWsF,MACb,OAGF,MAAMtC,EAASqJ,eAAekB,uBAAuBjI,OAASA,KAAKzF,QAAS,IAAGkC,KAC9D2L,EAAU7B,oBAAoB7I,GAGtC2K,IACX,GAAE,ECbE3L,OAAO,QACPqJ,WAAW,WACXE,YAAa,YAEbuC,YAAe,iBACfC,aAAgB,kBAChBC,kBAAkB,OAClBC,kBAAkB,OAMxB,MAAMC,cAAcjD,cAElB,eAAWjJ,GACT,OAAOA,MACT,CAGAmM,QAGE,GAFmBpJ,aAAa0C,QAAQnC,KAAK6F,SAAU2C,aAExCjG,iBACb,OAGFvC,KAAK6F,SAAShL,UAAUxD,OApBJ,QAsBpB,MAAMgP,EAAarG,KAAK6F,SAAShL,UAAUC,SAvBvB,QAwBpBkF,KAAKoG,gBAAe,IAAMpG,KAAK8I,mBAAmB9I,KAAK6F,SAAUQ,EACnE,CAGAyC,kBACE9I,KAAK6F,SAASxO,SACdoI,aAAa0C,QAAQnC,KAAK6F,SAAU4C,cACpCzI,KAAKgG,SACP,CAGA,sBAAOnJ,CAAgB+H,GACrB,OAAO5E,KAAK+I,MAAK,WACf,MAAMC,EAAOJ,MAAMrC,oBAAoBvG,MAEvC,GAAsB,iBAAX4E,EAAX,CAIA,QAAqBqE,IAAjBD,EAAKpE,IAAyBA,EAAO7C,WAAW,MAAmB,gBAAX6C,EAC1D,MAAM,IAAIY,UAAW,oBAAmBZ,MAG1CoE,EAAKpE,GAAQ5E,KANb,CAOF,GACF,EAOFmI,qBAAqBS,MAAO,SAM5BtM,mBAAmBsM,OCrEnB,MAAMlM,OAAO,SACPqJ,WAAW,YACXE,YAAa,IAAGF,aAChBmD,eAAe,YAEfC,oBAAoB,SACpBC,uBAAuB,4BACvBC,uBAAwB,QAAOpD,uBAMrC,MAAMqD,eAAe3D,cAEnB,eAAWjJ,GACT,OAAOA,MACT,CAGA6M,SAEEvJ,KAAK6F,SAASjC,aAAa,eAAgB5D,KAAK6F,SAAShL,UAAU0O,OAjB7C,UAkBxB,CAGA,sBAAO1M,CAAgB+H,GACrB,OAAO5E,KAAK+I,MAAK,WACf,MAAMC,EAAOM,OAAO/C,oBAAoBvG,MAEzB,WAAX4E,GACFoE,EAAKpE,IAET,GACF,EAOFnF,aAAakC,GAAG7I,SAAUuQ,uBAAsBD,wBAAsB/J,IACpEA,EAAMwD,iBAEN,MAAM2G,EAASnK,EAAM3B,OAAOnD,QAAQ6O,wBACvBE,OAAO/C,oBAAoBiD,GAEnCD,QAAQ,IAOfjN,mBAAmBgN,QCtDnB,MAAM5M,OAAO,QACPuJ,YAAY,YACZwD,iBAAoB,sBACpBC,gBAAmB,qBACnBC,eAAkB,oBAClBC,kBAAqB,uBACrBC,gBAAmB,qBACnBC,mBAAqB,QACrBC,iBAAmB,MACnBC,yBAA2B,gBAC3BC,gBAAkB,GAElBzF,UAAU,CACd0F,YAAa,KACbC,aAAc,KACdC,cAAe,MAGX3F,cAAc,CAClByF,YAAa,kBACbC,aAAc,kBACdC,cAAe,mBAOjB,MAAMC,cAAc9F,OAClBU,YAAYxO,EAASmO,GACnBgB,QACA5F,KAAK6F,SAAWpP,EAEXA,GAAY4T,MAAMC,gBAIvBtK,KAAK8F,QAAU9F,KAAK2E,WAAWC,GAC/B5E,KAAKuK,QAAU,EACfvK,KAAKwK,sBAAwBpJ,QAAQxJ,OAAO6S,cAC5CzK,KAAK0K,cACP,CAGA,kBAAWlG,GACT,OAAOA,SACT,CAEA,sBAAWC,GACT,OAAOA,aACT,CAEA,eAAW/H,GACT,OAAOA,MACT,CAGAsJ,UACEvG,aAAaC,IAAIM,KAAK6F,SAzDR,YA0DhB,CAGA8E,OAAOtL,GACAW,KAAKwK,sBAMNxK,KAAK4K,wBAAwBvL,KAC/BW,KAAKuK,QAAUlL,EAAMwL,SANrB7K,KAAKuK,QAAUlL,EAAMyL,QAAQ,GAAGD,OAQpC,CAEAE,KAAK1L,GACCW,KAAK4K,wBAAwBvL,KAC/BW,KAAKuK,QAAUlL,EAAMwL,QAAU7K,KAAKuK,SAGtCvK,KAAKgL,eACLhO,QAAQgD,KAAK8F,QAAQoE,YACvB,CAEAe,MAAM5L,GACJW,KAAKuK,QAAUlL,EAAMyL,SAAWzL,EAAMyL,QAAQ9Q,OAAS,EACrD,EACAqF,EAAMyL,QAAQ,GAAGD,QAAU7K,KAAKuK,OACpC,CAEAS,eACE,MAAME,EAAYvS,KAAKwS,IAAInL,KAAKuK,SAEhC,GAAIW,GAlFgB,GAmFlB,OAGF,MAAME,EAAYF,EAAYlL,KAAKuK,QAEnCvK,KAAKuK,QAAU,EAEVa,GAILpO,QAAQoO,EAAY,EAAIpL,KAAK8F,QAAQsE,cAAgBpK,KAAK8F,QAAQqE,aACpE,CAEAO,cACM1K,KAAKwK,uBACP/K,aAAakC,GAAG3B,KAAK6F,SAAU+D,mBAAmBvK,GAASW,KAAK2K,OAAOtL,KACvEI,aAAakC,GAAG3B,KAAK6F,SAAUgE,iBAAiBxK,GAASW,KAAK+K,KAAK1L,KAEnEW,KAAK6F,SAAShL,UAAUwQ,IAvGG,mBAyG3B5L,aAAakC,GAAG3B,KAAK6F,SAAU4D,kBAAkBpK,GAASW,KAAK2K,OAAOtL,KACtEI,aAAakC,GAAG3B,KAAK6F,SAAU6D,iBAAiBrK,GAASW,KAAKiL,MAAM5L,KACpEI,aAAakC,GAAG3B,KAAK6F,SAAU8D,gBAAgBtK,GAASW,KAAK+K,KAAK1L,KAEtE,CAEAuL,wBAAwBvL,GACtB,OAAOW,KAAKwK,wBAjHS,QAiHiBnL,EAAMiM,aAlHrB,UAkHyDjM,EAAMiM,YACxF,CAGA,kBAAOhB,GACL,MAAO,iBAAkBxR,SAASqC,iBAAmBoQ,UAAUC,eAAiB,CAClF,ECrHF,MAAM9O,OAAO,WACPqJ,WAAW,cACXE,YAAa,IAAGF,aAChBmD,eAAe,YAEfuC,iBAAiB,YACjBC,kBAAkB,aAClBC,uBAAyB,IAEzBC,WAAa,OACbC,WAAa,OACbC,eAAiB,OACjBC,gBAAkB,QAElBC,YAAe,QAAO/F,cACtBgG,WAAc,OAAMhG,cACpBiG,gBAAiB,UAASjG,cAC1BkG,mBAAoB,aAAYlG,cAChCmG,mBAAoB,aAAYnG,cAChCoG,iBAAoB,YA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