



JQuery 源码

```

/*!
 * jQuery JavaScript Library v3.4.1
 * https://jquery.com/
 *
 * Includes Sizzle.js
 * https://sizzlejs.com/
 *
 * Copyright JS Foundation and other contributors
 * Released under the MIT license
 * https://jquery.org/license
 *
 * Date: 2019-05-01T21:04Z
 */
( function( global, factory ) {

    "use strict";

    if ( typeof module === "object" && typeof module.exports === "object"
    ) {

        // For CommonJS and CommonJS-like environments where a proper `window`
        // is present, execute the factory and get jQuery.
        // For environments that do not have a `window` with a `document`

        // (such as Node.js), expose a factory as module.exports.
        // This accentuates the need for the creation of a real `window`.

        // e.g. var jQuery = require("jquery")(window);
        // See ticket #14549 for more info.
        module.exports = global.document ?
            factory( global, true ) :
            function( w ) {
                if ( !w.document ) {
                    throw new Error( "jQuery requires a window with a document" );
                }
                return factory( w );
            };
    } else {
        factory( global );
    }

    // Pass this if window is not defined yet
} )( typeof window !== "undefined" ? window : this, function( window, noGlobal ) {

    // Edge <= 12 - 13+, Firefox <=18 - 45+, IE 10 - 11, Safari 5.1 - 9+, iOS 6 - 9.1

```

```

// throw exceptions when non-strict code (e.g., ASP.NET 4.5) accesses s
strict mode
// arguments.callee.caller (trac-13335). But as of jQuery 3.0 (2016), s
strict mode should be common
// enough that all such attempts are guarded in a try block.
"use strict";

var arr = [];

var document = window.document;

var getProto = Object.getPrototypeOf;

var slice = arr.slice;

var concat = arr.concat;

var push = arr.push;

var indexOf = arr.indexOf;

var class2type = {};

var toString = class2type.toString;

var hasOwn = class2type.hasOwnProperty;

var fnToString = hasOwn.toString;

var ObjectFunctionString = fnToString.call( Object );

var support = {};

var isFunction = function isFunction( obj ) {

    // Support: Chrome <=57, Firefox <=52
    // In some browsers, typeof returns "function" for HTML <object>
elements
    // (i.e., `typeof document.createElement( "object" ) === "functio
n"`).
    // We don't want to classify *any* DOM node as a function.
    return typeof obj === "function" && typeof obj.nodeType !== "numb
er";
};

var isWindow = function isWindow( obj ) {
    return obj !== null && obj === obj.window;
};

```

```
};
```

```
var preservedScriptAttributes = {  
  type: true,  
  src: true,  
  nonce: true,  
  noModule: true  
};
```

```
function DOMEval( code, node, doc ) {  
  doc = doc || document;
```

```
  var i, val,  
      script = doc.createElement( "script" );
```

```
  script.text = code;
```

```
  if ( node ) {
```

```
    for ( i in preservedScriptAttributes ) {
```

```
      // Support: Firefox 64+, Edge 18+
```

```
      // Some browsers don't support the "nonce" property on scri
```

```
pts.
```

```
      // On the other hand, just using `getAttribute` is not enou
```

```
gh as
```

```
      // the `nonce` attribute is reset to an empty string whenev
```

```
er it
```

```
      // becomes browsing-context connected.
```

```
      // See https://github.com/whatwg/html/issues/2369
```

```
      // See https://html.spec.whatwg.org/#nonce-attributes
```

```
      // The `node.getAttribute` check was added for the sake of
```

```
      // `jQuery.globalEval` so that it can fake a nonce-containi
```

```
ng node
```

```
      // via an object.
```

```
      val = node[ i ] || node.getAttribute && node.getAttribute(
```

```
      i );
```

```
      if ( val ) {
```

```
        script.setAttribute( i, val );
```

```
      }
```

```
    }
```

```
  }
```

```
  doc.head.appendChild( script ).parentNode.removeChild( script );
```

```
}
```

```
function toType( obj ) {
```

```
  if ( obj == null ) {
```

```

    return obj + "";
}

// Support: Android <=2.3 only (functionish RegExp)
return typeof obj === "object" || typeof obj === "function" ?
    class2type[ toString.call( obj ) ] || "object" :
    typeof obj;
}
/* global Symbol */
// Defining this global in .eslintrc.json would create a danger of using the global
// unguarded in another place, it seems safer to define global only for this module

var
    version = "3.4.1",

    // Define a local copy of jQuery
    jQuery = function( selector, context ) {

        // The jQuery object is actually just the init constructor 'enhanced'
        // Need init if jQuery is called (just allow error to be thrown if not included)
        return new jQuery.fn.init( selector, context );
    },

    // Support: Android <=4.0 only
    // Make sure we trim BOM and NBSP
    rtrim = /^(?:\s\uFEFF\xA0)+|[\s\uFEFF\xA0]+$|g;

jQuery.fn = jQuery.prototype = {

    // The current version of jQuery being used
    jquery: version,

    constructor: jQuery,

    // The default length of a jQuery object is 0
    length: 0,

    toArray: function() {
        return slice.call( this );
    },

    // Get the Nth element in the matched element set OR
    // Get the whole matched element set as a clean array

```

```

get: function( num ) {

    // Return all the elements in a clean array
    if ( num == null ) {
        return slice.call( this );
    }

    // Return just the one element from the set
    return num < 0 ? this[ num + this.length ] : this[ num ];
},

// Take an array of elements and push it onto the stack
// (returning the new matched element set)
pushStack: function( elems ) {

    // Build a new jQuery matched element set
    var ret = jQuery.merge( this.constructor(), elems );

    // Add the old object onto the stack (as a reference)
    ret.prevObject = this;

    // Return the newly-formed element set
    return ret;
},

// Execute a callback for every element in the matched set.
each: function( callback ) {
    return jQuery.each( this, callback );
},

map: function( callback ) {
    return this.pushStack( jQuery.map( this, function( elem, i ) {
        return callback.call( elem, i, elem );
    } ) );
},

slice: function() {
    return this.pushStack( slice.apply( this, arguments ) );
},

first: function() {
    return this.eq( 0 );
},

last: function() {
    return this.eq( -1 );
},

eq: function( i ) {

```

```

        var len = this.length,
            j = +i + ( i < 0 ? len : 0 );
        return this.pushStack( j >= 0 && j < len ? [ this[ j ] ] : [] );
    },

    end: function() {
        return this.prevObject || this.constructor();
    },

    // For internal use only.
    // Behaves like an Array's method, not like a jQuery method.
    push: push,
    sort: arr.sort,
    splice: arr.splice
};

jQuery.extend = jQuery.fn.extend = function() {
    var options, name, src, copy, copyIsArray, clone,
        target = arguments[ 0 ] || {},
        i = 1,
        length = arguments.length,
        deep = false;

    // Handle a deep copy situation
    if ( typeof target === "boolean" ) {
        deep = target;

        // Skip the boolean and the target
        target = arguments[ i ] || {};
        i++;
    }

    // Handle case when target is a string or something (possible in deep copy)
    if ( typeof target !== "object" && !isFunction( target ) ) {
        target = {};
    }

    // Extend jQuery itself if only one argument is passed
    if ( i === length ) {
        target = this;
        i--;
    }

    for ( ; i < length; i++ ) {

        // Only deal with non-null/undefined values
        if ( ( options = arguments[ i ] ) !== null ) {

```

```

// Extend the base object
for ( name in options ) {
    copy = options[ name ];

    // Prevent Object.prototype pollution
    // Prevent never-ending loop
    if ( name === "__proto__" || target === copy ) {
        continue;
    }

    // Recurse if we're merging plain objects or arrays
    if ( deep && copy && ( jQuery.isPlainObject( copy ) ||
        ( copyIsArray = Array.isArray( copy ) ) ) ) {
        src = target[ name ];

        // Ensure proper type for the source value
        if ( copyIsArray && !Array.isArray( src ) ) {
            clone = [];
        } else if ( !copyIsArray && !jQuery.isPlainObject( src ) )
    ) {
        clone = {};
    } else {
        clone = src;
    }
    copyIsArray = false;

    // Never move original objects, clone them
    target[ name ] = jQuery.extend( deep, clone, copy );

    // Don't bring in undefined values
    } else if ( copy !== undefined ) {
        target[ name ] = copy;
    }
    }
}

// Return the modified object
return target;
};

jQuery.extend( {

    // Unique for each copy of jQuery on the page
    expando: "jQuery" + ( version + Math.random() ).replace( /\D/g, "" ),

    // Assume jQuery is ready without the ready module
    isReady: true,

```



```

error: function( msg ) {
    throw new Error( msg );
},

noop: function() {},

isPlainObject: function( obj ) {
    var proto, Ctor;

    // Detect obvious negatives
    // Use toString instead of jQuery.type to catch host objects
    if ( !obj || toString.call( obj ) !== "[object Object]" ) {
        return false;
    }

    proto = getProto( obj );

    // Objects with no prototype (e.g., `Object.create( null )`) are
plain
    if ( !proto ) {
        return true;
    }

    // Objects with prototype are plain iff they were constructed by
a global Object function
    Ctor = hasOwn.call( proto, "constructor" ) && proto.constructor;
    return typeof Ctor === "function" && fnToString.call( Ctor ) ===
ObjectFunctionString;
},

isEmptyObject: function( obj ) {
    var name;

    for ( name in obj ) {
        return false;
    }
    return true;
},

// Evaluates a script in a global context
globalEval: function( code, options ) {
    DOMEval( code, { nonce: options && options.nonce } );
},

each: function( obj, callback ) {
    var length, i = 0;

    if ( isArrayLike( obj ) ) {

```

```

        length = obj.length;
        for ( ; i < length; i++ ) {
            if ( callback.call( obj[ i ], i, obj[ i ] ) === false ) {
                break;
            }
        }
    } else {
        for ( i in obj ) {
            if ( callback.call( obj[ i ], i, obj[ i ] ) === false ) {
                break;
            }
        }
    }

    return obj;
},

// Support: Android <=4.0 only
trim: function( text ) {
    return text == null ?
        "" :
        ( text + "" ).replace( rtrim, "" );
},

// results is for internal usage only
makeArray: function( arr, results ) {
    var ret = results || [];

    if ( arr != null ) {
        if ( isArrayLike( Object( arr ) ) ) {
            jQuery.merge( ret,
                typeof arr === "string" ?
                    [ arr ] : arr
            );
        } else {
            push.call( ret, arr );
        }
    }

    return ret;
},

isArray: function( elem, arr, i ) {
    return arr == null ? -1 : indexOf.call( arr, elem, i );
},

// Support: Android <=4.0 only, PhantomJS 1 only
// push.apply(_, arraylike) throws on ancient WebKit
merge: function( first, second ) {

```

```

    var len = +second.length,
        j = 0,
        i = first.length;

    for ( ; j < len; j++ ) {
        first[ i++ ] = second[ j ];
    }

    first.length = i;

    return first;
},

grep: function( elems, callback, invert ) {
    var callbackInverse,
        matches = [],
        i = 0,
        length = elems.length,
        callbackExpect = !invert;

    // Go through the array, only saving the items
    // that pass the validator function
    for ( ; i < length; i++ ) {
        callbackInverse = !callback( elems[ i ], i );
        if ( callbackInverse !== callbackExpect ) {
            matches.push( elems[ i ] );
        }
    }

    return matches;
},

// arg is for internal usage only
map: function( elems, callback, arg ) {
    var length, value,
        i = 0,
        ret = [];

    // Go through the array, translating each of the items to their n
    ew values
    if ( isArrayLike( elems ) ) {
        length = elems.length;
        for ( ; i < length; i++ ) {
            value = callback( elems[ i ], i, arg );

            if ( value !== null ) {
                ret.push( value );
            }
        }
    }

```

```

    // Go through every key on the object,
  } else {
    for ( i in elems ) {
      value = callback( elems[ i ], i, arg );

      if ( value !== null ) {
        ret.push( value );
      }
    }
  }

  // Flatten any nested arrays
  return concat.apply( [], ret );
},

// A global GUID counter for objects
guid: 1,

// jQuery.support is not used in Core but other projects attach their
r
// properties to it so it needs to exist.
support: support
} );

if ( typeof Symbol === "function" ) {
  jQuery.fn[ Symbol.iterator ] = arr[ Symbol.iterator ];
}

// Populate the class2type map
jQuery.each( "Boolean Number String Function Array Date RegExp Object E
rror Symbol".split( " " ),
function( i, name ) {
  class2type[ "[object " + name + "]" ] = name.toLowerCase();
} );

function isArrayLike( obj ) {

  // Support: real iOS 8.2 only (not reproducible in simulator)
  // `in` check used to prevent JIT error (gh-2145)
  // hasOwn isn't used here due to false negatives
  // regarding NodeList.length in IE
  var length = !!obj && "length" in obj && obj.length,
      type = toType( obj );

  if ( isFunction( obj ) || isWindow( obj ) ) {
    return false;
  }
}

```

```

        return type === "array" || length === 0 ||
            typeof length === "number" && length > 0 && ( length - 1 ) in obj;
    }
    var Sizzle =
    /*!
    * Sizzle CSS Selector Engine v2.3.4
    * https://sizzlejs.com/
    *
    * Copyright JS Foundation and other contributors
    * Released under the MIT license
    * https://js.foundation/
    *
    * Date: 2019-04-08
    */
    (function( window ) {

    var i,
        support,
        Expr,
        getText,
        isXML,
        tokenize,
        compile,
        select,
        outermostContext,
        sortInput,
        hasDuplicate,

        // Local document vars
        setDocument,
        document,
        docElem,
        documentIsHTML,
        rbuggyQSA,
        rbuggyMatches,
        matches,
        contains,

        // Instance-specific data
        expando = "sizzle" + 1 * new Date(),
        preferredDoc = window.document,
        dirruns = 0,
        done = 0,
        classCache = createCache(),
        tokenCache = createCache(),
        compilerCache = createCache(),
        nonnativeSelectorCache = createCache(),
        sortOrder = function( a, b ) {

```

```

        if ( a === b ) {
            hasDuplicate = true;
        }
        return 0;
    },

    // Instance methods
    hasOwn = ({}).hasOwnProperty,
    arr = [],
    pop = arr.pop,
    push_native = arr.push,
    push = arr.push,
    slice = arr.slice,
    // Use a stripped-down indexOf as it's faster than native
    // https://jsperf.com/thor-indexof-vs-for/5
    indexOf = function( list, elem ) {
        var i = 0,
            len = list.length;
        for ( ; i < len; i++ ) {
            if ( list[i] === elem ) {
                return i;
            }
        }
        return -1;
    },

    booleans = "checked|selected|async|autofocus|autoplay|controls|defer|disabled|hidden|ismap|loop|multiple|open|readonly|required|scoped",

    // Regular expressions

    // http://www.w3.org/TR/css3-selectors/#whitespace
    whitespace = "[\\x20\\t\\r\\n\\f]",

    // http://www.w3.org/TR/CSS21/syndata.html#value-def-identifier
    identifier = "(?:\\\\\\\\.|[\\\\w-]|[^\\0-\\xa0])+",

    // Attribute selectors: http://www.w3.org/TR/selectors/#attribute-selectors
    attributes = "\\[" + whitespace + "*(\" + identifier + ")(?:\" + white
space +
    // Operator (capture 2)
    "*([*^$|!~]?=)" + whitespace +
    // "Attribute values must be CSS identifiers [capture 5] or strings [capture 3 or capture 4]"
    "*(?:'((?:\\\\\\\\.|[\\\\\\\\'])*)'|\\\"((?:\\\\\\\\.|[\\\\\\\\\"]*)\")\\\"|(\" + identifier + ")))" + whitespace +
    "*\\]",

```

```

pseudos = ":(\" + identifier + \")(?:\\(\" +
    // To reduce the number of selectors needing tokenize in the preF
    ilter, prefer arguments:
    // 1. quoted (capture 3; capture 4 or capture 5)
    \"('(?:\\\\\\\\.|[^\\"\\\\'])*'\\\\\"(?:\\\\\\\\.|[^\\"\\\\'])*\\\\\")|\" +
    // 2. simple (capture 6)
    \"(?:\\\\\\\\.|[^\\"\\\\()\\\\\\\\])|\" + attributes + \")*)|\" +
    // 3. anything else (capture 2)
    \".*\" +
    \")\\\\\\\\|)\",

    // Leading and non-escaped trailing whitespace, capturing some non-w
    hitespace characters preceding the latter
    rwhitespace = new RegExp( whitespace + "+", "g" ),
    rtrim = new RegExp( "^" + whitespace + "+|((?:^|^[^\\"\\\\])(?:\\\\\\\\.|)*)"
+ whitespace + "+$", "g" ),

    rcomma = new RegExp( "^" + whitespace + "*", " + whitespace + "*" ),
    rcombinators = new RegExp( "^" + whitespace + "*([>~]|" + whitespac
e + ")" + whitespace + "*" ),
    rdescend = new RegExp( whitespace + ">" ),

    rpseudo = new RegExp( pseudos ),
    ridentifier = new RegExp( "^" + identifier + "$" ),

    matchExpr = {
        "ID": new RegExp( "^#(\" + identifier + \")" ),
        "CLASS": new RegExp( "^\\.(\" + identifier + \")" ),
        "TAG": new RegExp( "^(\" + identifier + \"|[*])" ),
        "ATTR": new RegExp( "^" + attributes ),
        "PSEUDO": new RegExp( "^" + pseudos ),
        "CHILD": new RegExp( "^(only|first|last|nth|nth-last)-(child|of-
type)(?:\\(\" + whitespace +
            \"*(even|odd|(([+-]|)(\\d*)n|)\" + whitespace + \"*(?:([+-]|)\" +
whitespace +
            \"*(\\d+)|))\" + whitespace + \"*\\\\\\\\|)\", "i" ),
        "bool": new RegExp( "^(?:\" + booleans + \")$", "i" ),
        // For use in libraries implementing .is()
        // We use this for POS matching in `select`
        "needsContext": new RegExp( "^" + whitespace + \"*[>~]|:(even|odd
|eq|gt|lt|nth|first|last)(?:\\(\" +
            whitespace + \"*((?:-\\d)?\\d*)\" + whitespace + \"*\\\\\\\\|)(?=[^-]|
$)\", "i" )
    },

    rhtml = /HTML$/i,
    rinputs = /^(?:input|select|textarea|button)$/i,
    rheader = /^h\d$/i,

```

```

rnative = /^[^{}]+\{\s*\[native \w/,

// Easily-parseable/retrievable ID or TAG or CLASS selectors
rquickExpr = /^(?:#([\w-]+)|(\w+)|\.([\w-]+))$/;

rsibling = /[+~]/;

// CSS escapes
// http://www.w3.org/TR/CSS21/syndata.html#escaped-characters
runescape = new RegExp( "\\(\\([\\da-f]{1,6}" + whitespace + "?|(" +
whitespace + ")|.)", "ig" ),
funescape = function( _, escaped, escapedWhitespace ) {
    var high = "0x" + escaped - 0x10000;
    // NaN means non-codepoint
    // Support: Firefox<24
    // Workaround erroneous numeric interpretation of +"0x"
    return high !== high || escapedWhitespace ?
        escaped :
        high < 0 ?
            // BMP codepoint
            String.fromCharCode( high + 0x10000 ) :
            // Supplemental Plane codepoint (surrogate pair)
            String.fromCharCode( high >> 10 | 0xD800, high & 0x3FFF | 0x
DC00 );
    },

// CSS string/identifier serialization
// https://drafts.csswg.org/cssom/#common-serializing-idioms
rcssescape = /([\0-\x1f\x7f]|^-?\d)|^-$|[\^\\0-\x1f\x7f-\uFFFF\w-]/g,
fcssescape = function( ch, asCodePoint ) {
    if ( asCodePoint ) {

        // U+0000 NULL becomes U+FFFD REPLACEMENT CHARACTER
        if ( ch === "\0" ) {
            return "\uFFFD";
        }

        // Control characters and (dependent upon position) numbers ge
t escaped as code points
        return ch.slice( 0, -1 ) + "\\" + ch.charCodeAt( ch.length - 1
        ).toString( 16 ) + " ";
    }

    // Other potentially-special ASCII characters get backslash-escap
ed
    return "\\" + ch;
},

// Used for iframes

```



```

// See setDocument()
// Removing the function wrapper causes a "Permission Denied"
// error in IE
unloadHandler = function() {
    setDocument();
},

inDisabledFieldset = addCombinator(
    function( elem ) {
        return elem.disabled === true && elem.nodeName.toLowerCase() =
== "fieldset";
    },
    { dir: "parentNode", next: "legend" }
);

// Optimize for push.apply( _, NodeList )
try {
    push.apply(
        (arr = slice.call( preferredDoc.childNodes )),
        preferredDoc.childNodes
    );
    // Support: Android<4.0
    // Detect silently failing push.apply
    arr[ preferredDoc.childNodes.length ].nodeType;
} catch ( e ) {
    push = { apply: arr.length ?

        // Leverage slice if possible
        function( target, els ) {
            push_native.apply( target, slice.call(els) );
        } :

        // Support: IE<9
        // Otherwise append directly
        function( target, els ) {
            var j = target.length,
                i = 0;
            // Can't trust NodeList.length
            while ( (target[j++] = els[i++]) ) {}
            target.length = j - 1;
        }
    };
}

function Sizzle( selector, context, results, seed ) {
    var m, i, elem, nid, match, groups, newSelector,
        newContext = context && context.ownerDocument,

        // nodeType defaults to 9, since context defaults to document

```

```

    nodeType = context ? context.nodeType : 9;

    results = results || [];

    // Return early from calls with invalid selector or context
    if ( typeof selector !== "string" || !selector ||
        nodeType !== 1 && nodeType !== 9 && nodeType !== 11 ) {

        return results;
    }

    // Try to shortcut find operations (as opposed to filters) in HTML documents
    if ( !seed ) {

        if ( ( context ? context.ownerDocument || context : preferredDoc )
            !== document ) {
            setDocument( context );
        }
        context = context || document;

        if ( documentIsHTML ) {

            // If the selector is sufficiently simple, try using a "get*By*" DOM method
            // (excepting DocumentFragment context, where the methods don't exist)
            if ( nodeType !== 11 && (match = rquickExpr.exec( selector )) ) {

                // ID selector
                if ( (m = match[1]) ) {

                    // Document context
                    if ( nodeType === 9 ) {
                        if ( (elem = context.getElementById( m )) ) {

                            // Support: IE, Opera, Webkit
                            // TODO: identify versions
                            // getElementById can match elements by name instead of ID

                            if ( elem.id === m ) {
                                results.push( elem );
                                return results;
                            }
                        }
                    } else {
                        return results;
                    }
                }
            }
        }
    }

```

```

        // Element context
    } else {

        // Support: IE, Opera, Webkit
        // TODO: identify versions
        // getElementById can match elements by name instead
of ID
        if ( newContext && (elem = newContext.getElementById
( m )) &&

            contains( context, elem ) &&
            elem.id === m ) {

                results.push( elem );
                return results;
            }
        }

        // Type selector
    } else if ( match[2] ) {
        push.apply( results, context.getElementsByTagName( selec
tor ) );

        return results;

        // Class selector
    } else if ( (m = match[3]) && support.getElementsByClassName
e &&

        context.getElementsByClassName ) {

            push.apply( results, context.getElementsByClassName( m )
);

            return results;
        }
    }

    // Take advantage of querySelectorAll
    if ( support.qsa &&
        !nonnativeSelectorCache[ selector + " " ] &&
        (!rbuggyQSA || !rbuggyQSA.test( selector )) &&

        // Support: IE 8 only
        // Exclude object elements
        (nodeType !== 1 || context.nodeName.toLowerCase() !== "obje
ct") ) {

        newSelector = selector;
        newContext = context;

        // qSA considers elements outside a scoping root when evalu
ating child or

```

```

        // descendant combinators, which is not what we want.
        // In such cases, we work around the behavior by prefixing
every selector in the
        // List with an ID selector referencing the scope context.
        // Thanks to Andrew Dupont for this technique.
        if ( nodeType === 1 && rdescend.test( selector ) ) {

            // Capture the context ID, setting it first if necessary

            if ( (nid = context.getAttribute( "id" )) ) {
                nid = nid.replace( rcssescape, fcssescape );
            } else {
                context.setAttribute( "id", (nid = expando) );
            }

            // Prefix every selector in the list
            groups = tokenize( selector );
            i = groups.length;
            while ( i-- ) {
                groups[i] = "#" + nid + " " + toSelector( groups[i] );
            }
            newSelector = groups.join( "," );

            // Expand context for sibling selectors
            newContext = rsibling.test( selector ) && testContext( c
ontext.parentNode ) ||
                context;
        }

        try {
            push.apply( results,
                newContext.querySelectorAll( newSelector )
            );
            return results;
        } catch ( qsaError ) {
            nonnativeSelectorCache( selector, true );
        } finally {
            if ( nid === expando ) {
                context.removeAttribute( "id" );
            }
        }
    }
}

// ALL others
return select( selector.replace( rtrim, "$1" ), context, results, se
ed );

```

```

}

/**
 * Create key-value caches of limited size
 * @returns {function(string, object)} Returns the Object data after storing it on itself with
 * property name the (space-suffixed) string and (if the cache is larger than Expr.cacheLength)
 * deleting the oldest entry
 */
function createCache() {
    var keys = [];

    function cache( key, value ) {
        // Use (key + " ") to avoid collision with native prototype properties (see Issue #157)
        if ( keys.push( key + " " ) > Expr.cacheLength ) {
            // Only keep the most recent entries
            delete cache[ keys.shift() ];
        }
        return (cache[ key + " " ] = value);
    }
    return cache;
}

/**
 * Mark a function for special use by Sizzle
 * @param {Function} fn The function to mark
 */
function markFunction( fn ) {
    fn[ expando ] = true;
    return fn;
}

/**
 * Support testing using an element
 * @param {Function} fn Passed the created element and returns a boolean result
 */
function assert( fn ) {
    var el = document.createElement("fieldset");

    try {
        return !!fn( el );
    } catch (e) {
        return false;
    } finally {
        // Remove from its parent by default
        if ( el.parentNode ) {

```

```

        el.parentNode.removeChild( el );
    }
    // release memory in IE
    el = null;
}
}

/**
 * Adds the same handler for all of the specified attrs
 * @param {String} attrs Pipe-separated list of attributes
 * @param {Function} handler The method that will be applied
 */
function addHandle( attrs, handler ) {
    var arr = attrs.split("|"),
        i = arr.length;

    while ( i-- ) {
        Expr.attrHandle[ arr[i] ] = handler;
    }
}

/**
 * Checks document order of two siblings
 * @param {Element} a
 * @param {Element} b
 * @returns {Number} Returns less than 0 if a precedes b, greater than
0 if a follows b
 */
function siblingCheck( a, b ) {
    var cur = b && a,
        diff = cur && a.nodeType === 1 && b.nodeType === 1 &&
            a.sourceIndex - b.sourceIndex;

    // Use IE sourceIndex if available on both nodes
    if ( diff ) {
        return diff;
    }

    // Check if b follows a
    if ( cur ) {
        while ( (cur = cur.nextSibling) ) {
            if ( cur === b ) {
                return -1;
            }
        }
    }

    return a ? 1 : -1;
}

```

```

/**
 * Returns a function to use in pseudos for input types
 * @param {String} type
 */
function createInputPseudo( type ) {
    return function( elem ) {
        var name = elem.nodeName.toLowerCase();
        return name === "input" && elem.type === type;
    };
}

/**
 * Returns a function to use in pseudos for buttons
 * @param {String} type
 */
function createButtonPseudo( type ) {
    return function( elem ) {
        var name = elem.nodeName.toLowerCase();
        return (name === "input" || name === "button") && elem.type === t
ype;
    };
}

/**
 * Returns a function to use in pseudos for :enabled/:disabled
 * @param {Boolean} disabled true for :disabled; false for :enabled
 */
function createDisabledPseudo( disabled ) {

    // Known :disabled false positives: fieldset[disabled] > Legend:nth-
of-type(n+2) :can-disable
    return function( elem ) {

        // Only certain elements can match :enabled or :disabled
        // https://html.spec.whatwg.org/multipage/scripting.html#selector
-enabled
        // https://html.spec.whatwg.org/multipage/scripting.html#selector
-disabled
        if ( "form" in elem ) {

            // Check for inherited disabledness on relevant non-disabled e
lements:
            // * Listed form-associated elements in a disabled fieldset
            // https://html.spec.whatwg.org/multipage/forms.html#category-listed
            // https://html.spec.whatwg.org/multipage/forms.html#concept-fe-disabled
            // * option elements in a disabled optgroup

```

```

    // https://html.spec.whatwg.org/multipage/forms.html#concept
    -option-disabled
    // All such elements have a "form" property.
    if ( elem.parentNode && elem.disabled === false ) {

        // Option elements defer to a parent optgroup if present
        if ( "label" in elem ) {
            if ( "label" in elem.parentNode ) {
                return elem.parentNode.disabled === disabled;
            } else {
                return elem.disabled === disabled;
            }
        }

        // Support: IE 6 - 11
        // Use the isDisabled shortcut property to check for disabled
        ed fieldset ancestors
        return elem.isDisabled === disabled ||

            // Where there is no isDisabled, check manually
            /* jshint -W018 */
            elem.isDisabled !== !disabled &&
            inDisabledFieldset( elem ) === disabled;
    }

    return elem.disabled === disabled;

    // Try to winnow out elements that can't be disabled before trust
    ing the disabled property.
    // Some victims get caught in our net (label, legend, menu, trac
    k), but it shouldn't
    // even exist on them, let alone have a boolean value.
    } else if ( "label" in elem ) {
        return elem.disabled === disabled;
    }

    // Remaining elements are neither :enabled nor :disabled
    return false;
};
}

/**
 * Returns a function to use in pseudos for positionals
 * @param {Function} fn
 */
function createPositionalPseudo( fn ) {
    return markFunction(function( argument ) {
        argument = +argument;
        return markFunction(function( seed, matches ) {

```



```

    var j,
        matchIndexes = fn( [], seed.length, argument ),
        i = matchIndexes.length;

    // Match elements found at the specified indexes
    while ( i-- ) {
        if ( seed[ (j = matchIndexes[i]) ] ) {
            seed[j] = !(matches[j] = seed[j]);
        }
    }
});
});
}

/**
 * Checks a node for validity as a Sizzle context
 * @param {Element/Object=} context
 * @returns {Element/Object/Boolean} The input node if acceptable, otherwise a falsy value
 */
function testContext( context ) {
    return context && typeof context.getElementsByTagName !== "undefined" && context;
}

// Expose support vars for convenience
support = Sizzle.support = {};

/**
 * Detects XML nodes
 * @param {Element/Object} elem An element or a document
 * @returns {Boolean} True iff elem is a non-HTML XML node
 */
isXML = Sizzle.isXML = function( elem ) {
    var namespace = elem.namespaceURI,
        docElem = (elem.ownerDocument || elem).documentElement;

    // Support: IE <=8
    // Assume HTML when documentElement doesn't yet exist, such as inside
    // loading iframes
    // https://bugs.jquery.com/ticket/4833
    return !rhtml.test( namespace || docElem && docElem.nodeName || "HTML" );
};

/**
 * Sets document-related variables once based on the current document
 * @param {Element/Object} [doc] An element or document object to use to set the document

```

```

* @returns {Object} Returns the current document
*/
setDocument = Sizzle.setDocument = function( node ) {
    var hasCompare, subWindow,
        doc = node ? node.ownerDocument || node : preferredDoc;

    // Return early if doc is invalid or already selected
    if ( doc === document || doc.nodeType !== 9 || !doc.documentElement )
    {
        return document;
    }

    // Update global variables
    document = doc;
    docElem = document.documentElement;
    documentIsHTML = !isXML( document );

    // Support: IE 9-11, Edge
    // Accessing iframe documents after unload throws "permission denied
" errors (jQuery #13936)
    if ( preferredDoc !== document &&
        (subWindow = document.defaultView) && subWindow.top !== subWindow
    ) {

        // Support: IE 11, Edge
        if ( subWindow.addEventListener ) {
            subWindow.addEventListener( "unload", unloadHandler, false );

            // Support: IE 9 - 10 only
        } else if ( subWindow.attachEvent ) {
            subWindow.attachEvent( "onunload", unloadHandler );
        }
    }

    /* Attributes
    -----
    -- */

    // Support: IE<8
    // Verify that getAttribute really returns attributes and not proper
ties
    // (excepting IE8 booleans)
    support.attributes = assert(function( el ) {
        el.className = "i";
        return !el.getAttribute("className");
    });

    /* getElement(s)By*
    -----

```

```

-- */

// Check if getElementsByTagName("*") returns only elements
support.getElementsByTagName = assert(function( el ) {
    el.appendChild( document.createComment("") );
    return !el.getElementsByTagName("*").length;
});

// Support: IE<9
support.getElementsByClassName = rnative.test( document.getElementsByClassName );

// Support: IE<10
// Check if getElementById returns elements by name
// The broken getElementById methods don't pick up programmatically-
set names,
// so use a roundabout getElementsByName test
support.getById = assert(function( el ) {
    docElem.appendChild( el ).id = expando;
    return !document.getElementsByName || !document.getElementsByName
( expando ).length;
});

// ID filter and find
if ( support.getById ) {
    Expr.filter["ID"] = function( id ) {
        var attrId = id.replace( runescape, funescape );
        return function( elem ) {
            return elem.getAttribute("id") === attrId;
        };
    };
    Expr.find["ID"] = function( id, context ) {
        if ( typeof context.getElementById !== "undefined" && document
IsHTML ) {
            var elem = context.getElementById( id );
            return elem ? [ elem ] : [];
        }
    };
} else {
    Expr.filter["ID"] = function( id ) {
        var attrId = id.replace( runescape, funescape );
        return function( elem ) {
            var node = typeof elem.getAttributeNode !== "undefined" &&
elem.getAttributeNode("id");
            return node && node.value === attrId;
        };
    };
}

// Support: IE 6 - 7 only

```

```

    // getElementById is not reliable as a find shortcut
    Expr.find["ID"] = function( id, context ) {
        if ( typeof context.getElementById !== "undefined" && document
IsHTML ) {
            var node, i, elems,
                elem = context.getElementById( id );

            if ( elem ) {

                // Verify the id attribute
                node = elem.getAttributeNode("id");
                if ( node && node.value === id ) {
                    return [ elem ];
                }

                // Fall back on getElementsByName
                elems = context.getElementsByName( id );
                i = 0;
                while ( (elem = elems[i++]) ) {
                    node = elem.getAttributeNode("id");
                    if ( node && node.value === id ) {
                        return [ elem ];
                    }
                }
            }

            return [];
        }
    };

    // Tag
    Expr.find["TAG"] = support.getElementsByTagName ?
        function( tag, context ) {
            if ( typeof context.getElementsByTagName !== "undefined" ) {
                return context.getElementsByTagName( tag );

                // DocumentFragment nodes don't have gEBTN
            } else if ( support.qsa ) {
                return context.querySelectorAll( tag );
            }
        } :

        function( tag, context ) {
            var elem,
                tmp = [],
                i = 0,
                // By happy coincidence, a (broken) gEBTN appears on DocumentFragment nodes too

```

```

        results = context.getElementsByTagName( tag );

        // Filter out possible comments
        if ( tag === "*" ) {
            while ( (elem = results[i++]) ) {
                if ( elem.nodeType === 1 ) {
                    tmp.push( elem );
                }
            }

            return tmp;
        }
        return results;
    };

    // Class
    Expr.find["CLASS"] = support.getElementsByClassName && function( className, context ) {
        if ( typeof context.getElementsByClassName !== "undefined" && documentIsHTML ) {
            return context.getElementsByClassName( className );
        }
    };

    /* QSA/matchesSelector
    -----
    -- */

    // QSA and matchesSelector support

    // matchesSelector(:active) reports false when true (IE9/Opera 11.5)

    rbuggyMatches = [];

    // qSa(:focus) reports false when true (Chrome 21)
    // We allow this because of a bug in IE8/9 that throws an error
    // whenever `document.activeElement` is accessed on an iframe
    // So, we allow :focus to pass through QSA all the time to avoid the
    IE error
    // See https://bugs.jquery.com/ticket/13378
    rbuggyQSA = [];

    if ( (support.qsa = rnative.test( document.querySelectorAll )) ) {
        // Build QSA regex
        // Regex strategy adopted from Diego Perini
        assert(function( el ) {
            // Select is set to empty string on purpose
            // This is to test IE's treatment of not explicitly
            // setting a boolean content attribute,

```

```

// since its presence should be enough
// https://bugs.jquery.com/ticket/12359
docElem.appendChild( el ).innerHTML = "<a id='" + expando + "'>
</a>" +
    "<select id='" + expando + "-\r\\' msallowcapture=''>" +
    "<option selected=''></option></select>";

// Support: IE8, Opera 11-12.16
// Nothing should be selected when empty strings follow ^= or
$= or *=
// The test attribute must be unknown in Opera but "safe" for
WinRT
// https://msdn.microsoft.com/en-us/library/ie/hh465388.aspx#a
ttribute_section
if ( el.querySelectorAll("[msallowcapture^='']").length ) {
    rbuggyQSA.push( "[*^$]=" + whitespace + "*(?:'|\"\\")" );
}

// Support: IE8
// Boolean attributes and "value" are not treated correctly
if ( !el.querySelectorAll("[selected]").length ) {
    rbuggyQSA.push( "\\[" + whitespace + "*(?:value|" + boolean
s + ")" );
}

// Support: Chrome<29, Android<4.4, Safari<7.0+, iOS<7.0+, Pha
ntomJS<1.9.8+
if ( !el.querySelectorAll( "[id~=" + expando + "-]" ).length )
{
    rbuggyQSA.push("~=");
}

// Webkit/Opera - :checked should return selected option eleme
nts
// http://www.w3.org/TR/2011/REC-css3-selectors-20110929/#chec
ked
// IE8 throws error here and will not see later tests
if ( !el.querySelectorAll(":checked").length ) {
    rbuggyQSA.push(":checked");
}

// Support: Safari 8+, iOS 8+
// https://bugs.webkit.org/show_bug.cgi?id=136851
// In-page `selector#id sibling-combinator selector` fails
if ( !el.querySelectorAll( "a#" + expando + "+*" ).length ) {
    rbuggyQSA.push(".#.[+~]");
}
});

```

```

    assert(function( el ) {
        el.innerHTML = "<a href='' disabled='disabled'></a>" +
            "<select disabled='disabled'><option/></select>";

        // Support: Windows 8 Native Apps
        // The type and name attributes are restricted during .innerHTML
        ML assignment
        var input = document.createElement("input");
        input.setAttribute( "type", "hidden" );
        el.appendChild( input ).setAttribute( "name", "D" );

        // Support: IE8
        // Enforce case-sensitivity of name attribute
        if ( el.querySelectorAll("[name=d]").length ) {
            rbuggyQSA.push( "name" + whitespace + "*[*^$|!~]?=" );
        }

        // FF 3.5 - :enabled/:disabled and hidden elements (hidden elements are still enabled)
        // IE8 throws error here and will not see later tests
        if ( el.querySelectorAll(":enabled").length !== 2 ) {
            rbuggyQSA.push( ":enabled", ":disabled" );
        }

        // Support: IE9-11+
        // IE's :disabled selector does not pick up the children of disabled fieldsets
        docElem.appendChild( el ).disabled = true;
        if ( el.querySelectorAll(":disabled").length !== 2 ) {
            rbuggyQSA.push( ":enabled", ":disabled" );
        }

        // Opera 10-11 does not throw on post-comma invalid pseudos
        el.querySelectorAll("*,:x");
        rbuggyQSA.push(",.*:");
    });
}

if ( (support.matchesSelector = rnative.test( (matches = docElem.matches ||
    docElem.webkitMatchesSelector ||
    docElem.mozMatchesSelector ||
    docElem.oMatchesSelector ||
    docElem.msMatchesSelector) )) ) {

    assert(function( el ) {
        // Check to see if it's possible to do matchesSelector
        // on a disconnected node (IE 9)
        support.disconnectedMatch = matches.call( el, "*" );
    });
}

```

```

        // This should fail with an exception
        // Gecko does not error, returns false instead
        matches.call( el, "[s!='"':x" );
        rbuggyMatches.push( "!=", pseudos );
    });
}

rbuggyQSA = rbuggyQSA.length && new RegExp( rbuggyQSA.join("|") );
rbuggyMatches = rbuggyMatches.length && new RegExp( rbuggyMatches.join("|") );

/* Contains
-----
-- */
hasCompare = rnative.test( docElem.compareDocumentPosition );

// Element contains another
// Purposefully self-exclusive
// As in, an element does not contain itself
contains = hasCompare || rnative.test( docElem.contains ) ?
    function( a, b ) {
        var adown = a.nodeType === 9 ? a.documentElement : a,
            bup = b && b.parentNode;
        return a === bup || !( bup && bup.nodeType === 1 && (
            adown.contains ?
                adown.contains( bup ) :
                a.compareDocumentPosition && a.compareDocumentPosition(
bup ) & 16
            )
        ));
    } :
    function( a, b ) {
        if ( b ) {
            while ( (b = b.parentNode) ) {
                if ( b === a ) {
                    return true;
                }
            }
        }
        return false;
    };

/* Sorting
-----
-- */

// Document order sorting
sortOrder = hasCompare ?
function( a, b ) {

```



```

    // Flag for duplicate removal
    if ( a === b ) {
        hasDuplicate = true;
        return 0;
    }

    // Sort on method existence if only one input has compareDocument
    Position
    var compare = !a.compareDocumentPosition - !b.compareDocumentPosi
    tion;
    if ( compare ) {
        return compare;
    }

    // Calculate position if both inputs belong to the same document
    compare = ( a.ownerDocument || a ) === ( b.ownerDocument || b ) ?

        a.compareDocumentPosition( b ) :

        // Otherwise we know they are disconnected
        1;

    // Disconnected nodes
    if ( compare & 1 ||
        (!support.sortDetached && b.compareDocumentPosition( a ) === c
    ompare) ) {

        // Choose the first element that is related to our preferred d
        ocument
        if ( a === document || a.ownerDocument === preferredDoc && con
        tains(preferredDoc, a) ) {
            return -1;
        }
        if ( b === document || b.ownerDocument === preferredDoc && con
        tains(preferredDoc, b) ) {
            return 1;
        }

        // Maintain original order
        return sortInput ?
            ( indexOf( sortInput, a ) - indexOf( sortInput, b ) ) :
            0;
    }

    return compare & 4 ? -1 : 1;
} :
function( a, b ) {
    // Exit early if the nodes are identical

```

```

if ( a === b ) {
    hasDuplicate = true;
    return 0;
}

var cur,
    i = 0,
    aup = a.parentNode,
    bup = b.parentNode,
    ap = [ a ],
    bp = [ b ];

// Parentless nodes are either documents or disconnected
if ( !aup || !bup ) {
    return a === document ? -1 :
        b === document ? 1 :
        aup ? -1 :
        bup ? 1 :
        sortInput ?
            ( indexOf( sortInput, a ) - indexOf( sortInput, b ) ) :
            0;

// If the nodes are siblings, we can do a quick check
} else if ( aup === bup ) {
    return siblingCheck( a, b );
}

// Otherwise we need full lists of their ancestors for comparison

cur = a;
while ( (cur = cur.parentNode) ) {
    ap.unshift( cur );
}
cur = b;
while ( (cur = cur.parentNode) ) {
    bp.unshift( cur );
}

// Walk down the tree looking for a discrepancy
while ( ap[i] === bp[i] ) {
    i++;
}

return i ?
    // Do a sibling check if the nodes have a common ancestor
    siblingCheck( ap[i], bp[i] ) :

    // Otherwise nodes in our document sort first
    ap[i] === preferredDoc ? -1 :

```

```

        bp[i] === preferredDoc ? 1 :
        0;
    };

    return document;
};

Sizzle.matches = function( expr, elements ) {
    return Sizzle( expr, null, null, elements );
};

Sizzle.matchesSelector = function( elem, expr ) {
    // Set document vars if needed
    if ( ( elem.ownerDocument || elem ) !== document ) {
        setDocument( elem );
    }

    if ( support.matchesSelector && documentIsHTML &&
        !nonnativeSelectorCache[ expr + " " ] &&
        ( !rbuggyMatches || !rbuggyMatches.test( expr ) ) &&
        ( !rbuggyQSA || !rbuggyQSA.test( expr ) ) ) {

        try {
            var ret = matches.call( elem, expr );

            // IE 9's matchesSelector returns false on disconnected nodes
            if ( ret || support.disconnectedMatch ||
                // As well, disconnected nodes are said to be in a docum
ent
                // fragment in IE 9
                elem.document && elem.document.nodeType !== 11 ) {
                return ret;
            }
        } catch (e) {
            nonnativeSelectorCache( expr, true );
        }
    }

    return Sizzle( expr, document, null, [ elem ] ).length > 0;
};

Sizzle.contains = function( context, elem ) {
    // Set document vars if needed
    if ( ( context.ownerDocument || context ) !== document ) {
        setDocument( context );
    }
    return contains( context, elem );
};

```

```

Sizzle.attr = function( elem, name ) {
    // Set document vars if needed
    if ( ( elem.ownerDocument || elem ) !== document ) {
        setDocument( elem );
    }

    var fn = Expr.attrHandle[ name.toLowerCase() ],
        // Don't get fooled by Object.prototype properties (jQuery #13807)

        val = fn && hasOwn.call( Expr.attrHandle, name.toLowerCase() ) ?
            fn( elem, name, !documentIsHTML ) :
            undefined;

    return val !== undefined ?
        val :
        support.attributes || !documentIsHTML ?
            elem.getAttribute( name ) :
            (val = elem.getAttributeNode(name)) && val.specified ?
                val.value :
                null;
};

Sizzle.escape = function( sel ) {
    return (sel + "").replace( rcssescape, fcssescape );
};

Sizzle.error = function( msg ) {
    throw new Error( "Syntax error, unrecognized expression: " + msg );
};

/**
 * Document sorting and removing duplicates
 * @param {ArrayLike} results
 */
Sizzle.uniqueSort = function( results ) {
    var elem,
        duplicates = [],
        j = 0,
        i = 0;

    // Unless we *know* we can detect duplicates, assume their presence
    hasDuplicate = !support.detectDuplicates;
    sortInput = !support.sortStable && results.slice( 0 );
    results.sort( sortOrder );

    if ( hasDuplicate ) {
        while ( (elem = results[i++]) ) {
            if ( elem === results[ i ] ) {
                j = duplicates.push( i );
            }
        }
    }

```

```

    }
  }
  while ( j-- ) {
    results.splice( duplicates[ j ], 1 );
  }
}

// Clear input after sorting to release objects
// See https://github.com/jquery/sizzle/pull/225
sortInput = null;

return results;
};

/**
 * Utility function for retrieving the text value of an array of DOM nodes
 * @param {Array|Element} elem
 */
getText = Sizzle.getText = function( elem ) {
  var node,
      ret = "",
      i = 0,
      nodeType = elem.nodeType;

  if ( !nodeType ) {
    // If no nodeType, this is expected to be an array
    while ( (node = elem[i++]) ) {
      // Do not traverse comment nodes
      ret += getText( node );
    }
  } else if ( nodeType === 1 || nodeType === 9 || nodeType === 11 ) {
    // Use.textContent for elements
    // innerText usage removed for consistency of new lines (jQuery #
11153)
    if ( typeof elem.textContent === "string" ) {
      return elem.textContent;
    } else {
      // Traverse its children
      for ( elem = elem.firstChild; elem; elem = elem.nextSibling )
      {
        ret += getText( elem );
      }
    }
  } else if ( nodeType === 3 || nodeType === 4 ) {
    return elem.nodeValue;
  }
  // Do not include comment or processing instruction nodes

```

```

    return ret;
};

Expr = Sizzle.selectors = {

    // Can be adjusted by the user
    cacheLength: 50,

    createPseudo: markFunction,

    match: matchExpr,

    attrHandle: {},

    find: {},

    relative: {
        ">": { dir: "parentNode", first: true },
        " ": { dir: "parentNode" },
        "+": { dir: "previousSibling", first: true },
        "~": { dir: "previousSibling" }
    },

    preFilter: {
        "ATTR": function( match ) {
            match[1] = match[1].replace( runscape, funescape );

            // Move the given value to match[3] whether quoted or unquoted
            match[3] = ( match[3] || match[4] || match[5] || "" ).replace
            ( runscape, funescape );

            if ( match[2] === "~=" ) {
                match[3] = " " + match[3] + " ";
            }

            return match.slice( 0, 4 );
        },

        "CHILD": function( match ) {
            /* matches from matchExpr["CHILD"]
            1 type (only/nth/...)
            2 what (child/of-type)
            3 argument (even/odd/\d*/\d*n([+-]\d+)?/...)
            4 xn-component of xn+y argument ([+-]?\d*n/)
            5 sign of xn-component
            6 x of xn-component
            7 sign of y-component
            8 y of y-component
            */

```

```

*/
match[1] = match[1].toLowerCase();

if ( match[1].slice( 0, 3 ) === "nth" ) {
    // nth-* requires argument
    if ( !match[3] ) {
        Sizzle.error( match[0] );
    }

    // numeric x and y parameters for Expr.filter.CHILD
    // remember that false/true cast respectively to 0/1
    match[4] = +( match[4] ? match[5] + (match[6] || 1) : 2 *
( match[3] === "even" || match[3] === "odd" ) );
    match[5] = +( ( match[7] + match[8] ) || match[3] === "odd"
);

    // other types prohibit arguments
} else if ( match[3] ) {
    Sizzle.error( match[0] );
}

return match;
},

"PSEUDO": function( match ) {
    var excess,
        unquoted = !match[6] && match[2];

    if ( matchExpr["CHILD"].test( match[0] ) ) {
        return null;
    }

    // Accept quoted arguments as-is
    if ( match[3] ) {
        match[2] = match[4] || match[5] || "";
    }

    // Strip excess characters from unquoted arguments
} else if ( unquoted && rpseudo.test( unquoted ) &&
    // Get excess from tokenize (recursively)
    (excess = tokenize( unquoted, true )) &&
    // advance to the next closing parenthesis
    (excess = unquoted.indexOf( ")", unquoted.length - excess )
    - unquoted.length) ) {
        // excess is a negative index
        match[0] = match[0].slice( 0, excess );
        match[2] = unquoted.slice( 0, excess );
    }
}

```

```

        // Return only captures needed by the pseudo filter method (type and argument)
        return match.slice( 0, 3 );
    },
    filter: {
        "TAG": function( nodeNameSelector ) {
            var nodeName = nodeNameSelector.replace( runescape, funescape ).toLowerCase();
            return nodeNameSelector === "*" ?
                function() { return true; } :
                function( elem ) {
                    return elem.nodeName && elem.nodeName.toLowerCase() === nodeName;
                };
        },
        "CLASS": function( className ) {
            var pattern = classCache[ className + " " ];

            return pattern ||
                (pattern = new RegExp( "(^|" + whitespace + ")" + className + "(" + whitespace + "|$)" )) &&
                classCache( className, function( elem ) {
                    return pattern.test( typeof elem.className === "string" && elem.className || typeof elem.getAttribute !== "undefined" && elem.getAttribute("class") || "" );
                });
        },
        "ATTR": function( name, operator, check ) {
            return function( elem ) {
                var result = Sizzle.attr( elem, name );

                if ( result == null ) {
                    return operator === "!=";
                }
                if ( !operator ) {
                    return true;
                }

                result += "";

                return operator === "=" ? result === check :
                    operator === "!=" ? result !== check :
                    operator === "^=" ? check && result.indexOf( check ) ===
0 :

```



```

        operator === "*" ? check && result.indexOf( check ) > -
1 :
        operator === "$=" ? check && result.slice( -check.length
) === check :
        operator === "~=" ? ( " " + result.replace( rwhitespace,
" " ) + " " ).indexOf( check ) > -1 :
        operator === "|=" ? result === check || result.slice( 0,
check.length + 1 ) === check + "-" :
        false;
    };
},

"CHILD": function( type, what, argument, first, last ) {
    var simple = type.slice( 0, 3 ) !== "nth",
        forward = type.slice( -4 ) !== "last",
        ofType = what === "of-type";

    return first === 1 && last === 0 ?

        // Shortcut for :nth-*(n)
        function( elem ) {
            return !!elem.parentNode;
        } :

        function( elem, context, xml ) {
            var cache, uniqueCache, outerCache, node, nodeIndex, sta
rt,
            dir = simple !== forward ? "nextSibling" : "previousS
ibling",
            parent = elem.parentNode,
            name = ofType && elem.nodeName.toLowerCase(),
            useCache = !xml && !ofType,
            diff = false;

            if ( parent ) {
                // :(first/last/only)-(child/of-type)
                if ( simple ) {
                    while ( dir ) {
                        node = elem;
                        while ( (node = node[ dir ]) ) {
                            if ( ofType ?
                                node.nodeName.toLowerCase() === name :
                                node.nodeType === 1 ) {
                                return false;
                            }
                        }
                    }
                }
                // Reverse direction for :only-* (if we haven't

```

```

yet done so)
        start = dir = type === "only" && !start && "nextSibling";
    }
    return true;
}

start = [ forward ? parent.firstChild : parent.lastChild ];

// non-xml :nth-child(...) stores cache data on `parent`
if ( forward && useCache ) {

    // Seek `elem` from a previously-cached index

    // ...in a gzip-friendly way
    node = parent;
    outerCache = node[ expando ] || (node[ expando ] = {});

    // Support: IE <9 only
    // Defend against cloned attroperties (jQuery gh-1709)
    uniqueCache = outerCache[ node.uniqueID ] ||
        (outerCache[ node.uniqueID ] = {});

    cache = uniqueCache[ type ] || [];
    nodeIndex = cache[ 0 ] === dirruns && cache[ 1 ];
    diff = nodeIndex && cache[ 2 ];
    node = nodeIndex && parent.childNodes[ nodeIndex ];

    while ( (node = ++nodeIndex && node && node[ dir ]

        // Fallback to seeking `elem` from the start
        (diff = nodeIndex = 0) || start.pop() ) ) {

        // When found, cache indexes on `parent` and break
        if ( node.nodeType === 1 && ++diff && node === elem ) {
            uniqueCache[ type ] = [ dirruns, nodeIndex, diff ];
            break;
        }
    }
}

```



```

];
        uniqueCache[ type ] = [ dirruns, diff
    }
    if ( node === elem ) {
        break;
    }
}
}
}
}
}

// Incorporate the offset, then check against cycle s
ize
diff -= last;
return diff === first || ( diff % first === 0 && diff
/ first >= 0 );
}
};
},

"PSEUDO": function( pseudo, argument ) {
    // pseudo-class names are case-insensitive
    // http://www.w3.org/TR/selectors/#pseudo-classes
    // Prioritize by case sensitivity in case custom pseudos are a
    // dded with uppercase letters
    // Remember that setFilters inherits from pseudos
    var args,
        fn = Expr.pseudos[ pseudo ] || Expr.setFilters[ pseudo.toLo
werCase() ] ||
        Sizzle.error( "unsupported pseudo: " + pseudo );

    // The user may use createPseudo to indicate that
    // arguments are needed to create the filter function
    // just as Sizzle does
    if ( fn[ expando ] ) {
        return fn( argument );
    }

    // But maintain support for old signatures
    if ( fn.length > 1 ) {
        args = [ pseudo, pseudo, "", argument ];
        return Expr.setFilters.hasOwnProperty( pseudo.toLowerCase()
) ?
            markFunction(function( seed, matches ) {
                var idx,
                    matched = fn( seed, argument ),
                    i = matched.length;

```

```

        while ( i-- ) {
            idx = indexOf( seed, matched[i] );
            seed[ idx ] = !( matches[ idx ] = matched[i] );
        }
    }) :
    function( elem ) {
        return fn( elem, 0, args );
    };
}

return fn;
}
},

```

```

pseudos: {
    // Potentially complex pseudos
    "not": markFunction(function( selector ) {
        // Trim the selector passed to compile
        // to avoid treating leading and trailing
        // spaces as combinators
        var input = [],
            results = [],
            matcher = compile( selector.replace( rtrim, "$1" ) );

        return matcher[ expando ] ?
            markFunction(function( seed, matches, context, xml ) {
                var elem,
                    unmatched = matcher( seed, null, xml, [] ),
                    i = seed.length;

                // Match elements unmatched by `matcher`
                while ( i-- ) {
                    if ( (elem = unmatched[i]) ) {
                        seed[i] = !(matches[i] = elem);
                    }
                }
            }) :
            function( elem, context, xml ) {
                input[0] = elem;
                matcher( input, null, xml, results );
                // Don't keep the element (issue #299)
                input[0] = null;
                return !results.pop();
            };
    }),

    "has": markFunction(function( selector ) {
        return function( elem ) {
            return Sizzle( selector, elem ).length > 0;
        };
    });
}

```

```

    });
  })),

  "contains": markFunction(function( text ) {
    text = text.replace( runescape, funescape );
    return function( elem ) {
      return ( elem.textContent || getText( elem ) ).indexOf( tex
t ) > -1;
    };
  })),

  // "Whether an element is represented by a :lang() selector
  // is based solely on the element's language value
  // being equal to the identifier C,
  // or beginning with the identifier C immediately followed by "-".

  // The matching of C against the element's language value is perf
ormed case-insensitively.
  // The identifier C does not have to be a valid language name."
  // http://www.w3.org/TR/selectors/#lang-pseudo
  "lang": markFunction( function( lang ) {
    // lang value must be a valid identifier
    if ( !identifier.test(lang || "") ) {
      Sizzle.error( "unsupported lang: " + lang );
    }
    lang = lang.replace( runescape, funescape ).toLowerCase();
    return function( elem ) {
      var elemLang;
      do {
        if ( (elemLang = documentIsHTML ?
          elem.lang :
          elem.getAttribute("xml:lang") || elem.getAttribute("l
ang")) ) {

          elemLang = elemLang.toLowerCase();
          return elemLang === lang || elemLang.indexOf( lang +
"-") === 0;
        }
      } while ( (elem = elem.parentNode) && elem.nodeType === 1 );

      return false;
    };
  })),

  // Miscellaneous
  "target": function( elem ) {
    var hash = window.location && window.location.hash;
    return hash && hash.slice( 1 ) === elem.id;
  },

```

```

"root": function( elem ) {
    return elem === docElem;
},

"focus": function( elem ) {
    return elem === document.activeElement && (!document.hasFocus
|| document.hasFocus()) && !(elem.type || elem.href || ~elem.tabIndex);
},

// Boolean properties
"enabled": createDisabledPseudo( false ),
"disabled": createDisabledPseudo( true ),

"checked": function( elem ) {
    // In CSS3, :checked should return both checked and selected e
lements
    // http://www.w3.org/TR/2011/REC-css3-selectors-20110929/#chec
ked
    var nodeName = elem.nodeName.toLowerCase();
    return (nodeName === "input" && !!elem.checked) || (nodeName =
== "option" && !!elem.selected);
},

"selected": function( elem ) {
    // Accessing this property makes selected-by-default
// options in Safari work properly
    if ( elem.parentNode ) {
        elem.parentNode.selectedIndex;
    }

    return elem.selected === true;
},

// Contents
"empty": function( elem ) {
    // http://www.w3.org/TR/selectors/#empty-pseudo
    // :empty is negated by element (1) or content nodes (text: 3;
cdata: 4; entity ref: 5),
    // but not by others (comment: 8; processing instruction: 7;
etc.)
    // nodeType < 6 works because attributes (2) do not appear as
children
    for ( elem = elem.firstChild; elem; elem = elem.nextSibling )
    {
        if ( elem.nodeType < 6 ) {
            return false;
        }
    }
}

```

```

    }
    return true;
},

"parent": function( elem ) {
    return !Expr.pseudos["empty"]( elem );
},

// Element/input types
"header": function( elem ) {
    return rheader.test( elem.nodeName );
},

"input": function( elem ) {
    return rinputs.test( elem.nodeName );
},

"button": function( elem ) {
    var name = elem.nodeName.toLowerCase();
    return name === "input" && elem.type === "button" || name ===
"button";
},

"text": function( elem ) {
    var attr;
    return elem.nodeName.toLowerCase() === "input" &&
        elem.type === "text" &&

        // Support: IE<8
        // New HTML5 attribute values (e.g., "search") appear with
elem.type === "text"
        ( (attr = elem.getAttribute("type")) == null || attr.toLowere
rCase() === "text" );
},

// Position-in-collection
"first": createPositionalPseudo(function() {
    return [ 0 ];
}),

"last": createPositionalPseudo(function( matchIndexes, length )
{
    return [ length - 1 ];
}),

"eq": createPositionalPseudo(function( matchIndexes, length, argu
ment ) {
    return [ argument < 0 ? argument + length : argument ];
}),

```



```

    "even": createPositionalPseudo(function( matchIndexes, length )
{
    var i = 0;
    for ( ; i < length; i += 2 ) {
        matchIndexes.push( i );
    }
    return matchIndexes;
}),

    "odd": createPositionalPseudo(function( matchIndexes, length ) {
    var i = 1;
    for ( ; i < length; i += 2 ) {
        matchIndexes.push( i );
    }
    return matchIndexes;
}),

    "lt": createPositionalPseudo(function( matchIndexes, length, argu
ment ) {
    var i = argument < 0 ?
        argument + length :
        argument > length ?
            length :
            argument;
    for ( ; --i >= 0; ) {
        matchIndexes.push( i );
    }
    return matchIndexes;
}),

    "gt": createPositionalPseudo(function( matchIndexes, length, argu
ment ) {
    var i = argument < 0 ? argument + length : argument;
    for ( ; ++i < length; ) {
        matchIndexes.push( i );
    }
    return matchIndexes;
})
}
};

Expr.pseudos["nth"] = Expr.pseudos["eq"];

// Add button/input type pseudos
for ( i in { radio: true, checkbox: true, file: true, password: true, i
mage: true } ) {
    Expr.pseudos[ i ] = createInputPseudo( i );
}

```

```

for ( i in { submit: true, reset: true } ) {
  Expr.pseudos[ i ] = createButtonPseudo( i );
}

// Easy API for creating new setFilters
function setFilters() {}
setFilters.prototype = Expr.filters = Expr.pseudos;
Expr.setFilters = new setFilters();

tokenize = Sizzle.tokenize = function( selector, parseOnly ) {
  var matched, match, tokens, type,
      soFar, groups, preFilters,
      cached = tokenCache[ selector + " " ];

  if ( cached ) {
    return parseOnly ? 0 : cached.slice( 0 );
  }

  soFar = selector;
  groups = [];
  preFilters = Expr.preFilter;

  while ( soFar ) {

    // Comma and first run
    if ( !matched || (match = rcomma.exec( soFar )) ) {
      if ( match ) {
        // Don't consume trailing commas as valid
        soFar = soFar.slice( match[0].length ) || soFar;
      }
      groups.push( (tokens = []) );
    }

    matched = false;

    // Combinators
    if ( (match = rcombinators.exec( soFar )) ) {
      matched = match.shift();
      tokens.push({
        value: matched,
        // Cast descendant combinators to space
        type: match[0].replace( rtrim, " " )
      });
      soFar = soFar.slice( matched.length );
    }

    // Filters
    for ( type in Expr.filter ) {
      if ( (match = matchExpr[ type ].exec( soFar )) && (!preFilters

```

```

[ type ] ||
    (match = preFilters[ type ]( match ))) ) {
    matched = match.shift();
    tokens.push({
        value: matched,
        type: type,
        matches: match
    });
    soFar = soFar.slice( matched.length );
}

}

if ( !matched ) {
    break;
}

}

// Return the length of the invalid excess
// if we're just parsing
// Otherwise, throw an error or return tokens
return parseOnly ?
    soFar.length :
    soFar ?
        Sizzle.error( selector ) :
        // Cache the tokens
        tokenCache( selector, groups ).slice( 0 );
};

function toSelector( tokens ) {
    var i = 0,
        len = tokens.length,
        selector = "";
    for ( ; i < len; i++ ) {
        selector += tokens[i].value;
    }
    return selector;
}

function addCombinator( matcher, combinator, base ) {
    var dir = combinator.dir,
        skip = combinator.next,
        key = skip || dir,
        checkNonElements = base && key === "parentNode",
        doneName = done++;

    return combinator.first ?
        // Check against closest ancestor/preceding element
        function( elem, context, xml ) {
            while ( (elem = elem[ dir ]) ) {

```

```

        if ( elem.nodeType === 1 || checkNonElements ) {
            return matcher( elem, context, xml );
        }
    }
    return false;
} :

// Check against all ancestor/preceding elements
function( elem, context, xml ) {
    var oldCache, uniqueCache, outerCache,
        newCache = [ dirruns, doneName ];

    // We can't set arbitrary data on XML nodes, so they don't ben
    efit from combinator caching
    if ( xml ) {
        if ( elem ) {
            while ( (elem = elem[ dir ]) ) {
                if ( elem.nodeType === 1 || checkNonElements ) {
                    if ( matcher( elem, context, xml ) ) {
                        return true;
                    }
                }
            }
        }
    } else {
        while ( (elem = elem[ dir ]) ) {
            if ( elem.nodeType === 1 || checkNonElements ) {
                outerCache = elem[ expando ] || (elem[ expando ] =
{}));

                // Support: IE <9 only
                // Defend against cloned attroperties (jQuery gh-1709)

                uniqueCache = outerCache[ elem.uniqueID ] || (outerCa
che[ elem.uniqueID ] = {});

                if ( skip && skip === elem.nodeName.toLowerCase() )
{
                    elem = elem[ dir ] || elem;
                } else if ( (oldCache = uniqueCache[ key ]) &&
                    oldCache[ 0 ] === dirruns && oldCache[ 1 ] === don
eName ) {

                    // Assign to newCache so results back-propagate to
                    previous elements
                    return (newCache[ 2 ] = oldCache[ 2 ]);
                } else {
                    // Reuse newcache so results back-propagate to pre
                    vious elements
                    uniqueCache[ key ] = newCache;

```

// A match means we're done; a fail means we have to keep checking

```
    if ( (newCache[ 2 ] = matcher( elem, context, xml
    )) ) {
        return true;
    }
    }
    }
    }
    }
    return false;
};
}
```

```
function elementMatcher( matchers ) {
    return matchers.length > 1 ?
        function( elem, context, xml ) {
            var i = matchers.length;
            while ( i-- ) {
                if ( !matchers[i]( elem, context, xml ) ) {
                    return false;
                }
            }
            return true;
        } :
        matchers[0];
}
```

```
function multipleContexts( selector, contexts, results ) {
    var i = 0,
        len = contexts.length;
    for ( ; i < len; i++ ) {
        Sizzle( selector, contexts[i], results );
    }
    return results;
}
```

```
function condense( unmatched, map, filter, context, xml ) {
    var elem,
        newUnmatched = [],
        i = 0,
        len = unmatched.length,
        mapped = map != null;

    for ( ; i < len; i++ ) {
        if ( (elem = unmatched[i]) ) {
            if ( !filter || filter( elem, context, xml ) ) {
                newUnmatched.push( elem );
                if ( mapped ) {

```

```

        map.push( i );
    }
}
}

return newUnmatched;
}

function setMatcher( preFilter, selector, matcher, postFilter, postFinder, postSelector ) {
    if ( postFilter && !postFilter[ expando ] ) {
        postFilter = setMatcher( postFilter );
    }
    if ( postFinder && !postFinder[ expando ] ) {
        postFinder = setMatcher( postFinder, postSelector );
    }
    return markFunction(function( seed, results, context, xml ) {
        var temp, i, elem,
            preMap = [],
            postMap = [],
            preexisting = results.length,

            // Get initial elements from seed or context
            elems = seed || multipleContexts( selector || "*", context.nodeType ? [ context ] : context, [] ),

            // Prefilter to get matcher input, preserving a map for seed-results synchronization
            matcherIn = preFilter && ( seed || !selector ) ?
                condense( elems, preMap, preFilter, context, xml ) :
                elems,

            matcherOut = matcher ?
                // If we have a postFinder, or filtered seed, or non-seed postFilter or preexisting results,
                postFinder || ( seed ? preFilter : preexisting || postFilter ) ?
                    // ...intermediate processing is necessary
                    [] :

                // ...otherwise use results directly
                results :
                matcherIn;

        // Find primary matches
        if ( matcher ) {
            matcher( matcherIn, matcherOut, context, xml );

```

```

    }

    // Apply postFilter
    if ( postFilter ) {
        temp = condense( matcherOut, postMap );
        postFilter( temp, [], context, xml );

        // Un-match failing elements by moving them back to matcherIn
        i = temp.length;
        while ( i-- ) {
            if ( (elem = temp[i]) ) {
                matcherOut[ postMap[i] ] = !(matcherIn[ postMap[i] ] = e
elem);
            }
        }
    }

    if ( seed ) {
        if ( postFinder || preFilter ) {
            if ( postFinder ) {
                // Get the final matcherOut by condensing this intermedi
ate into postFinder contexts
                temp = [];
                i = matcherOut.length;
                while ( i-- ) {
                    if ( (elem = matcherOut[i]) ) {
                        // Restore matcherIn since elem is not yet a final
match
                        temp.push( (matcherIn[i] = elem) );
                    }
                }
                postFinder( null, (matcherOut = []), temp, xml );
            }

            // Move matched elements from seed to results to keep them
synchronized
            i = matcherOut.length;
            while ( i-- ) {
                if ( (elem = matcherOut[i]) &&
                    (temp = postFinder ? indexOf( seed, elem ) : preMap
[i]) > -1 ) {
                    seed[temp] = !(results[temp] = elem);
                }
            }
        }

        // Add elements to results, through postFinder if defined
    } else {

```

```

        matcherOut = condense(
            matcherOut === results ?
                matcherOut.splice( preexisting, matcherOut.length ) :
                matcherOut
        );
        if ( postFinder ) {
            postFinder( null, results, matcherOut, xml );
        } else {
            push.apply( results, matcherOut );
        }
    }
    });
}

function matcherFromTokens( tokens ) {
    var checkContext, matcher, j,
        len = tokens.length,
        leadingRelative = Expr.relative[ tokens[0].type ],
        implicitRelative = leadingRelative || Expr.relative[ " " ],
        i = leadingRelative ? 1 : 0,

    // The foundational matcher ensures that elements are reachable f
    rom top-level context(s)
    matchContext = addCombinator( function( elem ) {
        return elem === checkContext;
    }, implicitRelative, true ),
    matchAnyContext = addCombinator( function( elem ) {
        return indexOf( checkContext, elem ) > -1;
    }, implicitRelative, true ),
    matchers = [ function( elem, context, xml ) {
        var ret = ( !leadingRelative && ( xml || context !== outermost
Context ) ) || (
            (checkContext = context).nodeType ?
                matchContext( elem, context, xml ) :
                matchAnyContext( elem, context, xml ) );
        // Avoid hanging onto element (issue #299)
        checkContext = null;
        return ret;
    } ];

    for ( ; i < len; i++ ) {
        if ( (matcher = Expr.relative[ tokens[i].type ]) ) {
            matchers = [ addCombinator(elementMatcher( matchers ), matcher)
        ];
        } else {
            matcher = Expr.filter[ tokens[i].type ].apply( null, tokens[i].
matches );

            // Return special upon seeing a positional matcher

```



```

    if ( matcher[ expando ] ) {
        // Find the next relative operator (if any) for proper handling
        j = ++i;
        for ( ; j < len; j++ ) {
            if ( Expr.relative[ tokens[j].type ] ) {
                break;
            }
        }
        return setMatcher(
            i > 1 && elementMatcher( matchers ),
            i > 1 && toSelector(
                // If the preceding token was a descendant combinator,
                insert an implicit any-element '*'
                tokens.slice( 0, i - 1 ).concat({ value: tokens[ i -
2 ].type === " " ? "*" : "" } )
            ).replace( rtrim, "$1" ),
            matcher,
            i < j && matcherFromTokens( tokens.slice( i, j ) ),
            j < len && matcherFromTokens( (tokens = tokens.slice( j
)) ),
            j < len && toSelector( tokens )
        );
    }
    matchers.push( matcher );
}

return elementMatcher( matchers );
}

function matcherFromGroupMatchers( elementMatchers, setMatchers ) {
    var bySet = setMatchers.length > 0,
        byElement = elementMatchers.length > 0,
        superMatcher = function( seed, context, xml, results, outermost )
    {
        var elem, j, matcher,
            matchedCount = 0,
            i = "0",
            unmatched = seed && [],
            setMatched = [],
            contextBackup = outermostContext,
            // We must always have either seed elements or outermost context
            elems = seed || byElement && Expr.find("TAG")( "*", outermost
            ),
            // Use integer dirruns iff this is the outermost matcher
            dirrunsUnique = (dirruns += contextBackup == null ? 1 : Match
            h.random() || 0.1),
            len = elems.length;

```

```

    if ( outermost ) {
        outermostContext = context === document || context || outer
most;
    }

    // Add elements passing elementMatchers directly to results
    // Support: IE<9, Safari
    // Tolerate NodeList properties (IE: "length"; Safari: <numbe
r>) matching elements by id
    for ( ; i !== len && (elem = elems[i]) != null; i++ ) {
        if ( byElement && elem ) {
            j = 0;
            if ( !context && elem.ownerDocument !== document ) {
                setDocument( elem );
                xml = !documentIsHTML;
            }
            while ( (matcher = elementMatchers[j++]) ) {
                if ( matcher( elem, context || document, xml ) ) {
                    results.push( elem );
                    break;
                }
            }
            if ( outermost ) {
                dirruns = dirrunsUnique;
            }
        }
    }

    // Track unmatched elements for set filters
    if ( bySet ) {
        // They will have gone through all possible matchers
        if ( (elem = !matcher && elem) ) {
            matchedCount--;
        }

        // Lengthen the array for every element, matched or not
        if ( seed ) {
            unmatched.push( elem );
        }
    }
}

// `i` is now the count of elements visited above, and adding
it to `matchedCount`
// makes the latter nonnegative.
matchedCount += i;

// Apply set filters to unmatched elements
// NOTE: This can be skipped if there are no unmatched element

```

```

s (i.e., `matchedCount`
    // equals `i`), unless we didn't visit _any_ elements in the a
bove loop because we have
    // no element matchers and no seed.
    // Incrementing an initially-string "0" `i` allows `i` to rema
in a string only in that
    // case, which will result in a "00" `matchedCount` that diffe
rs from `i` but is also
    // numerically zero.
    if ( bySet && i !== matchedCount ) {
        j = 0;
        while ( (matcher = setMatchers[j++]) ) {
            matcher( unmatched, setMatched, context, xml );
        }

        if ( seed ) {
            // Reintegrate element matches to eliminate the need for
sorting
            if ( matchedCount > 0 ) {
                while ( i-- ) {
                    if ( !(unmatched[i] || setMatched[i]) ) {
                        setMatched[i] = pop.call( results );
                    }
                }
            }

            // Discard index placeholder values to get only actual m
atches
            setMatched = condense( setMatched );
        }

        // Add matches to results
        push.apply( results, setMatched );

        // Seedless set matches succeeding multiple successful matc
hers stipulate sorting
        if ( outermost && !seed && setMatched.length > 0 &&
            ( matchedCount + setMatchers.length ) > 1 ) {

            Sizzle.uniqueSort( results );
        }
    }

    // Override manipulation of globals by nested matchers
    if ( outermost ) {
        dirruns = dirrunsUnique;
        outermostContext = contextBackup;
    }

```

```

        return unmatched;
    };

    return bySet ?
        markFunction( superMatcher ) :
        superMatcher;
}

compile = Sizzle.compile = function( selector, match /* Internal Use Only */ ) {
    var i,
        setMatchers = [],
        elementMatchers = [],
        cached = compilerCache[ selector + " " ];

    if ( !cached ) {
        // Generate a function of recursive functions that can be used to
        // check each element
        if ( !match ) {
            match = tokenize( selector );
        }
        i = match.length;
        while ( i-- ) {
            cached = matcherFromTokens( match[i] );
            if ( cached[ expando ] ) {
                setMatchers.push( cached );
            } else {
                elementMatchers.push( cached );
            }
        }

        // Cache the compiled function
        cached = compilerCache( selector, matcherFromGroupMatchers( elementMatchers, setMatchers ) );

        // Save selector and tokenization
        cached.selector = selector;
    }
    return cached;
};

/**
 * A low-level selection function that works with Sizzle's compiled
 * selector functions
 * @param {String|Function} selector A selector or a pre-compiled
 * selector function built with Sizzle.compile
 * @param {Element} context
 * @param {Array} [results]
 * @param {Array} [seed] A set of elements to match against

```

```

*/
select = Sizzle.select = function( selector, context, results, seed )
{
    var i, tokens, token, type, find,
        compiled = typeof selector === "function" && selector,
        match = !seed && tokenize( (selector = compiled.selector || selector) );

    results = results || [];

    // Try to minimize operations if there is only one selector in the list and no seed
    // (the latter of which guarantees us context)
    if ( match.length === 1 ) {

        // Reduce context if the leading compound selector is an ID
        tokens = match[0] = match[0].slice( 0 );
        if ( tokens.length > 2 && (token = tokens[0]).type === "ID" && context.nodeType === 9 && documentIsHTML && Expr.relative[ tokens[1].type ] ) {

            context = ( Expr.find["ID"]( token.matches[0].replace(runescape, funescape), context ) || [] )[0];
            if ( !context ) {
                return results;
            }

            // Precompiled matchers will still verify ancestry, so step up a level
        } else if ( compiled ) {
            context = context.parentNode;
        }

        selector = selector.slice( tokens.shift().value.length );
    }

    // Fetch a seed set for right-to-left matching
    i = matchExpr["needsContext"].test( selector ) ? 0 : tokens.length;
    while ( i-- ) {
        token = tokens[i];

        // Abort if we hit a combinator
        if ( Expr.relative[ (type = token.type) ] ) {
            break;
        }

        if ( (find = Expr.find[ type ]) ) {
            // Search, expanding context for leading sibling combinator
            if ( (seed = find(

```

```

        token.matches[0].replace( runescape, funescape ),
        rsibling.test( tokens[0].type ) && testContext( context.
parentNode ) || context
    )) ) {

        // If seed is empty or no tokens remain, we can return e
arly
        tokens.splice( i, 1 );
        selector = seed.length && toSelector( tokens );
        if ( !selector ) {
            push.apply( results, seed );
            return results;
        }

        break;
    }
}

// Compile and execute a filtering function if one is not provided
// Provide `match` to avoid retokenization if we modified the select
or above
( compiled || compile( selector, match ) )(
    seed,
    context,
    !documentIsHTML,
    results,
    !context || rsibling.test( selector ) && testContext( context.par
entNode ) || context
);
return results;
};

// One-time assignments

// Sort stability
support.sortStable = expando.split("").sort( sortOrder ).join("") === e
xpando;

// Support: Chrome 14-35+
// Always assume duplicates if they aren't passed to the comparison fun
ction
support.detectDuplicates = !!hasDuplicate;

// Initialize against the default document
setDocument();

// Support: Webkit<537.32 - Safari 6.0.3/Chrome 25 (fixed in Chrome 27)

```

```

// Detached nodes confoundingly follow *each other*
support.sortDetached = assert(function( el ) {
    // Should return 1, but returns 4 (following)
    return el.compareDocumentPosition( document.createElement("fieldset")
    ) & 1;
});

```

```

// Support: IE<8
// Prevent attribute/property "interpolation"
// https://msdn.microsoft.com/en-us/library/ms536429%28VS.85%29.aspx
if ( !assert(function( el ) {
    el.innerHTML = "<a href='#'></a>";
    return el.firstChild.getAttribute("href") === "#" ;
}) ) {
    addHandle( "type|href|height|width", function( elem, name, isXML )
    {
        if ( !isXML ) {
            return elem.getAttribute( name, name.toLowerCase() === "type" ?
1 : 2 );
        }
    });
}

```

```

// Support: IE<9
// Use defaultValue in place of getAttribute("value")
if ( !support.attributes || !assert(function( el ) {
    el.innerHTML = "<input/>";
    el.firstChild.setAttribute( "value", "" );
    return el.firstChild.getAttribute( "value" ) === "";
}) ) {
    addHandle( "value", function( elem, name, isXML ) {
        if ( !isXML && elem.nodeName.toLowerCase() === "input" ) {
            return elem.defaultValue;
        }
    });
}

```

```

// Support: IE<9
// Use getAttributeNode to fetch booleans when getAttribute lies
if ( !assert(function( el ) {
    return el.getAttribute("disabled") == null;
}) ) {
    addHandle( booleans, function( elem, name, isXML ) {
        var val;
        if ( !isXML ) {
            return elem[ name ] === true ? name.toLowerCase() :
                (val = elem.getAttributeNode( name )) && val.specified ?

```

```

        val.value :
        null;
    }
    });
}

```

```

return Sizzle;

```

```

})( window );

```

```

jQuery.find = Sizzle;
jQuery.expr = Sizzle.selectors;

```

```

// Deprecated

```

```

jQuery.expr[ ":" ] = jQuery.expr.pseudos;
jQuery.uniqueSort = jQuery.unique = Sizzle.uniqueSort;
jQuery.text = Sizzle.getText;
jQuery.isXMLDoc = Sizzle.isXML;
jQuery.contains = Sizzle.contains;
jQuery.escapeSelector = Sizzle.escape;

```

```

var dir = function( elem, dir, until ) {
    var matched = [],
        truncate = until !== undefined;

    while ( ( elem = elem[ dir ] ) && elem.nodeType !== 9 ) {
        if ( elem.nodeType === 1 ) {
            if ( truncate && jQuery( elem ).is( until ) ) {
                break;
            }
            matched.push( elem );
        }
    }
    return matched;
};

```

```

var siblings = function( n, elem ) {
    var matched = [];

    for ( ; n; n = n.nextSibling ) {
        if ( n.nodeType === 1 && n !== elem ) {
            matched.push( n );
        }
    }
}

```



```

    }

    return matched;
};

var rneedsContext = jQuery.expr.match.needsContext;

function nodeName( elem, name ) {

    return elem.nodeName && elem.nodeName.toLowerCase() === name.toLowerCase();

};
var rsingleTag = ( /^<([a-z][^\/\0>:\x20\t\r\n\f]*)[\x20\t\r\n\f]*\/?>(?:<\/\1>|)$/i );

// Implement the identical functionality for filter and not
function winnow( elements, qualifier, not ) {
    if ( jQuery.isFunction( qualifier ) ) {
        return jQuery.grep( elements, function( elem, i ) {
            return !qualifier.call( elem, i, elem ) !== not;
        } );
    }

    // Single element
    if ( qualifier.nodeType ) {
        return jQuery.grep( elements, function( elem ) {
            return ( elem === qualifier ) !== not;
        } );
    }

    // Arraylike of elements (jQuery, arguments, Array)
    if ( typeof qualifier !== "string" ) {
        return jQuery.grep( elements, function( elem ) {
            return ( indexOf.call( qualifier, elem ) > -1 ) !== not;
        } );
    }

    // Filtered directly for both simple and complex selectors
    return jQuery.filter( qualifier, elements, not );
}

jQuery.filter = function( expr, elems, not ) {

```

```

var elem = elems[ 0 ];

if ( not ) {
    expr = ":not(" + expr + ")";
}

if ( elems.length === 1 && elem.nodeType === 1 ) {
    return jQuery.find.matchesSelector( elem, expr ) ? [ elem ] : [];
}

return jQuery.find.matches( expr, jQuery.grep( elems, function( elem
) {
    return elem.nodeType === 1;
} ) );
};

jQuery.fn.extend( {
    find: function( selector ) {
        var i, ret,
            len = this.length,
            self = this;

        if ( typeof selector !== "string" ) {
            return this.pushStack( jQuery( selector ).filter( function()
{
                for ( i = 0; i < len; i++ ) {
                    if ( jQuery.contains( self[ i ], this ) ) {
                        return true;
                    }
                }
            } ) );
        }

        ret = this.pushStack( [] );

        for ( i = 0; i < len; i++ ) {
            jQuery.find( selector, self[ i ], ret );
        }

        return len > 1 ? jQuery.uniqueSort( ret ) : ret;
    },
    filter: function( selector ) {
        return this.pushStack( winnow( this, selector || [], false ) );
    },
    not: function( selector ) {
        return this.pushStack( winnow( this, selector || [], true ) );
    },
    is: function( selector ) {

```

```

    return !!winnow(
        this,

        // If this is a positional/relative selector, check membership
        in the returned set
        // so $("p:first").is("p:last") won't return true for a doc wi
        th two "p".
        typeof selector === "string" && rneedsContext.test( selector )
    )
    ?
        jQuery( selector ) :
        selector || [],
    false
    ).length;
}
} );

```

```

// Initialize a jQuery object

```

```

// A central reference to the root jQuery(document)
var rootjQuery,

```

```

    // A simple way to check for HTML strings
    // Prioritize #id over <tag> to avoid XSS via Location.hash (#9521)
    // Strict HTML recognition (#11290: must start with <)
    // Shortcut simple #id case for speed
    rquickExpr = /^(?:\s*(<[\w\W]+>)[^>]*|#[\w-]+)$/ ,

```

```

init = jQuery.fn.init = function( selector, context, root ) {
    var match, elem;

```

```

    // HANDLE: $(""), $(null), $(undefined), $(false)
    if ( !selector ) {
        return this;
    }

```

```

    // Method init() accepts an alternate rootjQuery
    // so migrate can support jQuery.sub (gh-2101)
    root = root || rootjQuery;

```

```

    // Handle HTML strings
    if ( typeof selector === "string" ) {
        if ( selector[ 0 ] === "<" &&
            selector[ selector.length - 1 ] === ">" &&
            selector.length >= 3 ) {

```

```

            // Assume that strings that start and end with <> are HTML
            and skip the regex check

```

```

        match = [ null, selector, null ];

    } else {
        match = rquickExpr.exec( selector );
    }

    // Match html or make sure no context is specified for #id
    if ( match && ( match[ 1 ] || !context ) ) {

        // HANDLE: $(html) -> $(array)
        if ( match[ 1 ] ) {
            context = context instanceof jQuery ? context[ 0 ] : con
text;

            // Option to run scripts is true for back-compat
            // Intentionally let the error be thrown if parseHTML is
            not present
            jQuery.merge( this, jQuery.parseHTML(
                match[ 1 ],
                context && context.nodeType ? context.ownerDocument |
| context : document,
                true
            ) );

            // HANDLE: $(html, props)
            if ( rsingleTag.test( match[ 1 ] ) && jQuery.isPlainObjec
t( context ) ) {
                for ( match in context ) {

                    // Properties of context are called as methods if
                    possible

                    if ( isFunction( this[ match ] ) ) {
                        this[ match ]( context[ match ] );

                        // ...and otherwise set as attributes
                    } else {
                        this.attr( match, context[ match ] );
                    }
                }
            }

            return this;

            // HANDLE: $(#id)
        } else {
            elem = document.getElementById( match[ 2 ] );

            if ( elem ) {

```

```

        // Inject the element directly into the jQuery object

        this[ 0 ] = elem;
        this.length = 1;
    }
    return this;
}

// HANDLE: $(expr, $(...))
} else if ( !context || context.jquery ) {
    return ( context || root ).find( selector );

// HANDLE: $(expr, context)
// (which is just equivalent to: $(context).find(expr)
} else {
    return this.constructor( context ).find( selector );
}

// HANDLE: $(DOMElement)
} else if ( selector.nodeType ) {
    this[ 0 ] = selector;
    this.length = 1;
    return this;

// HANDLE: $(function)
// Shortcut for document ready
} else if (isFunction( selector ) ) {
    return root.ready !== undefined ?
        root.ready( selector ) :

        // Execute immediately if ready is not present
        selector( jQuery );
}

return jQuery.makeArray( selector, this );
};

// Give the init function the jQuery prototype for later instantiation
init.prototype = jQuery.fn;

// Initialize central reference
rootjQuery = jQuery( document );

var rparentsprev = /^(?:parents|prev(?:Until|All))/,

    // Methods guaranteed to produce a unique set when starting from a unique set
    guaranteedUnique = {

```

```

children: true,
contents: true,
next: true,
prev: true
};

jQuery.fn.extend( {
  has: function( target ) {
    var targets = jQuery( target, this ),
        l = targets.length;

    return this.filter( function() {
      var i = 0;
      for ( ; i < l; i++ ) {
        if ( jQuery.contains( this, targets[ i ] ) ) {
          return true;
        }
      }
    } );
  },

  closest: function( selectors, context ) {
    var cur,
        i = 0,
        l = this.length,
        matched = [],
        targets = typeof selectors !== "string" && jQuery( selectors );

    // Positional selectors never match, since there's no _selection_
    context

    if ( !needsContext.test( selectors ) ) {
      for ( ; i < l; i++ ) {
        for ( cur = this[ i ]; cur && cur !== context; cur = cur.parentNode ) {
          // Always skip document fragments
          if ( cur.nodeType < 11 && ( targets ?
            targets.index( cur ) > -1 :

            // Don't pass non-elements to Sizzle
            cur.nodeType === 1 &&
            jQuery.find.matchesSelector( cur, selectors ) ) ) {
            matched.push( cur );
            break;
          }
        }
      }
    }
  }
} );

```

```

    }
}

return this.pushStack( matched.length > 1 ? jQuery.uniqueSort( matched ) : matched );
},

// Determine the position of an element within the set
index: function( elem ) {

    // No argument, return index in parent
    if ( !elem ) {
        return ( this[ 0 ] && this[ 0 ].parentNode ) ? this.first().prevAll().length : -1;
    }

    // Index in selector
    if ( typeof elem === "string" ) {
        return indexOf.call( jQuery( elem ), this[ 0 ] );
    }

    // Locate the position of the desired element
    return indexOf.call( this,

        // If it receives a jQuery object, the first element is used
        elem.jquery ? elem[ 0 ] : elem
    );
},

add: function( selector, context ) {
    return this.pushStack(
        jQuery.uniqueSort(
            jQuery.merge( this.get(), jQuery( selector, context ) )
        )
    );
},

addBack: function( selector ) {
    return this.add( selector == null ?
        this.prevObject : this.prevObject.filter( selector )
    );
}
} );

function sibling( cur, dir ) {
    while ( ( cur = cur[ dir ] ) && cur.nodeType !== 1 ) {}
    return cur;
}

```

```

jQuery.each( {
  parent: function( elem ) {
    var parent = elem.parentNode;
    return parent && parent.nodeType !== 11 ? parent : null;
  },
  parents: function( elem ) {
    return dir( elem, "parentNode" );
  },
  parentsUntil: function( elem, i, until ) {
    return dir( elem, "parentNode", until );
  },
  next: function( elem ) {
    return sibling( elem, "nextSibling" );
  },
  prev: function( elem ) {
    return sibling( elem, "previousSibling" );
  },
  nextAll: function( elem ) {
    return dir( elem, "nextSibling" );
  },
  prevAll: function( elem ) {
    return dir( elem, "previousSibling" );
  },
  nextUntil: function( elem, i, until ) {
    return dir( elem, "nextSibling", until );
  },
  prevUntil: function( elem, i, until ) {
    return dir( elem, "previousSibling", until );
  },
  siblings: function( elem ) {
    return siblings( ( elem.parentNode || {} ).firstChild, elem );
  },
  children: function( elem ) {
    return siblings( elem.firstChild );
  },
  contents: function( elem ) {
    if ( typeof elem.contentDocument !== "undefined" ) {
      return elem.contentDocument;
    }

    // Support: IE 9 - 11 only, iOS 7 only, Android Browser <=4.3 only
    // Treat the template element as a regular one in browsers that
    // don't support it.
    if ( nodeName( elem, "template" ) ) {
      elem = elem.content || elem;
    }

    return jQuery.merge( [], elem.childNodes );
  }
}

```



```

}, function( name, fn ) {
    jQuery.fn[ name ] = function( until, selector ) {
        var matched = jQuery.map( this, fn, until );

        if ( name.slice( -5 ) !== "Until" ) {
            selector = until;
        }

        if ( selector && typeof selector === "string" ) {
            matched = jQuery.filter( selector, matched );
        }

        if ( this.length > 1 ) {

            // Remove duplicates
            if ( !jQuery.guaranteedUnique[ name ] ) {
                jQuery.uniqueSort( matched );
            }

            // Reverse order for parents* and prev-derivatives
            if ( jQuery.expr.pseudos[ name ] ) {
                matched.reverse();
            }
        }

        return this.pushStack( matched );
    };
} );
var rnothtmlwhite = ( /[^\x20\t\r\n\f]+/g );

// Convert String-formatted options into Object-formatted ones
function createOptions( options ) {
    var object = {};
    jQuery.each( options.match( rnothtmlwhite ) || [], function( _, flag ) {
        object[ flag ] = true;
    } );
    return object;
}

/*
 * Create a callback list using the following parameters:
 *
 * options: an optional list of space-separated options that will change how
the callback list behaves or a more traditional option object
 */

```

```

    * By default a callback list will act like an event callback list and
    can be
    * "fired" multiple times.
    *
    * Possible options:
    *
    * once:          will ensure the callback list can only be fired once (l
    ike a Deferred)
    *
    * memory:        will keep track of previous values and will call an
    y callback added
    *                after the list has been fired right away with the latest
    "memorized"
    *                values (like a Deferred)
    *
    * unique:         will ensure a callback can only be added once (no d
    uplicate in the list)
    *
    * stopOnFalse:    interrupt callings when a callback returns false
    *
    */
jQuery.Callbacks = function( options ) {

    // Convert options from String-formatted to Object-formatted if need
    ed
    // (we check in cache first)
    options = typeof options === "string" ?
        createOptions( options ) :
        jQuery.extend( {}, options );

    var // Flag to know if list is currently firing
        firing,

        // Last fire value for non-forgettable lists
        memory,

        // Flag to know if list was already fired
        fired,

        // Flag to prevent firing
        locked,

        // Actual callback list
        list = [],

        // Queue of execution data for repeatable lists
        queue = [],

        // Index of currently firing callback (modified by add/remove as

```

```

needed)
    firingIndex = -1,

    // Fire callbacks
    fire = function() {

        // Enforce single-firing
        locked = locked || options.once;

        // Execute callbacks for all pending executions,
        // respecting firingIndex overrides and runtime changes
        fired = firing = true;
        for ( ; queue.length; firingIndex = -1 ) {
            memory = queue.shift();
            while ( ++firingIndex < list.length ) {

                // Run callback and check for early termination
                if ( list[ firingIndex ].apply( memory[ 0 ], memory[ 1 ]
) === false &&
                    options.stopOnFalse ) {

                    // Jump to end and forget the data so .add doesn't re
                    firingIndex = list.length;
                    memory = false;
                }
            }
        }

        // Forget the data if we're done with it
        if ( !options.memory ) {
            memory = false;
        }

        firing = false;

        // Clean up if we're done firing for good
        if ( locked ) {

            // Keep an empty list if we have data for future add calls
            if ( memory ) {
                list = [];
            }

            // Otherwise, this object is spent
        } else {
            list = "";
        }
    },
},

```

```

// Actual Callbacks object
self = {

    // Add a callback or a collection of callbacks to the list
    add: function() {
        if ( list ) {

            // If we have memory from a past run, we should fire aft
er adding
            if ( memory && !firing ) {
                firingIndex = list.length - 1;
                queue.push( memory );
            }

            ( function add( args ) {
                jQuery.each( args, function( _, arg ) {
                    if (isFunction( arg ) ) {
                        if ( !options.unique || !self.has( arg ) ) {
                            list.push( arg );
                        }
                    } else if ( arg && arg.length && toType( arg ) !==
"string" ) {

                        // Inspect recursively
                        add( arg );
                    }
                } );
            } )( arguments );

            if ( memory && !firing ) {
                fire();
            }
        }
        return this;
    },

    // Remove a callback from the list
    remove: function() {
        jQuery.each( arguments, function( _, arg ) {
            var index;
            while ( ( index = jQuery.inArray( arg, list, index ) ) >
-1 ) {

                list.splice( index, 1 );

                // Handle firing indexes
                if ( index <= firingIndex ) {
                    firingIndex--;
                }
            }
        } );
    }
};

```

```

    }
  } );
  return this;
},

// Check if a given callback is in the list.
// If no argument is given, return whether or not List has cal
lbacks attached.
has: function( fn ) {
  return fn ?
    jQuery.inArray( fn, list ) > -1 :
    list.length > 0;
},

// Remove all callbacks from the list
empty: function() {
  if ( list ) {
    list = [];
  }
  return this;
},

// Disable .fire and .add
// Abort any current/pending executions
// Clear all callbacks and values
disable: function() {
  locked = queue = [];
  list = memory = "";
  return this;
},
disabled: function() {
  return !list;
},

// Disable .fire
// Also disable .add unless we have memory (since it would hav
e no effect)
// Abort any pending executions
lock: function() {
  locked = queue = [];
  if ( !memory && !firing ) {
    list = memory = "";
  }
  return this;
},
locked: function() {
  return !!locked;
},

```

```

    // Call all callbacks with the given context and arguments
    fireWith: function( context, args ) {
        if ( !locked ) {
            args = args || [];
            args = [ context, args.slice ? args.slice() : args ];
            queue.push( args );
            if ( !firing ) {
                fire();
            }
        }
        return this;
    },

    // Call all the callbacks with the given arguments
    fire: function() {
        self.fireWith( this, arguments );
        return this;
    },

    // To know if the callbacks have already been called at least
once
    fired: function() {
        return !!fired;
    }
};

return self;
};

function Identity( v ) {
    return v;
}
function Thrower( ex ) {
    throw ex;
}

function adoptValue( value, resolve, reject, noValue ) {
    var method;

    try {

        // Check for promise aspect first to privilege synchronous behavior
        if ( value && isFunction( ( method = value.promise ) ) ) {
            method.call( value ).done( resolve ).fail( reject );

            // Other thenables
        } else if ( value && isFunction( ( method = value.then ) ) ) {

```

```

        method.call( value, resolve, reject );

        // Other non-thenables
    } else {

        // Control `resolve` arguments by letting Array#slice cast boolean `noValue` to integer:
        // * false: [ value ].slice( 0 ) => resolve( value )
        // * true: [ value ].slice( 1 ) => resolve()
        resolve.apply( undefined, [ value ].slice( noValue ) );
    }

    // For Promises/A+, convert exceptions into rejections
    // Since jQuery.when doesn't unwrap thenables, we can skip the extra checks appearing in
    // Deferred#then to conditionally suppress rejection.
    } catch ( value ) {

        // Support: Android 4.0 only
        // Strict mode functions invoked without .call/.apply get global-object context
        reject.apply( undefined, [ value ] );
    }
}

jQuery.extend( {
    Deferred: function( func ) {
        var tuples = [

            // action, add listener, callbacks,
            // ... .then handlers, argument index, [final state]
            [ "notify", "progress", jQuery.Callbacks( "memory" ),
              jQuery.Callbacks( "memory" ), 2 ],
            [ "resolve", "done", jQuery.Callbacks( "once memory" ),
              jQuery.Callbacks( "once memory" ), 0, "resolved" ],
            [ "reject", "fail", jQuery.Callbacks( "once memory" ),
              jQuery.Callbacks( "once memory" ), 1, "rejected" ]
        ],
        state = "pending",
        promise = {
            state: function() {
                return state;
            },
            always: function() {
                deferred.done( arguments ).fail( arguments );
                return this;
            },
            "catch": function( fn ) {

```

```

        return promise.then( null, fn );
    },

    // Keep pipe for back-compat
    pipe: function( /* fnDone, fnFail, fnProgress */ ) {
        var fns = arguments;

        return jQuery.Deferred( function( newDefer ) {
            jQuery.each( tuples, function( i, tuple ) {

                // Map tuples (progress, done, fail) to arguments
                (done, fail, progress)
                var fn = isFunction( fns[ tuple[ 4 ] ] ) && fns[ t
tuple[ 4 ] ];

                // deferred.progress(function() { bind to newDefer
                // or newDefer.notify })
                // deferred.done(function() { bind to newDefer or
                // newDefer.resolve })
                // deferred.fail(function() { bind to newDefer or
                // newDefer.reject })
                deferred[ tuple[ 1 ] ]( function() {
                    var returned = fn && fn.apply( this, arguments
);
                    if ( returned && isFunction( returned.promise )
) {
                        returned.promise()
                            .progress( newDefer.notify )
                            .done( newDefer.resolve )
                            .fail( newDefer.reject );
                    } else {
                        newDefer[ tuple[ 0 ] + "With" ](
                            this,
                            fn ? [ returned ] : arguments
                        );
                    }
                } );
            } );
            fns = null;
        } ).promise();
    },
    then: function( onFulfilled, onRejected, onProgress ) {
        var maxDepth = 0;
        function resolve( depth, deferred, handler, special ) {
            return function() {
                var that = this,
                    args = arguments,
                    mightThrow = function() {
                        var returned, then;

```



```

// Support: Promises/A+ section 2.3.3.3
// https://promisesaplus.com/#point-59
// Ignore double-resolution attempts
if ( depth < maxDepth ) {
    return;
}

returned = handler.apply( that, args );

// Support: Promises/A+ section 2.3.1
// https://promisesaplus.com/#point-48
if ( returned === deferred.promise() ) {
    throw new TypeError( "Thenable self-resol
ution" );
}

// Support: Promises/A+ sections 2.3.3.1, 3.
5
// https://promisesaplus.com/#point-54
// https://promisesaplus.com/#point-75
// Retrieve `then` only once
then = returned &&

// Support: Promises/A+ section 2.3.4
// https://promisesaplus.com/#point-64
// Only check objects and functions for t
henability

( typeof returned === "object" ||
  typeof returned === "function" ) &&
returned.then;

// Handle a returned thenable
if ( isFunction( then ) ) {

    // Special processors (notify) just wait
    for resolution

    if ( special ) {
        then.call(
            returned,
            resolve( maxDepth, deferred, Identi
ty, special ),
            resolve( maxDepth, deferred, Throwe
r, special )
        );

        // Normal processors (resolve) also hook
        into progress

    } else {

```

```

// ...and disregard older resolution v
alues

maxDepth++;

then.call(
    returned,
    resolve( maxDepth, deferred, Identi
    resolve( maxDepth, deferred, Throwe
    resolve( maxDepth, deferred, Identi
        deferred.notifyWith )
    );
}

// Handle all other returned values
} else {

    // Only substitute handlers pass on conte
xt
    // and multiple values (non-spec behavior)

    if ( handler !== Identity ) {
        that = undefined;
        args = [ returned ];
    }

    // Process the value(s)
    // Default process is resolve
    ( special || deferred.resolveWith )( that,
args );
    }
},

// Only normal processors (resolve) catch and r
eject exceptions

process = special ?
mightThrow :
function() {
    try {
        mightThrow();
    } catch ( e ) {

        if ( jQuery.Deferred.exceptionHook )
{
            jQuery.Deferred.exceptionHook( e,
                process.stackTrace );

```

3.4.1

context
havior)

rejection from

n case of exception
s async

kHook();

```
    }  
  
    // Support: Promises/A+ section 2.3.3.  
    // https://promisesaplus.com/#point-61  
  
    // Ignore post-resolution exceptions  
    if ( depth + 1 >= maxDepth ) {  
  
        // Only substitute handlers pass on  
        // and multiple values (non-spec be  
  
        if ( handler !== Thrower ) {  
            that = undefined;  
            args = [ e ];  
        }  
  
        deferred.rejectWith( that, args );  
    }  
    }  
};  
  
// Support: Promises/A+ section 2.3.3.3.1  
// https://promisesaplus.com/#point-57  
// Re-resolve promises immediately to dodge false  
  
// subsequent errors  
if ( depth ) {  
    process();  
} else {  
  
    // Call an optional hook to record the stack, i  
    // since it's otherwise lost when execution goes  
    // async  
  
    if ( jQuery.Deferred.getStackHook ) {  
        process.stackTrace = jQuery.Deferred.getStackHook();  
    }  
    window.setTimeout( process );  
}  
};  
}  
  
return jQuery.Deferred( function( newDefer ) {  
  
    // progress_handlers.add( ... )  
    tuples[ 0 ][ 3 ].add(
```

```

        resolve(
            0,
            newDefer,
            isFunction( onProgress ) ?
                onProgress :
                Identity,
            newDefer.notifyWith
        )
    );

    // fulfilled_handlers.add( ... )
    tuples[ 1 ][ 3 ].add(
        resolve(
            0,
            newDefer,
            isFunction( onFulfilled ) ?
                onFulfilled :
                Identity
        )
    );

    // rejected_handlers.add( ... )
    tuples[ 2 ][ 3 ].add(
        resolve(
            0,
            newDefer,
            isFunction( onRejected ) ?
                onRejected :
                Thrower
        )
    );
    } ).promise();
},

// Get a promise for this deferred
// If obj is provided, the promise aspect is added to the o
bject

promise: function( obj ) {
    return obj != null ? jQuery.extend( obj, promise ) : pro
mise;
}
},
deferred = {};

// Add list-specific methods
jQuery.each( tuples, function( i, tuple ) {
    var list = tuple[ 2 ],
        stateString = tuple[ 5 ];

```

```

// promise.progress = list.add
// promise.done = list.add
// promise.fail = list.add
promise[ tuple[ 1 ] ] = list.add;

// Handle state
if ( stateString ) {
    list.add(
        function() {

            // state = "resolved" (i.e., fulfilled)
            // state = "rejected"
            state = stateString;

        },

        // rejected_callbacks.disable
        // fulfilled_callbacks.disable
        tuples[ 3 - i ][ 2 ].disable,

        // rejected_handlers.disable
        // fulfilled_handlers.disable
        tuples[ 3 - i ][ 3 ].disable,

        // progress_callbacks.lock
        tuples[ 0 ][ 2 ].lock,

        // progress_handlers.lock
        tuples[ 0 ][ 3 ].lock
    );
}

// progress_handlers.fire
// fulfilled_handlers.fire
// rejected_handlers.fire
list.add( tuple[ 3 ].fire );

// deferred.notify = function() { deferred.notifyWith(...) }
// deferred.resolve = function() { deferred.resolveWith(...) }

// deferred.reject = function() { deferred.rejectWith(...) }
deferred[ tuple[ 0 ] ] = function() {
    deferred[ tuple[ 0 ] + "With" ]( this === deferred ? undefi
ned : this, arguments );
    return this;
};

// deferred.notifyWith = list.fireWith
// deferred.resolveWith = list.fireWith
// deferred.rejectWith = list.fireWith

```

```

        deferred[ tuple[ 0 ] + "With" ] = list.fireWith;
    } );

    // Make the deferred a promise
    promise.promise( deferred );

    // Call given func if any
    if ( func ) {
        func.call( deferred, deferred );
    }

    // ALL done!
    return deferred;
},

// Deferred helper
when: function( singleValue ) {
    var

        // count of uncompleted subordinates
        remaining = arguments.length,

        // count of unprocessed arguments
        i = remaining,

        // subordinate fulfillment data
        resolveContexts = Array( i ),
        resolveValues = slice.call( arguments ),

        // the master Deferred
        master = jQuery.Deferred(),

        // subordinate callback factory
        updateFunc = function( i ) {
            return function( value ) {
                resolveContexts[ i ] = this;
                resolveValues[ i ] = arguments.length > 1 ? slice.call(
arguments ) : value;
                if ( !( --remaining ) ) {
                    master.resolveWith( resolveContexts, resolveValues );
                }
            };
        };

    // Single- and empty arguments are adopted like Promise.resolve
    if ( remaining <= 1 ) {
        adoptValue( singleValue, master.done( updateFunc( i ) ).resolve,
e, master.reject,

```

```

        !remaining );

        // Use .then() to unwrap secondary thenables (cf. gh-3000)
        if ( master.state() === "pending" ||
            isFunction( resolveValues[ i ] && resolveValues[ i ].then )
        ) {

            return master.then();

        }

        // Multiple arguments are aggregated like Promise.all array elements
        while ( i-- ) {
            adoptValue( resolveValues[ i ], updateFunc( i ), master.reject
        );
        }

        return master.promise();
    }
} );

```

```

// These usually indicate a programmer mistake during development,
// warn about them ASAP rather than swallowing them by default.
var rerrorNames = /^(Eval|Internal|Range|Reference|Syntax|Type|URI)Error$/;

```

```

jQuery.Deferred.exceptionHook = function( error, stack ) {

    // Support: IE 8 - 9 only
    // Console exists when dev tools are open, which can happen at any time
    if ( window.console && window.console.warn && error && rerrorNames.test( error.name ) ) {
        window.console.warn( "jQuery.Deferred exception: " + error.message, error.stack, stack );
    }
};

```

```

jQuery.readyException = function( error ) {
    window.setTimeout( function() {
        throw error;
    } );
};

```

```

// The deferred used on DOM ready
var readyList = jQuery.Deferred();

jQuery.fn.ready = function( fn ) {

    readyList
        .then( fn )

        // Wrap jQuery.readyException in a function so that the Lookup
        // happens at the time of error handling instead of callback
        // registration.
        .catch( function( error ) {
            jQuery.readyException( error );
        } );

    return this;
};

jQuery.extend( {

    // Is the DOM ready to be used? Set to true once it occurs.
    isReady: false,

    // A counter to track how many items to wait for before
    // the ready event fires. See #6781
    readyWait: 1,

    // Handle when the DOM is ready
    ready: function( wait ) {

        // Abort if there are pending holds or we're already ready
        if ( wait === true ? --jQuery.readyWait : jQuery.isReady ) {
            return;
        }

        // Remember that the DOM is ready
        jQuery.isReady = true;

        // If a normal DOM Ready event fired, decrement, and wait if need
        be
        if ( wait !== true && --jQuery.readyWait > 0 ) {
            return;
        }

        // If there are functions bound, to execute

```



```

        readyList.resolveWith( document, [ jQuery ] );
    }
} );

jQuery.ready.then = readyList.then;

// The ready event handler and self cleanup method
function completed() {
    document.removeEventListener( "DOMContentLoaded", completed );
    window.removeEventListener( "load", completed );
    jQuery.ready();
}

// Catch cases where $(document).ready() is called
// after the browser event has already occurred.
// Support: IE <=9 - 10 only
// Older IE sometimes signals "interactive" too soon
if ( document.readyState === "complete" ||
    ( document.readyState !== "loading" && !document.documentElement.doS
croll ) ) {

    // Handle it asynchronously to allow scripts the opportunity to dela
y ready
    window.setTimeout( jQuery.ready );

} else {

    // Use the handy event callback
    document.addEventListener( "DOMContentLoaded", completed );

    // A fallback to window.onload, that will always work
    window.addEventListener( "load", completed );
}

// Multifunctional method to get and set values of a collection
// The value/s can optionally be executed if it's a function
var access = function( elems, fn, key, value, chainable, emptyGet, raw )
{
    var i = 0,
        len = elems.length,
        bulk = key == null;

    // Sets many values
    if ( toType( key ) === "object" ) {
        chainable = true;
        for ( i in key ) {

```

```

        access( elems, fn, i, key[ i ], true, emptyGet, raw );
    }

    // Sets one value
} else if ( value !== undefined ) {
    chainable = true;

    if ( !isFunction( value ) ) {
        raw = true;
    }

    if ( bulk ) {

        // Bulk operations run against the entire set
        if ( raw ) {
            fn.call( elems, value );
            fn = null;
        }

        // ...except when executing function values
    } else {
        bulk = fn;
        fn = function( elem, key, value ) {
            return bulk.call( jQuery( elem ), value );
        };
    }
}

if ( fn ) {
    for ( ; i < len; i++ ) {
        fn(
            elems[ i ], key, raw ?
            value :
            value.call( elems[ i ], i, fn( elems[ i ], key ) )
        );
    }
}

if ( chainable ) {
    return elems;
}

// Gets
if ( bulk ) {
    return fn.call( elems );
}

return len ? fn( elems[ 0 ], key ) : emptyGet;
};

```

```

// Matches dashed string for camelizing
var rmsPrefix = /^-ms-/;
    rdashAlpha = /-([a-z])/g;

// Used by camelCase as callback to replace()
function fcamelCase( all, letter ) {
    return letter.toUpperCase();
}

// Convert dashed to camelCase; used by the css and data modules
// Support: IE <=9 - 11, Edge 12 - 15
// Microsoft forgot to hump their vendor prefix (#9572)
function camelCase( string ) {
    return string.replace( rmsPrefix, "ms-" ).replace( rdashAlpha, fcamelCase );
}
var acceptData = function( owner ) {

    // Accepts only:
    // - Node
    // - Node.ELEMENT_NODE
    // - Node.DOCUMENT_NODE
    // - Object
    // - Any
    return owner.nodeType === 1 || owner.nodeType === 9 || !( +owner.nodeType );
};

function Data() {
    this.expando = jQuery.expando + Data.uid++;
}

Data.uid = 1;

Data.prototype = {

    cache: function( owner ) {

        // Check if the owner object already has a cache
        var value = owner[ this.expando ];

        // If not, create one
        if ( !value ) {
            value = {};
        }
    }
};

```

```

    // We can accept data for non-element nodes in modern browsers,

    // but we should not, see #8335.
    // Always return an empty object.
    if ( acceptData( owner ) ) {

        // If it is a node unlikely to be stringify-ed or looped ov
er
        // use plain assignment
        if ( owner.nodeType ) {
            owner[ this.expando ] = value;

            // Otherwise secure it in a non-enumerable property
            // configurable must be true to allow the property to be
            // deleted when data is removed
        } else {
            Object.defineProperty( owner, this.expando, {
                value: value,
                configurable: true
            } );
        }
    }

    return value;
},
set: function( owner, data, value ) {
    var prop,
        cache = this.cache( owner );

    // Handle: [ owner, key, value ] args
    // Always use camelCase key (gh-2257)
    if ( typeof data === "string" ) {
        cache[ camelCase( data ) ] = value;

        // Handle: [ owner, { properties } ] args
    } else {

        // Copy the properties one-by-one to the cache object
        for ( prop in data ) {
            cache[ camelCase( prop ) ] = data[ prop ];
        }
    }
    return cache;
},
get: function( owner, key ) {
    return key === undefined ?
        this.cache( owner ) :

```

```

        // Always use camelCase key (gh-2257)
        owner[ this.expando ] && owner[ this.expando ][ camelCase( key
) ];
    },
    access: function( owner, key, value ) {

        // In cases where either:
        //
        // 1. No key was specified
        // 2. A string key was specified, but no value provided
        //
        // Take the "read" path and allow the get method to determine
        // which value to return, respectively either:
        //
        // 1. The entire cache object
        // 2. The data stored at the key
        //
        if ( key === undefined ||
            ( ( key && typeof key === "string" ) && value === undefined
) ) {

            return this.get( owner, key );
        }

        // When the key is not a string, or both a key and value
        // are specified, set or extend (existing objects) with either:
        //
        // 1. An object of properties
        // 2. A key and value
        //
        this.set( owner, key, value );

        // Since the "set" path can have two possible entry points
        // return the expected data based on which path was taken[*]
        return value !== undefined ? value : key;
    },
    remove: function( owner, key ) {
        var i,
            cache = owner[ this.expando ];

        if ( cache === undefined ) {
            return;
        }

        if ( key !== undefined ) {

            // Support array or space separated string of keys
            if ( Array.isArray( key ) ) {

```

```

        // If key is an array of keys...
        // We always set camelCase keys, so remove that.
        key = key.map( camelCase );
    } else {
        key = camelCase( key );

        // If a key with the spaces exists, use it.
        // Otherwise, create an array by matching non-whitespace
        key = key in cache ?
            [ key ] :
            ( key.match( rnohtmlwhite ) || [] );
    }

    i = key.length;

    while ( i-- ) {
        delete cache[ key[ i ] ];
    }
}

// Remove the expando if there's no more data
if ( key === undefined || jQuery.isEmptyObject( cache ) ) {

    // Support: Chrome <=35 - 45
    // Webkit & Blink performance suffers when deleting properties
    // from DOM nodes, so set to undefined instead
    // https://bugs.chromium.org/p/chromium/issues/detail?id=37860
    7 (bug restricted)
    if ( owner.nodeType ) {
        owner[ this.expando ] = undefined;
    } else {
        delete owner[ this.expando ];
    }
},

hasData: function( owner ) {
    var cache = owner[ this.expando ];
    return cache !== undefined && !jQuery.isEmptyObject( cache );
}

};
var dataPriv = new Data();

var dataUser = new Data();

```

// Implementation Summary

```
//
// 1. Enforce API surface and semantic compatibility with 1.9.x branch
// 2. Improve the module's maintainability by reducing the storage
//    paths to a single mechanism.
// 3. Use the same single mechanism to support "private" and "user" data.
// 4. _Never_ expose "private" data to user code (TODO: Drop _data, _removeData)
// 5. Avoid exposing implementation details on user objects (eg. expand o properties)
// 6. Provide a clear path for implementation upgrade to WeakMap in 2014
```

```
var rbrace = /^(?:\{[\w\W]*\}|\[[\w\W]*\])$/;
rmultiDash = /[A-Z]/g;
```

```
function getData( data ) {
    if ( data === "true" ) {
        return true;
    }

    if ( data === "false" ) {
        return false;
    }

    if ( data === "null" ) {
        return null;
    }

    // Only convert to a number if it doesn't change the string
    if ( data === +data + "" ) {
        return +data;
    }

    if ( rbrace.test( data ) ) {
        return JSON.parse( data );
    }

    return data;
}
```

```
function dataAttr( elem, key, data ) {
    var name;

    // If nothing was found internally, try to fetch any
    // data from the HTML5 data-* attribute
    if ( data === undefined && elem.nodeType === 1 ) {
        name = "data-" + key.replace( rmultiDash, "-$&" ).toLowerCase();
        data = elem.getAttribute( name );
    }
}
```

```

    if ( typeof data === "string" ) {
        try {
            data = getData( data );
        } catch ( e ) {}

        // Make sure we set the data so it isn't changed later
        dataUser.set( elem, key, data );
    } else {
        data = undefined;
    }
}
return data;
}

jQuery.extend( {
    hasData: function( elem ) {
        return dataUser.hasData( elem ) || dataPriv.hasData( elem );
    },

    data: function( elem, name, data ) {
        return dataUser.access( elem, name, data );
    },

    removeData: function( elem, name ) {
        dataUser.remove( elem, name );
    },

    // TODO: Now that all calls to _data and _removeData have been replaced
    // with direct calls to dataPriv methods, these can be deprecated.
    _data: function( elem, name, data ) {
        return dataPriv.access( elem, name, data );
    },

    _removeData: function( elem, name ) {
        dataPriv.remove( elem, name );
    }
} );

jQuery.fn.extend( {
    data: function( key, value ) {
        var i, name, data,
            elem = this[ 0 ],
            attrs = elem && elem.attributes;

        // Gets all values
        if ( key === undefined ) {
            if ( this.length ) {

```



```

        data = dataUser.get( elem );

        if ( elem.nodeType === 1 && !dataPriv.get( elem, "hasDataAt
trs" ) ) {
            i = attrs.length;
            while ( i-- ) {

                // Support: IE 11 only
                // The attrs elements can be null (#14894)
                if ( attrs[ i ] ) {
                    name = attrs[ i ].name;
                    if ( name.indexOf( "data-" ) === 0 ) {
                        name = camelCase( name.slice( 5 ) );
                        dataAttr( elem, name, data[ name ] );
                    }
                }
            }
            dataPriv.set( elem, "hasDataAttrs", true );
        }
    }

    return data;
}

// Sets multiple values
if ( typeof key === "object" ) {
    return this.each( function() {
        dataUser.set( this, key );
    } );
}

return access( this, function( value ) {
    var data;

    // The calling jQuery object (element matches) is not empty
    // (and therefore has an element appears at this[ 0 ]) and the
    // `value` parameter was not undefined. An empty jQuery object
    // will result in `undefined` for elem = this[ 0 ] which will
    // throw an exception if an attempt to read a data cache is ma
de.

    if ( elem && value === undefined ) {

        // Attempt to get data from the cache
        // The key will always be camelCased in Data
        data = dataUser.get( elem, key );
        if ( data !== undefined ) {
            return data;
        }
    }

```

```

    }

    // Attempt to "discover" the data in
    // HTML5 custom data-* attrs
    data = dataAttr( elem, key );
    if ( data !== undefined ) {
        return data;
    }

    // We tried really hard, but the data doesn't exist.
    return;
}

// Set the data...
this.each( function() {

    // We always store the camelCased key
    dataUser.set( this, key, value );
} );
}, null, value, arguments.length > 1, null, true );
},

removeData: function( key ) {
    return this.each( function() {
        dataUser.remove( this, key );
    } );
} );

jQuery.extend( {
    queue: function( elem, type, data ) {
        var queue;

        if ( elem ) {
            type = ( type || "fx" ) + "queue";
            queue = dataPriv.get( elem, type );

            // Speed up dequeue by getting out quickly if this is just a lookup
            if ( data ) {
                if ( !queue || !Array.isArray( data ) ) {
                    queue = dataPriv.access( elem, type, jQuery.makeArray( data ) );
                } else {
                    queue.push( data );
                }
            }
            return queue || [];
        }
    }
});

```

```

    },
    dequeue: function( elem, type ) {
        type = type || "fx";

        var queue = jQuery.queue( elem, type ),
            startLength = queue.length,
            fn = queue.shift(),
            hooks = jQuery._queueHooks( elem, type ),
            next = function() {
                jQuery.dequeue( elem, type );
            };

        // If the fx queue is dequeued, always remove the progress sentinel
        el
        if ( fn === "inprogress" ) {
            fn = queue.shift();
            startLength--;
        }

        if ( fn ) {
            // Add a progress sentinel to prevent the fx queue from being
            // automatically dequeued
            if ( type === "fx" ) {
                queue.unshift( "inprogress" );
            }

            // Clear up the last queue stop function
            delete hooks.stop;
            fn.call( elem, next, hooks );
        }

        if ( !startLength && hooks ) {
            hooks.empty.fire();
        }
    },

    // Not public - generate a queueHooks object, or return the current
    one
    _queueHooks: function( elem, type ) {
        var key = type + "queueHooks";
        return dataPriv.get( elem, key ) || dataPriv.access( elem, key,
        {
            empty: jQuery.Callbacks( "once memory" ).add( function() {
                dataPriv.remove( elem, [ type + "queue", key ] );
            } )
        } );
    } );

```

```

    }
  } );

jQuery.fn.extend( {
  queue: function( type, data ) {
    var setter = 2;

    if ( typeof type !== "string" ) {
      data = type;
      type = "fx";
      setter--;
    }

    if ( arguments.length < setter ) {
      return jQuery.queue( this[ 0 ], type );
    }

    return data === undefined ?
      this :
      this.each( function() {
        var queue = jQuery.queue( this, type, data );

        // Ensure a hooks for this queue
        jQuery._queueHooks( this, type );

        if ( type === "fx" && queue[ 0 ] !== "inprogress" ) {
          jQuery.dequeue( this, type );
        }
      } );
  },
  dequeue: function( type ) {
    return this.each( function() {
      jQuery.dequeue( this, type );
    } );
  },
  clearQueue: function( type ) {
    return this.queue( type || "fx", [] );
  },

  // Get a promise resolved when queues of a certain type
  // are emptied (fx is the type by default)
  promise: function( type, obj ) {
    var tmp,
        count = 1,
        defer = jQuery.Deferred(),
        elements = this,
        i = this.length,
        resolve = function() {
          if ( !( --count ) ) {

```

```

        defer.resolveWith( elements, [ elements ] );
    }
};

if ( typeof type !== "string" ) {
    obj = type;
    type = undefined;
}
type = type || "fx";

while ( i-- ) {
    tmp = dataPriv.get( elements[ i ], type + "queueHooks" );
    if ( tmp && tmp.empty ) {
        count++;
        tmp.empty.add( resolve );
    }
}
resolve();
return defer.promise( obj );
}
} );
var pnum = ( /[+-]?(?:\d*\.|)\d+(?:[eE][+-]?\d+|)/ ).source;

var rcssNum = new RegExp( "^(?:([+-])=|)(" + pnum + ")([a-z%]*)$", "i"
);

var cssExpand = [ "Top", "Right", "Bottom", "Left" ];

var documentElement = document.documentElement;

var isAttached = function( elem ) {
    return jQuery.contains( elem.ownerDocument, elem );
},
composed = { composed: true };

// Support: IE 9 - 11+, Edge 12 - 18+, iOS 10.0 - 10.2 only
// Check attachment across shadow DOM boundaries when possible (gh-3
504)
// Support: iOS 10.0-10.2 only
// Early iOS 10 versions support `attachShadow` but not `getRootNode`
,
// Leading to errors. We need to check for `getRootNode`.
if ( documentElement.getRootNode ) {
    isAttached = function( elem ) {
        return jQuery.contains( elem.ownerDocument, elem ) ||
            elem.getRootNode( composed ) === elem.ownerDocument;
    };
}

```

```

    };
}
var isHiddenWithinTree = function( elem, el ) {

    // isHiddenWithinTree might be called from jQuery#filter function;
    // in that case, element will be second argument
    elem = el || elem;

    // Inline style trumps all
    return elem.style.display === "none" ||
        elem.style.display === "" &&

        // Otherwise, check computed style
        // Support: Firefox <=43 - 45
        // Disconnected elements can have computed display: none, so f
        irst confirm that elem is
        // in the document.
        isAttached( elem ) &&

        jQuery.css( elem, "display" ) === "none";
};

var swap = function( elem, options, callback, args ) {
    var ret, name,
        old = {};

    // Remember the old values, and insert the new ones
    for ( name in options ) {
        old[ name ] = elem.style[ name ];
        elem.style[ name ] = options[ name ];
    }

    ret = callback.apply( elem, args || [] );

    // Revert the old values
    for ( name in options ) {
        elem.style[ name ] = old[ name ];
    }

    return ret;
};

```

```

function adjustCSS( elem, prop, valueParts, tween ) {
    var adjusted, scale,
        maxIterations = 20,

```

```

currentValue = tween ?
    function() {
        return tween.cur();
    } :
    function() {
        return jQuery.css( elem, prop, "" );
    },
initial = currentValue(),
unit = valueParts && valueParts[ 3 ] || ( jQuery.cssNumber[ prop ]
? "" : "px" ),

    // Starting value computation is required for potential unit mismatches
    initialInUnit = elem.nodeType &&
        ( jQuery.cssNumber[ prop ] || unit !== "px" && +initial ) &&
        rcssNum.exec( jQuery.css( elem, prop ) );

    if ( initialInUnit && initialInUnit[ 3 ] !== unit ) {

        // Support: Firefox <=54
        // Halve the iteration target value to prevent interference from
        // CSS upper bounds (gh-2144)
        initial = initial / 2;

        // Trust units reported by jQuery.css
        unit = unit || initialInUnit[ 3 ];

        // Iteratively approximate from a nonzero starting point
        initialInUnit = +initial || 1;

        while ( maxIterations-- ) {

            // Evaluate and update our best guess (doubling guesses that zero out).
            // Finish if the scale equals or crosses 1 (making the old*new
            // product non-positive).
            jQuery.style( elem, prop, initialInUnit + unit );
            if ( ( 1 - scale ) * ( 1 - ( scale = currentValue() / initial
|| 0.5 ) ) <= 0 ) {
                maxIterations = 0;
            }
            initialInUnit = initialInUnit / scale;
        }

        initialInUnit = initialInUnit * 2;
        jQuery.style( elem, prop, initialInUnit + unit );

        // Make sure we update the tween properties later on

```

```

    valueParts = valueParts || [];
}

if ( valueParts ) {
    initialInUnit = +initialInUnit || +initial || 0;

    // Apply relative offset (+/-) if specified
    adjusted = valueParts[ 1 ] ?
        initialInUnit + ( valueParts[ 1 ] + 1 ) * valueParts[ 2 ] :
        +valueParts[ 2 ];
    if ( tween ) {
        tween.unit = unit;
        tween.start = initialInUnit;
        tween.end = adjusted;
    }
}
return adjusted;
}

```

```

var defaultDisplayMap = {};

```

```

function getDefaultDisplay( elem ) {
    var temp,
        doc = elem.ownerDocument,
        nodeName = elem.nodeName,
        display = defaultDisplayMap[ nodeName ];

    if ( display ) {
        return display;
    }

    temp = doc.body.appendChild( doc.createElement( nodeName ) );
    display = jQuery.css( temp, "display" );

    temp.parentNode.removeChild( temp );

    if ( display === "none" ) {
        display = "block";
    }
    defaultDisplayMap[ nodeName ] = display;

    return display;
}

```

```

function showHide( elements, show ) {
    var display, elem,
        values = [],
        index = 0,

```



```

length = elements.length;

// Determine new display value for elements that need to change
for ( ; index < length; index++ ) {
    elem = elements[ index ];
    if ( !elem.style ) {
        continue;
    }

    display = elem.style.display;
    if ( show ) {

        // Since we force visibility upon cascade-hidden elements, an
        immediate (and slow)
        // check is required in this first loop unless we have a nonem
        pty display value (either
        // inline or about-to-be-restored)
        if ( display === "none" ) {
            values[ index ] = dataPriv.get( elem, "display" ) || null;
            if ( !values[ index ] ) {
                elem.style.display = "";
            }
        }
        if ( elem.style.display === "" && isHiddenWithinTree( elem ) )
        {
            values[ index ] = getDefaultDisplay( elem );
        }
    } else {
        if ( display !== "none" ) {
            values[ index ] = "none";

            // Remember what we're overwriting
            dataPriv.set( elem, "display", display );
        }
    }
}

// Set the display of the elements in a second loop to avoid constan
t reflow
for ( index = 0; index < length; index++ ) {
    if ( values[ index ] !== null ) {
        elements[ index ].style.display = values[ index ];
    }
}

return elements;
}

jQuery.fn.extend( {

```

```

    show: function() {
        return showHide( this, true );
    },
    hide: function() {
        return showHide( this );
    },
    toggle: function( state ) {
        if ( typeof state === "boolean" ) {
            return state ? this.show() : this.hide();
        }

        return this.each( function() {
            if ( isHiddenWithinTree( this ) ) {
                jQuery( this ).show();
            } else {
                jQuery( this ).hide();
            }
        } );
    }
} );
var rcheckableType = ( /^(?:checkbox|radio)$/i );

var rtagName = ( /<([a-z][^\/\0>\x20\t\r\n\f]*)/i );

var rscriptType = ( /^$|^module$|\/(?:java|ecma)script/i );

// We have to close these tags to support XHTML (#13200)
var wrapMap = {

    // Support: IE <=9 only
    option: [ 1, "<select multiple='multiple'", "</select>" ],

    // XHTML parsers do not magically insert elements in the
    // same way that tag soup parsers do. So we cannot shorten
    // this by omitting <tbody> or other required elements.
    thead: [ 1, "<table>", "</table>" ],
    col: [ 2, "<table><colgroup>", "</colgroup></table>" ],
    tr: [ 2, "<table><tbody>", "</tbody></table>" ],
    td: [ 3, "<table><tbody><tr>", "</tr></tbody></table>" ],

    _default: [ 0, "", "" ]
};

// Support: IE <=9 only
wrapMap.optgroup = wrapMap.option;

wrapMap.tbody = wrapMap.tfoot = wrapMap.colgroup = wrapMap.caption = wr

```

```
apMap.thead;  
wrapMap.th = wrapMap.td;
```

```
function getAll( context, tag ) {  
  
    // Support: IE <=9 - 11 only  
    // Use typeof to avoid zero-argument method invocation on host objec  
ts (#15151)  
    var ret;  
  
    if ( typeof context.getElementsByTagName !== "undefined" ) {  
        ret = context.getElementsByTagName( tag || "*" );  
  
    } else if ( typeof context.querySelectorAll !== "undefined" ) {  
        ret = context.querySelectorAll( tag || "*" );  
  
    } else {  
        ret = [];  
    }  
  
    if ( tag === undefined || tag && nodeName( context, tag ) ) {  
        return jQuery.merge( [ context ], ret );  
    }  
  
    return ret;  
}
```

```
// Mark scripts as having already been evaluated  
function setGlobalEval( elems, refElements ) {  
    var i = 0,  
        l = elems.length;  
  
    for ( ; i < l; i++ ) {  
        dataPriv.set(  
            elems[ i ],  
            "globalEval",  
            !refElements || dataPriv.get( refElements[ i ], "globalEval" )  
        );  
    }  
}
```

```
var rhtml = /<|&#?\w+;/;
```

```
function buildFragment( elems, context, scripts, selection, ignored )
```

```

{
    var elem, tmp, tag, wrap, attached, j,
        fragment = context.createDocumentFragment(),
        nodes = [],
        i = 0,
        l = elems.length;

    for ( ; i < l; i++ ) {
        elem = elems[ i ];

        if ( elem || elem === 0 ) {

            // Add nodes directly
            if ( toType( elem ) === "object" ) {

                // Support: Android <=4.0 only, PhantomJS 1 only
                // push.apply(_, arraylike) throws on ancient WebKit
                jQuery.merge( nodes, elem.nodeType ? [ elem ] : elem );

                // Convert non-html into a text node
            } else if ( !rhtml.test( elem ) ) {
                nodes.push( context.createTextNode( elem ) );

                // Convert html into DOM nodes
            } else {
                tmp = tmp || fragment.appendChild( context.createElement( "
div" ) );

                // Deserialize a standard representation
                tag = ( rtagName.exec( elem ) || [ "", "" ] )[ 1 ].toLowerCase
ase();
                wrap = wrapMap[ tag ] || wrapMap._default;
                tmp.innerHTML = wrap[ 1 ] + jQuery.htmlPrefilter( elem ) +
wrap[ 2 ];

                // Descend through wrappers to the right content
                j = wrap[ 0 ];
                while ( j-- ) {
                    tmp = tmp.lastChild;
                }

                // Support: Android <=4.0 only, PhantomJS 1 only
                // push.apply(_, arraylike) throws on ancient WebKit
                jQuery.merge( nodes, tmp.childNodes );

                // Remember the top-level container
                tmp = fragment.firstChild;

                // Ensure the created nodes are orphaned (#12392)

```

```

        tmp.textContent = "";
    }
}

// Remove wrapper from fragment
fragment.textContent = "";

i = 0;
while ( ( elem = nodes[ i++ ] ) ) {

    // Skip elements already in the context collection (trac-4087)
    if ( selection && jQuery.inArray( elem, selection ) > -1 ) {
        if ( ignored ) {
            ignored.push( elem );
        }
        continue;
    }

    attached = isAttached( elem );

    // Append to fragment
    tmp = getAll( fragment.appendChild( elem ), "script" );

    // Preserve script evaluation history
    if ( attached ) {
        setGlobalEval( tmp );
    }

    // Capture executables
    if ( scripts ) {
        j = 0;
        while ( ( elem = tmp[ j++ ] ) ) {
            if ( rscriptType.test( elem.type || "" ) ) {
                scripts.push( elem );
            }
        }
    }
}

return fragment;
}

( function() {
    var fragment = document.createDocumentFragment(),
        div = fragment.appendChild( document.createElement( "div" ) ),
        input = document.createElement( "input" );

```

```

// Support: Android 4.0 - 4.3 only
// Check state lost if the name is set (#11217)
// Support: Windows Web Apps (WWA)
// `name` and `type` must use .setAttribute for WWA (#14901)
input.setAttribute( "type", "radio" );
input.setAttribute( "checked", "checked" );
input.setAttribute( "name", "t" );

div.appendChild( input );

// Support: Android <=4.1 only
// Older WebKit doesn't clone checked state correctly in fragments
support.checkClone = div.cloneNode( true ).cloneNode( true ).lastChild.checked;

// Support: IE <=11 only
// Make sure textarea (and checkbox) defaultValue is properly cloned
div.innerHTML = "<textarea>x</textarea>";
support.noCloneChecked = !!div.cloneNode( true ).lastChild.defaultValue;
} )();

var
    rkeyEvent = /^key/,
    rmouseEvent = /^(?:mouse|pointer|contextmenu|drag|drop)|click/,
    rtypenamespace = /^(^\.*)?(?:\.(.+)|)/;

function returnTrue() {
    return true;
}

function returnFalse() {
    return false;
}

// Support: IE <=9 - 11+
// focus() and blur() are asynchronous, except when they are no-op.
// So expect focus to be synchronous when the element is already active,
// and blur to be synchronous when the element is not already active.
// (focus and blur are always synchronous in other supported browsers,
// this just defines when we can count on it).
function expectSync( elem, type ) {
    return ( elem === safeActiveElement() ) === ( type === "focus" );
}

// Support: IE <=9 only

```

```

// Accessing document.activeElement can throw unexpectedly
// https://bugs.jquery.com/ticket/13393
function safeActiveElement() {
    try {
        return document.activeElement;
    } catch ( err ) { }
}

function on( elem, types, selector, data, fn, one ) {
    var origFn, type;

    // Types can be a map of types/handlers
    if ( typeof types === "object" ) {

        // ( types-Object, selector, data )
        if ( typeof selector !== "string" ) {

            // ( types-Object, data )
            data = data || selector;
            selector = undefined;
        }
        for ( type in types ) {
            on( elem, type, selector, data, types[ type ], one );
        }
        return elem;
    }

    if ( data == null && fn == null ) {

        // ( types, fn )
        fn = selector;
        data = selector = undefined;
    } else if ( fn == null ) {
        if ( typeof selector === "string" ) {

            // ( types, selector, fn )
            fn = data;
            data = undefined;
        } else {

            // ( types, data, fn )
            fn = data;
            data = selector;
            selector = undefined;
        }
    }
    if ( fn === false ) {
        fn = returnFalse;
    } else if ( !fn ) {

```

```

    return elem;
}

if ( one === 1 ) {
    origFn = fn;
    fn = function( event ) {

        // Can use an empty set, since event contains the info
        jQuery().off( event );
        return origFn.apply( this, arguments );
    };

    // Use same guid so caller can remove using origFn
    fn.guid = origFn.guid || ( origFn.guid = jQuery.guid++ );
}
return elem.each( function() {
    jQuery.event.add( this, types, fn, data, selector );
} );
}

/*
 * Helper functions for managing events -- not part of the public inter
face.
 * Props to Dean Edwards' addEvent Library for many of the ideas.
 */
jQuery.event = {

    global: {},

    add: function( elem, types, handler, data, selector ) {

        var handleObjIn, eventHandle, tmp,
            events, t, handleObj,
            special, handlers, type, namespaces, origType,
            elemData = dataPriv.get( elem );

        // Don't attach events to noData or text/comment nodes (but allow
plain objects)
        if ( !elemData ) {
            return;
        }

        // Caller can pass in an object of custom data in lieu of the han
dler
        if ( handler.handler ) {
            handleObjIn = handler;
            handler = handleObjIn.handler;
            selector = handleObjIn.selector;
        }

```



```

    // Ensure that invalid selectors throw exceptions at attach time
    // Evaluate against documentElement in case elem is a non-element
    node (e.g., document)
    if ( selector ) {
        jQuery.find.matchesSelector( documentElement, selector );
    }

    // Make sure that the handler has a unique ID, used to find/remov
    e it later
    if ( !handler.guid ) {
        handler.guid = jQuery.guid++;
    }

    // Init the element's event structure and main handler, if this i
    s the first
    if ( !( events = elemData.events ) ) {
        events = elemData.events = {};
    }
    if ( !( eventHandle = elemData.handle ) ) {
        eventHandle = elemData.handle = function( e ) {

            // Discard the second event of a jQuery.event.trigger() and
            // when an event is called after a page has unloaded
            return typeof jQuery !== "undefined" && jQuery.event.trigge
red !== e.type ?
                jQuery.event.dispatch.apply( elem, arguments ) : undefin
ed;
        };
    }

    // Handle multiple events separated by a space
    types = ( types || "" ).match( rnohtmlwhite ) || [ "" ];
    t = types.length;
    while ( t-- ) {
        tmp = rtypenamespaces.exec( types[ t ] ) || [];
        type = origType = tmp[ 1 ];
        namespaces = ( tmp[ 2 ] || "" ).split( "." ).sort();

        // There *must* be a type, no attaching namespace-only handler
s
        if ( !type ) {
            continue;
        }

        // If event changes its type, use the special event handlers f
or the changed type
        special = jQuery.event.special[ type ] || {};

```

```

// If selector defined, determine special event api type, otherwise given type
type = ( selector ? special.delegateType : special.bindType )
|| type;

// Update special based on newly reset type
special = jQuery.event.special[ type ] || {};

// handleObj is passed to all event handlers
handleObj = jQuery.extend( {
    type: type,
    origType: origType,
    data: data,
    handler: handler,
    guid: handler.guid,
    selector: selector,
    needsContext: selector && jQuery.expr.match.needsContext.test( selector ),
    namespace: namespaces.join( "." )
}, handleObjIn );

// Init the event handler queue if we're the first
if ( !( handlers = events[ type ] ) ) {
    handlers = events[ type ] = [];
    handlers.delegateCount = 0;

    // Only use addEventListener if the special events handler returns false
    if ( !special.setup ||
        special.setup.call( elem, data, namespaces, eventHandle ) === false ) {

        if ( elem.addEventListener ) {
            elem.addEventListener( type, eventHandle );
        }
    }
}

if ( special.add ) {
    special.add.call( elem, handleObj );

    if ( !handleObj.handler.guid ) {
        handleObj.handler.guid = handler.guid;
    }
}

// Add to the element's handler list, delegates in front
if ( selector ) {

```

```

        handlers.splice( handlers.delegateCount++, 0, handleObj );
    } else {
        handlers.push( handleObj );
    }

    // Keep track of which events have ever been used, for event o
    ptimization
    jQuery.event.global[ type ] = true;
}

},

// Detach an event or set of events from an element
remove: function( elem, types, handler, selector, mappedTypes ) {

    var j, origCount, tmp,
        events, t, handleObj,
        special, handlers, type, namespaces, origType,
        elemData = dataPriv.hasData( elem ) && dataPriv.get( elem );

    if ( !elemData || !( events = elemData.events ) ) {
        return;
    }

    // Once for each type.namespace in types; type may be omitted
    types = ( types || "" ).match( rnothtmlwhite ) || [ "" ];
    t = types.length;
    while ( t-- ) {
        tmp = rtypenamespaces.exec( types[ t ] ) || [];
        type = origType = tmp[ 1 ];
        namespaces = ( tmp[ 2 ] || "" ).split( "." ).sort();

        // Unbind all events (on this namespace, if provided) for the
        element
        if ( !type ) {
            for ( type in events ) {
                jQuery.event.remove( elem, type + types[ t ], handler, s
                elector, true );
            }
            continue;
        }

        special = jQuery.event.special[ type ] || {};
        type = ( selector ? special.delegateType : special.bindType )
        || type;
        handlers = events[ type ] || [];
        tmp = tmp[ 2 ] &&
            new RegExp( "(^|\\.)" + namespaces.join( "\\.(?:.*\\.|)" )
            + "(\\.|$)" );

```

```

// Remove matching events
origCount = j = handlers.length;
while ( j-- ) {
    handleObj = handlers[ j ];

    if ( ( mappedTypes || origType === handleObj.origType ) &&
        ( !handler || handler.guid === handleObj.guid ) &&
        ( !tmp || tmp.test( handleObj.namespace ) ) &&
        ( !selector || selector === handleObj.selector ||
          selector === "*" && handleObj.selector ) ) {
        handlers.splice( j, 1 );

        if ( handleObj.selector ) {
            handlers.delegateCount--;
        }
        if ( special.remove ) {
            special.remove.call( elem, handleObj );
        }
    }
}

// Remove generic event handler if we removed something and no
// more handlers exist
// (avoids potential for endless recursion during removal of s
// pecial event handlers)
if ( origCount && !handlers.length ) {
    if ( !special.teardown ||
        special.teardown.call( elem, namespaces, elemData.handle
    ) === false ) {

        jQuery.removeEvent( elem, type, elemData.handle );
    }

    delete events[ type ];
}

// Remove data and the expando if it's no longer used
if ( jQuery.isEmptyObject( events ) ) {
    dataPriv.remove( elem, "handle events" );
}
},

dispatch: function( nativeEvent ) {

    // Make a writable jQuery.Event from the native event object
    var event = jQuery.event.fix( nativeEvent );

```

```

    var i, j, ret, matched, handleObj, handlerQueue,
        args = new Array( arguments.length ),
        handlers = ( dataPriv.get( this, "events" ) || {} )[ event.type
e ] || [],
        special = jQuery.event.special[ event.type ] || {};

    // Use the fix-ed jQuery.Event rather than the (read-only) native
event
    args[ 0 ] = event;

    for ( i = 1; i < arguments.length; i++ ) {
        args[ i ] = arguments[ i ];
    }

    event.delegateTarget = this;

    // Call the preDispatch hook for the mapped type, and let it bail
if desired
    if ( special.preDispatch && special.preDispatch.call( this, event
) === false ) {
        return;
    }

    // Determine handlers
    handlerQueue = jQuery.event.handlers.call( this, event, handlers
);

    // Run delegates first; they may want to stop propagation beneath
us
    i = 0;
    while ( ( matched = handlerQueue[ i++ ] ) && !event.isPropagation
Stopped() ) {
        event.currentTarget = matched.elem;

        j = 0;
        while ( ( handleObj = matched.handlers[ j++ ] ) &&
            !event.isImmediatePropagationStopped() ) {

            // If the event is namespaced, then each handler is only in
voked if it is
            // specially universal or its namespaces are a superset of
the event's.
            if ( !event.rnamespace || handleObj.namespace === false ||
                event.rnamespace.test( handleObj.namespace ) ) {

                event.handleObj = handleObj;
                event.data = handleObj.data;

                ret = ( ( jQuery.event.special[ handleObj.origType ] ||

```

```

{} ).handle ||
    handleObj.handler ).apply( matched.elem, args );

    if ( ret !== undefined ) {
        if ( ( event.result = ret ) === false ) {
            event.preventDefault();
            event.stopPropagation();
        }
    }
}
}
}

// Call the postDispatch hook for the mapped type
if ( special.postDispatch ) {
    special.postDispatch.call( this, event );
}

return event.result;
},

handlers: function( event, handlers ) {
    var i, handleObj, sel, matchedHandlers, matchedSelectors,
        handlerQueue = [],
        delegateCount = handlers.delegateCount,
        cur = event.target;

    // Find delegate handlers
    if ( delegateCount &&

        // Support: IE <=9
        // Black-hole SVG <use> instance trees (trac-13180)
        cur.nodeType &&

        // Support: Firefox <=42
        // Suppress spec-violating clicks indicating a non-primary pointer button (trac-3861)
        // https://www.w3.org/TR/DOM-Level-3-Events/#event-type-click
        // Support: IE 11 only
        // ...but not arrow key "clicks" of radio inputs, which can have `button` -1 (gh-2343)
        !( event.type === "click" && event.button >= 1 ) ) {

        for ( ; cur !== this; cur = cur.parentNode || this ) {

            // Don't check non-elements (#13208)
            // Don't process clicks on disabled elements (#6911, #8165, #11382, #11764)
            if ( cur.nodeType === 1 && !( event.type === "click" && cur.

```

```

disabled === true ) ) {
    matchedHandlers = [];
    matchedSelectors = {};
    for ( i = 0; i < delegateCount; i++ ) {
        handleObj = handlers[ i ];

        // Don't conflict with Object.prototype properties (#
13203)

        sel = handleObj.selector + " ";

        if ( matchedSelectors[ sel ] === undefined ) {
            matchedSelectors[ sel ] = handleObj.needsContext ?

                jQuery( sel, this ).index( cur ) > -1 :
                jQuery.find( sel, this, null, [ cur ] ).length;

        }
        if ( matchedSelectors[ sel ] ) {
            matchedHandlers.push( handleObj );
        }
    }
    if ( matchedHandlers.length ) {
        handlerQueue.push( { elem: cur, handlers: matchedHand
lers } );
    }
}

// Add the remaining (directly-bound) handlers
cur = this;
if ( delegateCount < handlers.length ) {
    handlerQueue.push( { elem: cur, handlers: handlers.slice( dele
gateCount ) } );
}

return handlerQueue;
},

addProp: function( name, hook ) {
    Object.defineProperty( jQuery.Event.prototype, name, {
        enumerable: true,
        configurable: true,

        get: isFunction( hook ) ?
            function() {
                if ( this.originalEvent ) {
                    return hook( this.originalEvent );
                }
            }
    }

```

```

    } :
    function() {
        if ( this.originalEvent ) {
            return this.originalEvent[ name ];
        }
    },

    set: function( value ) {
        Object.defineProperty( this, name, {
            enumerable: true,
            configurable: true,
            writable: true,
            value: value
        } );
    }
} );
},

fix: function( originalEvent ) {
    return originalEvent[ jQuery.expando ] ?
        originalEvent :
        new jQuery.Event( originalEvent );
},

special: {
    load: {

        // Prevent triggered image.load events from bubbling to window.
Load
        noBubble: true
    },
    click: {

        // Utilize native event to ensure correct state for checkable
inputs
        setup: function( data ) {

            // For mutual compressibility with _default, replace `this`
            // access with a local var.
            // `|| data` is dead code meant only to preserve the variable
            // through minification.
            var el = this || data;

            // Claim the first handler
            if ( rcheckableType.test( el.type ) &&
                el.click && nodeName( el, "input" ) ) {

                // dataPriv.set( el, "click", ... )
                leverageNative( el, "click", returnTrue );
            }
        }
    }
}

```



```

    }

    // Return false to allow normal processing in the caller
    return false;
  },
  trigger: function( data ) {

    // For mutual compressibility with _default, replace `this`
    // access with a local var.
    // `|| data` is dead code meant only to preserve the variable
    // through minification.
    var el = this || data;

    // Force setup before triggering a click
    if ( rcheckableType.test( el.type ) &&
        el.click && nodeName( el, "input" ) ) {

      leverageNative( el, "click" );
    }

    // Return non-false to allow normal event-path propagation
    return true;
  },

  // For cross-browser consistency, suppress native .click() on
  // links
  // Also prevent it if we're currently inside a Leveraged native
  // event stack
  _default: function( event ) {
    var target = event.target;
    return rcheckableType.test( target.type ) &&
      target.click && nodeName( target, "input" ) &&
      dataPriv.get( target, "click" ) ||
      nodeName( target, "a" );
  },
},

beforeunload: {
  postDispatch: function( event ) {

    // Support: Firefox 20+
    // Firefox doesn't alert if the returnValue field is not set.
    if ( event.result !== undefined && event.originalEvent ) {
      event.originalEvent.returnValue = event.result;
    }
  }
}
}
}
}

```

```

};

// Ensure the presence of an event listener that handles manually-triggered
// synthetic events by interrupting progress until reinvoked in response to
// *native* events that it fires directly, ensuring that state changes have
// already occurred before other listeners are invoked.
function leverageNative( el, type, expectSync ) {

    // Missing expectSync indicates a trigger call, which must force setup
    // through jQuery.event.add
    if ( !expectSync ) {
        if ( dataPriv.get( el, type ) === undefined ) {
            jQuery.event.add( el, type, returnTrue );
        }
        return;
    }

    // Register the controller as a special universal handler for all event namespaces
    dataPriv.set( el, type, false );
    jQuery.event.add( el, type, {
        namespace: false,
        handler: function( event ) {
            var notAsync, result,
                saved = dataPriv.get( this, type );

            if ( ( event.isTrigger & 1 ) && this[ type ] ) {

                // Interrupt processing of the outer synthetic .trigger()ed event
                // Saved data should be false in such cases, but might be a leftover capture object
                // from an async native handler (gh-4350)
                if ( !saved.length ) {

                    // Store arguments for use when handling the inner native event
                    // There will always be at least one argument (an event object), so this array
                    // will not be confused with a leftover capture object.
                    saved = slice.call( arguments );
                    dataPriv.set( this, type, saved );

                    // Trigger the native event and capture its result
                    // Support: IE <=9 - 11+
                    // focus() and blur() are asynchronous

```

```

        notAsync = expectSync( this, type );
        this[ type ]();
        result = dataPriv.get( this, type );
        if ( saved !== result || notAsync ) {
            dataPriv.set( this, type, false );
        } else {
            result = {};
        }
        if ( saved !== result ) {

            // Cancel the outer synthetic event
            event.stopImmediatePropagation();
            event.preventDefault();
            return result.value;
        }

        // If this is an inner synthetic event for an event with a
        bubbling surrogate
        // (focus or blur), assume that the surrogate already propa
        gated from triggering the
        // native event and prevent that from happening again here.

        // This technically gets the ordering wrong w.r.t. to `.tri
        gger()` (in which the
        // bubbling surrogate propagates *after* the non-bubbling b
        ase), but that seems
        // less bad than duplication.
        } else if ( ( jQuery.event.special[ type ] || {} ).delegate
Type ) {
            event.stopPropagation();
        }

        // If this is a native event triggered above, everything is no
        w in order
        // Fire an inner synthetic event with the original arguments
        } else if ( saved.length ) {

            // ...and capture the result
            dataPriv.set( this, type, {
                value: jQuery.event.trigger(

                    // Support: IE <=9 - 11+
                    // Extend with the prototype to reset the above stopI
                    mmediatePropagation()
                    jQuery.extend( saved[ 0 ], jQuery.Event.prototype ),
                    saved.slice( 1 ),
                    this
                )
            } );

```

```

        // Abort handling of the native event
        event.stopImmediatePropagation();
    }
}
} );
}

jQuery.removeEvent = function( elem, type, handle ) {

    // This "if" is needed for plain objects
    if ( elem.removeEventListener ) {
        elem.removeEventListener( type, handle );
    }
};

jQuery.Event = function( src, props ) {

    // Allow instantiation without the 'new' keyword
    if ( !( this instanceof jQuery.Event ) ) {
        return new jQuery.Event( src, props );
    }

    // Event object
    if ( src && src.type ) {
        this.originalEvent = src;
        this.type = src.type;

        // Events bubbling up the document may have been marked as preven
ted
        // by a handler lower down the tree; reflect the correct value.
        this.isDefaultPrevented = src.defaultPrevented ||
            src.defaultPrevented === undefined &&

            // Support: Android <=2.3 only
            src.returnValue === false ?
            returnTrue :
            returnFalse;

        // Create target properties
        // Support: Safari <=6 - 7 only
        // Target should not be a text node (#504, #13143)
        this.target = ( src.target && src.target.nodeType === 3 ) ?
            src.target.parentNode :
            src.target;

        this.currentTarget = src.currentTarget;
        this.relatedTarget = src.relatedTarget;
    }
};

```

```

// Event type
} else {
    this.type = src;
}

// Put explicitly provided properties onto the event object
if ( props ) {
    jQuery.extend( this, props );
}

// Create a timestamp if incoming event doesn't have one
this.timeStamp = src && src.timeStamp || Date.now();

// Mark it as fixed
this[ jQuery.expando ] = true;
};

// jQuery.Event is based on DOM3 Events as specified by the ECMAScript
Language Binding
// https://www.w3.org/TR/2003/WD-DOM-Level-3-Events-20030331/ecma-scrip
t-binding.html
jQuery.Event.prototype = {
    constructor: jQuery.Event,
    isDefaultPrevented: returnFalse,
    isPropagationStopped: returnFalse,
    isImmediatePropagationStopped: returnFalse,
    isSimulated: false,

    preventDefault: function() {
        var e = this.originalEvent;

        this.isDefaultPrevented = returnTrue;

        if ( e && !this.isSimulated ) {
            e.preventDefault();
        }
    },
    stopPropagation: function() {
        var e = this.originalEvent;

        this.isPropagationStopped = returnTrue;

        if ( e && !this.isSimulated ) {
            e.stopPropagation();
        }
    },
    stopImmediatePropagation: function() {
        var e = this.originalEvent;

```

```

        this.isImmediatePropagationStopped = returnTrue;

        if ( e && !this.isSimulated ) {
            e.stopImmediatePropagation();
        }

        this.stopPropagation();
    }
};

// Includes all common event props including KeyEvent and MouseEvent specific props
jQuery.each( {
    altKey: true,
    bubbles: true,
    cancelable: true,
    changedTouches: true,
    ctrlKey: true,
    detail: true,
    eventPhase: true,
    metaKey: true,
    pageX: true,
    pageY: true,
    shiftKey: true,
    view: true,
    "char": true,
    code: true,
    charCode: true,
    key: true,
    keyCode: true,
    button: true,
    buttons: true,
    clientX: true,
    clientY: true,
    offsetX: true,
    offsetY: true,
    pointerId: true,
    pointerType: true,
    screenX: true,
    screenY: true,
    targetTouches: true,
    toElement: true,
    touches: true,

    which: function( event ) {
        var button = event.button;

        // Add which for key events
        if ( event.which == null && rKeyEvent.test( event.type ) ) {

```

```

        return event.charCode != null ? event.charCode : event.keyCode;
    }

    // Add which for click: 1 === left; 2 === middle; 3 === right
    if ( !event.which && button !== undefined && rmouseEvent.test( event.type ) ) {
        if ( button & 1 ) {
            return 1;
        }

        if ( button & 2 ) {
            return 3;
        }

        if ( button & 4 ) {
            return 2;
        }

        return 0;
    }

    return event.which;
}, jQuery.event.addProp );

jQuery.each( { focus: "focusin", blur: "focusout" }, function( type, delegateType ) {
    jQuery.event.special[ type ] = {

        // Utilize native event if possible so blur/focus sequence is correct
        setup: function() {

            // Claim the first handler
            // dataPriv.set( this, "focus", ... )
            // dataPriv.set( this, "blur", ... )
            leverageNative( this, type, expectSync );

            // Return false to allow normal processing in the caller
            return false;
        },
        trigger: function() {

            // Force setup before trigger
            leverageNative( this, type );

            // Return non-false to allow normal event-path propagation
            return true;
        }
    };
});

```

```

    },

    delegateType: delegateType
  };
} );

// Create mouseenter/leave events using mouseover/out and event-time checks
// so that event delegation works in jQuery.
// Do the same for pointerenter/pointerleave and pointerover/pointerout

//
// Support: Safari 7 only
// Safari sends mouseenter too often; see:
// https://bugs.chromium.org/p/chromium/issues/detail?id=470258
// for the description of the bug (it existed in older Chrome versions
// as well).
jQuery.each( {
  mouseenter: "mouseover",
  mouseleave: "mouseout",
  pointerenter: "pointerover",
  pointerleave: "pointerout"
}, function( orig, fix ) {
  jQuery.event.special[ orig ] = {

    delegateType: fix,
    bindType: fix,

    handle: function( event ) {
      var ret,
          target = this,
          related = event.relatedTarget,
          handleObj = event.handleObj;

      // For mouseenter/leave call the handler if related is outside
      // the target.
      // NB: No relatedTarget if the mouse left/entered the browser
      // window
      if ( !related || ( related !== target && !jQuery.contains( target, related ) ) ) {
        event.type = handleObj.origType;
        ret = handleObj.handler.apply( this, arguments );
        event.type = fix;
      }
      return ret;
    }
  };
} );

jQuery.fn.extend( {

```



```

on: function( types, selector, data, fn ) {
    return on( this, types, selector, data, fn );
},
one: function( types, selector, data, fn ) {
    return on( this, types, selector, data, fn, 1 );
},
off: function( types, selector, fn ) {
    var handleObj, type;
    if ( types && types.preventDefault && types.handleObj ) {

        // ( event ) dispatched jQuery.Event
        handleObj = types.handleObj;
        jQuery( types.delegateTarget ).off(
            handleObj.namespace ?
                handleObj.origType + "." + handleObj.namespace :
                handleObj.origType,
            handleObj.selector,
            handleObj.handler
        );
        return this;
    }
    if ( typeof types === "object" ) {

        // ( types-object [, selector] )
        for ( type in types ) {
            this.off( type, selector, types[ type ] );
        }
        return this;
    }
    if ( selector === false || typeof selector === "function" ) {

        // ( types [, fn] )
        fn = selector;
        selector = undefined;
    }
    if ( fn === false ) {
        fn = returnFalse;
    }
    return this.each( function() {
        jQuery.event.remove( this, types, fn, selector );
    } );
} );

```

var

/ eslint-disable max-len */*

```

    // See https://github.com/eslint/eslint/issues/3229
    rxhtmlTag = /<(?!area|br|col|embed|hr|img|input|link|meta|param)(([a
-z][^\s\0>\x20\t\r\n\f]*)[>]*)\s*>/gi,

    /* eslint-enable */

    // Support: IE <=10 - 11, Edge 12 - 13 only
    // In IE/Edge using regex groups here causes severe slowdowns.
    // See https://connect.microsoft.com/IE/feedback/details/1736512/
    rnoInnerhtml = /<script|<style|<link/i,

    // checked="checked" or checked
    rchecked = /checked\s*(?:[^=]|=\s*.checked.)/i,
    rcleanScript = /<\s*<!(?:\s*CDATA\[|--)|(?:<\/\s*|--)>\s*$/g;

    // Prefer a tbody over its parent table for containing new rows
    function manipulationTarget( elem, content ) {
        if ( nodeName( elem, "table" ) &&
            nodeName( content.nodeType !== 11 ? content : content.firstChild,
            "tr" ) ) {

            return jQuery( elem ).children( "tbody" )[ 0 ] || elem;
        }

        return elem;
    }

    // Replace/restore the type attribute of script elements for safe DOM m
    anipulation
    function disableScript( elem ) {
        elem.type = ( elem.getAttribute( "type" ) !== null ) + "/" + elem.ty
        pe;
        return elem;
    }
    function restoreScript( elem ) {
        if ( ( elem.type || "" ).slice( 0, 5 ) === "true/" ) {
            elem.type = elem.type.slice( 5 );
        } else {
            elem.removeAttribute( "type" );
        }

        return elem;
    }

    function cloneCopyEvent( src, dest ) {
        var i, l, type, pdataOld, pdataCur, udataOld, udataCur, events;

        if ( dest.nodeType !== 1 ) {

```

```

    return;
}

// 1. Copy private data: events, handlers, etc.
if ( dataPriv.hasData( src ) ) {
    pdataOld = dataPriv.access( src );
    pdataCur = dataPriv.set( dest, pdataOld );
    events = pdataOld.events;

    if ( events ) {
        delete pdataCur.handle;
        pdataCur.events = {};

        for ( type in events ) {
            for ( i = 0, l = events[ type ].length; i < l; i++ ) {
                jQuery.event.add( dest, type, events[ type ][ i ] );
            }
        }
    }
}

// 2. Copy user data
if ( dataUser.hasData( src ) ) {
    udataOld = dataUser.access( src );
    udataCur = jQuery.extend( {}, udataOld );

    dataUser.set( dest, udataCur );
}

}

// Fix IE bugs, see support tests
function fixInput( src, dest ) {
    var nodeName = dest.nodeName.toLowerCase();

    // Fails to persist the checked state of a cloned checkbox or radio
    button.
    if ( nodeName === "input" && rcheckableType.test( src.type ) ) {
        dest.checked = src.checked;

        // Fails to return the selected option to the default selected state
        when cloning options
    } else if ( nodeName === "input" || nodeName === "textarea" ) {
        dest.defaultValue = src.defaultValue;
    }
}

function domManip( collection, args, callback, ignored ) {

    // Flatten any nested arrays

```

```

args = concat.apply( [], args );

var fragment, first, scripts, hasScripts, node, doc,
    i = 0,
    l = collection.length,
    iNoClone = l - 1,
    value = args[ 0 ],
    valueIsFunction = isFunction( value );

// We can't cloneNode fragments that contain checked, in WebKit
if ( valueIsFunction ||
    ( l > 1 && typeof value === "string" &&
      !support.checkClone && rchecked.test( value ) ) ) {
    return collection.each( function( index ) {
        var self = collection.eq( index );
        if ( valueIsFunction ) {
            args[ 0 ] = value.call( this, index, self.html() );
        }
        domManip( self, args, callback, ignored );
    } );
}

if ( l ) {
    fragment = buildFragment( args, collection[ 0 ].ownerDocument, false,
collection, ignored );
    first = fragment.firstChild;

    if ( fragment.childNodes.length === 1 ) {
        fragment = first;
    }

    // Require either new content or an interest in ignored elements
to invoke the callback
    if ( first || ignored ) {
        scripts = jQuery.map( getAll( fragment, "script" ), disableScript );
        hasScripts = scripts.length;

        // Use the original fragment for the last item
        // instead of the first because it can end up
        // being emptied incorrectly in certain situations (#8070).
        for ( ; i < l; i++ ) {
            node = fragment;

            if ( i !== iNoClone ) {
                node = jQuery.clone( node, true, true );
            }

            // Keep references to cloned scripts for later restoration

```

on

```

        if ( hasScripts ) {

            // Support: Android <=4.0 only, PhantomJS 1 only
            // push.apply(_, arraylike) throws on ancient WebKit
            jQuery.merge( scripts, getAll( node, "script" ) );

        }

        callback.call( collection[ i ], node, i );

    }

    if ( hasScripts ) {
        doc = scripts[ scripts.length - 1 ].ownerDocument;

        // Reenable scripts
        jQuery.map( scripts, restoreScript );

        // Evaluate executable scripts on first document insertion
        for ( i = 0; i < hasScripts; i++ ) {
            node = scripts[ i ];
            if ( rscriptType.test( node.type || "" ) &&
                !dataPriv.access( node, "globalEval" ) &&
                jQuery.contains( doc, node ) ) {

                if ( node.src && ( node.type || "" ).toLowerCase() !==
                    "module" ) {

                    // Optional AJAX dependency, but won't run scripts
                    if not present

                    if ( jQuery._evalUrl && !node.noModule ) {
                        jQuery._evalUrl( node.src, {
                            nonce: node.nonce || node.getAttribute( "non
ce" )

                        } );
                    }
                } else {
                    DOMEval( node.textContent.replace( rcleanScript, "
" ), node, doc );
                }
            }
        }
    }

    return collection;
}

function remove( elem, selector, keepData ) {

```

```

var node,
    nodes = selector ? jQuery.filter( selector, elem ) : elem,
    i = 0;

for ( ; ( node = nodes[ i ] ) != null; i++ ) {
    if ( !keepData && node.nodeType === 1 ) {
        jQuery.cleanData( getAll( node ) );
    }

    if ( node.parentNode ) {
        if ( keepData && isAttached( node ) ) {
            setGlobalEval( getAll( node, "script" ) );
        }
        node.parentNode.removeChild( node );
    }
}

return elem;
}

jQuery.extend( {
    htmlPrefilter: function( html ) {
        return html.replace( rxhtmlTag, "<$1></$2>" );
    },

    clone: function( elem, dataAndEvents, deepDataAndEvents ) {
        var i, l, srcElements, destElements,
            clone = elem.cloneNode( true ),
            inPage = isAttached( elem );

        // Fix IE cloning issues
        if ( !support.noCloneChecked && ( elem.nodeType === 1 || elem.nodeType === 11 ) &&
            !jQuery.isXMLDoc( elem ) ) {

            // We eschew Sizzle here for performance reasons: https://jsperf.com/getall-vs-sizzle/2
            destElements = getAll( clone );
            srcElements = getAll( elem );

            for ( i = 0, l = srcElements.length; i < l; i++ ) {
                fixInput( srcElements[ i ], destElements[ i ] );
            }
        }

        // Copy the events from the original to the clone
        if ( dataAndEvents ) {
            if ( deepDataAndEvents ) {
                srcElements = srcElements || getAll( elem );
            }
        }
    }
}

```

```

        destElements = destElements || getAll( clone );

        for ( i = 0, l = srcElements.length; i < l; i++ ) {
            cloneCopyEvent( srcElements[ i ], destElements[ i ] );
        }
    } else {
        cloneCopyEvent( elem, clone );
    }
}

// Preserve script evaluation history
destElements = getAll( clone, "script" );
if ( destElements.length > 0 ) {
    setGlobalEval( destElements, !inPage && getAll( elem, "script"
) );
}

// Return the cloned set
return clone;
},

cleanData: function( elems ) {
    var data, elem, type,
        special = jQuery.event.special,
        i = 0;

    for ( ; ( elem = elems[ i ] ) !== undefined; i++ ) {
        if ( acceptData( elem ) ) {
            if ( ( data = elem[ dataPriv.expando ] ) ) {
                if ( data.events ) {
                    for ( type in data.events ) {
                        if ( special[ type ] ) {
                            jQuery.event.remove( elem, type );

                            // This is a shortcut to avoid jQuery.event.remove
's overhead
                        } else {
                            jQuery.removeEvent( elem, type, data.handle );
                        }
                    }
                }
            }

            // Support: Chrome <=35 - 45+
            // Assign undefined instead of using delete, see Data#re
move
            elem[ dataPriv.expando ] = undefined;
        }
        if ( elem[ dataUser.expando ] ) {

```

```

        // Support: Chrome <=35 - 45+
        // Assign undefined instead of using delete, see Data#re
move
        elem[ dataUser.expando ] = undefined;
    }
}
}
}
} );

jQuery.fn.extend( {
    detach: function( selector ) {
        return remove( this, selector, true );
    },

    remove: function( selector ) {
        return remove( this, selector );
    },

    text: function( value ) {
        return access( this, function( value ) {
            return value === undefined ?
                jQuery.text( this ) :
                this.empty().each( function() {
                    if ( this.nodeType === 1 || this.nodeType === 11 || this.
nodeType === 9 ) {
                        this.textContent = value;
                    }
                } );
        }, null, value, arguments.length );
    },

    append: function() {
        return domManip( this, arguments, function( elem ) {
            if ( this.nodeType === 1 || this.nodeType === 11 || this.nodeT
ype === 9 ) {
                var target = manipulationTarget( this, elem );
                target.appendChild( elem );
            }
        } );
    },

    prepend: function() {
        return domManip( this, arguments, function( elem ) {
            if ( this.nodeType === 1 || this.nodeType === 11 || this.nodeT
ype === 9 ) {
                var target = manipulationTarget( this, elem );
                target.insertBefore( elem, target.firstChild );
            }
        } );
    }
} );

```



```

    } );
  },

  before: function() {
    return domManip( this, arguments, function( elem ) {
      if ( this.parentNode ) {
        this.parentNode.insertBefore( elem, this );
      }
    } );
  },

  after: function() {
    return domManip( this, arguments, function( elem ) {
      if ( this.parentNode ) {
        this.parentNode.insertBefore( elem, this.nextSibling );
      }
    } );
  },

  empty: function() {
    var elem,
        i = 0;

    for ( ; ( elem = this[ i ] ) != null; i++ ) {
      if ( elem.nodeType === 1 ) {

        // Prevent memory leaks
        jQuery.cleanData( getAll( elem, false ) );

        // Remove any remaining nodes
        elem.textContent = "";
      }
    }

    return this;
  },

  clone: function( dataAndEvents, deepDataAndEvents ) {
    dataAndEvents = dataAndEvents == null ? false : dataAndEvents;
    deepDataAndEvents = deepDataAndEvents == null ? dataAndEvents : deepDataAndEvents;

    return this.map( function() {
      return jQuery.clone( this, dataAndEvents, deepDataAndEvents );
    } );
  },

  html: function( value ) {

```

```

return access( this, function( value ) {
    var elem = this[ 0 ] || {},
        i = 0,
        l = this.length;

    if ( value === undefined && elem.nodeType === 1 ) {
        return elem.innerHTML;
    }

    // See if we can take a shortcut and just use innerHTML
    if ( typeof value === "string" && !rnoInnerhtml.test( value )
&&
        !wrapMap[ ( rtagName.exec( value ) || [ "", "" ] )[ 1 ].tol
owerCase() ] ) {

        value = jQuery.htmlPrefilter( value );

        try {
            for ( ; i < l; i++ ) {
                elem = this[ i ] || {};

                // Remove element nodes and prevent memory leaks
                if ( elem.nodeType === 1 ) {
                    jQuery.cleanData( getAll( elem, false ) );
                    elem.innerHTML = value;
                }
            }

            elem = 0;

            // If using innerHTML throws an exception, use the fallback
method
        } catch ( e ) {}

        if ( elem ) {
            this.empty().append( value );
        }
    }, null, value, arguments.length );
},

replaceWith: function() {
    var ignored = [];

    // Make the changes, replacing each non-ignored context element w
ith the new content
    return domManip( this, arguments, function( elem ) {
        var parent = this.parentNode;

```

```

        if ( jQuery.isArray( this, ignored ) < 0 ) {
            jQuery.cleanData( getAll( this ) );
            if ( parent ) {
                parent.replaceChild( elem, this );
            }
        }

        // Force callback invocation
    }, ignored );
    }
} );

jQuery.each( {
    appendTo: "append",
    prependTo: "prepend",
    insertBefore: "before",
    insertAfter: "after",
    replaceAll: "replaceWith"
}, function( name, original ) {
    jQuery.fn[ name ] = function( selector ) {
        var elems,
            ret = [],
            insert = jQuery( selector ),
            last = insert.length - 1,
            i = 0;

        for ( ; i <= last; i++ ) {
            elems = i === last ? this : this.clone( true );
            jQuery( insert[ i ] )[ original ]( elems );

            // Support: Android <=4.0 only, PhantomJS 1 only
            // .get() because push.apply(_, arraylike) throws on ancient W
ebKit
            push.apply( ret, elems.get() );
        }

        return this.pushStack( ret );
    };
} );
var rnumnonpx = new RegExp( "^( " + pnum + " )(?!px)[a-z%]+$", "i" );

var getStyles = function( elem ) {

    // Support: IE <=11 only, Firefox <=30 (#15098, #14150)
    // IE throws on elements created in popups
    // FF meanwhile throws on frame elements through "defaultView.get
ComputedStyle"
    var view = elem.ownerDocument.defaultView;

```

```

        if ( !view || !view.opener ) {
            view = window;
        }

        return view.getComputedStyle( elem );
    };

var rboxStyle = new RegExp( cssExpand.join( "|" ), "i" );

( function() {

    // Executing both pixelPosition & boxSizingReliable tests require on
    // ly one layout
    // so they're executed at the same time to save the second computati
    on.
    function computeStyleTests() {

        // This is a singleton, we need to execute it only once
        if ( !div ) {
            return;
        }

        container.style.cssText = "position:absolute;left:-1111px;width:
60px;" +
            "margin-top:1px;padding:0;border:0";
        div.style.cssText =
            "position:relative;display:block;box-sizing:border-box;overflow:
w:scroll;" +
            "margin:auto;border:1px;padding:1px;" +
            "width:60%;top:1%";
        documentElement.appendChild( container ).appendChild( div );

        var divStyle = window.getComputedStyle( div );
        pixelPositionVal = divStyle.top !== "1%";

        // Support: Android 4.0 - 4.3 only, Firefox <=3 - 44
        reliableMarginLeftVal = roundPixelMeasures( divStyle.marginLeft )
=== 12;

        // Support: Android 4.0 - 4.3 only, Safari <=9.1 - 10.1, iOS <=7.
0 - 9.3
        // Some styles come back with percentage values, even though they
        shouldn't
        div.style.right = "60%";
        pixelBoxStylesVal = roundPixelMeasures( divStyle.right ) === 36;

        // Support: IE 9 - 11 only

```

```

        // Detect misreporting of content dimensions for box-sizing: border-box elements
        boxSizingReliableVal = roundPixelMeasures( divStyle.width ) === 3
6;

        // Support: IE 9 only
        // Detect overflow:scroll screwiness (gh-3699)
        // Support: Chrome <=64
        // Don't get tricked when zoom affects offsetWidth (gh-4029)
        div.style.position = "absolute";
        scrollbarSizeVal = roundPixelMeasures( div.offsetWidth / 3 ) ===
12;

        documentElement.removeChild( container );

        // Nullify the div so it wouldn't be stored in the memory and
        // it will also be a sign that checks already performed
        div = null;
    }

    function roundPixelMeasures( measure ) {
        return Math.round( parseFloat( measure ) );
    }

    var pixelPositionVal, boxSizingReliableVal, scrollbarSizeVal, pixelBoxStylesVal,
        reliableMarginLeftVal,
        container = document.createElement( "div" ),
        div = document.createElement( "div" );

    // Finish early in limited (non-browser) environments
    if ( !div.style ) {
        return;
    }

    // Support: IE <=9 - 11 only
    // Style of cloned element affects source element cloned (#8908)
    div.style.backgroundClip = "content-box";
    div.cloneNode( true ).style.backgroundClip = "";
    support.clearCloneStyle = div.style.backgroundClip === "content-box";

    jQuery.extend( support, {
        boxSizingReliable: function() {
            computeStyleTests();
            return boxSizingReliableVal;
        },
        pixelBoxStyles: function() {
            computeStyleTests();

```

```

        return pixelBoxStylesVal;
    },
    pixelPosition: function() {
        computeStyleTests();
        return pixelPositionVal;
    },
    reliableMarginLeft: function() {
        computeStyleTests();
        return reliableMarginLeftVal;
    },
    scrollbarSize: function() {
        computeStyleTests();
        return scrollbarSizeVal;
    }
} );
} )( );
} )( );

```

```

function curCSS( elem, name, computed ) {
    var width, minWidth, maxWidth, ret,

        // Support: Firefox 51+
        // Retrieving style before computed somehow
        // fixes an issue with getting wrong values
        // on detached elements
        style = elem.style;

    computed = computed || getStyles( elem );

    // getPropertyValue is needed for:
    //   .css('filter') (IE 9 only, #12537)
    //   .css('--customProperty) (#3144)
    if ( computed ) {
        ret = computed.getPropertyValue( name ) || computed[ name ];

        if ( ret === "" && !isAttached( elem ) ) {
            ret = jQuery.style( elem, name );
        }

        // A tribute to the "awesome hack by Dean Edwards"
        // Android Browser returns percentage for some values,
        // but width seems to be reliably pixels.
        // This is against the CSSOM draft spec:
        // https://drafts.csswg.org/cssom/#resolved-values
        if ( !support.pixelBoxStyles() && rnumnonpx.test( ret ) && rboxSt
yle.test( name ) ) {

            // Remember the original values
            width = style.width;

```

```

        minWidth = style.minWidth;
        maxWidth = style.maxWidth;

        // Put in the new values to get a computed value out
        style.minWidth = style.maxWidth = style.width = ret;
        ret = computed.width;

        // Revert the changed values
        style.width = width;
        style.minWidth = minWidth;
        style.maxWidth = maxWidth;
    }
}

return ret !== undefined ?

    // Support: IE <=9 - 11 only
    // IE returns zIndex value as an integer.
    ret + "" :
    ret;
}

function addGetHookIf( conditionFn, hookFn ) {

    // Define the hook, we'll check on the first run if it's really need
    ed.
    return {
        get: function() {
            if ( conditionFn() ) {

                // Hook not needed (or it's not possible to use it due
                // to missing dependency), remove it.
                delete this.get;
                return;
            }

            // Hook needed; redefine it so that the support test is not ex
            ecuted again.
            return ( this.get = hookFn ).apply( this, arguments );
        }
    };
}

var cssPrefixes = [ "Webkit", "Moz", "ms" ],
    emptyStyle = document.createElement( "div" ).style,
    vendorProps = {};

```

```

// Return a vendor-prefixed property or undefined
function vendorPropName( name ) {

    // Check for vendor prefixed names
    var capName = name[ 0 ].toUpperCase() + name.slice( 1 ),
        i = cssPrefixes.length;

    while ( i-- ) {
        name = cssPrefixes[ i ] + capName;
        if ( name in emptyStyle ) {
            return name;
        }
    }
}

// Return a potentially-mapped jQuery.cssProps or vendor prefixed property
function finalPropName( name ) {
    var final = jQuery.cssProps[ name ] || vendorProps[ name ];

    if ( final ) {
        return final;
    }
    if ( name in emptyStyle ) {
        return name;
    }
    return vendorProps[ name ] = vendorPropName( name ) || name;
}

var

    // Swappable if display is none or starts with table
    // except "table", "table-cell", or "table-caption"
    // See here for display values: https://developer.mozilla.org/en-US/docs/CSS/display
    rdisplayswap = /^(none|table(?!-c[ea]).+)/,
    rcustomProp = /^--/,
    cssShow = { position: "absolute", visibility: "hidden", display: "block" },
    cssNormalTransform = {
        letterSpacing: "0",
        fontWeight: "400"
    };

function setPositiveNumber( elem, value, subtract ) {

    // Any relative (+/-) values have already been
    // normalized at this point

```



```

    var matches = rcssNum.exec( value );
    return matches ?

        // Guard against undefined "subtract", e.g., when used as in cssH
        ooks
        Math.max( 0, matches[ 2 ] - ( subtract || 0 ) ) + ( matches[ 3 ]
        || "px" ) :
        value;
    }

function boxModelAdjustment( elem, dimension, box, isBorderBox, styles,
    computedVal ) {
    var i = dimension === "width" ? 1 : 0,
        extra = 0,
        delta = 0;

    // Adjustment may not be necessary
    if ( box === ( isBorderBox ? "border" : "content" ) ) {
        return 0;
    }

    for ( ; i < 4; i += 2 ) {

        // Both box models exclude margin
        if ( box === "margin" ) {
            delta += jQuery.css( elem, box + cssExpand[ i ], true, styles
        );
        }

        // If we get here with a content-box, we're seeking "padding" or
        "border" or "margin"
        if ( !isBorderBox ) {

            // Add padding
            delta += jQuery.css( elem, "padding" + cssExpand[ i ], true, s
            tyles );

            // For "border" or "margin", add border
            if ( box !== "padding" ) {
                delta += jQuery.css( elem, "border" + cssExpand[ i ] + "Wid
                th", true, styles );

                // But still keep track of it otherwise
            } else {
                extra += jQuery.css( elem, "border" + cssExpand[ i ] + "Wid
                th", true, styles );
            }

            // If we get here with a border-box (content + padding + border),

```

```

        we're seeking "content" or
        // "padding" or "margin"
    } else {

        // For "content", subtract padding
        if ( box === "content" ) {
            delta -= jQuery.css( elem, "padding" + cssExpand[ i ], true,
styles );
        }

        // For "content" or "padding", subtract border
        if ( box !== "margin" ) {
            delta -= jQuery.css( elem, "border" + cssExpand[ i ] + "Wid
th", true, styles );
        }
    }

    // Account for positive content-box scroll gutter when requested by
    providing computedVal
    if ( !isBorderBox && computedVal >= 0 ) {

        // offsetWidth/offsetHeight is a rounded sum of content, padding,
        scroll gutter, and border
        // Assuming integer scroll gutter, subtract the rest and round do
wn
        delta += Math.max( 0, Math.ceil(
            elem[ "offset" + dimension[ 0 ].toUpperCase() + dimension.slic
e( 1 ) ] -
            computedVal -
            delta -
            extra -
            0.5

        // If offsetWidth/offsetHeight is unknown, then we can't determin
e content-box scroll gutter
        // Use an explicit zero to avoid NaN (gh-3964)
        ) ) || 0;
    }

    return delta;
}

function getWidthOrHeight( elem, dimension, extra ) {

    // Start with computed style
    var styles = getStyles( elem ),

        // To avoid forcing a reflow, only fetch boxSizing if we need it

```

```

(gh-4322).
    // Fake content-box until we know it's needed to know the true value.
    boxSizingNeeded = !support.boxSizingReliable() || extra,
    isBorderBox = boxSizingNeeded &&
        jQuery.css( elem, "boxSizing", false, styles ) === "border-box",
    valueIsBorderBox = isBorderBox,

    val = curCSS( elem, dimension, styles ),
    offsetProp = "offset" + dimension[ 0 ].toUpperCase() + dimension.slice( 1 );

    // Support: Firefox <=54
    // Return a confounding non-pixel value or feign ignorance, as appropriate.
    if ( rnumnonpx.test( val ) ) {
        if ( !extra ) {
            return val;
        }
        val = "auto";
    }

    // Fall back to offsetWidth/offsetHeight when value is "auto"
    // This happens for inline elements with no explicit setting (gh-3571)
    // Support: Android <=4.1 - 4.3 only
    // Also use offsetWidth/offsetHeight for misreported inline dimensions (gh-3602)
    // Support: IE 9-11 only
    // Also use offsetWidth/offsetHeight for when box sizing is unreliable
    // We use getClientRects() to check for hidden/disconnected.
    // In those cases, the computed value can be trusted to be border-box
    x
    if ( ( !support.boxSizingReliable() && isBorderBox ||
        val === "auto" ||
        !parseFloat( val ) && jQuery.css( elem, "display", false, styles ) === "inline" ) &&
        elem.getClientRects().length ) {

        isBorderBox = jQuery.css( elem, "boxSizing", false, styles ) === "border-box";

        // Where available, offsetWidth/offsetHeight approximate border box dimensions.
        // Where not available (e.g., SVG), assume unreliable box-sizing and interpret the

```

```

    // retrieved value as a content box dimension.
    valueIsBorderBox = offsetProp in elem;
    if ( valueIsBorderBox ) {
        val = elem[ offsetProp ];
    }
}

// Normalize "" and auto
val = parseFloat( val ) || 0;

// Adjust for the element's box model
return ( val +
    boxModelAdjustment(
        elem,
        dimension,
        extra || ( isBorderBox ? "border" : "content" ),
        valueIsBorderBox,
        styles,

        // Provide the current computed size to request scroll gutter
        calculation (gh-3589)
        val
    )
) + "px";
}

jQuery.extend( {

    // Add in style property hooks for overriding the default
    // behavior of getting and setting a style property
    cssHooks: {
        opacity: {
            get: function( elem, computed ) {
                if ( computed ) {

                    // We should always get a number back from opacity
                    var ret = curCSS( elem, "opacity" );
                    return ret === "" ? "1" : ret;
                }
            }
        }
    },

    // Don't automatically add "px" to these possibly-unitless properties
    cssNumber: {
        "animationIterationCount": true,
        "columnCount": true,
        "fillOpacity": true,

```

```

    "flexGrow": true,
    "flexShrink": true,
    "fontWeight": true,
    "gridArea": true,
    "gridColumn": true,
    "gridColumnEnd": true,
    "gridColumnStart": true,
    "gridRow": true,
    "gridRowEnd": true,
    "gridRowStart": true,
    "lineHeight": true,
    "opacity": true,
    "order": true,
    "orphans": true,
    "widows": true,
    "zIndex": true,
    "zoom": true
  },

  // Add in properties whose names you wish to fix before
  // setting or getting the value
  cssProps: {},

  // Get and set the style property on a DOM Node
  style: function( elem, name, value, extra ) {

    // Don't set styles on text and comment nodes
    if ( !elem || elem.nodeType === 3 || elem.nodeType === 8 || !elem.
style ) {
      return;
    }

    // Make sure that we're working with the right name
    var ret, type, hooks,
        origName = camelCase( name ),
        isCustomProp = rcustomProp.test( name ),
        style = elem.style;

    // Make sure that we're working with the right name. We don't
    // want to query the value if it is a CSS custom property
    // since they are user-defined.
    if ( !isCustomProp ) {
      name = finalPropName( origName );
    }

    // Gets hook for the prefixed version, then unprefixed version
    hooks = jQuery.cssHooks[ name ] || jQuery.cssHooks[ origName ];

    // Check if we're setting a value

```

```

    if ( value !== undefined ) {
        type = typeof value;

        // Convert "+=" or "-=" to relative numbers (#7345)
        if ( type === "string" && ( ret = rcssNum.exec( value ) ) && r
et[ 1 ] ) {
            value = adjustCSS( elem, name, ret );

            // Fixes bug #9237
            type = "number";
        }

        // Make sure that null and NaN values aren't set (#7116)
        if ( value == null || value !== value ) {
            return;
        }

        // If a number was passed in, add the unit (except for certain
        CSS properties)
        // The isCustomProp check can be removed in jQuery 4.0 when we
        only auto-append
        // "px" to a few hardcoded values.
        if ( type === "number" && !isCustomProp ) {
            value += ret && ret[ 3 ] || ( jQuery.cssNumber[ origName ] ?
"" : "px" );
        }

        // background-* props affect original clone's values
        if ( !support.clearCloneStyle && value === "" && name.indexOf
( "background" ) === 0 ) {
            style[ name ] = "inherit";
        }

        // If a hook was provided, use that value, otherwise just set
        the specified value
        if ( !hooks || !( "set" in hooks ) ||
            ( value = hooks.set( elem, value, extra ) ) !== undefined )
        {

            if ( isCustomProp ) {
                style.setProperty( name, value );
            } else {
                style[ name ] = value;
            }
        }
    } else {

        // If a hook was provided get the non-computed value from ther

```

```

e
    if ( hooks && "get" in hooks &&
        ( ret = hooks.get( elem, false, extra ) ) !== undefined )
{
    return ret;
}

// Otherwise just get the value from the style object
return style[ name ];
}
},

css: function( elem, name, extra, styles ) {
    var val, num, hooks,
        origName = camelCase( name ),
        isCustomProp = rcustomProp.test( name );

    // Make sure that we're working with the right name. We don't
    // want to modify the value if it is a CSS custom property
    // since they are user-defined.
    if ( !isCustomProp ) {
        name = finalPropName( origName );
    }

    // Try prefixed name followed by the unprefixed name
    hooks = jQuery.cssHooks[ name ] || jQuery.cssHooks[ origName ];

    // If a hook was provided get the computed value from there
    if ( hooks && "get" in hooks ) {
        val = hooks.get( elem, true, extra );
    }

    // Otherwise, if a way to get the computed value exists, use that

    if ( val === undefined ) {
        val = curCSS( elem, name, styles );
    }

    // Convert "normal" to computed value
    if ( val === "normal" && name in cssNormalTransform ) {
        val = cssNormalTransform[ name ];
    }

    // Make numeric if forced or a qualifier was provided and val looks numeric
    if ( extra === "" || extra ) {
        num = parseFloat( val );
        return extra === true || isFinite( num ) ? num || 0 : val;
    }
}

```

```

    }

    return val;
  }
} );

jQuery.each( [ "height", "width" ], function( i, dimension ) {
  jQuery.cssHooks[ dimension ] = {
    get: function( elem, computed, extra ) {
      if ( computed ) {

        // Certain elements can have dimension info if we invisibly
        // show them
        // but it must have a current display style that would bene
        fit
        return rdisplayswap.test( jQuery.css( elem, "display" ) ) &
        &

        // Support: Safari 8+
        // Table columns in Safari have non-zero offsetWidth & z
        ero
        // getBoundingClientRect().width unless display is chang
        ed.
        // Support: IE <=11 only
        // Running getBoundingClientRect on a disconnected node
        // in IE throws an error.
        ( !elem.getClientRects().length || !elem.getBoundingClie
        ntRect().width ) ?
        swap( elem, cssShow, function() {
          return getWidthOrHeight( elem, dimension, extra );
        } ) :
        getWidthOrHeight( elem, dimension, extra );
      }
    },

    set: function( elem, value, extra ) {
      var matches,
          styles = getStyles( elem ),

          // Only read styles.position if the test has a chance to fa
          il
          // to avoid forcing a reflow.
          scrollboxSizeBuggy = !support.scrollboxSize() &&
            styles.position === "absolute",

          // To avoid forcing a reflow, only fetch boxSizing if we ne
          ed it (gh-3991)
          boxSizingNeeded = scrollboxSizeBuggy || extra,

```



```

        isBorderBox = boxSizingNeeded &&
            jQuery.css( elem, "boxSizing", false, styles ) === "border-box",
        subtract = extra ?
            boxModelAdjustment(
                elem,
                dimension,
                extra,
                isBorderBox,
                styles
            ) :
            0;

        // Account for unreliable border-box dimensions by comparing offset* to computed and
        // faking a content-box to get border and padding (gh-3699)
        if ( isBorderBox && scrollboxSizeBuggy ) {
            subtract -= Math.ceil(
                elem[ "offset" + dimension[ 0 ].toUpperCase() + "Dimension" ].slice( 1 ) -
                parseFloat( styles[ dimension ] ) -
                boxModelAdjustment( elem, dimension, "border", false, styles ) -
                0.5
            );
        }

        // Convert to pixels if value adjustment is needed
        if ( subtract && ( matches = rcssNum.exec( value ) ) &&
            ( matches[ 3 ] || "px" ) !== "px" ) {

            elem.style[ dimension ] = value;
            value = jQuery.css( elem, dimension );
        }

        return setPositiveNumber( elem, value, subtract );
    }
};
} );

jQuery.cssHooks.marginLeft = addGetHookIf( support.reliableMarginLeft,
    function( elem, computed ) {
        if ( computed ) {
            return ( parseFloat( curCSS( elem, "marginLeft" ) ) ||
                elem.getBoundingClientRect().left -
                swap( elem, { marginLeft: 0 }, function() {
                    return elem.getBoundingClientRect().left;
                } )
            ) + "px";
        }
    }
);

```

```

    }
  }
);

// These hooks are used by animate to expand properties
jQuery.each( {
  margin: "",
  padding: "",
  border: "Width"
}, function( prefix, suffix ) {
  jQuery.cssHooks[ prefix + suffix ] = {
    expand: function( value ) {
      var i = 0,
          expanded = {},

          // Assumes a single number if not a string
          parts = typeof value === "string" ? value.split( " " ) : [
value ];

      for ( ; i < 4; i++ ) {
        expanded[ prefix + cssExpand[ i ] + suffix ] =
          parts[ i ] || parts[ i - 2 ] || parts[ 0 ];
      }

      return expanded;
    }
  };

  if ( prefix !== "margin" ) {
    jQuery.cssHooks[ prefix + suffix ].set = setPositiveNumber;
  }
} );

jQuery.fn.extend( {
  css: function( name, value ) {
    return access( this, function( elem, name, value ) {
      var styles, len,
          map = {},
          i = 0;

      if ( Array.isArray( name ) ) {
        styles = getStyles( elem );
        len = name.length;

        for ( ; i < len; i++ ) {
          map[ name[ i ] ] = jQuery.css( elem, name[ i ], false, s
styles );
        }
      }
    }
  )
});

```

```

        return map;
    }

    return value !== undefined ?
        jQuery.style( elem, name, value ) :
        jQuery.css( elem, name );
}, name, value, arguments.length > 1 );
}
} );

function Tween( elem, options, prop, end, easing ) {
    return new Tween.prototype.init( elem, options, prop, end, easing );
}
jQuery.Tween = Tween;

Tween.prototype = {
    constructor: Tween,
    init: function( elem, options, prop, end, easing, unit ) {
        this.elem = elem;
        this.prop = prop;
        this.easing = easing || jQuery.easing._default;
        this.options = options;
        this.start = this.now = this.cur();
        this.end = end;
        this.unit = unit || ( jQuery.cssNumber[ prop ] ? "" : "px" );
    },
    cur: function() {
        var hooks = Tween.propHooks[ this.prop ];

        return hooks && hooks.get ?
            hooks.get( this ) :
            Tween.propHooks._default.get( this );
    },
    run: function( percent ) {
        var eased,
            hooks = Tween.propHooks[ this.prop ];

        if ( this.options.duration ) {
            this.pos = eased = jQuery.easing[ this.easing ](
                percent, this.options.duration * percent, 0, 1, this.options.duration
            );
        } else {
            this.pos = eased = percent;
        }
        this.now = ( this.end - this.start ) * eased + this.start;
    }
};

```

```

    if ( this.options.step ) {
        this.options.step.call( this.elem, this.now, this );
    }

    if ( hooks && hooks.set ) {
        hooks.set( this );
    } else {
        Tween.propHooks._default.set( this );
    }
    return this;
}
};

Tween.prototype.init.prototype = Tween.prototype;

Tween.propHooks = {
    _default: {
        get: function( tween ) {
            var result;

            // Use a property on the element directly when it is not a DOM
            element,
            // or when there is no matching style property that exists.
            if ( tween.elem.nodeType !== 1 ||
                tween.elem[ tween.prop ] != null && tween.elem.style[ tween.
prop ] == null ) {
                return tween.elem[ tween.prop ];
            }

            // Passing an empty string as a 3rd parameter to .css will aut
            omatically
            // attempt a parseFloat and fallback to a string if the parse
            fails.
            // Simple values such as "10px" are parsed to Float;
            // complex values such as "rotate(1rad)" are returned as-is.
            result = jQuery.css( tween.elem, tween.prop, "" );

            // Empty strings, null, undefined and "auto" are converted to
            0.
            return !result || result === "auto" ? 0 : result;
        },
        set: function( tween ) {

            // Use step hook for back compat.
            // Use cssHook if its there.
            // Use .style if available and use plain properties where avai
            lable.

            if ( jQuery.fx.step[ tween.prop ] ) {
                jQuery.fx.step[ tween.prop ]( tween );
            }

```

```

    } else if ( tween.elem.nodeType === 1 && (
        jQuery.cssHooks[ tween.prop ] ||
        tween.elem.style[ finalPropName( tween.prop ) ] != null )
    ) {
        jQuery.style( tween.elem, tween.prop, tween.now + tween.unit );
    } else {
        tween.elem[ tween.prop ] = tween.now;
    }
}
};

```

// Support: IE <=9 only

// Panic based approach to setting things on disconnected nodes

```

Tween.propHooks.scrollTop = Tween.propHooks.scrollLeft = {
    set: function( tween ) {
        if ( tween.elem.nodeType && tween.elem.parentNode ) {
            tween.elem[ tween.prop ] = tween.now;
        }
    }
};

```

```

jQuery.easing = {
    linear: function( p ) {
        return p;
    },
    swing: function( p ) {
        return 0.5 - Math.cos( p * Math.PI ) / 2;
    },
    _default: "swing"
};

```

```

jQuery.fx = Tween.prototype.init;

```

// Back compat <1.8 extension point

```

jQuery.fx.step = {};

```

```

var

```

```

    fxNow, inProgress,
    rfxTypes = /^(?:toggle|show|hide)$/ ,
    rrun = /queueHooks$/;

```

```

function schedule() {
    if ( inProgress ) {
        if ( document.hidden === false && window.requestAnimationFrame )

```

```

{
    window.requestAnimationFrame( schedule );
} else {
    window.setTimeout( schedule, jQuery.fx.interval );
}

jQuery.fx.tick();
}
}

// Animations created synchronously will run synchronously
function createFxNow() {
    window.setTimeout( function() {
        fxNow = undefined;
    } );
    return ( fxNow = Date.now() );
}

// Generate parameters to create a standard animation
function genFx( type, includeWidth ) {
    var which,
        i = 0,
        attrs = { height: type };

    // If we include width, step value is 1 to do all cssExpand values,
    // otherwise step value is 2 to skip over Left and Right
    includeWidth = includeWidth ? 1 : 0;
    for ( ; i < 4; i += 2 - includeWidth ) {
        which = cssExpand[ i ];
        attrs[ "margin" + which ] = attrs[ "padding" + which ] = type;
    }

    if ( includeWidth ) {
        attrs.opacity = attrs.width = type;
    }

    return attrs;
}

function createTween( value, prop, animation ) {
    var tween,
        collection = ( Animation.tweeners[ prop ] || [] ).concat( Animation.tweeners[ "*" ] ),
        index = 0,
        length = collection.length;
    for ( ; index < length; index++ ) {
        if ( ( tween = collection[ index ].call( animation, prop, value ) ) ) {

```

```

        // We're done with this property
        return tween;
    }
}
}

function defaultPrefilter( elem, props, opts ) {
    var prop, value, toggle, hooks, oldfire, propTween, restoreDisplay,
    display,
        isBox = "width" in props || "height" in props,
        anim = this,
        orig = {},
        style = elem.style,
        hidden = elem.nodeType && isHiddenWithinTree( elem ),
        dataShow = dataPriv.get( elem, "fxshow" );

    // Queue-skipping animations hijack the fx hooks
    if ( !opts.queue ) {
        hooks = jQuery._queueHooks( elem, "fx" );
        if ( hooks.unqueued == null ) {
            hooks.unqueued = 0;
            oldfire = hooks.empty.fire;
            hooks.empty.fire = function() {
                if ( !hooks.unqueued ) {
                    oldfire();
                }
            };
        }
        hooks.unqueued++;

        anim.always( function() {

            // Ensure the complete handler is called before this completes

            anim.always( function() {
                hooks.unqueued--;
                if ( !jQuery.queue( elem, "fx" ).length ) {
                    hooks.empty.fire();
                }
            } );
        } );
    }

    // Detect show/hide animations
    for ( prop in props ) {
        value = props[ prop ];
        if ( rfxTypes.test( value ) ) {
            delete props[ prop ];
            toggle = toggle || value === "toggle";

```

```

    if ( value === ( hidden ? "hide" : "show" ) ) {

        // Pretend to be hidden if this is a "show" and
        // there is still data from a stopped show/hide
        if ( value === "show" && dataShow && dataShow[ prop ] !== u
undefined ) {
            hidden = true;

            // Ignore all other no-op show/hide data
        } else {
            continue;
        }
    }
    orig[ prop ] = dataShow && dataShow[ prop ] || jQuery.style( e
lem, prop );
}

// Bail out if this is a no-op like .hide().hide()
propTween = !jQuery.isEmptyObject( props );
if ( !propTween && jQuery.isEmptyObject( orig ) ) {
    return;
}

// Restrict "overflow" and "display" styles during box animations
if ( isBox && elem.nodeType === 1 ) {

    // Support: IE <=9 - 11, Edge 12 - 15
    // Record all 3 overflow attributes because IE does not infer the
shorthand
    // from identically-valued overflowX and overflowY and Edge just
mirrors
    // the overflowX value there.
    opts.overflow = [ style.overflow, style.overflowX, style.overflow
Y ];

    // Identify a display type, preferring old show/hide data over th
e CSS cascade
    restoreDisplay = dataShow && dataShow.display;
    if ( restoreDisplay == null ) {
        restoreDisplay = dataPriv.get( elem, "display" );
    }
    display = jQuery.css( elem, "display" );
    if ( display === "none" ) {
        if ( restoreDisplay ) {
            display = restoreDisplay;
        } else {

            // Get nonempty value(s) by temporarily forcing visibility

```



```

        showHide( [ elem ], true );
        restoreDisplay = elem.style.display || restoreDisplay;
        display = jQuery.css( elem, "display" );
        showHide( [ elem ] );
    }
}

// Animate inline elements as inline-block
if ( display === "inline" || display === "inline-block" && restoreDisplay != null ) {
    if ( jQuery.css( elem, "float" ) === "none" ) {

        // Restore the original display value at the end of pure show/hide animations
        if ( !propTween ) {
            anim.done( function() {
                style.display = restoreDisplay;
            } );
            if ( restoreDisplay == null ) {
                display = style.display;
                restoreDisplay = display === "none" ? "" : display;
            }
        }
        style.display = "inline-block";
    }
}

if ( opts.overflow ) {
    style.overflow = "hidden";
    anim.always( function() {
        style.overflow = opts.overflow[ 0 ];
        style.overflowX = opts.overflow[ 1 ];
        style.overflowY = opts.overflow[ 2 ];
    } );
}

// Implement show/hide animations
propTween = false;
for ( prop in orig ) {

    // General show/hide setup for this element animation
    if ( !propTween ) {
        if ( dataShow ) {
            if ( "hidden" in dataShow ) {
                hidden = dataShow.hidden;
            }
        }
        else {
            dataShow = dataPriv.access( elem, "fxshow", { display: restoreDisplay

```

```

oreDisplay } );
    }

    // Store hidden/visible for toggle so `.stop().toggle()` "reverses"
    if ( toggle ) {
        dataShow.hidden = !hidden;
    }

    // Show elements before animating them
    if ( hidden ) {
        showHide( [ elem ], true );
    }

    /* eslint-disable no-loop-func */

    anim.done( function() {

        /* eslint-enable no-loop-func */

        // The final step of a "hide" animation is actually hiding
the element
        if ( !hidden ) {
            showHide( [ elem ] );
        }
        dataPriv.remove( elem, "fxshow" );
        for ( prop in orig ) {
            jQuery.style( elem, prop, orig[ prop ] );
        }
    } );
}

// Per-property setup
propTween = createTween( hidden ? dataShow[ prop ] : 0, prop, anim );
m );
    if ( !( prop in dataShow ) ) {
        dataShow[ prop ] = propTween.start;
        if ( hidden ) {
            propTween.end = propTween.start;
            propTween.start = 0;
        }
    }
}
}

function propFilter( props, specialEasing ) {
    var index, name, easing, value, hooks;

    // camelCase, specialEasing and expand cssHook pass

```

```

for ( index in props ) {
    name = camelCase( index );
    easing = specialEasing[ name ];
    value = props[ index ];
    if ( Array.isArray( value ) ) {
        easing = value[ 1 ];
        value = props[ index ] = value[ 0 ];
    }

    if ( index !== name ) {
        props[ name ] = value;
        delete props[ index ];
    }

    hooks = jQuery.cssHooks[ name ];
    if ( hooks && "expand" in hooks ) {
        value = hooks.expand( value );
        delete props[ name ];

        // Not quite $.extend, this won't overwrite existing keys.
        // Reusing 'index' because we have the correct "name"
        for ( index in value ) {
            if ( !( index in props ) ) {
                props[ index ] = value[ index ];
                specialEasing[ index ] = easing;
            }
        }
    } else {
        specialEasing[ name ] = easing;
    }
}

}

function Animation( elem, properties, options ) {
    var result,
        stopped,
        index = 0,
        length = Animation.prefilters.length,
        deferred = jQuery.Deferred().always( function() {

            // Don't match elem in the :animated selector
            delete tick.elem;
        } ),
        tick = function() {
            if ( stopped ) {
                return false;
            }
            var currentTime = fxNow || createFxNow(),
                remaining = Math.max( 0, animation.startTime + animation.du

```

```

ration - currentTime ),

    // Support: Android 2.3 only
    // Archaic crash bug won't allow us to use `1 - ( 0.5 || 0 )`
    (#12497)
    temp = remaining / animation.duration || 0,
    percent = 1 - temp,
    index = 0,
    length = animation.tweens.length;

    for ( ; index < length; index++ ) {
        animation.tweens[ index ].run( percent );
    }

    deferred.notifyWith( elem, [ animation, percent, remaining ] );

    // If there's more to do, yield
    if ( percent < 1 && length ) {
        return remaining;
    }

    // If this was an empty animation, synthesize a final progress
    notification
    if ( !length ) {
        deferred.notifyWith( elem, [ animation, 1, 0 ] );
    }

    // Resolve the animation and report its conclusion
    deferred.resolveWith( elem, [ animation ] );
    return false;
},
animation = deferred.promise( {
    elem: elem,
    props: jQuery.extend( {}, properties ),
    opts: jQuery.extend( true, {
        specialEasing: {},
        easing: jQuery.easing._default
    }, options ),
    originalProperties: properties,
    originalOptions: options,
    startTime: fxNow || createFxNow(),
    duration: options.duration,
    tweens: [],
    createTween: function( prop, end ) {
        var tween = jQuery.Tween( elem, animation.opts, prop, end,
            animation.opts.specialEasing[ prop ] || animation.opt
s.easing );
        animation.tweens.push( tween );

```

```

        return tween;
    },
    stop: function( gotoEnd ) {
        var index = 0,

        // If we are going to the end, we want to run all the twe
eens
        // otherwise we skip this part
        length = gotoEnd ? animation.tweens.length : 0;
        if ( stopped ) {
            return this;
        }
        stopped = true;
        for ( ; index < length; index++ ) {
            animation.tweens[ index ].run( 1 );
        }

        // Resolve when we played the last frame; otherwise, reject

        if ( gotoEnd ) {
            deferred.notifyWith( elem, [ animation, 1, 0 ] );
            deferred.resolveWith( elem, [ animation, gotoEnd ] );
        } else {
            deferred.rejectWith( elem, [ animation, gotoEnd ] );
        }
        return this;
    }
} ),
props = animation.props;

propFilter( props, animation.opts.specialEasing );

for ( ; index < length; index++ ) {
    result = Animation.prefilters[ index ].call( animation, elem, pro
ps, animation.opts );
    if ( result ) {
        if (isFunction( result.stop ) ) {
            jQuery._queueHooks( animation.elem, animation.opts.queue ).
stop =
                result.stop.bind( result );
        }
        return result;
    }
}

jQuery.map( props, createTween, animation );

if ( isFunction( animation.opts.start ) ) {
    animation.opts.start.call( elem, animation );
}

```

```

    }

    // Attach callbacks from options
    animation
        .progress( animation.opts.progress )
        .done( animation.opts.done, animation.opts.complete )
        .fail( animation.opts.fail )
        .always( animation.opts.always );

    jQuery.fx.timer(
        jQuery.extend( tick, {
            elem: elem,
            anim: animation,
            queue: animation.opts.queue
        } )
    );

    return animation;
}

jQuery.Animation = jQuery.extend( Animation, {

    tweeners: {
        "*": [ function( prop, value ) {
            var tween = this.createTween( prop, value );
            adjustCSS( tween.elem, prop, rcssNum.exec( value ), tween );
            return tween;
        } ]
    },

    tweener: function( props, callback ) {
        if (isFunction( props ) ) {
            callback = props;
            props = [ "*" ];
        } else {
            props = props.match( rnothtmlwhite );
        }

        var prop,
            index = 0,
            length = props.length;

        for ( ; index < length; index++ ) {
            prop = props[ index ];
            Animation.tweeners[ prop ] = Animation.tweeners[ prop ] || [];

            Animation.tweeners[ prop ].unshift( callback );
        }
    },

```

```

    prefilters: [ defaultPrefilter ],

    prefilter: function( callback, prepend ) {
        if ( prepend ) {
            Animation.prefilters.unshift( callback );
        } else {
            Animation.prefilters.push( callback );
        }
    }
} );

jQuery.speed = function( speed, easing, fn ) {
    var opt = speed && typeof speed === "object" ? jQuery.extend( {}, speed ) : {
        complete: fn || !fn && easing ||
           isFunction( speed ) && speed,
        duration: speed,
        easing: fn && easing || easing && !isFunction( easing ) && easing
    };

    // Go to the end state if fx are off
    if ( jQuery.fx.off ) {
        opt.duration = 0;

    } else {
        if ( typeof opt.duration !== "number" ) {
            if ( opt.duration in jQuery.fx.speeds ) {
                opt.duration = jQuery.fx.speeds[ opt.duration ];

            } else {
                opt.duration = jQuery.fx.speeds._default;
            }
        }
    }

    // Normalize opt.queue - true/undefined/null -> "fx"
    if ( opt.queue == null || opt.queue === true ) {
        opt.queue = "fx";
    }

    // Queueing
    opt.old = opt.complete;

    opt.complete = function() {
        if ( isFunction( opt.old ) ) {
            opt.old.call( this );
        }
    }
}

```

```

        if ( opt.queue ) {
            jQuery.dequeue( this, opt.queue );
        }
    };

    return opt;
};

jQuery.fn.extend( {
    fadeTo: function( speed, to, easing, callback ) {

        // Show any hidden elements after setting opacity to 0
        return this.filter( isHiddenWithinTree ).css( "opacity", 0 ).show
    )

        // Animate to the value specified
        .end().animate( { opacity: to }, speed, easing, callback );
    },
    animate: function( prop, speed, easing, callback ) {
        var empty = jQuery.isEmptyObject( prop ),
            optall = jQuery.speed( speed, easing, callback ),
            doAnimation = function() {

                // Operate on a copy of prop so per-property easing won't be
                // lost
                var anim = Animation( this, jQuery.extend( {}, prop ), optall );

                // Empty animations, or finishing resolves immediately
                if ( empty || dataPriv.get( this, "finish" ) ) {
                    anim.stop( true );
                }
            };
            doAnimation.finish = doAnimation;

        return empty || optall.queue === false ?
            this.each( doAnimation ) :
            this.queue( optall.queue, doAnimation );
    },
    stop: function( type, clearQueue, gotoEnd ) {
        var stopQueue = function( hooks ) {
            var stop = hooks.stop;
            delete hooks.stop;
            stop( gotoEnd );
        };

        if ( type ) {
            if ( typeof type !== "string" ) {
                gotoEnd = clearQueue;
            }
        }
    }
};

```



```

clearQueue = type;
type = undefined;
}
if ( clearQueue && type !== false ) {
    this.queue( type || "fx", [] );
}

return this.each( function() {
    var dequeue = true,
        index = type != null && type + "queueHooks",
        timers = jQuery.timers,
        data = dataPriv.get( this );

    if ( index ) {
        if ( data[ index ] && data[ index ].stop ) {
            stopQueue( data[ index ] );
        }
    } else {
        for ( index in data ) {
            if ( data[ index ] && data[ index ].stop && rrun.test( i
ndex ) ) {
                stopQueue( data[ index ] );
            }
        }
    }

    for ( index = timers.length; index--; ) {
        if ( timers[ index ].elem === this &&
            ( type == null || timers[ index ].queue === type ) ) {

            timers[ index ].anim.stop( gotoEnd );
            dequeue = false;
            timers.splice( index, 1 );
        }
    }

    // Start the next in the queue if the last step wasn't forced.
    // Timers currently will call their complete callbacks, which
    // will dequeue but only if they were gotoEnd.
    if ( dequeue || !gotoEnd ) {
        jQuery.dequeue( this, type );
    }
} );
},
finish: function( type ) {
    if ( type !== false ) {
        type = type || "fx";
    }
}

```

```

return this.each( function() {
    var index,
        data = dataPriv.get( this ),
        queue = data[ type + "queue" ],
        hooks = data[ type + "queueHooks" ],
        timers = jQuery.timers,
        length = queue ? queue.length : 0;

    // Enable finishing flag on private data
    data.finish = true;

    // Empty the queue first
    jQuery.queue( this, type, [] );

    if ( hooks && hooks.stop ) {
        hooks.stop.call( this, true );
    }

    // Look for any active animations, and finish them
    for ( index = timers.length; index--; ) {
        if ( timers[ index ].elem === this && timers[ index ].queue
=== type ) {
            timers[ index ].anim.stop( true );
            timers.splice( index, 1 );
        }
    }

    // Look for any animations in the old queue and finish them
    for ( index = 0; index < length; index++ ) {
        if ( queue[ index ] && queue[ index ].finish ) {
            queue[ index ].finish.call( this );
        }
    }

    // Turn off finishing flag
    delete data.finish;
} );
} );

jQuery.each( [ "toggle", "show", "hide" ], function( i, name ) {
    var cssFn = jQuery.fn[ name ];
    jQuery.fn[ name ] = function( speed, easing, callback ) {
        return speed == null || typeof speed === "boolean" ?
            cssFn.apply( this, arguments ) :
            this.animate( genFx( name, true ), speed, easing, callback );
    };
} );

```

```

// Generate shortcuts for custom animations
jQuery.each( {
  slideDown: genFx( "show" ),
  slideUp: genFx( "hide" ),
  slideToggle: genFx( "toggle" ),
  fadeIn: { opacity: "show" },
  fadeOut: { opacity: "hide" },
  fadeToggle: { opacity: "toggle" }
}, function( name, props ) {
  jQuery.fn[ name ] = function( speed, easing, callback ) {
    return this.animate( props, speed, easing, callback );
  };
} );

jQuery.timers = [];
jQuery.fx.tick = function() {
  var timer,
      i = 0,
      timers = jQuery.timers;

  fxNow = Date.now();

  for ( ; i < timers.length; i++ ) {
    timer = timers[ i ];

    // Run the timer and safely remove it when done (allowing for external removal)
    if ( !timer() && timers[ i ] === timer ) {
      timers.splice( i--, 1 );
    }
  }

  if ( !timers.length ) {
    jQuery.fx.stop();
  }
  fxNow = undefined;
};

jQuery.fx.timer = function( timer ) {
  jQuery.timers.push( timer );
  jQuery.fx.start();
};

jQuery.fx.interval = 13;
jQuery.fx.start = function() {
  if ( inProgress ) {
    return;
  }

```

```

    inProgress = true;
    schedule();
};

jQuery.fx.stop = function() {
    inProgress = null;
};

jQuery.fx.speeds = {
    slow: 600,
    fast: 200,

    // Default speed
    _default: 400
};

// Based off of the plugin by Clint Helpers, with permission.
// https://web.archive.org/web/20100324014747/http://blindsignals.com/index.php/2009/07/jquery-delay/
jQuery.fn.delay = function( time, type ) {
    time = jQuery.fx ? jQuery.fx.speeds[ time ] || time : time;
    type = type || "fx";

    return this.queue( type, function( next, hooks ) {
        var timeout = window.setTimeout( next, time );
        hooks.stop = function() {
            window.clearTimeout( timeout );
        };
    } );
};

( function() {
    var input = document.createElement( "input" ),
        select = document.createElement( "select" ),
        opt = select.appendChild( document.createElement( "option" ) );

    input.type = "checkbox";

    // Support: Android <=4.3 only
    // Default value for a checkbox should be "on"
    support.checkOn = input.value !== "";

    // Support: IE <=11 only
    // Must access selectedIndex to make default options select
    support.optSelected = opt.selected;

    // Support: IE <=11 only

```

```
// An input loses its value after becoming a radio
input = document.createElement( "input" );
input.value = "t";
input.type = "radio";
support.radioValue = input.value === "t";
} );

var boolHook,
    attrHandle = jQuery.expr.attrHandle;

jQuery.fn.extend( {
    attr: function( name, value ) {
        return access( this, jQuery.attr, name, value, arguments.length >
1 );
    },

    removeAttr: function( name ) {
        return this.each( function() {
            jQuery.removeAttr( this, name );
        } );
    }
} );

jQuery.extend( {
    attr: function( elem, name, value ) {
        var ret, hooks,
            nType = elem.nodeType;

        // Don't get/set attributes on text, comment and attribute nodes
        if ( nType === 3 || nType === 8 || nType === 2 ) {
            return;
        }

        // Fallback to prop when attributes are not supported
        if ( typeof elem.getAttribute === "undefined" ) {
            return jQuery.prop( elem, name, value );
        }

        // Attribute hooks are determined by the lowercase version
        // Grab necessary hook if one is defined
        if ( nType !== 1 || !jQuery.isXMLDoc( elem ) ) {
            hooks = jQuery.attrHooks[ name.toLowerCase() ] ||
                ( jQuery.expr.match.bool.test( name ) ? boolHook : undefined );
        }

        if ( value !== undefined ) {
            if ( value === null ) {
                return elem.removeAttribute( name );
            }
            return hooks.set ? hooks.set( elem, value, name ) :
                elem.setAttribute( name, value );
        }
        return hooks.get ? hooks.get( elem, name ) :
            elem.getAttribute( name );
    }
} );
```

```

        jQuery.removeAttr( elem, name );
        return;
    }

    if ( hooks && "set" in hooks &&
        ( ret = hooks.set( elem, value, name ) ) !== undefined ) {
        return ret;
    }

    elem.setAttribute( name, value + "" );
    return value;
}

if ( hooks && "get" in hooks && ( ret = hooks.get( elem, name ) )
    !== null ) {
    return ret;
}

ret = jQuery.find.attr( elem, name );

// Non-existent attributes return null, we normalize to undefined

return ret == null ? undefined : ret;
},

```

```

removeAttr: {
    type: {
        set: function( elem, value ) {
            if ( !support.radioValue && value === "radio" &&
                nodeName( elem, "input" ) ) {
                var val = elem.value;
                elem.setAttribute( "type", value );
                if ( val ) {
                    elem.value = val;
                }
            }
            return value;
        }
    }
},

```

```

removeAttr: function( elem, value ) {
    var name,
        i = 0,

```

// Attribute names can contain non-HTML whitespace characters
// <https://html.spec.whatwg.org/multipage/syntax.html#attribut>

es-2

```

    attrNames = value && value.match( rnothtmlwhite );

```

```

        if ( attrNames && elem.nodeType === 1 ) {
            while ( ( name = attrNames[ i++ ] ) ) {
                elem.removeAttribute( name );
            }
        }
    }
} );

// Hooks for boolean attributes
boolHook = {
    set: function( elem, value, name ) {
        if ( value === false ) {

            // Remove boolean attributes when set to false
            jQuery.removeAttr( elem, name );
        } else {
            elem.setAttribute( name, name );
        }
        return name;
    }
};

jQuery.each( jQuery.expr.match.bool.source.match( /\w+/g ), function( i,
name ) {
    var getter = attrHandle[ name ] || jQuery.find.attr;

    attrHandle[ name ] = function( elem, name, isXML ) {
        var ret, handle,
            lowercaseName = name.toLowerCase();

        if ( !isXML ) {

            // Avoid an infinite loop by temporarily removing this function
            // from the getter
            handle = attrHandle[ lowercaseName ];
            attrHandle[ lowercaseName ] = ret;
            ret = getter( elem, name, isXML ) != null ?
                lowercaseName :
                null;
            attrHandle[ lowercaseName ] = handle;
        }
        return ret;
    };
} );

```

```

var rfocusable = /^(?:input|select|textarea|button)$/i,
    rclickable = /^(?:a|area)$/i;

jQuery.fn.extend( {
  prop: function( name, value ) {
    return access( this, jQuery.prop, name, value, arguments.length >
1 );
  },

  removeProp: function( name ) {
    return this.each( function() {
      delete this[ jQuery.propFix[ name ] || name ];
    } );
  }
} );

jQuery.extend( {
  prop: function( elem, name, value ) {
    var ret, hooks,
        nType = elem.nodeType;

    // Don't get/set properties on text, comment and attribute nodes
    if ( nType === 3 || nType === 8 || nType === 2 ) {
      return;
    }

    if ( nType !== 1 || !jQuery.isXMLDoc( elem ) ) {

      // Fix name and attach hooks
      name = jQuery.propFix[ name ] || name;
      hooks = jQuery.propHooks[ name ];
    }

    if ( value !== undefined ) {
      if ( hooks && "set" in hooks &&
( ret = hooks.set( elem, value, name ) ) !== undefined ) {
        return ret;
      }

      return ( elem[ name ] = value );
    }

    if ( hooks && "get" in hooks && ( ret = hooks.get( elem, name ) )
!== null ) {
      return ret;
    }

    return elem[ name ];
  },

```



```

propHooks: {
  tabIndex: {
    get: function( elem ) {

      // Support: IE <=9 - 11 only
      // elem.tabIndex doesn't always return the
      // correct value when it hasn't been explicitly set
      // https://web.archive.org/web/20141116233347/http://fluidp
      roject.org/blog/2008/01/09/getting-setting-and-removing-tabindex-values
      -with-javascript/
      // Use proper attribute retrieval(#12072)
      var tabindex = jQuery.find.attr( elem, "tabindex" );

      if ( tabindex ) {
        return parseInt( tabindex, 10 );
      }

      if (
        rfocusable.test( elem.nodeName ) ||
        rclickable.test( elem.nodeName ) &&
        elem.href
      ) {
        return 0;
      }

      return -1;
    }
  },
},

propFix: {
  "for": "htmlFor",
  "class": "className"
}
} );

// Support: IE <=11 only
// Accessing the selectedIndex property
// forces the browser to respect setting selected
// on the option
// The getter ensures a default option is selected
// when in an optgroup
// eslint rule "no-unused-expressions" is disabled for this code
// since it considers such accessions noop
if ( !support.optSelected ) {
  jQuery.propHooks.selected = {
    get: function( elem ) {

```

```

        /* eslint no-unused-expressions: "off" */

        var parent = elem.parentNode;
        if ( parent && parent.parentNode ) {
            parent.parentNode.selectedIndex;
        }
        return null;
    },
    set: function( elem ) {

        /* eslint no-unused-expressions: "off" */

        var parent = elem.parentNode;
        if ( parent ) {
            parent.selectedIndex;

            if ( parent.parentNode ) {
                parent.parentNode.selectedIndex;
            }
        }
    }
};
}

jQuery.each( [
    "tabIndex",
    "readOnly",
    "maxLength",
    "cellSpacing",
    "cellPadding",
    "rowSpan",
    "colSpan",
    "useMap",
    "frameBorder",
    "contentEditable"
], function() {
    jQuery.propFix[ this.toLowerCase() ] = this;
} );

// Strip and collapse whitespace according to HTML spec
// https://infra.spec.whatwg.org/#strip-and-collapse-ascii-whitespace
function stripAndCollapse( value ) {
    var tokens = value.match( rnohtmlwhite ) || [];
    return tokens.join( " " );
}

```

```

function getClass( elem ) {
    return elem.getAttribute && elem.getAttribute( "class" ) || "";
}

function classesToArray( value ) {
    if ( Array.isArray( value ) ) {
        return value;
    }
    if ( typeof value === "string" ) {
        return value.match( rnohtmlwhite ) || [];
    }
    return [];
}

jQuery.fn.extend( {
    addClass: function( value ) {
        var classes, elem, cur, curValue, clazz, j, finalValue,
            i = 0;

        if ( isFunction( value ) ) {
            return this.each( function( j ) {
                jQuery( this ).addClass( value.call( this, j, getClass( this ) ) );
            } );
        }

        classes = classesToArray( value );

        if ( classes.length ) {
            while ( ( elem = this[ i++ ] ) ) {
                curValue = getClass( elem );
                cur = elem.nodeType === 1 && ( " " + stripAndCollapse( curValue ) + " " );

                if ( cur ) {
                    j = 0;
                    while ( ( clazz = classes[ j++ ] ) ) {
                        if ( cur.indexOf( " " + clazz + " " ) < 0 ) {
                            cur += clazz + " ";
                        }
                    }

                    // Only assign if different to avoid unneeded rendering.
                    finalValue = stripAndCollapse( cur );
                    if ( curValue !== finalValue ) {
                        elem.setAttribute( "class", finalValue );
                    }
                }
            }
        }
    }
} );

```

```

    }
    }
    }
    }

    return this;
},

removeClass: function( value ) {
    var classes, elem, cur, curValue, clazz, j, finalValue,
        i = 0;

    if ( isFunction( value ) ) {
        return this.each( function( j ) {
            jQuery( this ).removeClass( value.call( this, j, getClass(
this ) ) );
        } );
    }

    if ( !arguments.length ) {
        return this.attr( "class", "" );
    }

    classes = classesToArray( value );

    if ( classes.length ) {
        while ( ( elem = this[ i++ ] ) ) {
            curValue = getClass( elem );

            // This expression is here for better compressibility (see
addClass)
            cur = elem.nodeType === 1 && ( " " + stripAndCollapse( curV
alue ) + " " );

            if ( cur ) {
                j = 0;
                while ( ( clazz = classes[ j++ ] ) ) {

                    // Remove *all* instances
                    while ( cur.indexOf( " " + clazz + " " ) > -1 ) {
                        cur = cur.replace( " " + clazz + " ", " " );
                    }
                }

                // Only assign if different to avoid unneeded rendering.

                finalValue = stripAndCollapse( cur );
                if ( curValue !== finalValue ) {
                    elem.setAttribute( "class", finalValue );

```

```

    }
  }
}

return this;
},

toggleClass: function( value, stateVal ) {
  var type = typeof value,
      isValidValue = type === "string" || Array.isArray( value );

  if ( typeof stateVal === "boolean" && isValidValue ) {
    return stateVal ? this.addClass( value ) : this.removeClass( value );
  }

  if ( isFunction( value ) ) {
    return this.each( function( i ) {
      jQuery( this ).toggleClass(
        value.call( this, i, getClass( this ), stateVal ),
        stateVal
      );
    } );
  }

  return this.each( function() {
    var className, i, self, classNames;

    if ( isValidValue ) {

      // Toggle individual class names
      i = 0;
      self = jQuery( this );
      classNames = classesToArray( value );

      while ( ( className = classNames[ i++ ] ) ) {

        // Check each className given, space separated list
        if ( self.hasClass( className ) ) {
          self.removeClass( className );
        } else {
          self.addClass( className );
        }
      }

      // Toggle whole class name
    } else if ( value === undefined || type === "boolean" ) {
      className = getClass( this );
    }
  } );
}

```

```

        if ( className ) {

            // Store className if set
            dataPriv.set( this, "__className__", className );
        }

        // If the element has a class name or if we're passed `false`
        // then remove the whole classname (if there was one, the a
        //bove saved it).
        // Otherwise bring back whatever was previously saved (if a
        //nything),
        // falling back to the empty string if nothing was stored.
        if ( this.setAttribute ) {
            this.setAttribute( "class",
                className || value === false ?
                "" :
                dataPriv.get( this, "__className__" ) || ""
            );
        }
    }
} );

},

hasClass: function( selector ) {
    var className, elem,
        i = 0;

    className = " " + selector + " ";
    while ( ( elem = this[ i++ ] ) ) {
        if ( elem.nodeType === 1 &&
            ( " " + stripAndCollapse( getClass( elem ) ) + " " ).indexOf(
f( className ) > -1 ) {
                return true;
            }
        }

    return false;
}
} );

```

```

var rreturn = /\r/g;

```

```

jQuery.fn.extend( {
    val: function( value ) {
        var hooks, ret, valueIsFunction,

```

```

    elem = this[ 0 ];

    if ( !arguments.length ) {
        if ( elem ) {
            hooks = jQuery.valHooks[ elem.type ] ||
                jQuery.valHooks[ elem.nodeName.toLowerCase() ];

            if ( hooks &&
                "get" in hooks &&
                ( ret = hooks.get( elem, "value" ) ) !== undefined
            ) {
                return ret;
            }

            ret = elem.value;

            // Handle most common string cases
            if ( typeof ret === "string" ) {
                return ret.replace( rreturn, "" );
            }

            // Handle cases where value is null/undef or number
            return ret == null ? "" : ret;
        }

        return;
    }

    valueIsFunction = isFunction( value );

    return this.each( function( i ) {
        var val;

        if ( this.nodeType !== 1 ) {
            return;
        }

        if ( valueIsFunction ) {
            val = value.call( this, i, jQuery( this ).val() );
        } else {
            val = value;
        }

        // Treat null/undefined as ""; convert numbers to string
        if ( val == null ) {
            val = "";
        }

        } else if ( typeof val === "number" ) {
            val += "";
        }
    }

```

```

    } else if ( Array.isArray( val ) ) {
        val = jQuery.map( val, function( value ) {
            return value == null ? "" : value + " ";
        } );
    }

    hooks = jQuery.valHooks[ this.type ] || jQuery.valHooks[ this.
nodeName.toLowerCase() ];

    // If set returns undefined, fall back to normal setting
    if ( !hooks || !( "set" in hooks ) || hooks.set( this, val, "v
alue" ) === undefined ) {
        this.value = val;
    }
} );
}
} );

jQuery.extend( {
    valHooks: {
        option: {
            get: function( elem ) {

                var val = jQuery.find.attr( elem, "value" );
                return val != null ?
                    val :

                    // Support: IE <=10 - 11 only
                    // option.text throws exceptions (#14686, #14858)
                    // Strip and collapse whitespace
                    // https://html.spec.whatwg.org/#strip-and-collapse-whit
espace
                    stripAndCollapse( jQuery.text( elem ) );
            }
        },
        select: {
            get: function( elem ) {
                var value, option, i,
                    options = elem.options,
                    index = elem.selectedIndex,
                    one = elem.type === "select-one",
                    values = one ? null : [],
                    max = one ? index + 1 : options.length;

                if ( index < 0 ) {
                    i = max;
                } else {

```



```

        i = one ? index : 0;
    }

    // Loop through all the selected options
    for ( ; i < max; i++ ) {
        option = options[ i ];

        // Support: IE <=9 only
        // IE8-9 doesn't update selected after form reset (#2551)

        if ( ( option.selected || i === index ) &&

            // Don't return options that are disabled or in a
disabled optgroup
            !option.disabled &&
            ( !option.parentNode.disabled ||
              !nodeName( option.parentNode, "optgroup" ) ) )
        {

            // Get the specific value for the option
            value = jQuery( option ).val();

            // We don't need an array for one selects
            if ( one ) {
                return value;
            }

            // Multi-Selects return an array
            values.push( value );
        }
    }

    return values;
},

set: function( elem, value ) {
    var optionSet, option,
        options = elem.options,
        values = jQuery.makeArray( value ),
        i = options.length;

    while ( i-- ) {
        option = options[ i ];

        /* eslint-disable no-cond-assign */

        if ( option.selected =
            jQuery.inArray( jQuery.valHooks.option.get( option ),
values ) > -1

```

```

        ) {
            optionSet = true;
        }

        /* eslint-enable no-cond-assign */
    }

    // Force browsers to behave consistently when non-matching
    value is set
    if ( !optionSet ) {
        elem.selectedIndex = -1;
    }
    return values;
}
}
}
} );

// Radios and checkboxes getter/setter
jQuery.each( [ "radio", "checkbox" ], function() {
    jQuery.valHooks[ this ] = {
        set: function( elem, value ) {
            if ( Array.isArray( value ) ) {
                return ( elem.checked = jQuery.inArray( jQuery( elem ).val
(), value ) > -1 );
            }
        }
    };
    if ( !support.checkOn ) {
        jQuery.valHooks[ this ].get = function( elem ) {
            return elem.getAttribute( "value" ) === null ? "on" : elem.val
ue;
        };
    }
} );

// Return jQuery for attributes-only inclusion


support.focusin = "onfocusin" in window;

var rfocusMorph = /^(?:focusinfocus|focusoutblur)$/;
stopPropagationCallback = function( e ) {
    e.stopPropagation();
};

```

```

jQuery.extend( jQuery.event, {

    trigger: function( event, data, elem, onlyHandlers ) {

        var i, cur, tmp, bubbleType, ontype, handle, special, lastElement,

            eventPath = [ elem || document ],
            type = hasOwn.call( event, "type" ) ? event.type : event,
            namespaces = hasOwn.call( event, "namespace" ) ? event.namespa
ce.split( "." ) : [];

        cur = lastElement = tmp = elem = elem || document;

        // Don't do events on text and comment nodes
        if ( elem.nodeType === 3 || elem.nodeType === 8 ) {
            return;
        }

        // focus/blur morphs to focusin/out; ensure we're not firing them
        right now
        if ( rfocusMorph.test( type + jQuery.event.triggered ) ) {
            return;
        }

        if ( type.indexOf( "." ) > -1 ) {

            // Namespaced trigger; create a regexp to match event type in
            handle()
            namespaces = type.split( "." );
            type = namespaces.shift();
            namespaces.sort();
        }
        ontype = type.indexOf( ":" ) < 0 && "on" + type;

        // Caller can pass in a jQuery.Event object, Object, or just an e
        vent type string
        event = event[ jQuery.expando ] ?
            event :
            new jQuery.Event( type, typeof event === "object" && event );

        // Trigger bitmask: & 1 for native handlers; & 2 for jQuery (alwa
        ys true)
        event.isTrigger = onlyHandlers ? 2 : 3;
        event.namespace = namespaces.join( "." );
        event.rnamespace = event.namespace ?
            new RegExp( "(^|\\.)" + namespaces.join( "\\.(?:.*\\.|)" ) + "
            (\\.|$)" ) :
            null;
    }
});

```

```

    // Clean up the event in case it is being reused
    event.result = undefined;
    if ( !event.target ) {
        event.target = elem;
    }

    // Clone any incoming data and prepend the event, creating the handler arg list
    data = data == null ?
        [ event ] :
        jQuery.makeArray( data, [ event ] );

    // Allow special events to draw outside the lines
    special = jQuery.event.special[ type ] || {};
    if ( !onlyHandlers && special.trigger && special.trigger.apply( elem, data ) === false ) {
        return;
    }

    // Determine event propagation path in advance, per W3C events spec (#9951)
    // Bubble up to document, then to window; watch for a global ownerDocument var (#9724)
    if ( !onlyHandlers && !special.noBubble && !isWindow( elem ) ) {
        bubbleType = special.delegateType || type;
        if ( !rfocusMorph.test( bubbleType + type ) ) {
            cur = cur.parentNode;
        }
        for ( ; cur; cur = cur.parentNode ) {
            eventPath.push( cur );
            tmp = cur;
        }

        // Only add window if we got to document (e.g., not plain obj or detached DOM)
        if ( tmp === ( elem.ownerDocument || document ) ) {
            eventPath.push( tmp.defaultView || tmp.parentWindow || window );
        }
    }

    // Fire handlers on the event path
    i = 0;
    while ( ( cur = eventPath[ i++ ] ) && !event.isPropagationStopped() ) {
        lastElement = cur;
        event.type = i > 1 ?

```

```

        bubbleType :
        special.bindType || type;

    // jQuery handler
    handle = ( dataPriv.get( cur, "events" ) || {} )[ event.type ]
    &&
        dataPriv.get( cur, "handle" );
    if ( handle ) {
        handle.apply( cur, data );
    }

    // Native handler
    handle = ontype && cur[ ontype ];
    if ( handle && handle.apply && acceptData( cur ) ) {
        event.result = handle.apply( cur, data );
        if ( event.result === false ) {
            event.preventDefault();
        }
    }
}
event.type = type;

// If nobody prevented the default action, do it now
if ( !onlyHandlers && !event.isDefaultPrevented() ) {

    if ( ( !special._default ||
        special._default.apply( eventPath.pop(), data ) === false )
    &&
        acceptData( elem ) ) {

        // Call a native DOM method on the target with the same name
        // as the event.
        // Don't do default actions on window, that's where global
        // variables be (#6170)
        if ( ontype && isFunction( elem[ type ] ) && !isWindow( elem ) ) {

            // Don't re-trigger an onFOO event when we call its FOO()
            method

            tmp = elem[ ontype ];

            if ( tmp ) {
                elem[ ontype ] = null;
            }

            // Prevent re-triggering of the same event, since we already
            // bubbled it above
            jQuery.event.triggered = type;

```

```

        if ( event.isPropagationStopped() ) {
            lastElement.addEventListener( type, stopPropagationCa
    llback );
        }

        elem[ type ]();

        if ( event.isPropagationStopped() ) {
            lastElement.removeEventListener( type, stopPropagatio
    nCallback );
        }

        jQuery.event.triggered = undefined;

        if ( tmp ) {
            elem[ ontype ] = tmp;
        }
    }
}

    return event.result;
},

// Piggyback on a donor event to simulate a different one
// Used only for `focus(in | out)` events
simulate: function( type, elem, event ) {
    var e = jQuery.extend(
        new jQuery.Event(),
        event,
        {
            type: type,
            isSimulated: true
        }
    );

    jQuery.event.trigger( e, null, elem );
}

} );

jQuery.fn.extend( {

    trigger: function( type, data ) {
        return this.each( function() {
            jQuery.event.trigger( type, data, this );
        } );
    },
    triggerHandler: function( type, data ) {

```

```

    var elem = this[ 0 ];
    if ( elem ) {
        return jQuery.event.trigger( type, data, elem, true );
    }
}
} );

// Support: Firefox <=44
// Firefox doesn't have focus(in | out) events
// Related ticket - https://bugzilla.mozilla.org/show_bug.cgi?id=687787

//
// Support: Chrome <=48 - 49, Safari <=9.0 - 9.1
// focus(in | out) events fire after focus & blur events,
// which is spec violation - http://www.w3.org/TR/DOM-Level-3-Events/#events-focus-event-order
// Related ticket - https://bugs.chromium.org/p/chromium/issues/detail?id=449857
if ( !support.focusin ) {
    jQuery.each( { focus: "focusin", blur: "focusout" }, function( orig,
    fix ) {

        // Attach a single capturing handler on the document while someone
        // wants focusin/focusout
        var handler = function( event ) {
            jQuery.event.simulate( fix, event.target, jQuery.event.fix( ev
            ent ) );
        };

        jQuery.event.special[ fix ] = {
            setup: function() {
                var doc = this.ownerDocument || this,
                    attaches = dataPriv.access( doc, fix );

                if ( !attaches ) {
                    doc.addEventListener( orig, handler, true );
                }
                dataPriv.access( doc, fix, ( attaches || 0 ) + 1 );
            },
            teardown: function() {
                var doc = this.ownerDocument || this,
                    attaches = dataPriv.access( doc, fix ) - 1;

                if ( !attaches ) {
                    doc.removeEventListener( orig, handler, true );
                    dataPriv.remove( doc, fix );
                } else {

```

```

        dataPriv.access( doc, fix, attaches );
    }
    };
} );
}
var location = window.location;

var nonce = Date.now();

var rquery = ( /\?/ );

// Cross-browser xml parsing
jQuery.parseXML = function( data ) {
    var xml;
    if ( !data || typeof data !== "string" ) {
        return null;
    }

    // Support: IE 9 - 11 only
    // IE throws on parseFromString with invalid input.
    try {
        xml = ( new window.DOMParser() ).parseFromString( data, "text/xml"
    );
    } catch ( e ) {
        xml = undefined;
    }

    if ( !xml || xml.getElementsByTagName( "parsererror" ).length ) {
        jQuery.error( "Invalid XML: " + data );
    }
    return xml;
};

var
    rbracket = /\[\]$/,
    rCRLF = /\r?\n/g,
    rsubmitterTypes = /^(?:submit|button|image|reset|file)$/i,
    rsubmittable = /^(?:input|select|textarea|keygen)/i;

function buildParams( prefix, obj, traditional, add ) {
    var name;

    if ( Array.isArray( obj ) ) {
        // Serialize array item.

```



```

jQuery.each( obj, function( i, v ) {
    if ( traditional || rbracket.test( prefix ) ) {

        // Treat each array item as a scalar.
        add( prefix, v );

    } else {

        // Item is non-scalar (array or object), encode its numeric
index.
        buildParams(
            prefix + "[" + ( typeof v === "object" && v !== null ? i :
"" ) + "]",
            v,
            traditional,
            add
        );
    }
} );

} else if ( !traditional && toType( obj ) === "object" ) {

    // Serialize object item.
    for ( name in obj ) {
        buildParams( prefix + "[" + name + "]", obj[ name ], tradition
al, add );
    }

} else {

    // Serialize scalar item.
    add( prefix, obj );
}

}

// Serialize an array of form elements or a set of
// key/values into a query string
jQuery.param = function( a, traditional ) {
    var prefix,
        s = [],
        add = function( key, valueOrFunction ) {

            // If value is a function, invoke it and use its return value
            var value = isFunction( valueOrFunction ) ?
                valueOrFunction() :
                valueOrFunction;

            s[ s.length ] = encodeURIComponent( key ) + "=" +
                encodeURIComponent( value === null ? "" : value );
        };

```

```

    };

    if ( a == null ) {
        return "";
    }

    // If an array was passed in, assume that it is an array of form elements.
    if ( Array.isArray( a ) || ( a.jquery && !jQuery.isPlainObject( a ) ) ) {

        // Serialize the form elements
        jQuery.each( a, function() {
            add( this.name, this.value );
        } );

    } else {

        // If traditional, encode the "old" way (the way 1.3.2 or older
        // did it), otherwise encode params recursively.
        for ( prefix in a ) {
            buildParams( prefix, a[ prefix ], traditional, add );
        }

    }

    // Return the resulting serialization
    return s.join( "&" );
};

jQuery.fn.extend( {
    serialize: function() {
        return jQuery.param( this.serializeArray() );
    },
    serializeArray: function() {
        return this.map( function() {

            // Can add propHook for "elements" to filter or add form elements
            var elements = jQuery.prop( this, "elements" );
            return elements ? jQuery.makeArray( elements ) : this;
        } )
        .filter( function() {
            var type = this.type;

            // Use .is( ":disabled" ) so that fieldset[disabled] works
            return this.name && !jQuery( this ).is( ":disabled" ) &&
                rsubmittable.test( this.nodeName ) && !rsubmitterTypes.test
( type ) &&
                ( this.checked || !rcheckableType.test( type ) );
        } );
    }
} );

```

```

    } )
    .map( function( i, elem ) {
        var val = jQuery( this ).val();

        if ( val == null ) {
            return null;
        }

        if ( Array.isArray( val ) ) {
            return jQuery.map( val, function( val ) {
                return { name: elem.name, value: val.replace( rCRLF, "\r\n" ) };
            } );
        }

        return { name: elem.name, value: val.replace( rCRLF, "\r\n" ) };
    } ).get();
} );

```

```

var
    r20 = /%20/g,
    rhash = /#.*$/ ,
    rantiCache = /([?&])_=[^&]*/,
    rheaders = /^(.*?):[ \t]*([^\r\n]*)$/mg,

    // #7653, #8125, #8152: local protocol detection
    rlocalProtocol = /^(?:about|app|app-storage|.+?-extension|file|res|wi
dget):$/,
    rnoContent = /^(?:GET|HEAD)$/,
    rprotocol = /^\/\//,

    /* Prefilters
    * 1) They are useful to introduce custom dataTypes (see ajax/jsonp.
js for an example)
    * 2) These are called:
    *    - BEFORE asking for a transport
    *    - AFTER param serialization (s.data is a string if s.processDa
ta is true)
    * 3) key is the dataType
    * 4) the catchall symbol "*" can be used
    * 5) execution will start with transport dataType and THEN continue
down to "*" if needed
    */
    prefilters = {},

    /* Transports bindings

```

```

    * 1) key is the dataType
    * 2) the catchall symbol "*" can be used
    * 3) selection will start with transport dataType and THEN go to "*"
    " if needed
    */
    transports = {},

    // Avoid comment-prolog char sequence (#10098); must appease lint and evade compression
    allTypes = "*/*".concat( "*" ),

    // Anchor tag for parsing the document origin
    originAnchor = document.createElement( "a" );
    originAnchor.href = location.href;

// Base "constructor" for jQuery.ajaxPrefilter and jQuery.ajaxTransport

function addToPrefiltersOrTransports( structure ) {

    // dataTypeExpression is optional and defaults to "*"
    return function( dataTypeExpression, func ) {

        if ( typeof dataTypeExpression !== "string" ) {
            func = dataTypeExpression;
            dataTypeExpression = "*";
        }

        var dataType,
            i = 0,
            dataTypes = dataTypeExpression.toLowerCase().match( /\w+/g );

        if ( isFunction( func ) ) {

            // For each dataType in the dataTypeExpression
            while ( ( dataType = dataTypes[ i++ ] ) ) {

                // Prepend if requested
                if ( dataType[ 0 ] === "+" ) {
                    dataType = dataType.slice( 1 ) || "*";
                    ( structure[ dataType ] = structure[ dataType ] || [] ).
unshift( func );

                // Otherwise append
                } else {
                    ( structure[ dataType ] = structure[ dataType ] || [] ).
push( func );
                }
            }
        }
    }
}

```

```

    }
  };
}

// Base inspection function for prefilters and transports
function inspectPrefiltersOrTransports( structure, options, originalOptions, jqXHR ) {

    var inspected = {},
        seekingTransport = ( structure === transports );

    function inspect( dataType ) {
        var selected;
        inspected[ dataType ] = true;
        jQuery.each( structure[ dataType ] || [], function( _, prefilterOrFactory ) {
            var dataTypeOrTransport = prefilterOrFactory( options, originalOptions, jqXHR );
            if ( typeof dataTypeOrTransport === "string" &&
                !seekingTransport && !inspected[ dataTypeOrTransport ] ) {

                options.dataTypes.unshift( dataTypeOrTransport );
                inspect( dataTypeOrTransport );
                return false;
            } else if ( seekingTransport ) {
                return !( selected = dataTypeOrTransport );
            }
        } );
        return selected;
    }

    return inspect( options.dataTypes[ 0 ] ) || !inspected[ "*" ] && inspect( "*" );
}

// A special extend for ajax options
// that takes "flat" options (not to be deep extended)
// Fixes #9887
function ajaxExtend( target, src ) {
    var key, deep,
        flatOptions = jQuery.ajaxSettings.flatOptions || {};

    for ( key in src ) {
        if ( src[ key ] !== undefined ) {
            ( flatOptions[ key ] ? target : ( deep || ( deep = {} ) ) )[ key ] = src[ key ];
        }
    }
    if ( deep ) {
        jQuery.extend( deep, src );
    }
}

```

```

        jQuery.extend( true, target, deep );
    }

    return target;
}

/* Handles responses to an ajax request:
 * - finds the right dataType (mediates between content-type and expect
    ed dataType)
 * - returns the corresponding response
 */
function ajaxHandleResponses( s, jqXHR, responses ) {

    var ct, type, finalDataType, firstDataType,
        contents = s.contents,
        dataTypes = s.dataTypes;

    // Remove auto dataType and get content-type in the process
    while ( dataTypes[ 0 ] === "*" ) {
        dataTypes.shift();
        if ( ct === undefined ) {
            ct = s.mimeType || jqXHR.getResponseHeader( "Content-Type" );
        }
    }

    // Check if we're dealing with a known content-type
    if ( ct ) {
        for ( type in contents ) {
            if ( contents[ type ] && contents[ type ].test( ct ) ) {
                dataTypes.unshift( type );
                break;
            }
        }
    }

    // Check to see if we have a response for the expected dataType
    if ( dataTypes[ 0 ] in responses ) {
        finalDataType = dataTypes[ 0 ];
    } else {

        // Try convertible dataTypes
        for ( type in responses ) {
            if ( !dataTypes[ 0 ] || s.converters[ type + " " + dataTypes[
0 ] ] ) {
                finalDataType = type;
                break;
            }
        }
        if ( !firstDataType ) {
            firstDataType = type;
        }
    }

```

```

    }
}

// Or just use first one
finalDataType = finalDataType || firstDataType;
}

// If we found a dataType
// We add the dataType to the list if needed
// and return the corresponding response
if ( finalDataType ) {
    if ( finalDataType !== dataTypes[ 0 ] ) {
        dataTypes.unshift( finalDataType );
    }
    return responses[ finalDataType ];
}
}

/* Chain conversions given the request and the original response
 * Also sets the responseXXX fields on the jqXHR instance
 */
function ajaxConvert( s, response, jqXHR, isSuccess ) {
    var conv2, current, conv, tmp, prev,
        converters = {},

        // Work with a copy of dataTypes in case we need to modify it for
        // conversion
        dataTypes = s.dataTypes.slice();

    // Create converters map with lowercased keys
    if ( dataTypes[ 1 ] ) {
        for ( conv in s.converters ) {
            converters[ conv.toLowerCase() ] = s.converters[ conv ];
        }
    }

    current = dataTypes.shift();

    // Convert to each sequential dataType
    while ( current ) {

        if ( s.responseFields[ current ] ) {
            jqXHR[ s.responseFields[ current ] ] = response;
        }

        // Apply the dataType filter if provided
        if ( !prev && isSuccess && s.dataFilter ) {
            response = s.dataFilter( response, s.dataType );
        }
    }
}

```

```

prev = current;
current = dataTypes.shift();

if ( current ) {

    // There's only work to do if current dataType is non-auto
    if ( current === "*" ) {

        current = prev;

        // Convert response if prev dataType is non-auto and differs from current
        } else if ( prev !== "*" && prev !== current ) {

            // Seek a direct converter
            conv = converters[ prev + " " + current ] || converters[ "*" + current ];

            // If none found, seek a pair
            if ( !conv ) {
                for ( conv2 in converters ) {

                    // If conv2 outputs current
                    tmp = conv2.split( " " );
                    if ( tmp[ 1 ] === current ) {

                        // If prev can be converted to accepted input
                        conv = converters[ prev + " " + tmp[ 0 ] ] ||
                            converters[ "*" + tmp[ 0 ] ];
                        if ( conv ) {

                            // Condense equivalence converters
                            if ( conv === true ) {
                                conv = converters[ conv2 ];

                                // Otherwise, insert the intermediate dataType
                                } else if ( converters[ conv2 ] !== true ) {
                                    current = tmp[ 0 ];
                                    dataTypes.unshift( tmp[ 1 ] );
                                }
                                break;
                            }
                        }
                    }
                }

                // Apply converter (if not an equivalence)
                if ( conv !== true ) {

```



```

// Unless errors are allowed to bubble, catch and return
them
    if ( conv && s.throws ) {
        response = conv( response );
    } else {
        try {
            response = conv( response );
        } catch ( e ) {
            return {
                state: "parsererror",
                error: conv ? e : "No conversion from " + prev
            };
        }
    }
    + " to " + current
}
}
}
}
}
}
}
}
return { state: "success", data: response };
}

```

```

jQuery.extend( {
    // Counter for holding the number of active queries
    active: 0,

    // Last-Modified header cache for next request
    lastModified: {},
    etag: {},

    ajaxSettings: {
        url: location.href,
        type: "GET",
        isLocal: rlocalProtocol.test( location.protocol ),
        global: true,
        processData: true,
        async: true,
        contentType: "application/x-www-form-urlencoded; charset=UTF-8",

        /*
        timeout: 0,
        data: null,
        dataType: null,
        username: null,
        password: null,
        cache: null,

```

```

throws: false,
traditional: false,
headers: {},
*/

accepts: {
  "*": allTypes,
  text: "text/plain",
  html: "text/html",
  xml: "application/xml, text/xml",
  json: "application/json, text/javascript"
},

contents: {
  xml: /\bxml\b/,
  html: /\bhtml/,
  json: /\bjson\b/
},

responseFields: {
  xml: "responseXML",
  text: "responseText",
  json: "responseJSON"
},

// Data converters
// Keys separate source (or catchall "*") and destination types with a single space
converters: {

  // Convert anything to text
  "* text": String,

  // Text to html (true = no transformation)
  "text html": true,

  // Evaluate text as a json expression
  "text json": JSON.parse,

  // Parse text as xml
  "text xml": jQuery.parseXML
},

// For options that shouldn't be deep extended:
// you can add your own custom options here if
// and when you create one that shouldn't be
// deep extended (see ajaxExtend)
flatOptions: {
  url: true,

```

```

        context: true
    },
    // Creates a full fledged settings object into target
    // with both ajaxSettings and settings fields.
    // If target is omitted, writes into ajaxSettings.
    ajaxSetup: function( target, settings ) {
        return settings ?

            // Building a settings object
            ajaxExtend( ajaxExtend( target, jQuery.ajaxSettings ), settings
s ) :

            // Extending ajaxSettings
            ajaxExtend( jQuery.ajaxSettings, target );
    },

    ajaxPrefilter: addToPrefiltersOrTransports( prefilters ),
    ajaxTransport: addToPrefiltersOrTransports( transports ),

    // Main method
    ajax: function( url, options ) {

        // If url is an object, simulate pre-1.5 signature
        if ( typeof url === "object" ) {
            options = url;
            url = undefined;
        }

        // Force options to be an object
        options = options || {};

        var transport,

            // URL without anti-cache param
            cacheURL,

            // Response headers
            responseHeadersString,
            responseHeaders,

            // timeout handle
            timeoutTimer,

            // Url cleanup var
            urlAnchor,

            // Request state (becomes false upon send and true upon comple

```

```

tion)

    completed,

    // To know if global events are to be dispatched
    fireGlobals,

    // Loop variable
    i,

    // uncached part of the url
    uncached,

    // Create the final options object
    s = jQuery.ajaxSetup( {}, options ),

    // Callbacks context
    callbackContext = s.context || s,

    // Context for global events is callbackContext if it is a DOM
    node or jQuery collection
    globalEventContext = s.context &&
        ( callbackContext.nodeType || callbackContext.jquery ) ?
            jQuery( callbackContext ) :
            jQuery.event,

    // Deferreds
    deferred = jQuery.Deferred(),
    completeDeferred = jQuery.Callbacks( "once memory" ),

    // Status-dependent callbacks
    statusCode = s.statusCode || {},

    // Headers (they are sent all at once)
    requestHeaders = {},
    requestHeadersNames = {},

    // Default abort message
    strAbort = "canceled",

    // Fake xhr
    jqXHR = {
        readyState: 0,

        // Builds headers hashtable if needed
        getResponseHeader: function( key ) {
            var match;
            if ( completed ) {
                if ( !responseHeaders ) {
                    responseHeaders = {};
                }
            }
        }
    }

```

```

        while ( ( match = rheaders.exec( responseHeadersSt
ring ) ) ) {
            responseHeaders[ match[ 1 ].toLowerCase() + " "
] =
                ( responseHeaders[ match[ 1 ].toLowerCase()
+ " " ] || [] )
                .concat( match[ 2 ] );
        }
    }
    match = responseHeaders[ key.toLowerCase() + " " ];
}
return match == null ? null : match.join( ", " );
},

// Raw string
getAllResponseHeaders: function() {
    return completed ? responseHeadersString : null;
},

// Caches the header
setRequestHeader: function( name, value ) {
    if ( completed == null ) {
        name = requestHeadersNames[ name.toLowerCase() ] =
            requestHeadersNames[ name.toLowerCase() ] || name;

        requestHeaders[ name ] = value;
    }
    return this;
},

// Overrides response content-type header
overrideMimeType: function( type ) {
    if ( completed == null ) {
        s.mimeType = type;
    }
    return this;
},

// Status-dependent callbacks
statusCode: function( map ) {
    var code;
    if ( map ) {
        if ( completed ) {
            // Execute the appropriate callbacks
            jqXHR.always( map[ jqXHR.status ] );
        } else {
            // Lazy-add the new callbacks in a way that preser

```

ves old ones

```
        for ( code in map ) {
            statusCode[ code ] = [ statusCode[ code ], map
[ code ] ];
        }
    }
    return this;
},

// Cancel the request
abort: function( statusText ) {
    var finalText = statusText || strAbort;
    if ( transport ) {
        transport.abort( finalText );
    }
    done( 0, finalText );
    return this;
}
};

// Attach deferreds
deferred.promise( jqXHR );

// Add protocol if not provided (prefilters might expect it)
// Handle falsy url in the settings object (#10093: consistency w
ith old signature)
// We also use the url parameter if available
s.url = ( ( url || s.url || location.href ) + "" )
    .replace( rprotocol, location.protocol + "//" );

// Alias method option to type as per ticket #12004
s.type = options.method || options.type || s.method || s.type;

// Extract dataType List
s.dataTypes = ( s.dataType || "*" ).toLowerCase().match( rnohtml
white ) || [ "" ];

// A cross-domain request is in order when the origin doesn't mat
ch the current origin.
if ( s.crossDomain == null ) {
    urlAnchor = document.createElement( "a" );

    // Support: IE <=8 - 11, Edge 12 - 15
    // IE throws exception on accessing the href property if url i
s malformed,
    // e.g. http://example.com:80x/
    try {
        urlAnchor.href = s.url;
    }
```

```

        // Support: IE <=8 - 11 only
        // Anchor's host property isn't correctly set when s.url is
relative
        urlAnchor.href = urlAnchor.href;
        s.crossDomain = originAnchor.protocol + "://" + originAnchor.
host !==
        urlAnchor.protocol + "://" + urlAnchor.host;
    } catch ( e ) {

        // If there is an error parsing the URL, assume it is cross
Domain,
        // it can be rejected by the transport if it is invalid
        s.crossDomain = true;
    }
}

// Convert data if not already a string
if ( s.data && s.processData && typeof s.data !== "string" ) {
    s.data = jQuery.param( s.data, s.traditional );
}

// Apply prefilters
inspectPrefiltersOrTransports( prefilters, s, options, jqXHR );

// If request was aborted inside a prefilter, stop there
if ( completed ) {
    return jqXHR;
}

// We can fire global events as of now if asked to
// Don't fire events if jQuery.event is undefined in an AMD-usage
scenario (#15118)
fireGlobals = jQuery.event && s.global;

// Watch for a new set of requests
if ( fireGlobals && jQuery.active++ === 0 ) {
    jQuery.event.trigger( "ajaxStart" );
}

// Uppercase the type
s.type = s.type.toUpperCase();

// Determine if request has content
s.hasContent = !rnoContent.test( s.type );

// Save the URL in case we're toying with the If-Modified-Since
// and/or If-None-Match header later on
// Remove hash to simplify url manipulation

```

```

cacheURL = s.url.replace( rhash, "" );

// More options handling for requests with no content
if ( !s.hasContent ) {

    // Remember the hash so we can put it back
    uncached = s.url.slice( cacheURL.length );

    // If data is available and should be processed, append data to
    // url
    if ( s.data && ( s.processData || typeof s.data === "string" ) ) {
        cacheURL += ( rquery.test( cacheURL ) ? "&" : "?" ) + s.data;
        // #9682: remove data so that it's not used in an eventual
        // retry
        delete s.data;
    }

    // Add or update anti-cache param if needed
    if ( s.cache === false ) {
        cacheURL = cacheURL.replace( rantiCache, "$1" );
        uncached = ( rquery.test( cacheURL ) ? "&" : "?" ) + "_=" +
            ( nonce++ ) + uncached;
    }

    // Put hash and anti-cache on the URL that will be requested
    // (gh-1732)
    s.url = cacheURL + uncached;

    // Change '%20' to '+' if this is encoded form body content (gh-2
    // 658)
    } else if ( s.data && s.processData &&
        ( s.contentType || "" ).indexOf( "application/x-www-form-urlencoded" ) === 0 ) {
        s.data = s.data.replace( r20, "+" );
    }

    // Set the If-Modified-Since and/or If-None-Match header, if in ifModified mode.
    if ( s.ifModified ) {
        if ( jQuery.lastModified[ cacheURL ] ) {
            jqXHR.setRequestHeader( "If-Modified-Since", jQuery.lastModified[ cacheURL ] );
        }
        if ( jQuery.etag[ cacheURL ] ) {
            jqXHR.setRequestHeader( "If-None-Match", jQuery.etag[ cacheURL ] );
        }
    }
}

```



```

    }
}

// Set the correct header, if data is being sent
if ( s.data && s.hasContent && s.contentType !== false || options.
contentType ) {
    jqXHR.setRequestHeader( "Content-Type", s.contentType );
}

// Set the Accepts header for the server, depending on the dataTy
pe
jqXHR.setRequestHeader(
    "Accept",
    s.dataTypes[ 0 ] && s.accepts[ s.dataTypes[ 0 ] ] ?
        s.accepts[ s.dataTypes[ 0 ] ] +
            ( s.dataTypes[ 0 ] !== "*" ? ", " + allTypes + "; q=0.01
" : "" ) :
        s.accepts[ "*" ]
);

// Check for headers option
for ( i in s.headers ) {
    jqXHR.setRequestHeader( i, s.headers[ i ] );
}

// Allow custom headers/mimetypes and early abort
if ( s.beforeSend &&
    ( s.beforeSend.call( callbackContext, jqXHR, s ) === false ||
completed ) ) {

    // Abort if not done already and return
    return jqXHR.abort();
}

// Aborting is no longer a cancellation
strAbort = "abort";

// Install callbacks on deferreds
completeDeferred.add( s.complete );
jqXHR.done( s.success );
jqXHR.fail( s.error );

// Get transport
transport = inspectPrefiltersOrTransports( transports, s, options,
jqXHR );

// If no transport, we auto-abort
if ( !transport ) {
    done( -1, "No Transport" );
}

```

```

} else {
    jqXHR.readyState = 1;

    // Send global event
    if ( fireGlobals ) {
        globalEventContext.trigger( "ajaxSend", [ jqXHR, s ] );
    }

    // If request was aborted inside ajaxSend, stop there
    if ( completed ) {
        return jqXHR;
    }

    // Timeout
    if ( s.async && s.timeout > 0 ) {
        timeoutTimer = window.setTimeout( function() {
            jqXHR.abort( "timeout" );
        }, s.timeout );
    }

    try {
        completed = false;
        transport.send( requestHeaders, done );
    } catch ( e ) {

        // Rethrow post-completion exceptions
        if ( completed ) {
            throw e;
        }

        // Propagate others as results
        done( -1, e );
    }
}

// Callback for when everything is done
function done( status, nativeStatusText, responses, headers ) {
    var isSuccess, success, error, response, modified,
        statusText = nativeStatusText;

    // Ignore repeat invocations
    if ( completed ) {
        return;
    }

    completed = true;

    // Clear timeout if it exists
    if ( timeoutTimer ) {

```

```

        window.clearTimeout( timeoutTimer );
    }

    // Dereference transport for early garbage collection
    // (no matter how long the jqXHR object will be used)
    transport = undefined;

    // Cache response headers
    responseHeadersString = headers || "";

    // Set readyState
    jqXHR.readyState = status > 0 ? 4 : 0;

    // Determine if successful
    isSuccess = status >= 200 && status < 300 || status === 304;

    // Get response data
    if ( responses ) {
        response = ajaxHandleResponses( s, jqXHR, responses );
    }

    // Convert no matter what (that way responseXXX fields are always set)
    response = ajaxConvert( s, response, jqXHR, isSuccess );

    // If successful, handle type chaining
    if ( isSuccess ) {

        // Set the If-Modified-Since and/or If-None-Match header, if in ifModified mode.
        if ( s.ifModified ) {
            modified = jqXHR.getResponseHeader( "Last-Modified" );
            if ( modified ) {
                jQuery.lastModified[ cacheURL ] = modified;
            }
            modified = jqXHR.getResponseHeader( "etag" );
            if ( modified ) {
                jQuery.etag[ cacheURL ] = modified;
            }
        }

        // if no content
        if ( status === 204 || s.type === "HEAD" ) {
            statusText = "nocontent";

            // if not modified
        } else if ( status === 304 ) {
            statusText = "notmodified";
        }
    }

```

```

        // If we have data, Let's convert it
    } else {
        statusText = response.state;
        success = response.data;
        error = response.error;
        isSuccess = !error;
    }
} else {

    // Extract error from statusText and normalize for non-abor
ts
    error = statusText;
    if ( status || !statusText ) {
        statusText = "error";
        if ( status < 0 ) {
            status = 0;
        }
    }
}

// Set data for the fake xhr object
jqXHR.status = status;
jqXHR.statusText = ( nativeStatusText || statusText ) + "";

// Success/Error
if ( isSuccess ) {
    deferred.resolveWith( callbackContext, [ success, statusTex
t, jqXHR ] );
} else {
    deferred.rejectWith( callbackContext, [ jqXHR, statusText,
error ] );
}

// Status-dependent callbacks
jqXHR.statusCode( statusCode );
statusCode = undefined;

if ( fireGlobals ) {
    globalEventContext.trigger( isSuccess ? "ajaxSuccess" : "aj
axError",
        [ jqXHR, s, isSuccess ? success : error ] );
}

// Complete
completeDeferred.fireWith( callbackContext, [ jqXHR, statusTex
t ] );

if ( fireGlobals ) {
    globalEventContext.trigger( "ajaxComplete", [ jqXHR, s ] );
}

```

```

        // Handle the global AJAX counter
        if ( !( --jQuery.active ) ) {
            jQuery.event.trigger( "ajaxStop" );
        }
    }

    return jqXHR;
},

getJSON: function( url, data, callback ) {
    return jQuery.get( url, data, callback, "json" );
},

getScript: function( url, callback ) {
    return jQuery.get( url, undefined, callback, "script" );
}
} );

jQuery.each( [ "get", "post" ], function( i, method ) {
    jQuery[ method ] = function( url, data, callback, type ) {

        // Shift arguments if data argument was omitted
        if (isFunction( data ) ) {
            type = type || callback;
            callback = data;
            data = undefined;
        }

        // The url can be an options object (which then must have .url)
        return jQuery.ajax( jQuery.extend( {
            url: url,
            type: method,
            dataType: type,
            data: data,
            success: callback
        }, jQuery.isPlainObject( url ) && url ) );
    };
} );

jQuery._evalUrl = function( url, options ) {
    return jQuery.ajax( {
        url: url,

        // Make this explicit, since user can override this through ajaxS
        // etup (#11264)

```

```

    type: "GET",
    dataType: "script",
    cache: true,
    async: false,
    global: false,

    // Only evaluate the response if it is successful (gh-4126)
    // dataFilter is not invoked for failure responses, so using it i
instead
    // of the default converter is kludgy but it works.
    converters: {
        "text script": function() {}
    },
    dataFilter: function( response ) {
        jQuery.globalEval( response, options );
    }
} );
};

```

```

jQuery.fn.extend( {
    wrapAll: function( html ) {
        var wrap;

        if ( this[ 0 ] ) {
            if ( isFunction( html ) ) {
                html = html.call( this[ 0 ] );
            }

            // The elements to wrap the target around
            wrap = jQuery( html, this[ 0 ].ownerDocument ).eq( 0 ).clone(
true );

            if ( this[ 0 ].parentNode ) {
                wrap.insertBefore( this[ 0 ] );
            }

            wrap.map( function() {
                var elem = this;

                while ( elem.firstChild ) {
                    elem = elem.firstChild;
                }

                return elem;
            } ).append( this );
        }

        return this;
    }
} );

```

```

    },

    wrapInner: function( html ) {
        if ( isFunction( html ) ) {
            return this.each( function( i ) {
                jQuery( this ).wrapInner( html.call( this, i ) );
            } );
        }

        return this.each( function() {
            var self = jQuery( this ),
                contents = self.contents();

            if ( contents.length ) {
                contents.wrapAll( html );
            } else {
                self.append( html );
            }
        } );
    },

    wrap: function( html ) {
        var htmlIsFunction = isFunction( html );

        return this.each( function( i ) {
            jQuery( this ).wrapAll( htmlIsFunction ? html.call( this, i ) :
html );
        } );
    },

    unwrap: function( selector ) {
        this.parent( selector ).not( "body" ).each( function() {
            jQuery( this ).replaceWith( this.childNodes );
        } );
        return this;
    }
} );

jQuery.expr.pseudos.hidden = function( elem ) {
    return !jQuery.expr.pseudos.visible( elem );
};
jQuery.expr.pseudos.visible = function( elem ) {
    return !( elem.offsetWidth || elem.offsetHeight || elem.getClientRe
cts().length );
};

```

```

jQuery.ajaxSettings.xhr = function() {
    try {
        return new window.XMLHttpRequest();
    } catch ( e ) {}
};

var xhrSuccessStatus = {

    // File protocol always yields status code 0, assume 200
    0: 200,

    // Support: IE <=9 only
    // #1450: sometimes IE returns 1223 when it should be 204
    1223: 204
},
xhrSupported = jQuery.ajaxSettings.xhr();

support.cors = !!xhrSupported && ( "withCredentials" in xhrSupported );
support.ajax = xhrSupported = !!xhrSupported;

jQuery.ajaxTransport( function( options ) {
    var callback, errorCallback;

    // Cross domain only allowed if supported through XMLHttpRequest
    if ( support.cors || xhrSupported && !options.crossDomain ) {
        return {
            send: function( headers, complete ) {
                var i,
                    xhr = options.xhr();

                xhr.open(
                    options.type,
                    options.url,
                    options.async,
                    options.username,
                    options.password
                );

                // Apply custom fields if provided
                if ( options.xhrFields ) {
                    for ( i in options.xhrFields ) {
                        xhr[ i ] = options.xhrFields[ i ];
                    }
                }

                // Override mime type if needed

```



```

    if ( options.mimeType && xhr.overrideMimeType ) {
        xhr.overrideMimeType( options.mimeType );
    }

    // X-Requested-With header
    // For cross-domain requests, seeing as conditions for a pr
    eflight are
    // akin to a jigsaw puzzle, we simply never set it to be su
    re.
    // (it can always be set on a per-request basis or even usi
    ng ajaxSetup)
    // For same-domain requests, won't change header if already
    provided.
    if ( !options.crossDomain && !headers[ "X-Requested-With" ]
) {
        headers[ "X-Requested-With" ] = "XMLHttpRequest";
    }

    // Set headers
    for ( i in headers ) {
        xhr.setRequestHeader( i, headers[ i ] );
    }

    // Callback
    callback = function( type ) {
        return function() {
            if ( callback ) {
                callback = errorCallback = xhr.onload =
                    xhr.onerror = xhr.onabort = xhr.ontimeout =
                        xhr.onreadystatechange = null;

                if ( type === "abort" ) {
                    xhr.abort();
                } else if ( type === "error" ) {

                    // Support: IE <=9 only
                    // On a manual native abort, IE9 throws
                    // errors on any property access that is not re
                    adyState

                    if ( typeof xhr.status !== "number" ) {
                        complete( 0, "error" );
                    } else {
                        complete(

                            // File: protocol always yields status 0;

                            see #8605, #14207

                            xhr.status,
                            xhr.statusText
                        );
                    }
                }
            }
        };
    };

```

```

    }
  } else {
    complete(
      xhrSuccessStatus[ xhr.status ] || xhr.status,

      xhr.statusText,

      // Support: IE <=9 only
      // IE9 has no XHR2 but throws on binary (tra
c-11426)

      // For XHR2 non-text, Let the caller handle
it (gh-2498)

      ( xhr.responseType || "text" ) !== "text" |

      typeof xhr.responseText !== "string" ?
        { binary: xhr.response } :
        { text: xhr.responseText },
      xhr.getAllResponseHeaders()
    );
  }
};

// Listen to events
xhr.onload = callback();
errorCallback = xhr.onerror = xhr.ontimeout = callback( "er
ror" );

// Support: IE 9 only
// Use onreadystatechange to replace onabort
// to handle uncaught aborts
if ( xhr.onabort !== undefined ) {
  xhr.onabort = errorCallback;
} else {
  xhr.onreadystatechange = function() {

    // Check readyState before timeout as it changes
    if ( xhr.readyState === 4 ) {

      // Allow onerror to be called first,
      // but that will not handle a native abort
      // Also, save errorCallback to a variable
      // as xhr.onerror cannot be accessed
      window.setTimeout( function() {
        if ( callback ) {
          errorCallback();
        }
      } );
    }
  } );
}

```

```

    }
  };
}

// Create the abort callback
callback = callback( "abort" );

try {

  // Do send the request (this may raise an exception)
  xhr.send( options.hasContent && options.data || null );
} catch ( e ) {

  // #14683: Only rethrow if this hasn't been notified as
  an error yet
  if ( callback ) {
    throw e;
  }
}

},

abort: function() {
  if ( callback ) {
    callback();
  }
}
};
}
} );

```

```

// Prevent auto-execution of scripts when no explicit dataType was provided (See gh-2432)

```

```

jQuery.ajaxPrefilter( function( s ) {
  if ( s.crossDomain ) {
    s.contents.script = false;
  }
} );

```

```

// Install script dataType

```

```

jQuery.ajaxSetup( {
  accepts: {
    script: "text/javascript, application/javascript, " +
      "application/ecmascript, application/x-ecmascript"
  },
  contents: {
    script: /\b(?:java|ecma)script\b/
  }
} );

```

```

    },
    converters: {
        "text script": function( text ) {
            jQuery.globalEval( text );
            return text;
        }
    }
} );

// Handle cache's special case and crossDomain
jQuery.ajaxPrefilter( "script", function( s ) {
    if ( s.cache === undefined ) {
        s.cache = false;
    }
    if ( s.crossDomain ) {
        s.type = "GET";
    }
} );

// Bind script tag hack transport
jQuery.ajaxTransport( "script", function( s ) {

    // This transport only deals with cross domain or forced-by-attrs re
    quests
    if ( s.crossDomain || s.scriptAttrs ) {
        var script, callback;
        return {
            send: function( _, complete ) {
                script = jQuery( "<script>" )
                    .attr( s.scriptAttrs || {} )
                    .prop( { charset: s.scriptCharset, src: s.url } )
                    .on( "load error", callback = function( evt ) {
                        script.remove();
                        callback = null;
                        if ( evt ) {
                            complete( evt.type === "error" ? 404 : 200, evt.ty
pe );
                        }
                    }
                );
            },
            abort: function() {
                if ( callback ) {
                    callback();
                }
            }
        };
    }

    // Use native DOM manipulation to avoid our domManip AJAX t
    rickery
    document.head.appendChild( script[ 0 ] );
} );

```

```

    };
  }
} );

```

```

var oldCallbacks = [],
    rjsonp = /(=)\?(?=&|$)|\?\?/;

```

```

// Default jsonp settings
jQuery.ajaxSetup( {
  jsonp: "callback",
  jsonpCallback: function() {
    var callback = oldCallbacks.pop() || ( jQuery.expando + "_" + ( n
once++ ) );
    this[ callback ] = true;
    return callback;
  }
} );

```

```

// Detect, normalize options and install callbacks for jsonp requests
jQuery.ajaxPrefilter( "json jsonp", function( s, originalSettings, jqXH
R ) {

```

```

    var callbackName, overwritten, responseContainer,
        jsonProp = s.jsonp !== false && ( rjsonp.test( s.url ) ?
        "url" :
        typeof s.data === "string" &&
        ( s.contentType || "" )
            .indexOf( "application/x-www-form-urlencoded" ) === 0 &&
            rjsonp.test( s.data ) && "data"
        );

```

```

    // Handle iff the expected data type is "jsonp" or we have a paramet
er to set

```

```

    if ( jsonProp || s.dataTypes[ 0 ] === "jsonp" ) {

```

```

        // Get callback name, remembering preexisting value associated wi
th it

```

```

        callbackName = s.jsonpCallback =isFunction( s.jsonpCallback ) ?
        s.jsonpCallback() :
        s.jsonpCallback;

```

```

        // Insert callback into url or form data

```

```

        if ( jsonProp ) {
            s[ jsonProp ] = s[ jsonProp ].replace( rjsonp, "$1" + callback

```

```

Name );

```

```

    } else if ( s.jsonp !== false ) {
        s.url += ( rquery.test( s.url ) ? "&" : "?" ) + s.jsonp + "="
+ callbackName;
    }

    // Use data converter to retrieve json after script execution
    s.converters[ "script json" ] = function() {
        if ( !responseContainer ) {
            jQuery.error( callbackName + " was not called" );
        }
        return responseContainer[ 0 ];
    };

    // Force json dataType
    s.dataTypes[ 0 ] = "json";

    // Install callback
    overwritten = window[ callbackName ];
    window[ callbackName ] = function() {
        responseContainer = arguments;
    };

    // Clean-up function (fires after converters)
    jqXHR.always( function() {

        // If previous value didn't exist - remove it
        if ( overwritten === undefined ) {
            jQuery( window ).removeProp( callbackName );

            // Otherwise restore preexisting value
        } else {
            window[ callbackName ] = overwritten;
        }

        // Save back as free
        if ( s[ callbackName ] ) {

            // Make sure that re-using the options doesn't screw things
around
            s.jsonpCallback = originalSettings.jsonpCallback;

            // Save the callback name for future use
            oldCallbacks.push( callbackName );
        }

        // Call if it was a function and we have a response
        if ( responseContainer &&isFunction( overwritten ) ) {
            overwritten( responseContainer[ 0 ] );
        }
    }

```

```

        responseContainer = overwritten = undefined;
    } );

    // Delegate to script
    return "script";
}
} );

// Support: Safari 8 only
// In Safari 8 documents created via document.implementation.createHTML
Document
// collapse sibling forms: the second one becomes a child of the first
one.
// Because of that, this security measure has to be disabled in Safari
8.
// https://bugs.webkit.org/show_bug.cgi?id=137337
support.createHTMLDocument = ( function() {
    var body = document.implementation.createHTMLDocument( "" ).body;
    body.innerHTML = "<form></form><form></form>";
    return body.childNodes.length === 2;
} )();

// Argument "data" should be string of html
// context (optional): If specified, the fragment will be created in th
is context,
// defaults to document
// keepScripts (optional): If true, will include scripts passed in the
html string
jQuery.parseHTML = function( data, context, keepScripts ) {
    if ( typeof data !== "string" ) {
        return [];
    }
    if ( typeof context === "boolean" ) {
        keepScripts = context;
        context = false;
    }

    var base, parsed, scripts;

    if ( !context ) {

        // Stop scripts or inline event handlers from being executed imme
diately
        // by using document.implementation

```

```

    if ( support.createHTMLDocument ) {
        context = document.implementation.createHTMLDocument( "" );

        // Set the base href for the created document
        // so any parsed elements with URLs
        // are based on the document's URL (gh-2965)
        base = context.createElement( "base" );
        base.href = document.location.href;
        context.head.appendChild( base );
    } else {
        context = document;
    }
}

parsed = rsingleTag.exec( data );
scripts = !keepScripts && [];

// Single tag
if ( parsed ) {
    return [ context.createElement( parsed[ 1 ] ) ];
}

parsed = buildFragment( [ data ], context, scripts );

if ( scripts && scripts.length ) {
    jQuery( scripts ).remove();
}

return jQuery.merge( [], parsed.childNodes );
};

/**
 * Load a url into a page
 */
jQuery.fn.load = function( url, params, callback ) {
    var selector, type, response,
        self = this,
        off = url.indexOf( " " );

    if ( off > -1 ) {
        selector = stripAndCollapse( url.slice( off ) );
        url = url.slice( 0, off );
    }

    // If it's a function
    if (isFunction( params ) ) {
        // We assume that it's the callback

```



```

        callback = params;
        params = undefined;

        // Otherwise, build a param string
    } else if ( params && typeof params === "object" ) {
        type = "POST";
    }

    // If we have elements to modify, make the request
    if ( self.length > 0 ) {
        jQuery.ajax( {
            url: url,

            // If "type" variable is undefined, then "GET" method will be
used.
            // Make value of this field explicit since
            // user can override it through ajaxSetup method
            type: type || "GET",
            dataType: "html",
            data: params
        } ).done( function( responseText ) {

            // Save response for use in complete callback
            response = arguments;

            self.html( selector ?

                // If a selector was specified, locate the right elements i
n a dummy div
                // Exclude scripts to avoid IE 'Permission Denied' errors
                jQuery( "<div>" ).append( jQuery.parseHTML( responseText )
            ).find( selector ) :

                // Otherwise use the full result
                responseText );

            // If the request succeeds, this function gets "data", "status",
            "jqXHR"
            // but they are ignored because response was set above.
            // If it fails, this function gets "jqXHR", "status", "error"
        } ).always( callback && function( jqXHR, status ) {
            self.each( function() {
                callback.apply( this, response || [ jqXHR.responseText, sta
tus, jqXHR ] );
            } );
        } );
    }

    return this;

```

```
};
```

```
// Attach a bunch of functions for handling common AJAX events
```

```
jQuery.each( [  
    "ajaxStart",  
    "ajaxStop",  
    "ajaxComplete",  
    "ajaxError",  
    "ajaxSuccess",  
    "ajaxSend"  
], function( i, type ) {  
    jQuery.fn[ type ] = function( fn ) {  
        return this.on( type, fn );  
    };  
} );
```

```
jQuery.expr.pseudos.animated = function( elem ) {  
    return jQuery.grep( jQuery.timers, function( fn ) {  
        return elem === fn.elem;  
    } ).length;  
};
```

```
jQuery.offset = {  
    setOffset: function( elem, options, i ) {  
        var curPosition, curLeft, curCSSTop, curTop, curOffset, curCSSLeft,  
            calculatePosition,  
            position = jQuery.css( elem, "position" ),  
            curElem = jQuery( elem ),  
            props = {};
```

```
// Set position first, in-case top/left are set even on static elem
```

```
    if ( position === "static" ) {  
        elem.style.position = "relative";  
    }
```

```
    curOffset = curElem.offset();  
    curCSSTop = jQuery.css( elem, "top" );  
    curCSSLeft = jQuery.css( elem, "left" );  
    calculatePosition = ( position === "absolute" || position === "fixed" )
```

```

xed" ) &&
    ( curCSSTop + curCSSLeft ).indexOf( "auto" ) > -1;

    // Need to be able to calculate position if either
    // top or left is auto and position is either absolute or fixed
    if ( calculatePosition ) {
        curPosition = curElem.position();
        curTop = curPosition.top;
        curLeft = curPosition.left;

    } else {
        curTop = parseFloat( curCSSTop ) || 0;
        curLeft = parseFloat( curCSSLeft ) || 0;
    }

    if ( isFunction( options ) ) {

        // Use jQuery.extend here to allow modification of coordinates
        // argument (gh-1848)
        options = options.call( elem, i, jQuery.extend( {}, curOffset ) );
    }

    if ( options.top != null ) {
        props.top = ( options.top - curOffset.top ) + curTop;
    }
    if ( options.left != null ) {
        props.left = ( options.left - curOffset.left ) + curLeft;
    }

    if ( "using" in options ) {
        options.using.call( elem, props );

    } else {
        curElem.css( props );
    }
}

};

jQuery.fn.extend( {

    // offset() relates an element's border box to the document origin
    offset: function( options ) {

        // Preserve chaining for setter
        if ( arguments.length ) {
            return options === undefined ?
                this :
                this.each( function( i ) {

```

```

        jQuery.offset.setOffset( this, options, i );
    } );
}

var rect, win,
    elem = this[ 0 ];

if ( !elem ) {
    return;
}

// Return zeros for disconnected and hidden (display: none) elements (gh-2310)
// Support: IE <=11 only
// Running getBoundingClientRect on a
// disconnected node in IE throws an error
if ( !elem.getBoundingClientRect().length ) {
    return { top: 0, left: 0 };
}

// Get document-relative position by adding viewport scroll to viewport-relative gBCR
rect = elem.getBoundingClientRect();
win = elem.ownerDocument.defaultView;
return {
    top: rect.top + win.pageYOffset,
    left: rect.left + win.pageXOffset
};
},

// position() relates an element's margin box to its offset parent's padding box
// This corresponds to the behavior of CSS absolute positioning
position: function() {
    if ( !this[ 0 ] ) {
        return;
    }

    var offsetParent, offset, doc,
        elem = this[ 0 ],
        parentOffset = { top: 0, left: 0 };

    // position:fixed elements are offset from the viewport, which it self always has zero offset
    if ( jQuery.css( elem, "position" ) === "fixed" ) {

        // Assume position:fixed implies availability of getBoundingClientRect
        offset = elem.getBoundingClientRect();

```

```

    } else {
        offset = this.offset();

        // Account for the *real* offset parent, which can be the document or its root element
        // when a statically positioned element is identified
        doc = elem.ownerDocument;
        offsetParent = elem.offsetParent || doc.documentElement;
        while ( offsetParent &&
            ( offsetParent === doc.body || offsetParent === doc.documentElement ) &&
            jQuery.css( offsetParent, "position" ) === "static" ) {
            offsetParent = offsetParent.parentNode;
        }
        if ( offsetParent && offsetParent !== elem && offsetParent.nodeType === 1 ) {

            // Incorporate borders into its offset, since they are outside its content origin
            parentOffset = jQuery( offsetParent ).offset();
            parentOffset.top += jQuery.css( offsetParent, "borderTopWidth", true );
            parentOffset.left += jQuery.css( offsetParent, "borderLeftWidth", true );
        }

        // Subtract parent offsets and element margins
        return {
            top: offset.top - parentOffset.top - jQuery.css( elem, "marginTop", true ),
            left: offset.left - parentOffset.left - jQuery.css( elem, "marginLeft", true )
        };
    },

    // This method will return documentElement in the following cases:
    // 1) For the element inside the iframe without offsetParent, this method will return
    //    documentElement of the parent window
    // 2) For the hidden or detached element
    // 3) For body or html element, i.e. in case of the html node - it will return itself
    //
    // but those exceptions were never presented as a real life use-cases
    // and might be considered as more preferable results.

```

```

//
// This logic, however, is not guaranteed and can change at any point in the future
offsetParent: function() {
    return this.map( function() {
        var offsetParent = this.offsetParent;

        while ( offsetParent && jQuery.css( offsetParent, "position" )
=== "static" ) {
            offsetParent = offsetParent.offsetParent;
        }

        return offsetParent || documentElement;
    } );
}
} );

```

```

// Create scrollLeft and scrollTop methods
jQuery.each( { scrollLeft: "pageXOffset", scrollTop: "pageYOffset" }, function( method, prop ) {
    var top = "pageYOffset" === prop;

```

```

    jQuery.fn[ method ] = function( val ) {
        return access( this, function( elem, method, val ) {

```

```

            // Coalesce documents and windows

```

```

            var win;
            if ( isWindow( elem ) ) {
                win = elem;
            } else if ( elem.nodeType === 9 ) {
                win = elem.defaultView;
            }

```

```

            if ( val === undefined ) {
                return win ? win[ prop ] : elem[ method ];
            }

```

```

            if ( win ) {
                win.scrollTo(
                    !top ? val : win.pageXOffset,
                    top ? val : win.pageYOffset
                );

```

```

            } else {
                elem[ method ] = val;
            }

```

```

        }, method, val, arguments.length );
    };
} );

```

```

// Support: Safari <=7 - 9.1, Chrome <=37 - 49
// Add the top/left cssHooks using jQuery.fn.position
// Webkit bug: https://bugs.webkit.org/show_bug.cgi?id=29084
// Blink bug: https://bugs.chromium.org/p/chromium/issues/detail?id=589
347
// getComputedStyle returns percent when specified for top/left/bottom/
right;
// rather than make the css module depend on the offset module, just ch
eck for it here
jQuery.each( [ "top", "left" ], function( i, prop ) {
    jQuery.cssHooks[ prop ] = addGetHookIf( support.pixelPosition,
        function( elem, computed ) {
            if ( computed ) {
                computed = curCSS( elem, prop );

                // If curCSS returns percentage, fallback to offset
                return rnumnonpx.test( computed ) ?
                    jQuery( elem ).position()[ prop ] + "px" :
                    computed;
            }
        }
    );
} );

```

```

// Create innerHeight, innerWidth, height, width, outerHeight and outer
Width methods
jQuery.each( { Height: "height", Width: "width" }, function( name, type
) {
    jQuery.each( { padding: "inner" + name, content: type, "": "outer" +
name },
        function( defaultExtra, funcName ) {

            // Margin is only for outerHeight, outerWidth
            jQuery.fn[ funcName ] = function( margin, value ) {
                var chainable = arguments.length && ( defaultExtra || typeof m
argin !== "boolean" ),
                    extra = defaultExtra || ( margin === true || value === true
? "margin" : "border" );

                return access( this, function( elem, type, value ) {
                    var doc;

                    if ( isWindow( elem ) ) {

                        // $( window ).outerWidth/Height return w/h including sc
rollbars (gh-1729)
                        return funcName.indexOf( "outer" ) === 0 ?

```

```

        elem[ "inner" + name ] :
        elem.document.documentElement[ "client" + name ];
    }

    // Get document width or height
    if ( elem.nodeType === 9 ) {
        doc = elem.documentElement;

        // Either scroll[Width/Height] or offset[Width/Height] o
r client[Width/Height],
        // whichever is greatest
        return Math.max(
            elem.body[ "scroll" + name ], doc[ "scroll" + name ],

            elem.body[ "offset" + name ], doc[ "offset" + name ],

            doc[ "client" + name ]
        );
    }

    return value === undefined ?

        // Get width or height on the element, requesting but no
t forcing parseFloat
        jQuery.css( elem, type, extra ) :

        // Set width or height on the element
        jQuery.style( elem, type, value, extra );
    }, type, chainable ? margin : undefined, chainable );
};
} );
} );

jQuery.each( ( "blur focus focusin focusout resize scroll click dblcl
k " +
    "mousedown mouseup mousemove mouseover mouseout mouseenter mouseleav
e " +
    "change select submit keydown keypress keyup contextmenu" ).split( "
" ),
    function( i, name ) {

        // Handle event binding
        jQuery.fn[ name ] = function( data, fn ) {
            return arguments.length > 0 ?
                this.on( name, null, data, fn ) :
                this.trigger( name );
        };
    } );

```



```

jQuery.fn.extend( {
  hover: function( fnOver, fnOut ) {
    return this.mouseenter( fnOver ).mouseleave( fnOut || fnOver );
  }
} );

```

```

jQuery.fn.extend( {

  bind: function( types, data, fn ) {
    return this.on( types, null, data, fn );
  },
  unbind: function( types, fn ) {
    return this.off( types, null, fn );
  },

  delegate: function( selector, types, data, fn ) {
    return this.on( types, selector, data, fn );
  },
  undelegate: function( selector, types, fn ) {

    // ( namespace ) or ( selector, types [, fn] )
    return arguments.length === 1 ?
      this.off( selector, "*" ) :
      this.off( types, selector || "*", fn );
  }
} );

```

```

// Bind a function to a context, optionally partially applying any
// arguments.
// jQuery.proxy is deprecated to promote standards (specifically Function#bind)

```

```

// However, it is not slated for removal any time soon

```

```

jQuery.proxy = function( fn, context ) {
  var tmp, args, proxy;

```

```

  if ( typeof context === "string" ) {
    tmp = fn[ context ];
    context = fn;
    fn = tmp;
  }

```

```

// Quick check to determine if target is callable, in the spec
// this throws a TypeError, but we will just return undefined.

```

```

if ( !isFunction( fn ) ) {
  return undefined;
}

```

```

    }

    // Simulated bind
    args = slice.call( arguments, 2 );
    proxy = function() {
        return fn.apply( context || this, args.concat( slice.call( arguments ) ) );
    };

    // Set the guid of unique handler to the same of original handler, so it can be removed
    proxy.guid = fn.guid = fn.guid || jQuery.guid++;

    return proxy;
};

jQuery.holdReady = function( hold ) {
    if ( hold ) {
        jQuery.readyWait++;
    } else {
        jQuery.ready( true );
    }
};

jQuery.isArray = Array.isArray;
jQuery.parseJSON = JSON.parse;
jQuery.nodeName = nodeName;
jQuery.isFunction = isFunction;
jQuery.isWindow = isWindow;
jQuery.camelCase = camelCase;
jQuery.type = toType;

jQuery.now = Date.now;

jQuery.isNumeric = function( obj ) {

    // As of jQuery 3.0, isNumeric is limited to
    // strings and numbers (primitives or objects)
    // that can be coerced to finite numbers (gh-2662)
    var type = jQuery.type( obj );
    return ( type === "number" || type === "string" ) &&

        // parseFloat NaNs numeric-cast false positives ("")
        // ...but misinterprets leading-number strings, particularly hex literals ("0x...")
        // subtraction forces infinities to NaN
        !isNaN( obj - parseFloat( obj ) );
};

```

```

// Register as a named AMD module, since jQuery can be concatenated with other
// files that may use define, but not via a proper concatenation script that
// understands anonymous AMD modules. A named AMD is safest and most robust
// way to register. Lowercase jquery is used because AMD module names are
// derived from file names, and jQuery is normally delivered in a lowercase
// file name. Do this after creating the global so that if an AMD module wants
// to call noConflict to hide this version of jQuery, it will work.

// Note that for maximum portability, libraries that are not jQuery should
// declare themselves as anonymous modules, and avoid setting a global if an
// AMD loader is present. jQuery is a special case. For more information, see
// https://github.com/jrburke/requirejs/wiki/Updating-existing-libraries#wiki-anon

if ( typeof define === "function" && define.amd ) {
    define( "jquery", [], function() {
        return jQuery;
    } );
}

```

var

```

// Map over jQuery in case of overwrite
_jQuery = window.jQuery,

// Map over the $ in case of overwrite
_$ = window.$;

jQuery.noConflict = function( deep ) {
    if ( window.$ === jQuery ) {
        window.$ = _$;
    }

    if ( deep && window.jQuery === jQuery ) {
        window.jQuery = _jQuery;
    }
}

```

```
    }

    return jQuery;
};

// Expose jQuery and $ identifiers, even in AMD
// (#7102#comment:10, https://github.com/jquery/jquery/pull/557)
// and CommonJS for browser emulators (#13566)
if ( !noGlobal ) {
    window.jQuery = window.$ = jQuery;
}

return jQuery;
} );
```