```swift
import Foundation
import QuartzCore.CAAnimation
import QuartzCore.CABase
import QuartzCore.CAConstraintLayoutManager
import QuartzCore.CADisplayLink
import QuartzCore.CAEDRMetadata
import QuartzCore.CAEmitterCell
import QuartzCore.CAEmitterLayer
import QuartzCore.CAFrameRateRange
import QuartzCore.CAGradientLayer
import QuartzCore.CALayer
import QuartzCore.CAMediaTiming
import QuartzCore.CAMediaTimingFunction
import QuartzCore.CAMetalDisplayLink
import QuartzCore.CAMetalLayer
import QuartzCore.CAOpenGLLayer
import QuartzCore.CARemoteLayerClient
import QuartzCore.CARemoteLayerServer
import QuartzCore.CARenderer
import QuartzCore.CAReplicatorLayer
import QuartzCore.CAScrollLayer
import QuartzCore.CAShapeLayer
import QuartzCore.CATextLayer
import QuartzCore.CATiledLayer
import QuartzCore.CATransaction
import QuartzCore.CATransform3D
import QuartzCore.CATransformLayer
import QuartzCore.CAValueFunction
import QuartzCore.CoreAnimation
import _Concurrency
import _StringProcessing
import _SwiftConcurrencyShims
```

```swift
@available(macOS 12.0, iOS 15.0, watchOS
8.0, tvOS 15.0, *)
extension CAFrameRateRange {

    public init(minimum: Float, maximum:
Float, preferred: Float? = nil)

    public var preferred: Float?
}

@available(macOS 12.0, iOS 15.0, watchOS
8.0, tvOS 15.0, *)
extension CAFrameRateRange : Equatable {

    /// Returns a Boolean value
indicating whether two values are equal.
    ///
    /// Equality is the inverse of
inequality. For any values `a` and `b`,
    /// `a == b` implies that `a != b` is
`false`.
    ///
    /// - Parameters:
    ///   - lhs: A value to compare.
    ///   - rhs: Another value to
compare.
    public static func == (lhs:
CAFrameRateRange, rhs: CAFrameRateRange)
-> Bool
}
```