{"version":3,"sources":["../../js/src/util.js","../../js/src/alert.js","../../js/src/button.js","../../js/src/carousel.js","../../js/src/collapse.js","../../js/src/dropdown.js","../../js/src/modal.js","../../js/src/tools/sanitizer.js","../../js/src/tooltip.js","../../js/src/popover.js","../../js/src/scrollspy.js","../../js/src/tab.js","../../js/src/toast.js"],"names":["TRANSITION\_END","Util","getUID","prefix","Math","random","document","getElementById","getSelectorFromElement","element","selector","getAttribute","hrefAttr","trim","querySelector","\_","getTransitionDurationFromElement","transitionDuration","$","css","transitionDelay","floatTransitionDuration","parseFloat","floatTransitionDelay","split","reflow","offsetHeight","triggerTransitionEnd","trigger","supportsTransitionEnd","Boolean","isElement","obj","nodeType","typeCheckConfig","componentName","config","configTypes","property","Object","prototype","hasOwnProperty","call","expectedTypes","value","valueType","toString","match","toLowerCase","RegExp","test","Error","toUpperCase","findShadowRoot","documentElement","attachShadow","getRootNode","root","ShadowRoot","parentNode","jQueryDetection","TypeError","version","fn","jquery","emulateTransitionEnd","duration","\_this","this","called","one","setTimeout","event","special","bindType","delegateType","handle","target","is","handleObj","handler","apply","arguments","DATA\_KEY","JQUERY\_NO\_CONFLICT","Alert","\_element","close","rootElement","\_getRootElement","\_triggerCloseEvent","isDefaultPrevented","\_removeElement","dispose","removeData","parent","closest","closeEvent","Event","removeClass","hasClass","\_destroyElement","detach","remove","\_jQueryInterface","each","$element","data","\_handleDismiss","alertInstance","preventDefault","on","Constructor","noConflict","CLASS\_NAME\_ACTIVE","SELECTOR\_DATA\_TOGGLE\_CARROT","SELECTOR\_INPUT","SELECTOR\_BUTTON","Button","shouldAvoidTriggerChange","toggle","triggerChangeEvent","addAriaPressed","input","type","checked","classList","contains","activeElement","focus","hasAttribute","setAttribute","toggleClass","avoidTriggerChange","button","initialButton","inputBtn","tagName","window","buttons","slice","querySelectorAll","i","len","length","add","NAME","DIRECTION\_NEXT","DIRECTION\_PREV","EVENT\_SLID","SELECTOR\_ACTIVE\_ITEM","Default","interval","keyboard","slide","pause","wrap","touch","DefaultType","PointerType","TOUCH","PEN","Carousel","\_items","\_interval","\_activeElement","\_isPaused","\_isSliding","touchTimeout","touchStartX","touchDeltaX","\_config","\_getConfig","\_indicatorsElement","\_touchSupported","navigator","maxTouchPoints","\_pointerEvent","PointerEvent","MSPointerEvent","\_addEventListeners","next","\_slide","nextWhenVisible","hidden","prev","cycle","clearInterval","\_updateInterval","setInterval","visibilityState","bind","to","index","activeIndex","\_getItemIndex","direction","off","\_extends","\_handleSwipe","absDeltax","abs","\_this2","\_keydown","\_addTouchEventListeners","\_this3","start","originalEvent","pointerType","clientX","touches","end","clearTimeout","e","move","which","indexOf","\_getItemByDirection","isNextDirection","isPrevDirection","lastItemIndex","itemIndex","\_triggerSlideEvent","relatedTarget","eventDirectionName","targetIndex","fromIndex","slideEvent","from","\_setActiveIndicatorElement","indicators","nextIndicator","children","addClass","elementInterval","parseInt","defaultInterval","directionalClassName","orderClassName","\_this4","activeElementIndex","nextElement","nextElementIndex","isCycling","slidEvent","action","ride","\_dataApiClickHandler","slideIndex","carousels","$carousel","CLASS\_NAME\_SHOW","CLASS\_NAME\_COLLAPSE","CLASS\_NAME\_COLLAPSING","CLASS\_NAME\_COLLAPSED","DIMENSION\_WIDTH","SELECTOR\_DATA\_TOGGLE","Collapse","\_isTransitioning","\_triggerArray","id","toggleList","elem","filterElement","filter","foundElem","\_selector","push","\_parent","\_getParent","\_addAriaAndCollapsedClass","hide","show","actives","activesData","not","startEvent","dimension","\_getDimension","style","attr","setTransitioning","scrollSize","getBoundingClientRect","triggerArrayLength","isTransitioning","\_getTargetFromElement","triggerArray","isOpen","currentTarget","$trigger","selectors","$target","REGEXP\_KEYDOWN","ARROW\_UP\_KEYCODE","CLASS\_NAME\_DISABLED","CLASS\_NAME\_MENURIGHT","EVENT\_HIDE","EVENT\_HIDDEN","EVENT\_CLICK\_DATA\_API","EVENT\_KEYDOWN\_DATA\_API","SELECTOR\_MENU","offset","flip","boundary","reference","display","popperConfig","Dropdown","\_popper","\_menu","\_getMenuElement","\_inNavbar","\_detectNavbar","disabled","isActive","\_clearMenus","usePopper","showEvent","\_getParentFromElement","Popper","referenceElement","\_getPopperConfig","body","noop","hideEvent","destroy","update","scheduleUpdate","stopPropagation","constructor","\_getPlacement","$parentDropdown","placement","\_getOffset","offsets","modifiers","enabled","preventOverflow","boundariesElement","applyStyle","toggles","context","clickEvent","dropdow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KwgB,eAAetM,aAG1DiN,iBAAA,WACE,OAAOnhB,KAAKwgB,eAAe/M,cAAgBzX,KAAK2lB,IAC9CzlB,SAAS6T,KAAK0D,aACdvX,SAASgD,gBAAgBuU,iBAI7BmO,iBAAA,WACE,OAAO5hB,KAAKwgB,iBAAmBlc,OAC7BA,OAAOud,YAAc7hB,KAAKwgB,eAAejT,wBAAwBgU,UAGrEV,SAAA,WACE,IAAM3M,EAAYlU,KAAKkhB,gBAAkBlhB,KAAKuG,QAAQmI,OAChD+E,EAAezT,KAAKmhB,mBACpBW,EAAY9hB,KAAKuG,QAAQmI,OAAS+E,EAAezT,KAAK4hB,mBAM5D,GAJI5hB,KAAK4gB,gBAAkBnN,GACzBzT,KAAK8gB,UAGH5M,GAAa4N,EAAjB,CACE,IAAMrhB,EAAST,KAAK0gB,SAAS1gB,KAAK0gB,SAAS9b,OAAS,GAEhD5E,KAAK2gB,gBAAkBlgB,GACzBT,KAAK+hB,UAAUthB,OAJnB,CAUA,GAAIT,KAAK2gB,eAAiBzM,EAAYlU,KAAKygB,SAAS,IAAMzgB,KAAKygB,SAAS,GAAK,EAG3E,OAFAzgB,KAAK2gB,cAAgB,UACrB3gB,KAAKgiB,SAIP,IAAK,IAAItd,EAAI1E,KAAKygB,SAAS7b,OAAQF,KACV1E,KAAK2gB,gBAAkB3gB,KAAK0gB,SAAShc,IACxDwP,GAAalU,KAAKygB,SAAS/b,KACM,oBAAzB1E,KAAKygB,SAAS/b,EAAI,IACtBwP,EAAYlU,KAAKygB,SAAS/b,EAAI,KAGpC1E,KAAK+hB,UAAU/hB,KAAK0gB,SAAShc,QAKnCqd,UAAA,SAAUthB,GACRT,KAAK2gB,cAAgBlgB,EAErBT,KAAKgiB,SAEL,IAAMC,EAAUjiB,KAAKsM,UAClBlP,MAAM,KACNgkB,KAAI,SAAA9kB,GAAQ,OAAOA,EAAP,iBAAgCmE,EAAhC,MAA4CnE,EAA5C,UAA8DmE,EAA9D,QAETyhB,EAAQplB,EAAAA,QAAE,GAAG0H,MAAMlG,KAAKpC,SAASuI,iBAAiBwd,EAAQpC,KAAK,QAEjEqC,EAAMlgB,SApNmB,kBAqN3BkgB,EAAMtgB,QAtMc,aAuMjBud,KArMwB,oBAsMxB9U,SAASvH,IACZof,EAAM7X,SAASvH,MAGfof,EAAM7X,SAASvH,IAGfof,EAAMC,QAAQ9B,IACXhZ,KAAQ+a,+BACR/X,SAASvH,IAEZof,EAAMC,QAAQ9B,IACXhZ,KAtNkB,aAuNlB+C,SAxNkB,aAyNlBC,SAASvH,KAGdhG,EAAAA,QAAEkD,KAAKwgB,gBAAgBhjB,QArOP,wBAqO+B,CAC7CmM,cAAelJ,OAInBuhB,OAAA,WACE,GAAGxd,MAAMlG,KAAKpC,SAASuI,iBAAiBzE,KAAKsM,YAC1CF,QAAO,SAAAiW,GAAI,OAAIA,EAAK3e,UAAUC,SAASb,OACvCqQ,SAAQ,SAAAkP,GAAI,OAAIA,EAAK3e,UAAUvB,OAAOW,UAIpCV,iBAAP,SAAwBpE,GACtB,OAAOgC,KAAKqC,MAAK,WACf,IAAIE,EAAOzF,EAAAA,QAAEkD,MAAMuC,KAAKxB,IAQxB,GALKwB,IACHA,EAAO,IAAIge,EAAUvgB,KAHW,iBAAXhC,GAAuBA,GAI5ClB,EAAAA,QAAEkD,MAAMuC,KAAKxB,GAAUwB,IAGH,iBAAXvE,EAAqB,CAC9B,GAA4B,oBAAjBuE,EAAKvE,GACd,MAAM,IAAIyB,UAAJ,oBAAkCzB,EAAlC,KAGRuE,EAAKvE,uCA5MX,WACE,MA9DY,6BAiEd,WACE,OAAOmH,SAzBLob,GA0ONzjB,EAAAA,QAAEwH,QAAQ3B,GAxQe,8BAwQS,WAIhC,IAHA,IAAM2f,EAAa,GAAG9d,MAAMlG,KAAKpC,SAASuI,iBApQlB,wBAuQfC,EAFgB4d,EAAW1d,OAELF,KAAM,CACnC,IAAM6d,EAAOzlB,EAAAA,QAAEwlB,EAAW5d,IAC1B6b,GAAUne,iBAAiB9D,KAAKikB,EAAMA,EAAKhgB,YAQ/CzF,EAAAA,QAAE6C,GAAGmF,IAAQyb,GAAUne,iBACvBtF,EAAAA,QAAE6C,GAAGmF,IAAMlC,YAAc2d,GACzBzjB,EAAAA,QAAE6C,GAAGmF,IAAMjC,WAAa,WAEtB,OADA/F,EAAAA,QAAE6C,GAAGmF,IAAQ9D,GACNuf,GAAUne,kBCtSnB,IAEMrB,GAAW,SAGXC,GAAqBlE,EAAAA,QAAE6C,GAAF,IAGrBmD,GAAoB,SAEpB2O,GAAkB,OAClBlG,GAAkB,OAUlBiX,GAAkB,UAClBC,GAAqB,iBASrBC,GAAAA,WACJ,SAAAA,EAAYrmB,GACV2D,KAAKkB,SAAW7E,6BASlBuQ,KAAA,WAAO,IAAA7M,EAAAC,KACL,KAAIA,KAAKkB,SAAS3B,YACdS,KAAKkB,SAAS3B,WAAW1B,WAAaiW,KAAKC,cAC3CjX,EAAAA,QAAEkD,KAAKkB,UAAUc,SAASc,KAC1BhG,EAAAA,QAAEkD,KAAKkB,UAAUc,SArCG,aAkCxB,CAOA,IAAIvB,EACAkiB,EACEC,EAAc9lB,EAAAA,QAAEkD,KAAKkB,UAAUU,QAhCT,qBAgC0C,GAChEtF,EAAWT,EAAKO,uBAAuB4D,KAAKkB,UAElD,GAAI0hB,EAAa,CACf,IAAMC,EAAwC,OAAzBD,EAAY9K,UAA8C,OAAzB8K,EAAY9K,SAAoB2K,GAAqBD,GAE3GG,GADAA,EAAW7lB,EAAAA,QAAEgmB,UAAUhmB,EAAAA,QAAE8lB,GAAazD,KAAK0D,KACvBF,EAAS/d,OAAS,GAGxC,IAAMqL,EAAYnT,EAAAA,QAAEgF,MAhDR,cAgD0B,CACpC6H,cAAe3J,KAAKkB,WAGhBwO,EAAY5S,EAAAA,QAAEgF,MAlDR,cAkD0B,CACpC6H,cAAegZ,IASjB,GANIA,GACF7lB,EAAAA,QAAE6lB,GAAUnlB,QAAQyS,GAGtBnT,EAAAA,QAAEkD,KAAKkB,UAAU1D,QAAQkS,IAErBA,EAAUnO,uBACV0O,EAAU1O,qBADd,CAKIjF,IACFmE,EAASvE,SAASQ,cAAcJ,IAGlC0D,KAAK+hB,UACH/hB,KAAKkB,SACL0hB,GAGF,IAAM1E,EAAW,WACf,IAAM6E,EAAcjmB,EAAAA,QAAEgF,MA5EV,gBA4E8B,CACxC6H,cAAe5J,EAAKmB,WAGhBkT,EAAatX,EAAAA,QAAEgF,MA9EV,eA8E6B,CACtC6H,cAAegZ,IAGjB7lB,EAAAA,QAAE6lB,GAAUnlB,QAAQulB,GACpBjmB,EAAAA,QAAEiD,EAAKmB,UAAU1D,QAAQ4W,IAGvB3T,EACFT,KAAK+hB,UAAUthB,EAAQA,EAAOlB,WAAY2e,GAE1CA,SAIJzc,QAAA,WACE3E,EAAAA,QAAE4E,WAAW1B,KAAKkB,SAAUH,IAC5Bf,KAAKkB,SAAW,QAIlB6gB,UAAA,SAAU1lB,EAASsd,EAAW7E,GAAU,IAAAxM,EAAAtI,KAKhCgjB,IAJiBrJ,GAAqC,OAAvBA,EAAU7B,UAA4C,OAAvB6B,EAAU7B,SAE5Ehb,EAAAA,QAAE6c,GAAWvP,SAASoY,IADtB1lB,EAAAA,QAAE6c,GAAWwF,KAAKsD,KAGU,GACxBhV,EAAkBqH,GAAakO,GAAUlmB,EAAAA,QAAEkmB,GAAQhhB,SAASyP,IAC5DyM,EAAW,WAAA,OAAM5V,EAAK2a,oBAC1B5mB,EACA2mB,EACAlO,IAGF,GAAIkO,GAAUvV,EAAiB,CAC7B,IAAM5Q,EAAqBhB,EAAKe,iCAAiComB,GAEjElmB,EAAAA,QAAEkmB,GACCjhB,YAAYwJ,IACZrL,IAAIrE,EAAKD,eAAgBsiB,GACzBre,qBAAqBhD,QAExBqhB,OAIJ+E,oBAAA,SAAoB5mB,EAAS2mB,EAAQlO,GACnC,GAAIkO,EAAQ,CACVlmB,EAAAA,QAAEkmB,GAAQjhB,YAAYe,IAEtB,IAAMogB,EAAgBpmB,EAAAA,QAAEkmB,EAAOzjB,YAAY4f,KAvHV,4BAyH/B,GAEE+D,GACFpmB,EAAAA,QAAEomB,GAAenhB,YAAYe,IAGK,QAAhCkgB,EAAOzmB,aAAa,SACtBymB,EAAOjf,aAAa,iBAAiB,GAIzCjH,EAAAA,QAAET,GAASgO,SAASvH,IACiB,QAAjCzG,EAAQE,aAAa,SACvBF,EAAQ0H,aAAa,iBAAiB,GAGxClI,EAAKwB,OAAOhB,GAERA,EAAQqH,UAAUC,SAAS8N,KAC7BpV,EAAQqH,UAAUmB,IAAI0G,IAGxB,IAAI5J,EAAStF,EAAQkD,WAKrB,GAJIoC,GAA8B,OAApBA,EAAOmW,WACnBnW,EAASA,EAAOpC,YAGdoC,GAAU7E,EAAAA,QAAE6E,GAAQK,SAtKK,iBAsK+B,CAC1D,IAAMmhB,EAAkBrmB,EAAAA,QAAET,GAASuF,QA3Jf,aA2J0C,GAE9D,GAAIuhB,EAAiB,CACnB,IAAMC,EAAqB,GAAG5e,MAAMlG,KAAK6kB,EAAgB1e,iBAzJhC,qBA2JzB3H,EAAAA,QAAEsmB,GAAoB/Y,SAASvH,IAGjCzG,EAAQ0H,aAAa,iBAAiB,GAGpC+Q,GACFA,OAKG1S,iBAAP,SAAwBpE,GACtB,OAAOgC,KAAKqC,MAAK,WACf,IAAMghB,EAAQvmB,EAAAA,QAAEkD,MACZuC,EAAO8gB,EAAM9gB,KAAKxB,IAOtB,GALKwB,IACHA,EAAO,IAAImgB,EAAI1iB,MACfqjB,EAAM9gB,KAAKxB,GAAUwB,IAGD,iBAAXvE,EAAqB,CAC9B,GAA4B,oBAAjBuE,EAAKvE,GACd,MAAM,IAAIyB,UAAJ,oBAAkCzB,EAAlC,KAGRuE,EAAKvE,uCAzKX,WACE,MArCY,cA8BV0kB,GAyLN5lB,EAAAA,QAAEZ,UACCyG,GAxMuB,wBAMG,mEAkMqB,SAAUvC,GACxDA,EAAMsC,iBACNggB,GAAItgB,iBAAiB9D,KAAKxB,EAAAA,QAAEkD,MAAO,WAOvClD,EAAAA,QAAE6C,GAAF,IAAa+iB,GAAItgB,iBACjBtF,EAAAA,QAAE6C,GAAF,IAAWiD,YAAc8f,GACzB5lB,EAAAA,QAAE6C,GAAF,IAAWkD,WAAa,WAEtB,OADA/F,EAAAA,QAAE6C,GAAF,IAAaqB,GACN0hB,GAAItgB,kBCtOb,IAEMrB,GAAW,WAEXC,GAAqBlE,EAAAA,QAAE6C,GAAF,MAGrB2jB,GAAkB,OAClB/X,GAAkB,OAClBgY,GAAqB,UAErBzR,GAAmB,yBAQnB3M,GAAU,CACdmU,WAAW,EACXkK,UAAU,EACV/J,MAAO,KAGH/T,GAAc,CAClB4T,UAAW,UACXkK,SAAU,UACV/J,MAAO,UAOHgK,GAAAA,WACJ,SAAAA,EAAYpnB,EAAS2B,GACnBgC,KAAKkB,SAAW7E,EAChB2D,KAAKuG,QAAUvG,KAAKwG,WAAWxI,GAC/BgC,KAAKuc,SAAW,KAChBvc,KAAK2c,2CAiBP/P,KAAA,WAAO,IAAA7M,EAAAC,KACC0P,EAAY5S,EAAAA,QAAEgF,MA5CR,iBA+CZ,GADAhF,EAAAA,QAAEkD,KAAKkB,UAAU1D,QAAQkS,IACrBA,EAAUnO,qBAAd,CAIAvB,KAAK0jB,gBAED1jB,KAAKuG,QAAQ+S,WACftZ,KAAKkB,SAASwC,UAAUmB,IA9DN,QAiEpB,IAAMqZ,EAAW,WACfne,EAAKmB,SAASwC,UAAUvB,OAAOohB,IAC/BxjB,EAAKmB,SAASwC,UAAUmB,IAAI0G,IAE5BzO,EAAAA,QAAEiD,EAAKmB,UAAU1D,QA5DN,kBA8DPuC,EAAKwG,QAAQid,WACfzjB,EAAKwc,SAAWpc,YAAW,WACzBJ,EAAK4M,SACJ5M,EAAKwG,QAAQkT,SAOpB,GAHAzZ,KAAKkB,SAASwC,UAAUvB,OAAOmhB,IAC/BznB,EAAKwB,OAAO2C,KAAKkB,UACjBlB,KAAKkB,SAASwC,UAAUmB,IAAI0e,IACxBvjB,KAAKuG,QAAQ+S,UAAW,CAC1B,IAAMzc,EAAqBhB,EAAKe,iCAAiCoD,KAAKkB,UAEtEpE,EAAAA,QAAEkD,KAAKkB,UACJhB,IAAIrE,EAAKD,eAAgBsiB,GACzBre,qBAAqBhD,QAExBqhB,QAIJvR,KAAA,WACE,GAAK3M,KAAKkB,SAASwC,UAAUC,SAAS4H,IAAtC,CAIA,IAAM0E,EAAYnT,EAAAA,QAAEgF,MA3FR,iBA6FZhF,EAAAA,QAAEkD,KAAKkB,UAAU1D,QAAQyS,GACrBA,EAAU1O,sBAIdvB,KAAK2jB,aAGPliB,QAAA,WACEzB,KAAK0jB,gBAED1jB,KAAKkB,SAASwC,UAAUC,SAAS4H,KACnCvL,KAAKkB,SAASwC,UAAUvB,OAAOoJ,IAGjCzO,EAAAA,QAAEkD,KAAKkB,UAAU+G,IAAI6J,IAErBhV,EAAAA,QAAE4E,WAAW1B,KAAKkB,SAAUH,IAC5Bf,KAAKkB,SAAW,KAChBlB,KAAKuG,QAAU,QAIjBC,WAAA,SAAWxI,GAaT,OAZAA,EAAMkK,EAAA,GACD/C,GACArI,EAAAA,QAAEkD,KAAKkB,UAAUqB,OACE,iBAAXvE,GAAuBA,EAASA,EAAS,IAGtDnC,EAAKiC,gBAvII,QAyIPE,EACAgC,KAAKsQ,YAAY5K,aAGZ1H,KAGT2e,cAAA,WAAgB,IAAArU,EAAAtI,KACdlD,EAAAA,QAAEkD,KAAKkB,UAAUyB,GAAGmP,GAhIM,0BAgIsC,WAAA,OAAMxJ,EAAKqE,aAG7EgX,OAAA,WAAS,IAAAlb,EAAAzI,KACDke,EAAW,WACfzV,EAAKvH,SAASwC,UAAUmB,IAAIye,IAC5BxmB,EAAAA,QAAE2L,EAAKvH,UAAU1D,QA1IL,oBA8Id,GADAwC,KAAKkB,SAASwC,UAAUvB,OAAOoJ,IAC3BvL,KAAKuG,QAAQ+S,UAAW,CAC1B,IAAMzc,EAAqBhB,EAAKe,iCAAiCoD,KAAKkB,UAEtEpE,EAAAA,QAAEkD,KAAKkB,UACJhB,IAAIrE,EAAKD,eAAgBsiB,GACzBre,qBAAqBhD,QAExBqhB,OAIJwF,cAAA,WACE1a,aAAahJ,KAAKuc,UAClBvc,KAAKuc,SAAW,QAIXna,iBAAP,SAAwBpE,GACtB,OAAOgC,KAAKqC,MAAK,WACf,IAAMC,EAAWxF,EAAAA,QAAEkD,MACfuC,EAAOD,EAASC,KAAKxB,IAQzB,GALKwB,IACHA,EAAO,IAAIkhB,EAAMzjB,KAHe,iBAAXhC,GAAuBA,GAI5CsE,EAASC,KAAKxB,GAAUwB,IAGJ,iBAAXvE,EAAqB,CAC9B,GAA4B,oBAAjBuE,EAAKvE,GACd,MAAM,IAAIyB,UAAJ,oBAAkCzB,EAAlC,KAGRuE,EAAKvE,GAAQgC,wCAhJnB,WACE,MA5CY,iCA+Cd,WACE,OAAO0F,wBAGT,WACE,OAAOP,SAlBLse,GAmKN3mB,EAAAA,QAAE6C,GAAF,MAAa8jB,GAAMrhB,iBACnBtF,EAAAA,QAAE6C,GAAF,MAAWiD,YAAc6gB,GACzB3mB,EAAAA,QAAE6C,GAAF,MAAWkD,WAAa,WAEtB,OADA/F,EAAAA,QAAE6C,GAAF,MAAaqB,GACNyiB,GAAMrhB","sourcesContent":["/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.6.1): util.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport $ from 'jquery'\n\n/\*\*\n \* Private TransitionEnd Helpers\n \*/\n\nconst TRANSITION\_END = 'transitionend'\nconst MAX\_UID = 1000000\nconst MILLISECONDS\_MULTIPLIER = 1000\n\n// Shoutout AngusCroll (https://goo.gl/pxwQGp)\nfunction toType(obj) {\n if (obj === null || typeof obj === 'undefined') {\n return `${obj}`\n }\n\n return {}.toString.call(obj).match(/\\s([a-z]+)/i)[1].toLowerCase()\n}\n\nfunction getSpecialTransitionEndEvent() {\n return {\n bindType: TRANSITION\_END,\n delegateType: TRANSITION\_END,\n handle(event) {\n if ($(event.target).is(this)) {\n return event.handleObj.handler.apply(this, arguments) // eslint-disable-line prefer-rest-params\n }\n\n return undefined\n }\n }\n}\n\nfunction transitionEndEmulator(duration) {\n let called = false\n\n $(this).one(Util.TRANSITION\_END, () => {\n called = true\n })\n\n setTimeout(() => {\n if (!called) {\n Util.triggerTransitionEnd(this)\n }\n }, duration)\n\n return this\n}\n\nfunction setTransitionEndSupport() {\n $.fn.emulateTransitionEnd = transitionEndEmulator\n $.event.special[Util.TRANSITION\_END] = getSpecialTransitionEndEvent()\n}\n\n/\*\*\n \* Public Util API\n \*/\n\nconst Util = {\n TRANSITION\_END: 'bsTransitionEnd',\n\n getUID(prefix) {\n do {\n // eslint-disable-next-line no-bitwise\n prefix += ~~(Math.random() \* MAX\_UID) // \"~~\" acts like a faster Math.floor() here\n } while (document.getElementById(prefix))\n\n return prefix\n },\n\n getSelectorFromElement(element) {\n let selector = element.getAttribute('data-target')\n\n if (!selector || selector === '#') {\n const hrefAttr = element.getAttribute('href')\n selector = hrefAttr && hrefAttr !== '#' ? hrefAttr.trim() : ''\n }\n\n try {\n return document.querySelector(selector) ? selector : null\n } catch (\_) {\n return null\n }\n },\n\n getTransitionDurationFromElement(element) {\n if (!element) {\n return 0\n }\n\n // Get transition-duration of the element\n let transitionDuration = $(element).css('transition-duration')\n let transitionDelay = $(element).css('transition-delay')\n\n const floatTransitionDuration = parseFloat(transitionDuration)\n const floatTransitionDelay = parseFloat(transitionDelay)\n\n // Return 0 if element or transition duration is not found\n if (!floatTransitionDuration && !floatTransitionDelay) {\n return 0\n }\n\n // If multiple durations are defined, take the first\n transitionDuration = transitionDuration.split(',')[0]\n transitionDelay = transitionDelay.split(',')[0]\n\n return (parseFloat(transitionDuration) + parseFloat(transitionDelay)) \* MILLISECONDS\_MULTIPLIER\n },\n\n reflow(element) {\n return element.offsetHeight\n },\n\n triggerTransitionEnd(element) {\n $(element).trigger(TRANSITION\_END)\n },\n\n supportsTransitionEnd() {\n return Boolean(TRANSITION\_END)\n },\n\n isElement(obj) {\n return (obj[0] || obj).nodeType\n },\n\n typeCheckConfig(componentName, config, configTypes) {\n for (const property in configTypes) {\n if (Object.prototype.hasOwnProperty.call(configTypes, property)) {\n const expectedTypes = configTypes[property]\n const value = config[property]\n const valueType = value && Util.isElement(value) ?\n 'element' : toType(value)\n\n if (!new RegExp(expectedTypes).test(valueType)) {\n throw new Error(\n `${componentName.toUpperCase()}: ` +\n `Option \"${property}\" provided type \"${valueType}\" ` +\n `but expected type \"${expectedTypes}\".`)\n }\n }\n }\n },\n\n findShadowRoot(element) {\n if (!document.documentElement.attachShadow) {\n return null\n }\n\n // Can find the shadow root otherwise it'll return the document\n if (typeof element.getRootNode === 'function') {\n const root = element.getRootNode()\n return root instanceof ShadowRoot ? root : null\n }\n\n if (element instanceof ShadowRoot) {\n return element\n }\n\n // when we don't find a shadow root\n if (!element.parentNode) {\n return null\n }\n\n return Util.findShadowRoot(element.parentNode)\n },\n\n jQueryDetection() {\n if (typeof $ === 'undefined') {\n throw new TypeError('Bootstrap\\'s JavaScript requires jQuery. jQuery must be included before Bootstrap\\'s JavaScript.')\n }\n\n const version = $.fn.jquery.split(' ')[0].split('.')\n const minMajor = 1\n const ltMajor = 2\n const minMinor = 9\n const minPatch = 1\n const maxMajor = 4\n\n if (version[0] < ltMajor && version[1] < minMinor || version[0] === minMajor && version[1] === minMinor && version[2] < minPatch || version[0] >= maxMajor) {\n throw new Error('Bootstrap\\'s JavaScript requires at least jQuery v1.9.1 but less than v4.0.0')\n }\n }\n}\n\nUtil.jQueryDetection()\nsetTransitionEndSupport()\n\nexport default Util\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.6.1): alert.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport $ from 'jquery'\nimport Util from './util'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'alert'\nconst VERSION = '4.6.1'\nconst DATA\_KEY = 'bs.alert'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\nconst JQUERY\_NO\_CONFLICT = $.fn[NAME]\n\nconst CLASS\_NAME\_ALERT = 'alert'\nconst CLASS\_NAME\_FADE = 'fade'\nconst CLASS\_NAME\_SHOW = 'show'\n\nconst EVENT\_CLOSE = `close${EVENT\_KEY}`\nconst EVENT\_CLOSED = `closed${EVENT\_KEY}`\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\n\nconst SELECTOR\_DISMISS = '[data-dismiss=\"alert\"]'\n\n/\*\*\n \* Class definition\n \*/\n\nclass Alert {\n constructor(element) {\n this.\_element = element\n }\n\n // Getters\n static get VERSION() {\n return VERSION\n }\n\n // Public\n close(element) {\n let rootElement = this.\_element\n if (element) {\n rootElement = this.\_getRootElement(element)\n }\n\n const customEvent = this.\_triggerCloseEvent(rootElement)\n\n if (customEvent.isDefaultPrevented()) {\n return\n }\n\n this.\_removeElement(rootElement)\n }\n\n dispose() {\n $.removeData(this.\_element, DATA\_KEY)\n this.\_element = null\n }\n\n // Private\n \_getRootElement(element) {\n const selector = Util.getSelectorFromElement(element)\n let parent = false\n\n if (selector) {\n parent = document.querySelector(selector)\n }\n\n if (!parent) {\n parent = $(element).closest(`.${CLASS\_NAME\_ALERT}`)[0]\n }\n\n return parent\n }\n\n \_triggerCloseEvent(element) {\n const closeEvent = $.Event(EVENT\_CLOSE)\n\n $(element).trigger(closeEvent)\n return closeEvent\n }\n\n \_removeElement(element) {\n $(element).removeClass(CLASS\_NAME\_SHOW)\n\n if (!$(element).hasClass(CLASS\_NAME\_FADE)) {\n this.\_destroyElement(element)\n return\n }\n\n const transitionDuration = Util.getTransitionDurationFromElement(element)\n\n $(element)\n .one(Util.TRANSITION\_END, event => this.\_destroyElement(element, event))\n .emulateTransitionEnd(transitionDuration)\n }\n\n \_destroyElement(element) {\n $(element)\n .detach()\n .trigger(EVENT\_CLOSED)\n .remove()\n }\n\n // Static\n static \_jQueryInterface(config) {\n return this.each(function () {\n const $element = $(this)\n let data = $element.data(DATA\_KEY)\n\n if (!data) {\n data = new Alert(this)\n $element.data(DATA\_KEY, data)\n }\n\n if (config === 'close') {\n data[config](this)\n }\n })\n }\n\n static \_handleDismiss(alertInstance) {\n return function (event) {\n if (event) {\n event.preventDefault()\n }\n\n alertInstance.close(this)\n }\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\n$(document).on(\n EVENT\_CLICK\_DATA\_API,\n SELECTOR\_DISMISS,\n Alert.\_handleDismiss(new Alert())\n)\n\n/\*\*\n \* jQuery\n \*/\n\n$.fn[NAME] = Alert.\_jQueryInterface\n$.fn[NAME].Constructor = Alert\n$.fn[NAME].noConflict = () => {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Alert.\_jQueryInterface\n}\n\nexport default Alert\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.6.1): button.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport $ from 'jquery'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'button'\nconst VERSION = '4.6.1'\nconst DATA\_KEY = 'bs.button'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\nconst JQUERY\_NO\_CONFLICT = $.fn[NAME]\n\nconst CLASS\_NAME\_ACTIVE = 'active'\nconst CLASS\_NAME\_BUTTON = 'btn'\nconst CLASS\_NAME\_FOCUS = 'focus'\n\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\nconst EVENT\_FOCUS\_BLUR\_DATA\_API = `focus${EVENT\_KEY}${DATA\_API\_KEY} ` +\n `blur${EVENT\_KEY}${DATA\_API\_KEY}`\nconst EVENT\_LOAD\_DATA\_API = `load${EVENT\_KEY}${DATA\_API\_KEY}`\n\nconst SELECTOR\_DATA\_TOGGLE\_CARROT = '[data-toggle^=\"button\"]'\nconst SELECTOR\_DATA\_TOGGLES = '[data-toggle=\"buttons\"]'\nconst SELECTOR\_DATA\_TOGGLE = '[data-toggle=\"button\"]'\nconst SELECTOR\_DATA\_TOGGLES\_BUTTONS = '[data-toggle=\"buttons\"] .btn'\nconst SELECTOR\_INPUT = 'input:not([type=\"hidden\"])'\nconst SELECTOR\_ACTIVE = '.active'\nconst SELECTOR\_BUTTON = '.btn'\n\n/\*\*\n \* Class definition\n \*/\n\nclass Button {\n constructor(element) {\n this.\_element = element\n this.shouldAvoidTriggerChange = false\n }\n\n // Getters\n static get VERSION() {\n return VERSION\n }\n\n // Public\n toggle() {\n let triggerChangeEvent = true\n let addAriaPressed = true\n const rootElement = $(this.\_element).closest(SELECTOR\_DATA\_TOGGLES)[0]\n\n if (rootElement) {\n const input = this.\_element.querySelector(SELECTOR\_INPUT)\n\n if (input) {\n if (input.type === 'radio') {\n if (input.checked && this.\_element.classList.contains(CLASS\_NAME\_ACTIVE)) {\n triggerChangeEvent = false\n } else {\n const activeElement = rootElement.querySelector(SELECTOR\_ACTIVE)\n\n if (activeElement) {\n $(activeElement).removeClass(CLASS\_NAME\_ACTIVE)\n }\n }\n }\n\n if (triggerChangeEvent) {\n // if it's not a radio button or checkbox don't add a pointless/invalid checked property to the input\n if (input.type === 'checkbox' || input.type === 'radio') {\n input.checked = !this.\_element.classList.contains(CLASS\_NAME\_ACTIVE)\n }\n\n if (!this.shouldAvoidTriggerChange) {\n $(input).trigger('change')\n }\n }\n\n input.focus()\n addAriaPressed = false\n }\n }\n\n if (!(this.\_element.hasAttribute('disabled') || this.\_element.classList.contains('disabled'))) {\n if (addAriaPressed) {\n this.\_element.setAttribute('aria-pressed', !this.\_element.classList.contains(CLASS\_NAME\_ACTIVE))\n }\n\n if (triggerChangeEvent) {\n $(this.\_element).toggleClass(CLASS\_NAME\_ACTIVE)\n }\n }\n }\n\n dispose() {\n $.removeData(this.\_element, DATA\_KEY)\n this.\_element = null\n }\n\n // Static\n static \_jQueryInterface(config, avoidTriggerChange) {\n return this.each(function () {\n const $element = $(this)\n let data = $element.data(DATA\_KEY)\n\n if (!data) {\n data = new Button(this)\n $element.data(DATA\_KEY, data)\n }\n\n data.shouldAvoidTriggerChange = avoidTriggerChange\n\n if (config === 'toggle') {\n data[config]()\n }\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\n$(document)\n .on(EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_TOGGLE\_CARROT, event => {\n let button = event.target\n const initialButton = button\n\n if (!$(button).hasClass(CLASS\_NAME\_BUTTON)) {\n button = $(button).closest(SELECTOR\_BUTTON)[0]\n }\n\n if (!button || button.hasAttribute('disabled') || button.classList.contains('disabled')) {\n event.preventDefault() // work around Firefox bug #1540995\n } else {\n const inputBtn = button.querySelector(SELECTOR\_INPUT)\n\n if (inputBtn && (inputBtn.hasAttribute('disabled') || inputBtn.classList.contains('disabled'))) {\n event.preventDefault() // work around Firefox bug #1540995\n return\n }\n\n if (initialButton.tagName === 'INPUT' || button.tagName !== 'LABEL') {\n Button.\_jQueryInterface.call($(button), 'toggle', initialButton.tagName === 'INPUT')\n }\n }\n })\n .on(EVENT\_FOCUS\_BLUR\_DATA\_API, SELECTOR\_DATA\_TOGGLE\_CARROT, event => {\n const button = $(event.target).closest(SELECTOR\_BUTTON)[0]\n $(button).toggleClass(CLASS\_NAME\_FOCUS, /^focus(in)?$/.test(event.type))\n })\n\n$(window).on(EVENT\_LOAD\_DATA\_API, () => {\n // ensure correct active class is set to match the controls' actual values/states\n\n // find all checkboxes/readio buttons inside data-toggle groups\n let buttons = [].slice.call(document.querySelectorAll(SELECTOR\_DATA\_TOGGLES\_BUTTONS))\n for (let i = 0, len = buttons.length; i < len; i++) {\n const button = buttons[i]\n const input = button.querySelector(SELECTOR\_INPUT)\n if (input.checked || input.hasAttribute('checked')) {\n button.classList.add(CLASS\_NAME\_ACTIVE)\n } else {\n button.classList.remove(CLASS\_NAME\_ACTIVE)\n }\n }\n\n // find all button toggles\n buttons = [].slice.call(document.querySelectorAll(SELECTOR\_DATA\_TOGGLE))\n for (let i = 0, len = buttons.length; i < len; i++) {\n const button = buttons[i]\n if (button.getAttribute('aria-pressed') === 'true') {\n button.classList.add(CLASS\_NAME\_ACTIVE)\n } else {\n button.classList.remove(CLASS\_NAME\_ACTIVE)\n }\n }\n})\n\n/\*\*\n \* jQuery\n \*/\n\n$.fn[NAME] = Button.\_jQueryInterface\n$.fn[NAME].Constructor = Button\n$.fn[NAME].noConflict = () => {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Button.\_jQueryInterface\n}\n\nexport default Button\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.6.1): carousel.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport $ from 'jquery'\nimport Util from './util'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'carousel'\nconst VERSION = '4.6.1'\nconst DATA\_KEY = 'bs.carousel'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\nconst JQUERY\_NO\_CONFLICT = $.fn[NAME]\nconst ARROW\_LEFT\_KEYCODE = 37 // KeyboardEvent.which value for left arrow key\nconst ARROW\_RIGHT\_KEYCODE = 39 // KeyboardEvent.which value for right arrow key\nconst TOUCHEVENT\_COMPAT\_WAIT = 500 // Time for mouse compat events to fire after touch\nconst SWIPE\_THRESHOLD = 40\n\nconst CLASS\_NAME\_CAROUSEL = 'carousel'\nconst CLASS\_NAME\_ACTIVE = 'active'\nconst CLASS\_NAME\_SLIDE = 'slide'\nconst CLASS\_NAME\_RIGHT = 'carousel-item-right'\nconst CLASS\_NAME\_LEFT = 'carousel-item-left'\nconst CLASS\_NAME\_NEXT = 'carousel-item-next'\nconst CLASS\_NAME\_PREV = 'carousel-item-prev'\nconst CLASS\_NAME\_POINTER\_EVENT = 'pointer-event'\n\nconst DIRECTION\_NEXT = 'next'\nconst DIRECTION\_PREV = 'prev'\nconst DIRECTION\_LEFT = 'left'\nconst DIRECTION\_RIGHT = 'right'\n\nconst EVENT\_SLIDE = `slide${EVENT\_KEY}`\nconst EVENT\_SLID = `slid${EVENT\_KEY}`\nconst EVENT\_KEYDOWN = `keydown${EVENT\_KEY}`\nconst EVENT\_MOUSEENTER = `mouseenter${EVENT\_KEY}`\nconst EVENT\_MOUSELEAVE = `mouseleave${EVENT\_KEY}`\nconst EVENT\_TOUCHSTART = `touchstart${EVENT\_KEY}`\nconst EVENT\_TOUCHMOVE = `touchmove${EVENT\_KEY}`\nconst EVENT\_TOUCHEND = `touchend${EVENT\_KEY}`\nconst EVENT\_POINTERDOWN = `pointerdown${EVENT\_KEY}`\nconst EVENT\_POINTERUP = `pointerup${EVENT\_KEY}`\nconst EVENT\_DRAG\_START = `dragstart${EVENT\_KEY}`\nconst EVENT\_LOAD\_DATA\_API = `load${EVENT\_KEY}${DATA\_API\_KEY}`\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\n\nconst SELECTOR\_ACTIVE = '.active'\nconst SELECTOR\_ACTIVE\_ITEM = '.active.carousel-item'\nconst SELECTOR\_ITEM = '.carousel-item'\nconst SELECTOR\_ITEM\_IMG = '.carousel-item img'\nconst SELECTOR\_NEXT\_PREV = '.carousel-item-next, .carousel-item-prev'\nconst SELECTOR\_INDICATORS = '.carousel-indicators'\nconst SELECTOR\_DATA\_SLIDE = '[data-slide], [data-slide-to]'\nconst SELECTOR\_DATA\_RIDE = '[data-ride=\"carousel\"]'\n\nconst Default = {\n interval: 5000,\n keyboard: true,\n slide: false,\n pause: 'hover',\n wrap: true,\n touch: true\n}\n\nconst DefaultType = {\n interval: '(number|boolean)',\n keyboard: 'boolean',\n slide: '(boolean|string)',\n pause: '(string|boolean)',\n wrap: 'boolean',\n touch: 'boolean'\n}\n\nconst PointerType = {\n TOUCH: 'touch',\n PEN: 'pen'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Carousel {\n constructor(element, config) {\n this.\_items = null\n this.\_interval = null\n this.\_activeElement = null\n this.\_isPaused = false\n this.\_isSliding = false\n this.touchTimeout = null\n this.touchStartX = 0\n this.touchDeltaX = 0\n\n this.\_config = this.\_getConfig(config)\n this.\_element = element\n this.\_indicatorsElement = this.\_element.querySelector(SELECTOR\_INDICATORS)\n this.\_touchSupported = 'ontouchstart' in document.documentElement || navigator.maxTouchPoints > 0\n this.\_pointerEvent = Boolean(window.PointerEvent || window.MSPointerEvent)\n\n this.\_addEventListeners()\n }\n\n // Getters\n static get VERSION() {\n return VERSION\n }\n\n static get Default() {\n return Default\n }\n\n // Public\n next() {\n if (!this.\_isSliding) {\n this.\_slide(DIRECTION\_NEXT)\n }\n }\n\n nextWhenVisible() {\n const $element = $(this.\_element)\n // Don't call next when the page isn't visible\n // or the carousel or its parent isn't visible\n if (!document.hidden &&\n ($element.is(':visible') && $element.css('visibility') !== 'hidden')) {\n this.next()\n }\n }\n\n prev() {\n if (!this.\_isSliding) {\n this.\_slide(DIRECTION\_PREV)\n }\n }\n\n pause(event) {\n if (!event) {\n this.\_isPaused = true\n }\n\n if (this.\_element.querySelector(SELECTOR\_NEXT\_PREV)) {\n Util.triggerTransitionEnd(this.\_element)\n this.cycle(true)\n }\n\n clearInterval(this.\_interval)\n this.\_interval = null\n }\n\n cycle(event) {\n if (!event) {\n this.\_isPaused = false\n }\n\n if (this.\_interval) {\n clearInterval(this.\_interval)\n this.\_interval = null\n }\n\n if (this.\_config.interval && !this.\_isPaused) {\n this.\_updateInterval()\n\n this.\_interval = setInterval(\n (document.visibilityState ? this.nextWhenVisible : this.next).bind(this),\n this.\_config.interval\n )\n }\n }\n\n to(index) {\n this.\_activeElement = this.\_element.querySelector(SELECTOR\_ACTIVE\_ITEM)\n\n const activeIndex = this.\_getItemIndex(this.\_activeElement)\n\n if (index > this.\_items.length - 1 || index < 0) {\n return\n }\n\n if (this.\_isSliding) {\n $(this.\_element).one(EVENT\_SLID, () => this.to(index))\n return\n }\n\n if (activeIndex === index) {\n this.pause()\n this.cycle()\n return\n }\n\n const direction = index > activeIndex ?\n DIRECTION\_NEXT :\n DIRECTION\_PREV\n\n this.\_slide(direction, this.\_items[index])\n }\n\n dispose() {\n $(this.\_element).off(EVENT\_KEY)\n $.removeData(this.\_element, DATA\_KEY)\n\n this.\_items = null\n this.\_config = null\n this.\_element = null\n this.\_interval = null\n this.\_isPaused = null\n this.\_isSliding = null\n this.\_activeElement = null\n this.\_indicatorsElement = null\n }\n\n // Private\n \_getConfig(config) {\n config = {\n ...Default,\n ...config\n }\n Util.typeCheckConfig(NAME, config, DefaultType)\n return config\n }\n\n \_handleSwipe() {\n const absDeltax = Math.abs(this.touchDeltaX)\n\n if (absDeltax <= SWIPE\_THRESHOLD) {\n return\n }\n\n const direction = absDeltax / this.touchDeltaX\n\n this.touchDeltaX = 0\n\n // swipe left\n if (direction > 0) {\n this.prev()\n }\n\n // swipe right\n if (direction < 0) {\n this.next()\n }\n }\n\n \_addEventListeners() {\n if (this.\_config.keyboard) {\n $(this.\_element).on(EVENT\_KEYDOWN, event => this.\_keydown(event))\n }\n\n if (this.\_config.pause === 'hover') {\n $(this.\_element)\n .on(EVENT\_MOUSEENTER, event => this.pause(event))\n .on(EVENT\_MOUSELEAVE, event => this.cycle(event))\n }\n\n if (this.\_config.touch) {\n this.\_addTouchEventListeners()\n }\n }\n\n \_addTouchEventListeners() {\n if (!this.\_touchSupported) {\n return\n }\n\n const start = event => {\n if (this.\_pointerEvent && PointerType[event.originalEvent.pointerType.toUpperCase()]) {\n this.touchStartX = event.originalEvent.clientX\n } else if (!this.\_pointerEvent) {\n this.touchStartX = event.originalEvent.touches[0].clientX\n }\n }\n\n const move = event => {\n // ensure swiping with one touch and not pinching\n this.touchDeltaX = event.originalEvent.touches && event.originalEvent.touches.length > 1 ?\n 0 :\n event.originalEvent.touches[0].clientX - this.touchStartX\n }\n\n const end = event => {\n if (this.\_pointerEvent && PointerType[event.originalEvent.pointerType.toUpperCase()]) {\n this.touchDeltaX = event.originalEvent.clientX - this.touchStartX\n }\n\n this.\_handleSwipe()\n if (this.\_config.pause === 'hover') {\n // If it's a touch-enabled device, mouseenter/leave are fired as\n // part of the mouse compatibility events on first tap - the carousel\n // would stop cycling until user tapped out of it;\n // here, we listen for touchend, explicitly pause the carousel\n // (as if it's the second time we tap on it, mouseenter compat event\n // is NOT fired) and after a timeout (to allow for mouse compatibility\n // events to fire) we explicitly restart cycling\n\n this.pause()\n if (this.touchTimeout) {\n clearTimeout(this.touchTimeout)\n }\n\n this.touchTimeout = setTimeout(event => this.cycle(event), TOUCHEVENT\_COMPAT\_WAIT + this.\_config.interval)\n }\n }\n\n $(this.\_element.querySelectorAll(SELECTOR\_ITEM\_IMG))\n .on(EVENT\_DRAG\_START, e => e.preventDefault())\n\n if (this.\_pointerEvent) {\n $(this.\_element).on(EVENT\_POINTERDOWN, event => start(event))\n $(this.\_element).on(EVENT\_POINTERUP, event => end(event))\n\n this.\_element.classList.add(CLASS\_NAME\_POINTER\_EVENT)\n } else {\n $(this.\_element).on(EVENT\_TOUCHSTART, event => start(event))\n $(this.\_element).on(EVENT\_TOUCHMOVE, event => move(event))\n $(this.\_element).on(EVENT\_TOUCHEND, event => end(event))\n }\n }\n\n \_keydown(event) {\n if (/input|textarea/i.test(event.target.tagName)) {\n return\n }\n\n switch (event.which) {\n case ARROW\_LEFT\_KEYCODE:\n event.preventDefault()\n this.prev()\n break\n case ARROW\_RIGHT\_KEYCODE:\n event.preventDefault()\n this.next()\n break\n default:\n }\n }\n\n \_getItemIndex(element) {\n this.\_items = element && element.parentNode ?\n [].slice.call(element.parentNode.querySelectorAll(SELECTOR\_ITEM)) :\n []\n return this.\_items.indexOf(element)\n }\n\n \_getItemByDirection(direction, activeElement) {\n const isNextDirection = direction === DIRECTION\_NEXT\n const isPrevDirection = direction === DIRECTION\_PREV\n const activeIndex = this.\_getItemIndex(activeElement)\n const lastItemIndex = this.\_items.length - 1\n const isGoingToWrap = isPrevDirection && activeIndex === 0 ||\n isNextDirection && activeIndex === lastItemIndex\n\n if (isGoingToWrap && !this.\_config.wrap) {\n return activeElement\n }\n\n const delta = direction === DIRECTION\_PREV ? -1 : 1\n const itemIndex = (activeIndex + delta) % this.\_items.length\n\n return itemIndex === -1 ?\n this.\_items[this.\_items.length - 1] : this.\_items[itemIndex]\n }\n\n \_triggerSlideEvent(relatedTarget, eventDirectionName) {\n const targetIndex = this.\_getItemIndex(relatedTarget)\n const fromIndex = this.\_getItemIndex(this.\_element.querySelector(SELECTOR\_ACTIVE\_ITEM))\n const slideEvent = $.Event(EVENT\_SLIDE, {\n relatedTarget,\n direction: eventDirectionName,\n from: fromIndex,\n to: targetIndex\n })\n\n $(this.\_element).trigger(slideEvent)\n\n return slideEvent\n }\n\n \_setActiveIndicatorElement(element) {\n if (this.\_indicatorsElement) {\n const indicators = [].slice.call(this.\_indicatorsElement.querySelectorAll(SELECTOR\_ACTIVE))\n $(indicators).removeClass(CLASS\_NAME\_ACTIVE)\n\n const nextIndicator = this.\_indicatorsElement.children[\n this.\_getItemIndex(element)\n ]\n\n if (nextIndicator) {\n $(nextIndicator).addClass(CLASS\_NAME\_ACTIVE)\n }\n }\n }\n\n \_updateInterval() {\n const element = this.\_activeElement || this.\_element.querySelector(SELECTOR\_ACTIVE\_ITEM)\n\n if (!element) {\n return\n }\n\n const elementInterval = parseInt(element.getAttribute('data-interval'), 10)\n\n if (elementInterval) {\n this.\_config.defaultInterval = this.\_config.defaultInterval || this.\_config.interval\n this.\_config.interval = elementInterval\n } else {\n this.\_config.interval = this.\_config.defaultInterval || this.\_config.interval\n }\n }\n\n \_slide(direction, element) {\n const activeElement = this.\_element.querySelector(SELECTOR\_ACTIVE\_ITEM)\n const activeElementIndex = this.\_getItemIndex(activeElement)\n const nextElement = element || activeElement &&\n this.\_getItemByDirection(direction, activeElement)\n const nextElementIndex = this.\_getItemIndex(nextElement)\n const isCycling = Boolean(this.\_interval)\n\n let directionalClassName\n let orderClassName\n let eventDirectionName\n\n if (direction === DIRECTION\_NEXT) {\n directionalClassName = CLASS\_NAME\_LEFT\n orderClassName = CLASS\_NAME\_NEXT\n eventDirectionName = DIRECTION\_LEFT\n } else {\n directionalClassName = CLASS\_NAME\_RIGHT\n orderClassName = CLASS\_NAME\_PREV\n eventDirectionName = DIRECTION\_RIGHT\n }\n\n if (nextElement && $(nextElement).hasClass(CLASS\_NAME\_ACTIVE)) {\n this.\_isSliding = false\n return\n }\n\n const slideEvent = this.\_triggerSlideEvent(nextElement, eventDirectionName)\n if (slideEvent.isDefaultPrevented()) {\n return\n }\n\n if (!activeElement || !nextElement) {\n // Some weirdness is happening, so we bail\n return\n }\n\n this.\_isSliding = true\n\n if (isCycling) {\n this.pause()\n }\n\n this.\_setActiveIndicatorElement(nextElement)\n this.\_activeElement = nextElement\n\n const slidEvent = $.Event(EVENT\_SLID, {\n relatedTarget: nextElement,\n direction: eventDirectionName,\n from: activeElementIndex,\n to: nextElementIndex\n })\n\n if ($(this.\_element).hasClass(CLASS\_NAME\_SLIDE)) {\n $(nextElement).addClass(orderClassName)\n\n Util.reflow(nextElement)\n\n $(activeElement).addClass(directionalClassName)\n $(nextElement).addClass(directionalClassName)\n\n const transitionDuration = Util.getTransitionDurationFromElement(activeElement)\n\n $(activeElement)\n .one(Util.TRANSITION\_END, () => {\n $(nextElement)\n .removeClass(`${directionalClassName} ${orderClassName}`)\n .addClass(CLASS\_NAME\_ACTIVE)\n\n $(activeElement).removeClass(`${CLASS\_NAME\_ACTIVE} ${orderClassName} ${directionalClassName}`)\n\n this.\_isSliding = false\n\n setTimeout(() => $(this.\_element).trigger(slidEvent), 0)\n })\n .emulateTransitionEnd(transitionDuration)\n } else {\n $(activeElement).removeClass(CLASS\_NAME\_ACTIVE)\n $(nextElement).addClass(CLASS\_NAME\_ACTIVE)\n\n this.\_isSliding = false\n $(this.\_element).trigger(slidEvent)\n }\n\n if (isCycling) {\n this.cycle()\n }\n }\n\n // Static\n static \_jQueryInterface(config) {\n return this.each(function () {\n let data = $(this).data(DATA\_KEY)\n let \_config = {\n ...Default,\n ...$(this).data()\n }\n\n if (typeof config === 'object') {\n \_config = {\n ...\_config,\n ...config\n }\n }\n\n const action = typeof config === 'string' ? config : \_config.slide\n\n if (!data) {\n data = new Carousel(this, \_config)\n $(this).data(DATA\_KEY, data)\n }\n\n if (typeof config === 'number') {\n data.to(config)\n } else if (typeof action === 'string') {\n if (typeof data[action] === 'undefined') {\n throw new TypeError(`No method named \"${action}\"`)\n }\n\n data[action]()\n } else if (\_config.interval && \_config.ride) {\n data.pause()\n data.cycle()\n }\n })\n }\n\n static \_dataApiClickHandler(event) {\n const selector = Util.getSelectorFromElement(this)\n\n if (!selector) {\n return\n }\n\n const target = $(selector)[0]\n\n if (!target || !$(target).hasClass(CLASS\_NAME\_CAROUSEL)) {\n return\n }\n\n const config = {\n ...$(target).data(),\n ...$(this).data()\n }\n const slideIndex = this.getAttribute('data-slide-to')\n\n if (slideIndex) {\n config.interval = false\n }\n\n Carousel.\_jQueryInterface.call($(target), config)\n\n if (slideIndex) {\n $(target).data(DATA\_KEY).to(slideIndex)\n }\n\n event.preventDefault()\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\n$(document).on(EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_SLIDE, Carousel.\_dataApiClickHandler)\n\n$(window).on(EVENT\_LOAD\_DATA\_API, () => {\n const carousels = [].slice.call(document.querySelectorAll(SELECTOR\_DATA\_RIDE))\n for (let i = 0, len = carousels.length; i < len; i++) {\n const $carousel = $(carousels[i])\n Carousel.\_jQueryInterface.call($carousel, $carousel.data())\n }\n})\n\n/\*\*\n \* jQuery\n \*/\n\n$.fn[NAME] = Carousel.\_jQueryInterface\n$.fn[NAME].Constructor = Carousel\n$.fn[NAME].noConflict = () => {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Carousel.\_jQueryInterface\n}\n\nexport default Carousel\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.6.1): collapse.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport $ from 'jquery'\nimport Util from './util'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'collapse'\nconst VERSION = '4.6.1'\nconst DATA\_KEY = 'bs.collapse'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\nconst JQUERY\_NO\_CONFLICT = $.fn[NAME]\n\nconst CLASS\_NAME\_SHOW = 'show'\nconst CLASS\_NAME\_COLLAPSE = 'collapse'\nconst CLASS\_NAME\_COLLAPSING = 'collapsing'\nconst CLASS\_NAME\_COLLAPSED = 'collapsed'\n\nconst DIMENSION\_WIDTH = 'width'\nconst DIMENSION\_HEIGHT = 'height'\n\nconst EVENT\_SHOW = `show${EVENT\_KEY}`\nconst EVENT\_SHOWN = `shown${EVENT\_KEY}`\nconst EVENT\_HIDE = `hide${EVENT\_KEY}`\nconst EVENT\_HIDDEN = `hidden${EVENT\_KEY}`\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\n\nconst SELECTOR\_ACTIVES = '.show, .collapsing'\nconst SELECTOR\_DATA\_TOGGLE = '[data-toggle=\"collapse\"]'\n\nconst Default = {\n toggle: true,\n parent: ''\n}\n\nconst DefaultType = {\n toggle: 'boolean',\n parent: '(string|element)'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Collapse {\n constructor(element, config) {\n this.\_isTransitioning = false\n this.\_element = element\n this.\_config = this.\_getConfig(config)\n this.\_triggerArray = [].slice.call(document.querySelectorAll(\n `[data-toggle=\"collapse\"][href=\"#${element.id}\"],` +\n `[data-toggle=\"collapse\"][data-target=\"#${element.id}\"]`\n ))\n\n const toggleList = [].slice.call(document.querySelectorAll(SELECTOR\_DATA\_TOGGLE))\n for (let i = 0, len = toggleList.length; i < len; i++) {\n const elem = toggleList[i]\n const selector = Util.getSelectorFromElement(elem)\n const filterElement = [].slice.call(document.querySelectorAll(selector))\n .filter(foundElem => foundElem === element)\n\n if (selector !== null && filterElement.length > 0) {\n this.\_selector = selector\n this.\_triggerArray.push(elem)\n }\n }\n\n this.\_parent = this.\_config.parent ? this.\_getParent() : null\n\n if (!this.\_config.parent) {\n this.\_addAriaAndCollapsedClass(this.\_element, this.\_triggerArray)\n }\n\n if (this.\_config.toggle) {\n this.toggle()\n }\n }\n\n // Getters\n static get VERSION() {\n return VERSION\n }\n\n static get Default() {\n return Default\n }\n\n // Public\n toggle() {\n if ($(this.\_element).hasClass(CLASS\_NAME\_SHOW)) {\n this.hide()\n } else {\n this.show()\n }\n }\n\n show() {\n if (this.\_isTransitioning ||\n $(this.\_element).hasClass(CLASS\_NAME\_SHOW)) {\n return\n }\n\n let actives\n let activesData\n\n if (this.\_parent) {\n actives = [].slice.call(this.\_parent.querySelectorAll(SELECTOR\_ACTIVES))\n .filter(elem => {\n if (typeof this.\_config.parent === 'string') {\n return elem.getAttribute('data-parent') === this.\_config.parent\n }\n\n return elem.classList.contains(CLASS\_NAME\_COLLAPSE)\n })\n\n if (actives.length === 0) {\n actives = null\n }\n }\n\n if (actives) {\n activesData = $(actives).not(this.\_selector).data(DATA\_KEY)\n if (activesData && activesData.\_isTransitioning) {\n return\n }\n }\n\n const startEvent = $.Event(EVENT\_SHOW)\n $(this.\_element).trigger(startEvent)\n if (startEvent.isDefaultPrevented()) {\n return\n }\n\n if (actives) {\n Collapse.\_jQueryInterface.call($(actives).not(this.\_selector), 'hide')\n if (!activesData) {\n $(actives).data(DATA\_KEY, null)\n }\n }\n\n const dimension = this.\_getDimension()\n\n $(this.\_element)\n .removeClass(CLASS\_NAME\_COLLAPSE)\n .addClass(CLASS\_NAME\_COLLAPSING)\n\n this.\_element.style[dimension] = 0\n\n if (this.\_triggerArray.length) {\n $(this.\_triggerArray)\n .removeClass(CLASS\_NAME\_COLLAPSED)\n .attr('aria-expanded', true)\n }\n\n this.setTransitioning(true)\n\n const complete = () => {\n $(this.\_element)\n .removeClass(CLASS\_NAME\_COLLAPSING)\n .addClass(`${CLASS\_NAME\_COLLAPSE} ${CLASS\_NAME\_SHOW}`)\n\n this.\_element.style[dimension] = ''\n\n this.setTransitioning(false)\n\n $(this.\_element).trigger(EVENT\_SHOWN)\n }\n\n const capitalizedDimension = dimension[0].toUpperCase() + dimension.slice(1)\n const scrollSize = `scroll${capitalizedDimension}`\n const transitionDuration = Util.getTransitionDurationFromElement(this.\_element)\n\n $(this.\_element)\n .one(Util.TRANSITION\_END, complete)\n .emulateTransitionEnd(transitionDuration)\n\n this.\_element.style[dimension] = `${this.\_element[scrollSize]}px`\n }\n\n hide() {\n if (this.\_isTransitioning ||\n !$(this.\_element).hasClass(CLASS\_NAME\_SHOW)) {\n return\n }\n\n const startEvent = $.Event(EVENT\_HIDE)\n $(this.\_element).trigger(startEvent)\n if (startEvent.isDefaultPrevented()) {\n return\n }\n\n const dimension = this.\_getDimension()\n\n this.\_element.style[dimension] = `${this.\_element.getBoundingClientRect()[dimension]}px`\n\n Util.reflow(this.\_element)\n\n $(this.\_element)\n .addClass(CLASS\_NAME\_COLLAPSING)\n .removeClass(`${CLASS\_NAME\_COLLAPSE} ${CLASS\_NAME\_SHOW}`)\n\n const triggerArrayLength = this.\_triggerArray.length\n if (triggerArrayLength > 0) {\n for (let i = 0; i < triggerArrayLength; i++) {\n const trigger = this.\_triggerArray[i]\n const selector = Util.getSelectorFromElement(trigger)\n\n if (selector !== null) {\n const $elem = $([].slice.call(document.querySelectorAll(selector)))\n if (!$elem.hasClass(CLASS\_NAME\_SHOW)) {\n $(trigger).addClass(CLASS\_NAME\_COLLAPSED)\n .attr('aria-expanded', false)\n }\n }\n }\n }\n\n this.setTransitioning(true)\n\n const complete = () => {\n this.setTransitioning(false)\n $(this.\_element)\n .removeClass(CLASS\_NAME\_COLLAPSING)\n .addClass(CLASS\_NAME\_COLLAPSE)\n .trigger(EVENT\_HIDDEN)\n }\n\n this.\_element.style[dimension] = ''\n const transitionDuration = Util.getTransitionDurationFromElement(this.\_element)\n\n $(this.\_element)\n .one(Util.TRANSITION\_END, complete)\n .emulateTransitionEnd(transitionDuration)\n }\n\n setTransitioning(isTransitioning) {\n this.\_isTransitioning = isTransitioning\n }\n\n dispose() {\n $.removeData(this.\_element, DATA\_KEY)\n\n this.\_config = null\n this.\_parent = null\n this.\_element = null\n this.\_triggerArray = null\n this.\_isTransitioning = null\n }\n\n // Private\n \_getConfig(config) {\n config = {\n ...Default,\n ...config\n }\n config.toggle = Boolean(config.toggle) // Coerce string values\n Util.typeCheckConfig(NAME, config, DefaultType)\n return config\n }\n\n \_getDimension() {\n const hasWidth = $(this.\_element).hasClass(DIMENSION\_WIDTH)\n return hasWidth ? DIMENSION\_WIDTH : DIMENSION\_HEIGHT\n }\n\n \_getParent() {\n let parent\n\n if (Util.isElement(this.\_config.parent)) {\n parent = this.\_config.parent\n\n // It's a jQuery object\n if (typeof this.\_config.parent.jquery !== 'undefined') {\n parent = this.\_config.parent[0]\n }\n } else {\n parent = document.querySelector(this.\_config.parent)\n }\n\n const selector = `[data-toggle=\"collapse\"][data-parent=\"${this.\_config.parent}\"]`\n const children = [].slice.call(parent.querySelectorAll(selector))\n\n $(children).each((i, element) => {\n this.\_addAriaAndCollapsedClass(\n Collapse.\_getTargetFromElement(element),\n [element]\n )\n })\n\n return parent\n }\n\n \_addAriaAndCollapsedClass(element, triggerArray) {\n const isOpen = $(element).hasClass(CLASS\_NAME\_SHOW)\n\n if (triggerArray.length) {\n $(triggerArray)\n .toggleClass(CLASS\_NAME\_COLLAPSED, !isOpen)\n .attr('aria-expanded', isOpen)\n }\n }\n\n // Static\n static \_getTargetFromElement(element) {\n const selector = Util.getSelectorFromElement(element)\n return selector ? document.querySelector(selector) : null\n }\n\n static \_jQueryInterface(config) {\n return this.each(function () {\n const $element = $(this)\n let data = $element.data(DATA\_KEY)\n const \_config = {\n ...Default,\n ...$element.data(),\n ...(typeof config === 'object' && config ? config : {})\n }\n\n if (!data && \_config.toggle && typeof config === 'string' && /show|hide/.test(config)) {\n \_config.toggle = false\n }\n\n if (!data) {\n data = new Collapse(this, \_config)\n $element.data(DATA\_KEY, data)\n }\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n }\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\n$(document).on(EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_TOGGLE, function (event) {\n // preventDefault only for <a> elements (which change the URL) not inside the collapsible element\n if (event.currentTarget.tagName === 'A') {\n event.preventDefault()\n }\n\n const $trigger = $(this)\n const selector = Util.getSelectorFromElement(this)\n const selectors = [].slice.call(document.querySelectorAll(selector))\n\n $(selectors).each(function () {\n const $target = $(this)\n const data = $target.data(DATA\_KEY)\n const config = data ? 'toggle' : $trigger.data()\n Collapse.\_jQueryInterface.call($target, config)\n })\n})\n\n/\*\*\n \* jQuery\n \*/\n\n$.fn[NAME] = Collapse.\_jQueryInterface\n$.fn[NAME].Constructor = Collapse\n$.fn[NAME].noConflict = () => {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Collapse.\_jQueryInterface\n}\n\nexport default Collapse\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.6.1): dropdown.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport $ from 'jquery'\nimport Popper from 'popper.js'\nimport Util from './util'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'dropdown'\nconst VERSION = '4.6.1'\nconst DATA\_KEY = 'bs.dropdown'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\nconst JQUERY\_NO\_CONFLICT = $.fn[NAME]\nconst ESCAPE\_KEYCODE = 27 // KeyboardEvent.which value for Escape (Esc) key\nconst SPACE\_KEYCODE = 32 // KeyboardEvent.which value for space key\nconst TAB\_KEYCODE = 9 // KeyboardEvent.which value for tab key\nconst ARROW\_UP\_KEYCODE = 38 // KeyboardEvent.which value for up arrow key\nconst ARROW\_DOWN\_KEYCODE = 40 // KeyboardEvent.which value for down arrow key\nconst RIGHT\_MOUSE\_BUTTON\_WHICH = 3 // MouseEvent.which value for the right button (assuming a right-handed mouse)\nconst REGEXP\_KEYDOWN = new RegExp(`${ARROW\_UP\_KEYCODE}|${ARROW\_DOWN\_KEYCODE}|${ESCAPE\_KEYCODE}`)\n\nconst CLASS\_NAME\_DISABLED = 'disabled'\nconst CLASS\_NAME\_SHOW = 'show'\nconst CLASS\_NAME\_DROPUP = 'dropup'\nconst CLASS\_NAME\_DROPRIGHT = 'dropright'\nconst CLASS\_NAME\_DROPLEFT = 'dropleft'\nconst CLASS\_NAME\_MENURIGHT = 'dropdown-menu-right'\nconst CLASS\_NAME\_POSITION\_STATIC = 'position-static'\n\nconst EVENT\_HIDE = `hide${EVENT\_KEY}`\nconst EVENT\_HIDDEN = `hidden${EVENT\_KEY}`\nconst EVENT\_SHOW = `show${EVENT\_KEY}`\nconst EVENT\_SHOWN = `shown${EVENT\_KEY}`\nconst EVENT\_CLICK = `click${EVENT\_KEY}`\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\nconst EVENT\_KEYDOWN\_DATA\_API = `keydown${EVENT\_KEY}${DATA\_API\_KEY}`\nconst EVENT\_KEYUP\_DATA\_API = `keyup${EVENT\_KEY}${DATA\_API\_KEY}`\n\nconst SELECTOR\_DATA\_TOGGLE = '[data-toggle=\"dropdown\"]'\nconst SELECTOR\_FORM\_CHILD = '.dropdown form'\nconst SELECTOR\_MENU = '.dropdown-menu'\nconst SELECTOR\_NAVBAR\_NAV = '.navbar-nav'\nconst SELECTOR\_VISIBLE\_ITEMS = '.dropdown-menu .dropdown-item:not(.disabled):not(:disabled)'\n\nconst PLACEMENT\_TOP = 'top-start'\nconst PLACEMENT\_TOPEND = 'top-end'\nconst PLACEMENT\_BOTTOM = 'bottom-start'\nconst PLACEMENT\_BOTTOMEND = 'bottom-end'\nconst PLACEMENT\_RIGHT = 'right-start'\nconst PLACEMENT\_LEFT = 'left-start'\n\nconst Default = {\n offset: 0,\n flip: true,\n boundary: 'scrollParent',\n reference: 'toggle',\n display: 'dynamic',\n popperConfig: null\n}\n\nconst DefaultType = {\n offset: '(number|string|function)',\n flip: 'boolean',\n boundary: '(string|element)',\n reference: '(string|element)',\n display: 'string',\n popperConfig: '(null|object)'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Dropdown {\n constructor(element, config) {\n this.\_element = element\n this.\_popper = null\n this.\_config = this.\_getConfig(config)\n this.\_menu = this.\_getMenuElement()\n this.\_inNavbar = this.\_detectNavbar()\n\n this.\_addEventListeners()\n }\n\n // Getters\n static get VERSION() {\n return VERSION\n }\n\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n // Public\n toggle() {\n if (this.\_element.disabled || $(this.\_element).hasClass(CLASS\_NAME\_DISABLED)) {\n return\n }\n\n const isActive = $(this.\_menu).hasClass(CLASS\_NAME\_SHOW)\n\n Dropdown.\_clearMenus()\n\n if (isActive) {\n return\n }\n\n this.show(true)\n }\n\n show(usePopper = false) {\n if (this.\_element.disabled || $(this.\_element).hasClass(CLASS\_NAME\_DISABLED) || $(this.\_menu).hasClass(CLASS\_NAME\_SHOW)) {\n return\n }\n\n const relatedTarget = {\n relatedTarget: this.\_element\n }\n const showEvent = $.Event(EVENT\_SHOW, relatedTarget)\n const parent = Dropdown.\_getParentFromElement(this.\_element)\n\n $(parent).trigger(showEvent)\n\n if (showEvent.isDefaultPrevented()) {\n return\n }\n\n // Totally disable Popper for Dropdowns in Navbar\n if (!this.\_inNavbar && usePopper) {\n // Check for Popper dependency\n if (typeof Popper === 'undefined') {\n throw new TypeError('Bootstrap\\'s dropdowns require Popper (https://popper.js.org)')\n }\n\n let referenceElement = this.\_element\n\n if (this.\_config.reference === 'parent') {\n referenceElement = parent\n } else if (Util.isElement(this.\_config.reference)) {\n referenceElement = this.\_config.reference\n\n // Check if it's jQuery element\n if (typeof this.\_config.reference.jquery !== 'undefined') {\n referenceElement = this.\_config.reference[0]\n }\n }\n\n // If boundary is not `scrollParent`, then set position to `static`\n // to allow the menu to \"escape\" the scroll parent's boundaries\n // https://github.com/twbs/bootstrap/issues/24251\n if (this.\_config.boundary !== 'scrollParent') {\n $(parent).addClass(CLASS\_NAME\_POSITION\_STATIC)\n }\n\n this.\_popper = new Popper(referenceElement, this.\_menu, this.\_getPopperConfig())\n }\n\n // If this is a touch-enabled device we add extra\n // empty mouseover listeners to the body's immediate children;\n // only needed because of broken event delegation on iOS\n // https://www.quirksmode.org/blog/archives/2014/02/mouse\_event\_bub.html\n if ('ontouchstart' in document.documentElement &&\n $(parent).closest(SELECTOR\_NAVBAR\_NAV).length === 0) {\n $(document.body).children().on('mouseover', null, $.noop)\n }\n\n this.\_element.focus()\n this.\_element.setAttribute('aria-expanded', true)\n\n $(this.\_menu).toggleClass(CLASS\_NAME\_SHOW)\n $(parent)\n .toggleClass(CLASS\_NAME\_SHOW)\n .trigger($.Event(EVENT\_SHOWN, relatedTarget))\n }\n\n hide() {\n if (this.\_element.disabled || $(this.\_element).hasClass(CLASS\_NAME\_DISABLED) || !$(this.\_menu).hasClass(CLASS\_NAME\_SHOW)) {\n return\n }\n\n const relatedTarget = {\n relatedTarget: this.\_element\n }\n const hideEvent = $.Event(EVENT\_HIDE, relatedTarget)\n const parent = Dropdown.\_getParentFromElement(this.\_element)\n\n $(parent).trigger(hideEvent)\n\n if (hideEvent.isDefaultPrevented()) {\n return\n }\n\n if (this.\_popper) {\n this.\_popper.destroy()\n }\n\n $(this.\_menu).toggleClass(CLASS\_NAME\_SHOW)\n $(parent)\n .toggleClass(CLASS\_NAME\_SHOW)\n .trigger($.Event(EVENT\_HIDDEN, relatedTarget))\n }\n\n dispose() {\n $.removeData(this.\_element, DATA\_KEY)\n $(this.\_element).off(EVENT\_KEY)\n this.\_element = null\n this.\_menu = null\n if (this.\_popper !== null) {\n this.\_popper.destroy()\n this.\_popper = null\n }\n }\n\n update() {\n this.\_inNavbar = this.\_detectNavbar()\n if (this.\_popper !== null) {\n this.\_popper.scheduleUpdate()\n }\n }\n\n // Private\n \_addEventListeners() {\n $(this.\_element).on(EVENT\_CLICK, event => {\n event.preventDefault()\n event.stopPropagation()\n this.toggle()\n })\n }\n\n \_getConfig(config) {\n config = {\n ...this.constructor.Default,\n ...$(this.\_element).data(),\n ...config\n }\n\n Util.typeCheckConfig(\n NAME,\n config,\n this.constructor.DefaultType\n )\n\n return config\n }\n\n \_getMenuElement() {\n if (!this.\_menu) {\n const parent = Dropdown.\_getParentFromElement(this.\_element)\n\n if (parent) {\n this.\_menu = parent.querySelector(SELECTOR\_MENU)\n }\n }\n\n return this.\_menu\n }\n\n \_getPlacement() {\n const $parentDropdown = $(this.\_element.parentNode)\n let placement = PLACEMENT\_BOTTOM\n\n // Handle dropup\n if ($parentDropdown.hasClass(CLASS\_NAME\_DROPUP)) {\n placement = $(this.\_menu).hasClass(CLASS\_NAME\_MENURIGHT) ?\n PLACEMENT\_TOPEND :\n PLACEMENT\_TOP\n } else if ($parentDropdown.hasClass(CLASS\_NAME\_DROPRIGHT)) {\n placement = PLACEMENT\_RIGHT\n } else if ($parentDropdown.hasClass(CLASS\_NAME\_DROPLEFT)) {\n placement = PLACEMENT\_LEFT\n } else if ($(this.\_menu).hasClass(CLASS\_NAME\_MENURIGHT)) {\n placement = PLACEMENT\_BOTTOMEND\n }\n\n return placement\n }\n\n \_detectNavbar() {\n return $(this.\_element).closest('.navbar').length > 0\n }\n\n \_getOffset() {\n const offset = {}\n\n if (typeof this.\_config.offset === 'function') {\n offset.fn = data => {\n data.offsets = {\n ...data.offsets,\n ...this.\_config.offset(data.offsets, this.\_element)\n }\n\n return data\n }\n } else {\n offset.offset = this.\_config.offset\n }\n\n return offset\n }\n\n \_getPopperConfig() {\n const popperConfig = {\n placement: this.\_getPlacement(),\n modifiers: {\n offset: this.\_getOffset(),\n flip: {\n enabled: this.\_config.flip\n },\n preventOverflow: {\n boundariesElement: this.\_config.boundary\n }\n }\n }\n\n // Disable Popper if we have a static display\n if (this.\_config.display === 'static') {\n popperConfig.modifiers.applyStyle = {\n enabled: false\n }\n }\n\n return {\n ...popperConfig,\n ...this.\_config.popperConfig\n }\n }\n\n // Static\n static \_jQueryInterface(config) {\n return this.each(function () {\n let data = $(this).data(DATA\_KEY)\n const \_config = typeof config === 'object' ? config : null\n\n if (!data) {\n data = new Dropdown(this, \_config)\n $(this).data(DATA\_KEY, data)\n }\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n }\n })\n }\n\n static \_clearMenus(event) {\n if (event && (event.which === RIGHT\_MOUSE\_BUTTON\_WHICH ||\n event.type === 'keyup' && event.which !== TAB\_KEYCODE)) {\n return\n }\n\n const toggles = [].slice.call(document.querySelectorAll(SELECTOR\_DATA\_TOGGLE))\n\n for (let i = 0, len = toggles.length; i < len; i++) {\n const parent = Dropdown.\_getParentFromElement(toggles[i])\n const context = $(toggles[i]).data(DATA\_KEY)\n const relatedTarget = {\n relatedTarget: toggles[i]\n }\n\n if (event && event.type === 'click') {\n relatedTarget.clickEvent = event\n }\n\n if (!context) {\n continue\n }\n\n const dropdownMenu = context.\_menu\n if (!$(parent).hasClass(CLASS\_NAME\_SHOW)) {\n continue\n }\n\n if (event && (event.type === 'click' &&\n /input|textarea/i.test(event.target.tagName) || event.type === 'keyup' && event.which === TAB\_KEYCODE) &&\n $.contains(parent, event.target)) {\n continue\n }\n\n const hideEvent = $.Event(EVENT\_HIDE, relatedTarget)\n $(parent).trigger(hideEvent)\n if (hideEvent.isDefaultPrevented()) {\n continue\n }\n\n // If this is a touch-enabled device we remove the extra\n // empty mouseover listeners we added for iOS support\n if ('ontouchstart' in document.documentElement) {\n $(document.body).children().off('mouseover', null, $.noop)\n }\n\n toggles[i].setAttribute('aria-expanded', 'false')\n\n if (context.\_popper) {\n context.\_popper.destroy()\n }\n\n $(dropdownMenu).removeClass(CLASS\_NAME\_SHOW)\n $(parent)\n .removeClass(CLASS\_NAME\_SHOW)\n .trigger($.Event(EVENT\_HIDDEN, relatedTarget))\n }\n }\n\n static \_getParentFromElement(element) {\n let parent\n const selector = Util.getSelectorFromElement(element)\n\n if (selector) {\n parent = document.querySelector(selector)\n }\n\n return parent || element.parentNode\n }\n\n // eslint-disable-next-line complexity\n static \_dataApiKeydownHandler(event) {\n // If not input/textarea:\n // - And not a key in REGEXP\_KEYDOWN => not a dropdown command\n // If input/textarea:\n // - If space key => not a dropdown command\n // - If key is other than escape\n // - If key is not up or down => not a dropdown command\n // - If trigger inside the menu => not a dropdown command\n if (/input|textarea/i.test(event.target.tagName) ?\n event.which === SPACE\_KEYCODE || event.which !== ESCAPE\_KEYCODE &&\n (event.which !== ARROW\_DOWN\_KEYCODE && event.which !== ARROW\_UP\_KEYCODE ||\n $(event.target).closest(SELECTOR\_MENU).length) : !REGEXP\_KEYDOWN.test(event.which)) {\n return\n }\n\n if (this.disabled || $(this).hasClass(CLASS\_NAME\_DISABLED)) {\n return\n }\n\n const parent = Dropdown.\_getParentFromElement(this)\n const isActive = $(parent).hasClass(CLASS\_NAME\_SHOW)\n\n if (!isActive && event.which === ESCAPE\_KEYCODE) {\n return\n }\n\n event.preventDefault()\n event.stopPropagation()\n\n if (!isActive || (event.which === ESCAPE\_KEYCODE || event.which === SPACE\_KEYCODE)) {\n if (event.which === ESCAPE\_KEYCODE) {\n $(parent.querySelector(SELECTOR\_DATA\_TOGGLE)).trigger('focus')\n }\n\n $(this).trigger('click')\n return\n }\n\n const items = [].slice.call(parent.querySelectorAll(SELECTOR\_VISIBLE\_ITEMS))\n .filter(item => $(item).is(':visible'))\n\n if (items.length === 0) {\n return\n }\n\n let index = items.indexOf(event.target)\n\n if (event.which === ARROW\_UP\_KEYCODE && index > 0) { // Up\n index--\n }\n\n if (event.which === ARROW\_DOWN\_KEYCODE && index < items.length - 1) { // Down\n index++\n }\n\n if (index < 0) {\n index = 0\n }\n\n items[index].focus()\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\n$(document)\n .on(EVENT\_KEYDOWN\_DATA\_API, SELECTOR\_DATA\_TOGGLE, Dropdown.\_dataApiKeydownHandler)\n .on(EVENT\_KEYDOWN\_DATA\_API, SELECTOR\_MENU, Dropdown.\_dataApiKeydownHandler)\n .on(`${EVENT\_CLICK\_DATA\_API} ${EVENT\_KEYUP\_DATA\_API}`, Dropdown.\_clearMenus)\n .on(EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_TOGGLE, function (event) {\n event.preventDefault()\n event.stopPropagation()\n Dropdown.\_jQueryInterface.call($(this), 'toggle')\n })\n .on(EVENT\_CLICK\_DATA\_API, SELECTOR\_FORM\_CHILD, e => {\n e.stopPropagation()\n })\n\n/\*\*\n \* jQuery\n \*/\n\n$.fn[NAME] = Dropdown.\_jQueryInterface\n$.fn[NAME].Constructor = Dropdown\n$.fn[NAME].noConflict = () => {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Dropdown.\_jQueryInterface\n}\n\nexport default Dropdown\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.6.1): modal.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport $ from 'jquery'\nimport Util from './util'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'modal'\nconst VERSION = '4.6.1'\nconst DATA\_KEY = 'bs.modal'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\nconst JQUERY\_NO\_CONFLICT = $.fn[NAME]\nconst ESCAPE\_KEYCODE = 27 // KeyboardEvent.which value for Escape (Esc) key\n\nconst CLASS\_NAME\_SCROLLABLE = 'modal-dialog-scrollable'\nconst CLASS\_NAME\_SCROLLBAR\_MEASURER = 'modal-scrollbar-measure'\nconst CLASS\_NAME\_BACKDROP = 'modal-backdrop'\nconst CLASS\_NAME\_OPEN = 'modal-open'\nconst CLASS\_NAME\_FADE = 'fade'\nconst CLASS\_NAME\_SHOW = 'show'\nconst CLASS\_NAME\_STATIC = 'modal-static'\n\nconst EVENT\_HIDE = `hide${EVENT\_KEY}`\nconst EVENT\_HIDE\_PREVENTED = `hidePrevented${EVENT\_KEY}`\nconst EVENT\_HIDDEN = `hidden${EVENT\_KEY}`\nconst EVENT\_SHOW = `show${EVENT\_KEY}`\nconst EVENT\_SHOWN = `shown${EVENT\_KEY}`\nconst EVENT\_FOCUSIN = `focusin${EVENT\_KEY}`\nconst EVENT\_RESIZE = `resize${EVENT\_KEY}`\nconst EVENT\_CLICK\_DISMISS = `click.dismiss${EVENT\_KEY}`\nconst EVENT\_KEYDOWN\_DISMISS = `keydown.dismiss${EVENT\_KEY}`\nconst EVENT\_MOUSEUP\_DISMISS = `mouseup.dismiss${EVENT\_KEY}`\nconst EVENT\_MOUSEDOWN\_DISMISS = `mousedown.dismiss${EVENT\_KEY}`\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\n\nconst SELECTOR\_DIALOG = '.modal-dialog'\nconst SELECTOR\_MODAL\_BODY = '.modal-body'\nconst SELECTOR\_DATA\_TOGGLE = '[data-toggle=\"modal\"]'\nconst SELECTOR\_DATA\_DISMISS = '[data-dismiss=\"modal\"]'\nconst SELECTOR\_FIXED\_CONTENT = '.fixed-top, .fixed-bottom, .is-fixed, .sticky-top'\nconst SELECTOR\_STICKY\_CONTENT = '.sticky-top'\n\nconst Default = {\n backdrop: true,\n keyboard: true,\n focus: true,\n show: true\n}\n\nconst DefaultType = {\n backdrop: '(boolean|string)',\n keyboard: 'boolean',\n focus: 'boolean',\n show: 'boolean'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Modal {\n constructor(element, config) {\n this.\_config = this.\_getConfig(config)\n this.\_element = element\n this.\_dialog = element.querySelector(SELECTOR\_DIALOG)\n this.\_backdrop = null\n this.\_isShown = false\n this.\_isBodyOverflowing = false\n this.\_ignoreBackdropClick = false\n this.\_isTransitioning = false\n this.\_scrollbarWidth = 0\n }\n\n // Getters\n static get VERSION() {\n return VERSION\n }\n\n static get Default() {\n return Default\n }\n\n // Public\n toggle(relatedTarget) {\n return this.\_isShown ? this.hide() : this.show(relatedTarget)\n }\n\n show(relatedTarget) {\n if (this.\_isShown || this.\_isTransitioning) {\n return\n }\n\n const showEvent = $.Event(EVENT\_SHOW, {\n relatedTarget\n })\n\n $(this.\_element).trigger(showEvent)\n\n if (showEvent.isDefaultPrevented()) {\n return\n }\n\n this.\_isShown = true\n\n if ($(this.\_element).hasClass(CLASS\_NAME\_FADE)) {\n this.\_isTransitioning = true\n }\n\n this.\_checkScrollbar()\n this.\_setScrollbar()\n\n this.\_adjustDialog()\n\n this.\_setEscapeEvent()\n this.\_setResizeEvent()\n\n $(this.\_element).on(\n EVENT\_CLICK\_DISMISS,\n SELECTOR\_DATA\_DISMISS,\n event => this.hide(event)\n )\n\n $(this.\_dialog).on(EVENT\_MOUSEDOWN\_DISMISS, () => {\n $(this.\_element).one(EVENT\_MOUSEUP\_DISMISS, event => {\n if ($(event.target).is(this.\_element)) {\n this.\_ignoreBackdropClick = true\n }\n })\n })\n\n this.\_showBackdrop(() => this.\_showElement(relatedTarget))\n }\n\n hide(event) {\n if (event) {\n event.preventDefault()\n }\n\n if (!this.\_isShown || this.\_isTransitioning) {\n return\n }\n\n const hideEvent = $.Event(EVENT\_HIDE)\n\n $(this.\_element).trigger(hideEvent)\n\n if (!this.\_isShown || hideEvent.isDefaultPrevented()) {\n return\n }\n\n this.\_isShown = false\n const transition = $(this.\_element).hasClass(CLASS\_NAME\_FADE)\n\n if (transition) {\n this.\_isTransitioning = true\n }\n\n this.\_setEscapeEvent()\n this.\_setResizeEvent()\n\n $(document).off(EVENT\_FOCUSIN)\n\n $(this.\_element).removeClass(CLASS\_NAME\_SHOW)\n\n $(this.\_element).off(EVENT\_CLICK\_DISMISS)\n $(this.\_dialog).off(EVENT\_MOUSEDOWN\_DISMISS)\n\n if (transition) {\n const transitionDuration = Util.getTransitionDurationFromElement(this.\_element)\n\n $(this.\_element)\n .one(Util.TRANSITION\_END, event => this.\_hideModal(event))\n .emulateTransitionEnd(transitionDuration)\n } else {\n this.\_hideModal()\n }\n }\n\n dispose() {\n [window, this.\_element, this.\_dialog]\n .forEach(htmlElement => $(htmlElement).off(EVENT\_KEY))\n\n /\*\*\n \* `document` has 2 events `EVENT\_FOCUSIN` and `EVENT\_CLICK\_DATA\_API`\n \* Do not move `document` in `htmlElements` array\n \* It will remove `EVENT\_CLICK\_DATA\_API` event that should remain\n \*/\n $(document).off(EVENT\_FOCUSIN)\n\n $.removeData(this.\_element, DATA\_KEY)\n\n this.\_config = null\n this.\_element = null\n this.\_dialog = null\n this.\_backdrop = null\n this.\_isShown = null\n this.\_isBodyOverflowing = null\n this.\_ignoreBackdropClick = null\n this.\_isTransitioning = null\n this.\_scrollbarWidth = null\n }\n\n handleUpdate() {\n this.\_adjustDialog()\n }\n\n // Private\n \_getConfig(config) {\n config = {\n ...Default,\n ...config\n }\n Util.typeCheckConfig(NAME, config, DefaultType)\n return config\n }\n\n \_triggerBackdropTransition() {\n const hideEventPrevented = $.Event(EVENT\_HIDE\_PREVENTED)\n\n $(this.\_element).trigger(hideEventPrevented)\n if (hideEventPrevented.isDefaultPrevented()) {\n return\n }\n\n const isModalOverflowing = this.\_element.scrollHeight > document.documentElement.clientHeight\n\n if (!isModalOverflowing) {\n this.\_element.style.overflowY = 'hidden'\n }\n\n this.\_element.classList.add(CLASS\_NAME\_STATIC)\n\n const modalTransitionDuration = Util.getTransitionDurationFromElement(this.\_dialog)\n $(this.\_element).off(Util.TRANSITION\_END)\n\n $(this.\_element).one(Util.TRANSITION\_END, () => {\n this.\_element.classList.remove(CLASS\_NAME\_STATIC)\n if (!isModalOverflowing) {\n $(this.\_element).one(Util.TRANSITION\_END, () => {\n this.\_element.style.overflowY = ''\n })\n .emulateTransitionEnd(this.\_element, modalTransitionDuration)\n }\n })\n .emulateTransitionEnd(modalTransitionDuration)\n this.\_element.focus()\n }\n\n \_showElement(relatedTarget) {\n const transition = $(this.\_element).hasClass(CLASS\_NAME\_FADE)\n const modalBody = this.\_dialog ? this.\_dialog.querySelector(SELECTOR\_MODAL\_BODY) : null\n\n if (!this.\_element.parentNode ||\n this.\_element.parentNode.nodeType !== Node.ELEMENT\_NODE) {\n // Don't move modal's DOM position\n document.body.appendChild(this.\_element)\n }\n\n this.\_element.style.display = 'block'\n this.\_element.removeAttribute('aria-hidden')\n this.\_element.setAttribute('aria-modal', true)\n this.\_element.setAttribute('role', 'dialog')\n\n if ($(this.\_dialog).hasClass(CLASS\_NAME\_SCROLLABLE) && modalBody) {\n modalBody.scrollTop = 0\n } else {\n this.\_element.scrollTop = 0\n }\n\n if (transition) {\n Util.reflow(this.\_element)\n }\n\n $(this.\_element).addClass(CLASS\_NAME\_SHOW)\n\n if (this.\_config.focus) {\n this.\_enforceFocus()\n }\n\n const shownEvent = $.Event(EVENT\_SHOWN, {\n relatedTarget\n })\n\n const transitionComplete = () => {\n if (this.\_config.focus) {\n this.\_element.focus()\n }\n\n this.\_isTransitioning = false\n $(this.\_element).trigger(shownEvent)\n }\n\n if (transition) {\n const transitionDuration = Util.getTransitionDurationFromElement(this.\_dialog)\n\n $(this.\_dialog)\n .one(Util.TRANSITION\_END, transitionComplete)\n .emulateTransitionEnd(transitionDuration)\n } else {\n transitionComplete()\n }\n }\n\n \_enforceFocus() {\n $(document)\n .off(EVENT\_FOCUSIN) // Guard against infinite focus loop\n .on(EVENT\_FOCUSIN, event => {\n if (document !== event.target &&\n this.\_element !== event.target &&\n $(this.\_element).has(event.target).length === 0) {\n this.\_element.focus()\n }\n })\n }\n\n \_setEscapeEvent() {\n if (this.\_isShown) {\n $(this.\_element).on(EVENT\_KEYDOWN\_DISMISS, event => {\n if (this.\_config.keyboard && event.which === ESCAPE\_KEYCODE) {\n event.preventDefault()\n this.hide()\n } else if (!this.\_config.keyboard && event.which === ESCAPE\_KEYCODE) {\n this.\_triggerBackdropTransition()\n }\n })\n } else if (!this.\_isShown) {\n $(this.\_element).off(EVENT\_KEYDOWN\_DISMISS)\n }\n }\n\n \_setResizeEvent() {\n if (this.\_isShown) {\n $(window).on(EVENT\_RESIZE, event => this.handleUpdate(event))\n } else {\n $(window).off(EVENT\_RESIZE)\n }\n }\n\n \_hideModal() {\n this.\_element.style.display = 'none'\n this.\_element.setAttribute('aria-hidden', true)\n this.\_element.removeAttribute('aria-modal')\n this.\_element.removeAttribute('role')\n this.\_isTransitioning = false\n this.\_showBackdrop(() => {\n $(document.body).removeClass(CLASS\_NAME\_OPEN)\n this.\_resetAdjustments()\n this.\_resetScrollbar()\n $(this.\_element).trigger(EVENT\_HIDDEN)\n })\n }\n\n \_removeBackdrop() {\n if (this.\_backdrop) {\n $(this.\_backdrop).remove()\n this.\_backdrop = null\n }\n }\n\n \_showBackdrop(callback) {\n const animate = $(this.\_element).hasClass(CLASS\_NAME\_FADE) ?\n CLASS\_NAME\_FADE : ''\n\n if (this.\_isShown && this.\_config.backdrop) {\n this.\_backdrop = document.createElement('div')\n this.\_backdrop.className = CLASS\_NAME\_BACKDROP\n\n if (animate) {\n this.\_backdrop.classList.add(animate)\n }\n\n $(this.\_backdrop).appendTo(document.body)\n\n $(this.\_element).on(EVENT\_CLICK\_DISMISS, event => {\n if (this.\_ignoreBackdropClick) {\n this.\_ignoreBackdropClick = false\n return\n }\n\n if (event.target !== event.currentTarget) {\n return\n }\n\n if (this.\_config.backdrop === 'static') {\n this.\_triggerBackdropTransition()\n } else {\n this.hide()\n }\n })\n\n if (animate) {\n Util.reflow(this.\_backdrop)\n }\n\n $(this.\_backdrop).addClass(CLASS\_NAME\_SHOW)\n\n if (!callback) {\n return\n }\n\n if (!animate) {\n callback()\n return\n }\n\n const backdropTransitionDuration = Util.getTransitionDurationFromElement(this.\_backdrop)\n\n $(this.\_backdrop)\n .one(Util.TRANSITION\_END, callback)\n .emulateTransitionEnd(backdropTransitionDuration)\n } else if (!this.\_isShown && this.\_backdrop) {\n $(this.\_backdrop).removeClass(CLASS\_NAME\_SHOW)\n\n const callbackRemove = () => {\n this.\_removeBackdrop()\n if (callback) {\n callback()\n }\n }\n\n if ($(this.\_element).hasClass(CLASS\_NAME\_FADE)) {\n const backdropTransitionDuration = Util.getTransitionDurationFromElement(this.\_backdrop)\n\n $(this.\_backdrop)\n .one(Util.TRANSITION\_END, callbackRemove)\n .emulateTransitionEnd(backdropTransitionDuration)\n } else {\n callbackRemove()\n }\n } else if (callback) {\n callback()\n }\n }\n\n // ----------------------------------------------------------------------\n // the following methods are used to handle overflowing modals\n // todo (fat): these should probably be refactored out of modal.js\n // ----------------------------------------------------------------------\n\n \_adjustDialog() {\n const isModalOverflowing = this.\_element.scrollHeight > document.documentElement.clientHeight\n\n if (!this.\_isBodyOverflowing && isModalOverflowing) {\n this.\_element.style.paddingLeft = `${this.\_scrollbarWidth}px`\n }\n\n if (this.\_isBodyOverflowing && !isModalOverflowing) {\n this.\_element.style.paddingRight = `${this.\_scrollbarWidth}px`\n }\n }\n\n \_resetAdjustments() {\n this.\_element.style.paddingLeft = ''\n this.\_element.style.paddingRight = ''\n }\n\n \_checkScrollbar() {\n const rect = document.body.getBoundingClientRect()\n this.\_isBodyOverflowing = Math.round(rect.left + rect.right) < window.innerWidth\n this.\_scrollbarWidth = this.\_getScrollbarWidth()\n }\n\n \_setScrollbar() {\n if (this.\_isBodyOverflowing) {\n // Note: DOMNode.style.paddingRight returns the actual value or '' if not set\n // while $(DOMNode).css('padding-right') returns the calculated value or 0 if not set\n const fixedContent = [].slice.call(document.querySelectorAll(SELECTOR\_FIXED\_CONTENT))\n const stickyContent = [].slice.call(document.querySelectorAll(SELECTOR\_STICKY\_CONTENT))\n\n // Adjust fixed content padding\n $(fixedContent).each((index, element) => {\n const actualPadding = element.style.paddingRight\n const calculatedPadding = $(element).css('padding-right')\n $(element)\n .data('padding-right', actualPadding)\n .css('padding-right', `${parseFloat(calculatedPadding) + this.\_scrollbarWidth}px`)\n })\n\n // Adjust sticky content margin\n $(stickyContent).each((index, element) => {\n const actualMargin = element.style.marginRight\n const calculatedMargin = $(element).css('margin-right')\n $(element)\n .data('margin-right', actualMargin)\n .css('margin-right', `${parseFloat(calculatedMargin) - this.\_scrollbarWidth}px`)\n })\n\n // Adjust body padding\n const actualPadding = document.body.style.paddingRight\n const calculatedPadding = $(document.body).css('padding-right')\n $(document.body)\n .data('padding-right', actualPadding)\n .css('padding-right', `${parseFloat(calculatedPadding) + this.\_scrollbarWidth}px`)\n }\n\n $(document.body).addClass(CLASS\_NAME\_OPEN)\n }\n\n \_resetScrollbar() {\n // Restore fixed content padding\n const fixedContent = [].slice.call(document.querySelectorAll(SELECTOR\_FIXED\_CONTENT))\n $(fixedContent).each((index, element) => {\n const padding = $(element).data('padding-right')\n $(element).removeData('padding-right')\n element.style.paddingRight = padding ? padding : ''\n })\n\n // Restore sticky content\n const elements = [].slice.call(document.querySelectorAll(`${SELECTOR\_STICKY\_CONTENT}`))\n $(elements).each((index, element) => {\n const margin = $(element).data('margin-right')\n if (typeof margin !== 'undefined') {\n $(element).css('margin-right', margin).removeData('margin-right')\n }\n })\n\n // Restore body padding\n const padding = $(document.body).data('padding-right')\n $(document.body).removeData('padding-right')\n document.body.style.paddingRight = padding ? padding : ''\n }\n\n \_getScrollbarWidth() { // thx d.walsh\n const scrollDiv = document.createElement('div')\n scrollDiv.className = CLASS\_NAME\_SCROLLBAR\_MEASURER\n document.body.appendChild(scrollDiv)\n const scrollbarWidth = scrollDiv.getBoundingClientRect().width - scrollDiv.clientWidth\n document.body.removeChild(scrollDiv)\n return scrollbarWidth\n }\n\n // Static\n static \_jQueryInterface(config, relatedTarget) {\n return this.each(function () {\n let data = $(this).data(DATA\_KEY)\n const \_config = {\n ...Default,\n ...$(this).data(),\n ...(typeof config === 'object' && config ? config : {})\n }\n\n if (!data) {\n data = new Modal(this, \_config)\n $(this).data(DATA\_KEY, data)\n }\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config](relatedTarget)\n } else if (\_config.show) {\n data.show(relatedTarget)\n }\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\n$(document).on(EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_TOGGLE, function (event) {\n let target\n const selector = Util.getSelectorFromElement(this)\n\n if (selector) {\n target = document.querySelector(selector)\n }\n\n const config = $(target).data(DATA\_KEY) ?\n 'toggle' : {\n ...$(target).data(),\n ...$(this).data()\n }\n\n if (this.tagName === 'A' || this.tagName === 'AREA') {\n event.preventDefault()\n }\n\n const $target = $(target).one(EVENT\_SHOW, showEvent => {\n if (showEvent.isDefaultPrevented()) {\n // Only register focus restorer if modal will actually get shown\n return\n }\n\n $target.one(EVENT\_HIDDEN, () => {\n if ($(this).is(':visible')) {\n this.focus()\n }\n })\n })\n\n Modal.\_jQueryInterface.call($(target), config, this)\n})\n\n/\*\*\n \* jQuery\n \*/\n\n$.fn[NAME] = Modal.\_jQueryInterface\n$.fn[NAME].Constructor = Modal\n$.fn[NAME].noConflict = () => {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Modal.\_jQueryInterface\n}\n\nexport default Modal\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.6.1): tools/sanitizer.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst uriAttrs = [\n 'background',\n 'cite',\n 'href',\n 'itemtype',\n 'longdesc',\n 'poster',\n 'src',\n 'xlink:href'\n]\n\nconst ARIA\_ATTRIBUTE\_PATTERN = /^aria-[\\w-]\*$/i\n\nexport const DefaultWhitelist = {\n // Global attributes allowed on any supplied element below.\n '\*': ['class', 'dir', 'id', 'lang', 'role', ARIA\_ATTRIBUTE\_PATTERN],\n a: ['target', 'href', 'title', 'rel'],\n area: [],\n b: [],\n br: [],\n col: [],\n code: [],\n div: [],\n em: [],\n hr: [],\n h1: [],\n h2: [],\n h3: [],\n h4: [],\n h5: [],\n h6: [],\n i: [],\n img: ['src', 'srcset', 'alt', 'title', 'width', 'height'],\n li: [],\n ol: [],\n p: [],\n pre: [],\n s: [],\n small: [],\n span: [],\n sub: [],\n sup: [],\n strong: [],\n u: [],\n ul: []\n}\n\n/\*\*\n \* A pattern that recognizes a commonly useful subset of URLs that are safe.\n \*\n \* Shoutout to Angular https://github.com/angular/angular/blob/12.2.x/packages/core/src/sanitization/url\_sanitizer.ts\n \*/\nconst SAFE\_URL\_PATTERN = /^(?:(?:https?|mailto|ftp|tel|file|sms):|[^#&/:?]\*(?:[#/?]|$))/i\n\n/\*\*\n \* A pattern that matches safe data URLs. Only matches image, video and audio types.\n \*\n \* Shoutout to Angular https://github.com/angular/angular/blob/12.2.x/packages/core/src/sanitization/url\_sanitizer.ts\n \*/\nconst DATA\_URL\_PATTERN = /^data:(?:image\\/(?:bmp|gif|jpeg|jpg|png|tiff|webp)|video\\/(?:mpeg|mp4|ogg|webm)|audio\\/(?:mp3|oga|ogg|opus));base64,[\\d+/a-z]+=\*$/i\n\nfunction allowedAttribute(attr, allowedAttributeList) {\n const attrName = attr.nodeName.toLowerCase()\n\n if (allowedAttributeList.indexOf(attrName) !== -1) {\n if (uriAttrs.indexOf(attrName) !== -1) {\n return Boolean(SAFE\_URL\_PATTERN.test(attr.nodeValue) || DATA\_URL\_PATTERN.test(attr.nodeValue))\n }\n\n return true\n }\n\n const regExp = allowedAttributeList.filter(attrRegex => attrRegex instanceof RegExp)\n\n // Check if a regular expression validates the attribute.\n for (let i = 0, len = regExp.length; i < len; i++) {\n if (regExp[i].test(attrName)) {\n return true\n }\n }\n\n return false\n}\n\nexport function sanitizeHtml(unsafeHtml, whiteList, sanitizeFn) {\n if (unsafeHtml.length === 0) {\n return unsafeHtml\n }\n\n if (sanitizeFn && typeof sanitizeFn === 'function') {\n return sanitizeFn(unsafeHtml)\n }\n\n const domParser = new window.DOMParser()\n const createdDocument = domParser.parseFromString(unsafeHtml, 'text/html')\n const whitelistKeys = Object.keys(whiteList)\n const elements = [].slice.call(createdDocument.body.querySelectorAll('\*'))\n\n for (let i = 0, len = elements.length; i < len; i++) {\n const el = elements[i]\n const elName = el.nodeName.toLowerCase()\n\n if (whitelistKeys.indexOf(el.nodeName.toLowerCase()) === -1) {\n el.parentNode.removeChild(el)\n\n continue\n }\n\n const attributeList = [].slice.call(el.attributes)\n // eslint-disable-next-line unicorn/prefer-spread\n const whitelistedAttributes = [].concat(whiteList['\*'] || [], whiteList[elName] || [])\n\n attributeList.forEach(attr => {\n if (!allowedAttribute(attr, whitelistedAttributes)) {\n el.removeAttribute(attr.nodeName)\n }\n })\n }\n\n return createdDocument.body.innerHTML\n}\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.6.1): tooltip.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport { DefaultWhitelist, sanitizeHtml } from './tools/sanitizer'\nimport $ from 'jquery'\nimport Popper from 'popper.js'\nimport Util from './util'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'tooltip'\nconst VERSION = '4.6.1'\nconst DATA\_KEY = 'bs.tooltip'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst JQUERY\_NO\_CONFLICT = $.fn[NAME]\nconst CLASS\_PREFIX = 'bs-tooltip'\nconst BSCLS\_PREFIX\_REGEX = new RegExp(`(^|\\\\s)${CLASS\_PREFIX}\\\\S+`, 'g')\nconst DISALLOWED\_ATTRIBUTES = ['sanitize', 'whiteList', 'sanitizeFn']\n\nconst CLASS\_NAME\_FADE = 'fade'\nconst CLASS\_NAME\_SHOW = 'show'\n\nconst HOVER\_STATE\_SHOW = 'show'\nconst HOVER\_STATE\_OUT = 'out'\n\nconst SELECTOR\_TOOLTIP\_INNER = '.tooltip-inner'\nconst SELECTOR\_ARROW = '.arrow'\n\nconst TRIGGER\_HOVER = 'hover'\nconst TRIGGER\_FOCUS = 'focus'\nconst TRIGGER\_CLICK = 'click'\nconst TRIGGER\_MANUAL = 'manual'\n\nconst AttachmentMap = {\n AUTO: 'auto',\n TOP: 'top',\n RIGHT: 'right',\n BOTTOM: 'bottom',\n LEFT: 'left'\n}\n\nconst Default = {\n animation: true,\n template: '<div class=\"tooltip\" role=\"tooltip\">' +\n '<div class=\"arrow\"></div>' +\n '<div class=\"tooltip-inner\"></div></div>',\n trigger: 'hover focus',\n title: '',\n delay: 0,\n html: false,\n selector: false,\n placement: 'top',\n offset: 0,\n container: false,\n fallbackPlacement: 'flip',\n boundary: 'scrollParent',\n customClass: '',\n sanitize: true,\n sanitizeFn: null,\n whiteList: DefaultWhitelist,\n popperConfig: null\n}\n\nconst DefaultType = {\n animation: 'boolean',\n template: 'string',\n title: '(string|element|function)',\n trigger: 'string',\n delay: '(number|object)',\n html: 'boolean',\n selector: '(string|boolean)',\n placement: '(string|function)',\n offset: '(number|string|function)',\n container: '(string|element|boolean)',\n fallbackPlacement: '(string|array)',\n boundary: '(string|element)',\n customClass: '(string|function)',\n sanitize: 'boolean',\n sanitizeFn: '(null|function)',\n whiteList: 'object',\n popperConfig: '(null|object)'\n}\n\nconst Event = {\n HIDE: `hide${EVENT\_KEY}`,\n HIDDEN: `hidden${EVENT\_KEY}`,\n SHOW: `show${EVENT\_KEY}`,\n SHOWN: `shown${EVENT\_KEY}`,\n INSERTED: `inserted${EVENT\_KEY}`,\n CLICK: `click${EVENT\_KEY}`,\n FOCUSIN: `focusin${EVENT\_KEY}`,\n FOCUSOUT: `focusout${EVENT\_KEY}`,\n MOUSEENTER: `mouseenter${EVENT\_KEY}`,\n MOUSELEAVE: `mouseleave${EVENT\_KEY}`\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Tooltip {\n constructor(element, config) {\n if (typeof Popper === 'undefined') {\n throw new TypeError('Bootstrap\\'s tooltips require Popper (https://popper.js.org)')\n }\n\n // Private\n this.\_isEnabled = true\n this.\_timeout = 0\n this.\_hoverState = ''\n this.\_activeTrigger = {}\n this.\_popper = null\n\n // Protected\n this.element = element\n this.config = this.\_getConfig(config)\n this.tip = null\n\n this.\_setListeners()\n }\n\n // Getters\n static get VERSION() {\n return VERSION\n }\n\n static get Default() {\n return Default\n }\n\n static get NAME() {\n return NAME\n }\n\n static get DATA\_KEY() {\n return DATA\_KEY\n }\n\n static get Event() {\n return Event\n }\n\n static get EVENT\_KEY() {\n return EVENT\_KEY\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n // Public\n enable() {\n this.\_isEnabled = true\n }\n\n disable() {\n this.\_isEnabled = false\n }\n\n toggleEnabled() {\n this.\_isEnabled = !this.\_isEnabled\n }\n\n toggle(event) {\n if (!this.\_isEnabled) {\n return\n }\n\n if (event) {\n const dataKey = this.constructor.DATA\_KEY\n let context = $(event.currentTarget).data(dataKey)\n\n if (!context) {\n context = new this.constructor(\n event.currentTarget,\n this.\_getDelegateConfig()\n )\n $(event.currentTarget).data(dataKey, context)\n }\n\n context.\_activeTrigger.click = !context.\_activeTrigger.click\n\n if (context.\_isWithActiveTrigger()) {\n context.\_enter(null, context)\n } else {\n context.\_leave(null, context)\n }\n } else {\n if ($(this.getTipElement()).hasClass(CLASS\_NAME\_SHOW)) {\n this.\_leave(null, this)\n return\n }\n\n this.\_enter(null, this)\n }\n }\n\n dispose() {\n clearTimeout(this.\_timeout)\n\n $.removeData(this.element, this.constructor.DATA\_KEY)\n\n $(this.element).off(this.constructor.EVENT\_KEY)\n $(this.element).closest('.modal').off('hide.bs.modal', this.\_hideModalHandler)\n\n if (this.tip) {\n $(this.tip).remove()\n }\n\n this.\_isEnabled = null\n this.\_timeout = null\n this.\_hoverState = null\n this.\_activeTrigger = null\n if (this.\_popper) {\n this.\_popper.destroy()\n }\n\n this.\_popper = null\n this.element = null\n this.config = null\n this.tip = null\n }\n\n show() {\n if ($(this.element).css('display') === 'none') {\n throw new Error('Please use show on visible elements')\n }\n\n const showEvent = $.Event(this.constructor.Event.SHOW)\n if (this.isWithContent() && this.\_isEnabled) {\n $(this.element).trigger(showEvent)\n\n const shadowRoot = Util.findShadowRoot(this.element)\n const isInTheDom = $.contains(\n shadowRoot !== null ? shadowRoot : this.element.ownerDocument.documentElement,\n this.element\n )\n\n if (showEvent.isDefaultPrevented() || !isInTheDom) {\n return\n }\n\n const tip = this.getTipElement()\n const tipId = Util.getUID(this.constructor.NAME)\n\n tip.setAttribute('id', tipId)\n this.element.setAttribute('aria-describedby', tipId)\n\n this.setContent()\n\n if (this.config.animation) {\n $(tip).addClass(CLASS\_NAME\_FADE)\n }\n\n const placement = typeof this.config.placement === 'function' ?\n this.config.placement.call(this, tip, this.element) :\n this.config.placement\n\n const attachment = this.\_getAttachment(placement)\n this.addAttachmentClass(attachment)\n\n const container = this.\_getContainer()\n $(tip).data(this.constructor.DATA\_KEY, this)\n\n if (!$.contains(this.element.ownerDocument.documentElement, this.tip)) {\n $(tip).appendTo(container)\n }\n\n $(this.element).trigger(this.constructor.Event.INSERTED)\n\n this.\_popper = new Popper(this.element, tip, this.\_getPopperConfig(attachment))\n\n $(tip).addClass(CLASS\_NAME\_SHOW)\n $(tip).addClass(this.config.customClass)\n\n // If this is a touch-enabled device we add extra\n // empty mouseover listeners to the body's immediate children;\n // only needed because of broken event delegation on iOS\n // https://www.quirksmode.org/blog/archives/2014/02/mouse\_event\_bub.html\n if ('ontouchstart' in document.documentElement) {\n $(document.body).children().on('mouseover', null, $.noop)\n }\n\n const complete = () => {\n if (this.config.animation) {\n this.\_fixTransition()\n }\n\n const prevHoverState = this.\_hoverState\n this.\_hoverState = null\n\n $(this.element).trigger(this.constructor.Event.SHOWN)\n\n if (prevHoverState === HOVER\_STATE\_OUT) {\n this.\_leave(null, this)\n }\n }\n\n if ($(this.tip).hasClass(CLASS\_NAME\_FADE)) {\n const transitionDuration = Util.getTransitionDurationFromElement(this.tip)\n\n $(this.tip)\n .one(Util.TRANSITION\_END, complete)\n .emulateTransitionEnd(transitionDuration)\n } else {\n complete()\n }\n }\n }\n\n hide(callback) {\n const tip = this.getTipElement()\n const hideEvent = $.Event(this.constructor.Event.HIDE)\n const complete = () => {\n if (this.\_hoverState !== HOVER\_STATE\_SHOW && tip.parentNode) {\n tip.parentNode.removeChild(tip)\n }\n\n this.\_cleanTipClass()\n this.element.removeAttribute('aria-describedby')\n $(this.element).trigger(this.constructor.Event.HIDDEN)\n if (this.\_popper !== null) {\n this.\_popper.destroy()\n }\n\n if (callback) {\n callback()\n }\n }\n\n $(this.element).trigger(hideEvent)\n\n if (hideEvent.isDefaultPrevented()) {\n return\n }\n\n $(tip).removeClass(CLASS\_NAME\_SHOW)\n\n // If this is a touch-enabled device we remove the extra\n // empty mouseover listeners we added for iOS support\n if ('ontouchstart' in document.documentElement) {\n $(document.body).children().off('mouseover', null, $.noop)\n }\n\n this.\_activeTrigger[TRIGGER\_CLICK] = false\n this.\_activeTrigger[TRIGGER\_FOCUS] = false\n this.\_activeTrigger[TRIGGER\_HOVER] = false\n\n if ($(this.tip).hasClass(CLASS\_NAME\_FADE)) {\n const transitionDuration = Util.getTransitionDurationFromElement(tip)\n\n $(tip)\n .one(Util.TRANSITION\_END, complete)\n .emulateTransitionEnd(transitionDuration)\n } else {\n complete()\n }\n\n this.\_hoverState = ''\n }\n\n update() {\n if (this.\_popper !== null) {\n this.\_popper.scheduleUpdate()\n }\n }\n\n // Protected\n isWithContent() {\n return Boolean(this.getTitle())\n }\n\n addAttachmentClass(attachment) {\n $(this.getTipElement()).addClass(`${CLASS\_PREFIX}-${attachment}`)\n }\n\n getTipElement() {\n this.tip = this.tip || $(this.config.template)[0]\n return this.tip\n }\n\n setContent() {\n const tip = this.getTipElement()\n this.setElementContent($(tip.querySelectorAll(SELECTOR\_TOOLTIP\_INNER)), this.getTitle())\n $(tip).removeClass(`${CLASS\_NAME\_FADE} ${CLASS\_NAME\_SHOW}`)\n }\n\n setElementContent($element, content) {\n if (typeof content === 'object' && (content.nodeType || content.jquery)) {\n // Content is a DOM node or a jQuery\n if (this.config.html) {\n if (!$(content).parent().is($element)) {\n $element.empty().append(content)\n }\n } else {\n $element.text($(content).text())\n }\n\n return\n }\n\n if (this.config.html) {\n if (this.config.sanitize) {\n content = sanitizeHtml(content, this.config.whiteList, this.config.sanitizeFn)\n }\n\n $element.html(content)\n } else {\n $element.text(content)\n }\n }\n\n getTitle() {\n let title = this.element.getAttribute('data-original-title')\n\n if (!title) {\n title = typeof this.config.title === 'function' ?\n this.config.title.call(this.element) :\n this.config.title\n }\n\n return title\n }\n\n // Private\n \_getPopperConfig(attachment) {\n const defaultBsConfig = {\n placement: attachment,\n modifiers: {\n offset: this.\_getOffset(),\n flip: {\n behavior: this.config.fallbackPlacement\n },\n arrow: {\n element: SELECTOR\_ARROW\n },\n preventOverflow: {\n boundariesElement: this.config.boundary\n }\n },\n onCreate: data => {\n if (data.originalPlacement !== data.placement) {\n this.\_handlePopperPlacementChange(data)\n }\n },\n onUpdate: data => this.\_handlePopperPlacementChange(data)\n }\n\n return {\n ...defaultBsConfig,\n ...this.config.popperConfig\n }\n }\n\n \_getOffset() {\n const offset = {}\n\n if (typeof this.config.offset === 'function') {\n offset.fn = data => {\n data.offsets = {\n ...data.offsets,\n ...this.config.offset(data.offsets, this.element)\n }\n\n return data\n }\n } else {\n offset.offset = this.config.offset\n }\n\n return offset\n }\n\n \_getContainer() {\n if (this.config.container === false) {\n return document.body\n }\n\n if (Util.isElement(this.config.container)) {\n return $(this.config.container)\n }\n\n return $(document).find(this.config.container)\n }\n\n \_getAttachment(placement) {\n return AttachmentMap[placement.toUpperCase()]\n }\n\n \_setListeners() {\n const triggers = this.config.trigger.split(' ')\n\n triggers.forEach(trigger => {\n if (trigger === 'click') {\n $(this.element).on(\n this.constructor.Event.CLICK,\n this.config.selector,\n event => this.toggle(event)\n )\n } else if (trigger !== TRIGGER\_MANUAL) {\n const eventIn = trigger === TRIGGER\_HOVER ?\n this.constructor.Event.MOUSEENTER :\n this.constructor.Event.FOCUSIN\n const eventOut = trigger === TRIGGER\_HOVER ?\n this.constructor.Event.MOUSELEAVE :\n this.constructor.Event.FOCUSOUT\n\n $(this.element)\n .on(eventIn, this.config.selector, event => this.\_enter(event))\n .on(eventOut, this.config.selector, event => this.\_leave(event))\n }\n })\n\n this.\_hideModalHandler = () => {\n if (this.element) {\n this.hide()\n }\n }\n\n $(this.element).closest('.modal').on('hide.bs.modal', this.\_hideModalHandler)\n\n if (this.config.selector) {\n this.config = {\n ...this.config,\n trigger: 'manual',\n selector: ''\n }\n } else {\n this.\_fixTitle()\n }\n }\n\n \_fixTitle() {\n const titleType = typeof this.element.getAttribute('data-original-title')\n\n if (this.element.getAttribute('title') || titleType !== 'string') {\n this.element.setAttribute(\n 'data-original-title',\n this.element.getAttribute('title') || ''\n )\n\n this.element.setAttribute('title', '')\n }\n }\n\n \_enter(event, context) {\n const dataKey = this.constructor.DATA\_KEY\n context = context || $(event.currentTarget).data(dataKey)\n\n if (!context) {\n context = new this.constructor(\n event.currentTarget,\n this.\_getDelegateConfig()\n )\n $(event.currentTarget).data(dataKey, context)\n }\n\n if (event) {\n context.\_activeTrigger[\n event.type === 'focusin' ? TRIGGER\_FOCUS : TRIGGER\_HOVER\n ] = true\n }\n\n if ($(context.getTipElement()).hasClass(CLASS\_NAME\_SHOW) || context.\_hoverState === HOVER\_STATE\_SHOW) {\n context.\_hoverState = HOVER\_STATE\_SHOW\n return\n }\n\n clearTimeout(context.\_timeout)\n\n context.\_hoverState = HOVER\_STATE\_SHOW\n\n if (!context.config.delay || !context.config.delay.show) {\n context.show()\n return\n }\n\n context.\_timeout = setTimeout(() => {\n if (context.\_hoverState === HOVER\_STATE\_SHOW) {\n context.show()\n }\n }, context.config.delay.show)\n }\n\n \_leave(event, context) {\n const dataKey = this.constructor.DATA\_KEY\n context = context || $(event.currentTarget).data(dataKey)\n\n if (!context) {\n context = new this.constructor(\n event.currentTarget,\n this.\_getDelegateConfig()\n )\n $(event.currentTarget).data(dataKey, context)\n }\n\n if (event) {\n context.\_activeTrigger[\n event.type === 'focusout' ? TRIGGER\_FOCUS : TRIGGER\_HOVER\n ] = false\n }\n\n if (context.\_isWithActiveTrigger()) {\n return\n }\n\n clearTimeout(context.\_timeout)\n\n context.\_hoverState = HOVER\_STATE\_OUT\n\n if (!context.config.delay || !context.config.delay.hide) {\n context.hide()\n return\n }\n\n context.\_timeout = setTimeout(() => {\n if (context.\_hoverState === HOVER\_STATE\_OUT) {\n context.hide()\n }\n }, context.config.delay.hide)\n }\n\n \_isWithActiveTrigger() {\n for (const trigger in this.\_activeTrigger) {\n if (this.\_activeTrigger[trigger]) {\n return true\n }\n }\n\n return false\n }\n\n \_getConfig(config) {\n const dataAttributes = $(this.element).data()\n\n Object.keys(dataAttributes)\n .forEach(dataAttr => {\n if (DISALLOWED\_ATTRIBUTES.indexOf(dataAttr) !== -1) {\n delete dataAttributes[dataAttr]\n }\n })\n\n config = {\n ...this.constructor.Default,\n ...dataAttributes,\n ...(typeof config === 'object' && config ? config : {})\n }\n\n if (typeof config.delay === 'number') {\n config.delay = {\n show: config.delay,\n hide: config.delay\n }\n }\n\n if (typeof config.title === 'number') {\n config.title = config.title.toString()\n }\n\n if (typeof config.content === 'number') {\n config.content = config.content.toString()\n }\n\n Util.typeCheckConfig(\n NAME,\n config,\n this.constructor.DefaultType\n )\n\n if (config.sanitize) {\n config.template = sanitizeHtml(config.template, config.whiteList, config.sanitizeFn)\n }\n\n return config\n }\n\n \_getDelegateConfig() {\n const config = {}\n\n if (this.config) {\n for (const key in this.config) {\n if (this.constructor.Default[key] !== this.config[key]) {\n config[key] = this.config[key]\n }\n }\n }\n\n return config\n }\n\n \_cleanTipClass() {\n const $tip = $(this.getTipElement())\n const tabClass = $tip.attr('class').match(BSCLS\_PREFIX\_REGEX)\n if (tabClass !== null && tabClass.length) {\n $tip.removeClass(tabClass.join(''))\n }\n }\n\n \_handlePopperPlacementChange(popperData) {\n this.tip = popperData.instance.popper\n this.\_cleanTipClass()\n this.addAttachmentClass(this.\_getAttachment(popperData.placement))\n }\n\n \_fixTransition() {\n const tip = this.getTipElement()\n const initConfigAnimation = this.config.animation\n\n if (tip.getAttribute('x-placement') !== null) {\n return\n }\n\n $(tip).removeClass(CLASS\_NAME\_FADE)\n this.config.animation = false\n this.hide()\n this.show()\n this.config.animation = initConfigAnimation\n }\n\n // Static\n static \_jQueryInterface(config) {\n return this.each(function () {\n const $element = $(this)\n let data = $element.data(DATA\_KEY)\n const \_config = typeof config === 'object' && config\n\n if (!data && /dispose|hide/.test(config)) {\n return\n }\n\n if (!data) {\n data = new Tooltip(this, \_config)\n $element.data(DATA\_KEY, data)\n }\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n }\n })\n }\n}\n\n/\*\*\n \* jQuery\n \*/\n\n$.fn[NAME] = Tooltip.\_jQueryInterface\n$.fn[NAME].Constructor = Tooltip\n$.fn[NAME].noConflict = () => {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Tooltip.\_jQueryInterface\n}\n\nexport default Tooltip\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.6.1): popover.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport $ from 'jquery'\nimport Tooltip from './tooltip'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'popover'\nconst VERSION = '4.6.1'\nconst DATA\_KEY = 'bs.popover'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst JQUERY\_NO\_CONFLICT = $.fn[NAME]\nconst CLASS\_PREFIX = 'bs-popover'\nconst BSCLS\_PREFIX\_REGEX = new RegExp(`(^|\\\\s)${CLASS\_PREFIX}\\\\S+`, 'g')\n\nconst CLASS\_NAME\_FADE = 'fade'\nconst CLASS\_NAME\_SHOW = 'show'\n\nconst SELECTOR\_TITLE = '.popover-header'\nconst SELECTOR\_CONTENT = '.popover-body'\n\nconst Default = {\n ...Tooltip.Default,\n placement: 'right',\n trigger: 'click',\n content: '',\n template: '<div class=\"popover\" role=\"tooltip\">' +\n '<div class=\"arrow\"></div>' +\n '<h3 class=\"popover-header\"></h3>' +\n '<div class=\"popover-body\"></div></div>'\n}\n\nconst DefaultType = {\n ...Tooltip.DefaultType,\n content: '(string|element|function)'\n}\n\nconst Event = {\n HIDE: `hide${EVENT\_KEY}`,\n HIDDEN: `hidden${EVENT\_KEY}`,\n SHOW: `show${EVENT\_KEY}`,\n SHOWN: `shown${EVENT\_KEY}`,\n INSERTED: `inserted${EVENT\_KEY}`,\n CLICK: `click${EVENT\_KEY}`,\n FOCUSIN: `focusin${EVENT\_KEY}`,\n FOCUSOUT: `focusout${EVENT\_KEY}`,\n MOUSEENTER: `mouseenter${EVENT\_KEY}`,\n MOUSELEAVE: `mouseleave${EVENT\_KEY}`\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Popover extends Tooltip {\n // Getters\n static get VERSION() {\n return VERSION\n }\n\n static get Default() {\n return Default\n }\n\n static get NAME() {\n return NAME\n }\n\n static get DATA\_KEY() {\n return DATA\_KEY\n }\n\n static get Event() {\n return Event\n }\n\n static get EVENT\_KEY() {\n return EVENT\_KEY\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n // Overrides\n isWithContent() {\n return this.getTitle() || this.\_getContent()\n }\n\n addAttachmentClass(attachment) {\n $(this.getTipElement()).addClass(`${CLASS\_PREFIX}-${attachment}`)\n }\n\n getTipElement() {\n this.tip = this.tip || $(this.config.template)[0]\n return this.tip\n }\n\n setContent() {\n const $tip = $(this.getTipElement())\n\n // We use append for html objects to maintain js events\n this.setElementContent($tip.find(SELECTOR\_TITLE), this.getTitle())\n let content = this.\_getContent()\n if (typeof content === 'function') {\n content = content.call(this.element)\n }\n\n this.setElementContent($tip.find(SELECTOR\_CONTENT), content)\n\n $tip.removeClass(`${CLASS\_NAME\_FADE} ${CLASS\_NAME\_SHOW}`)\n }\n\n // Private\n \_getContent() {\n return this.element.getAttribute('data-content') ||\n this.config.content\n }\n\n \_cleanTipClass() {\n const $tip = $(this.getTipElement())\n const tabClass = $tip.attr('class').match(BSCLS\_PREFIX\_REGEX)\n if (tabClass !== null && tabClass.length > 0) {\n $tip.removeClass(tabClass.join(''))\n }\n }\n\n // Static\n static \_jQueryInterface(config) {\n return this.each(function () {\n let data = $(this).data(DATA\_KEY)\n const \_config = typeof config === 'object' ? config : null\n\n if (!data && /dispose|hide/.test(config)) {\n return\n }\n\n if (!data) {\n data = new Popover(this, \_config)\n $(this).data(DATA\_KEY, data)\n }\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n }\n })\n }\n}\n\n/\*\*\n \* jQuery\n \*/\n\n$.fn[NAME] = Popover.\_jQueryInterface\n$.fn[NAME].Constructor = Popover\n$.fn[NAME].noConflict = () => {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Popover.\_jQueryInterface\n}\n\nexport default Popover\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.6.1): scrollspy.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport $ from 'jquery'\nimport Util from './util'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'scrollspy'\nconst VERSION = '4.6.1'\nconst DATA\_KEY = 'bs.scrollspy'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\nconst JQUERY\_NO\_CONFLICT = $.fn[NAME]\n\nconst CLASS\_NAME\_DROPDOWN\_ITEM = 'dropdown-item'\nconst CLASS\_NAME\_ACTIVE = 'active'\n\nconst EVENT\_ACTIVATE = `activate${EVENT\_KEY}`\nconst EVENT\_SCROLL = `scroll${EVENT\_KEY}`\nconst EVENT\_LOAD\_DATA\_API = `load${EVENT\_KEY}${DATA\_API\_KEY}`\n\nconst METHOD\_OFFSET = 'offset'\nconst METHOD\_POSITION = 'position'\n\nconst SELECTOR\_DATA\_SPY = '[data-spy=\"scroll\"]'\nconst SELECTOR\_NAV\_LIST\_GROUP = '.nav, .list-group'\nconst SELECTOR\_NAV\_LINKS = '.nav-link'\nconst SELECTOR\_NAV\_ITEMS = '.nav-item'\nconst SELECTOR\_LIST\_ITEMS = '.list-group-item'\nconst SELECTOR\_DROPDOWN = '.dropdown'\nconst SELECTOR\_DROPDOWN\_ITEMS = '.dropdown-item'\nconst SELECTOR\_DROPDOWN\_TOGGLE = '.dropdown-toggle'\n\nconst Default = {\n offset: 10,\n method: 'auto',\n target: ''\n}\n\nconst DefaultType = {\n offset: 'number',\n method: 'string',\n target: '(string|element)'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass ScrollSpy {\n constructor(element, config) {\n this.\_element = element\n this.\_scrollElement = element.tagName === 'BODY' ? window : element\n this.\_config = this.\_getConfig(config)\n this.\_selector = `${this.\_config.target} ${SELECTOR\_NAV\_LINKS},` +\n `${this.\_config.target} ${SELECTOR\_LIST\_ITEMS},` +\n `${this.\_config.target} ${SELECTOR\_DROPDOWN\_ITEMS}`\n this.\_offsets = []\n this.\_targets = []\n this.\_activeTarget = null\n this.\_scrollHeight = 0\n\n $(this.\_scrollElement).on(EVENT\_SCROLL, event => this.\_process(event))\n\n this.refresh()\n this.\_process()\n }\n\n // Getters\n static get VERSION() {\n return VERSION\n }\n\n static get Default() {\n return Default\n }\n\n // Public\n refresh() {\n const autoMethod = this.\_scrollElement === this.\_scrollElement.window ?\n METHOD\_OFFSET : METHOD\_POSITION\n\n const offsetMethod = this.\_config.method === 'auto' ?\n autoMethod : this.\_config.method\n\n const offsetBase = offsetMethod === METHOD\_POSITION ?\n this.\_getScrollTop() : 0\n\n this.\_offsets = []\n this.\_targets = []\n\n this.\_scrollHeight = this.\_getScrollHeight()\n\n const targets = [].slice.call(document.querySelectorAll(this.\_selector))\n\n targets\n .map(element => {\n let target\n const targetSelector = Util.getSelectorFromElement(element)\n\n if (targetSelector) {\n target = document.querySelector(targetSelector)\n }\n\n if (target) {\n const targetBCR = target.getBoundingClientRect()\n if (targetBCR.width || targetBCR.height) {\n // TODO (fat): remove sketch reliance on jQuery position/offset\n return [\n $(target)[offsetMethod]().top + offsetBase,\n targetSelector\n ]\n }\n }\n\n return null\n })\n .filter(item => item)\n .sort((a, b) => a[0] - b[0])\n .forEach(item => {\n this.\_offsets.push(item[0])\n this.\_targets.push(item[1])\n })\n }\n\n dispose() {\n $.removeData(this.\_element, DATA\_KEY)\n $(this.\_scrollElement).off(EVENT\_KEY)\n\n this.\_element = null\n this.\_scrollElement = null\n this.\_config = null\n this.\_selector = null\n this.\_offsets = null\n this.\_targets = null\n this.\_activeTarget = null\n this.\_scrollHeight = null\n }\n\n // Private\n \_getConfig(config) {\n config = {\n ...Default,\n ...(typeof config === 'object' && config ? config : {})\n }\n\n if (typeof config.target !== 'string' && Util.isElement(config.target)) {\n let id = $(config.target).attr('id')\n if (!id) {\n id = Util.getUID(NAME)\n $(config.target).attr('id', id)\n }\n\n config.target = `#${id}`\n }\n\n Util.typeCheckConfig(NAME, config, DefaultType)\n\n return config\n }\n\n \_getScrollTop() {\n return this.\_scrollElement === window ?\n this.\_scrollElement.pageYOffset : this.\_scrollElement.scrollTop\n }\n\n \_getScrollHeight() {\n return this.\_scrollElement.scrollHeight || Math.max(\n document.body.scrollHeight,\n document.documentElement.scrollHeight\n )\n }\n\n \_getOffsetHeight() {\n return this.\_scrollElement === window ?\n window.innerHeight : this.\_scrollElement.getBoundingClientRect().height\n }\n\n \_process() {\n const scrollTop = this.\_getScrollTop() + this.\_config.offset\n const scrollHeight = this.\_getScrollHeight()\n const maxScroll = this.\_config.offset + scrollHeight - this.\_getOffsetHeight()\n\n if (this.\_scrollHeight !== scrollHeight) {\n this.refresh()\n }\n\n if (scrollTop >= maxScroll) {\n const target = this.\_targets[this.\_targets.length - 1]\n\n if (this.\_activeTarget !== target) {\n this.\_activate(target)\n }\n\n return\n }\n\n if (this.\_activeTarget && scrollTop < this.\_offsets[0] && this.\_offsets[0] > 0) {\n this.\_activeTarget = null\n this.\_clear()\n return\n }\n\n for (let i = this.\_offsets.length; i--;) {\n const isActiveTarget = this.\_activeTarget !== this.\_targets[i] &&\n scrollTop >= this.\_offsets[i] &&\n (typeof this.\_offsets[i + 1] === 'undefined' ||\n scrollTop < this.\_offsets[i + 1])\n\n if (isActiveTarget) {\n this.\_activate(this.\_targets[i])\n }\n }\n }\n\n \_activate(target) {\n this.\_activeTarget = target\n\n this.\_clear()\n\n const queries = this.\_selector\n .split(',')\n .map(selector => `${selector}[data-target=\"${target}\"],${selector}[href=\"${target}\"]`)\n\n const $link = $([].slice.call(document.querySelectorAll(queries.join(','))))\n\n if ($link.hasClass(CLASS\_NAME\_DROPDOWN\_ITEM)) {\n $link.closest(SELECTOR\_DROPDOWN)\n .find(SELECTOR\_DROPDOWN\_TOGGLE)\n .addClass(CLASS\_NAME\_ACTIVE)\n $link.addClass(CLASS\_NAME\_ACTIVE)\n } else {\n // Set triggered link as active\n $link.addClass(CLASS\_NAME\_ACTIVE)\n // Set triggered links parents as active\n // With both <ul> and <nav> markup a parent is the previous sibling of any nav ancestor\n $link.parents(SELECTOR\_NAV\_LIST\_GROUP)\n .prev(`${SELECTOR\_NAV\_LINKS}, ${SELECTOR\_LIST\_ITEMS}`)\n .addClass(CLASS\_NAME\_ACTIVE)\n // Handle special case when .nav-link is inside .nav-item\n $link.parents(SELECTOR\_NAV\_LIST\_GROUP)\n .prev(SELECTOR\_NAV\_ITEMS)\n .children(SELECTOR\_NAV\_LINKS)\n .addClass(CLASS\_NAME\_ACTIVE)\n }\n\n $(this.\_scrollElement).trigger(EVENT\_ACTIVATE, {\n relatedTarget: target\n })\n }\n\n \_clear() {\n [].slice.call(document.querySelectorAll(this.\_selector))\n .filter(node => node.classList.contains(CLASS\_NAME\_ACTIVE))\n .forEach(node => node.classList.remove(CLASS\_NAME\_ACTIVE))\n }\n\n // Static\n static \_jQueryInterface(config) {\n return this.each(function () {\n let data = $(this).data(DATA\_KEY)\n const \_config = typeof config === 'object' && config\n\n if (!data) {\n data = new ScrollSpy(this, \_config)\n $(this).data(DATA\_KEY, data)\n }\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n }\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\n$(window).on(EVENT\_LOAD\_DATA\_API, () => {\n const scrollSpys = [].slice.call(document.querySelectorAll(SELECTOR\_DATA\_SPY))\n const scrollSpysLength = scrollSpys.length\n\n for (let i = scrollSpysLength; i--;) {\n const $spy = $(scrollSpys[i])\n ScrollSpy.\_jQueryInterface.call($spy, $spy.data())\n }\n})\n\n/\*\*\n \* jQuery\n \*/\n\n$.fn[NAME] = ScrollSpy.\_jQueryInterface\n$.fn[NAME].Constructor = ScrollSpy\n$.fn[NAME].noConflict = () => {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return ScrollSpy.\_jQueryInterface\n}\n\nexport default ScrollSpy\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.6.1): tab.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport $ from 'jquery'\nimport Util from './util'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'tab'\nconst VERSION = '4.6.1'\nconst DATA\_KEY = 'bs.tab'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\nconst JQUERY\_NO\_CONFLICT = $.fn[NAME]\n\nconst CLASS\_NAME\_DROPDOWN\_MENU = 'dropdown-menu'\nconst CLASS\_NAME\_ACTIVE = 'active'\nconst CLASS\_NAME\_DISABLED = 'disabled'\nconst CLASS\_NAME\_FADE = 'fade'\nconst CLASS\_NAME\_SHOW = 'show'\n\nconst EVENT\_HIDE = `hide${EVENT\_KEY}`\nconst EVENT\_HIDDEN = `hidden${EVENT\_KEY}`\nconst EVENT\_SHOW = `show${EVENT\_KEY}`\nconst EVENT\_SHOWN = `shown${EVENT\_KEY}`\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\n\nconst SELECTOR\_DROPDOWN = '.dropdown'\nconst SELECTOR\_NAV\_LIST\_GROUP = '.nav, .list-group'\nconst SELECTOR\_ACTIVE = '.active'\nconst SELECTOR\_ACTIVE\_UL = '> li > .active'\nconst SELECTOR\_DATA\_TOGGLE = '[data-toggle=\"tab\"], [data-toggle=\"pill\"], [data-toggle=\"list\"]'\nconst SELECTOR\_DROPDOWN\_TOGGLE = '.dropdown-toggle'\nconst SELECTOR\_DROPDOWN\_ACTIVE\_CHILD = '> .dropdown-menu .active'\n\n/\*\*\n \* Class definition\n \*/\n\nclass Tab {\n constructor(element) {\n this.\_element = element\n }\n\n // Getters\n static get VERSION() {\n return VERSION\n }\n\n // Public\n show() {\n if (this.\_element.parentNode &&\n this.\_element.parentNode.nodeType === Node.ELEMENT\_NODE &&\n $(this.\_element).hasClass(CLASS\_NAME\_ACTIVE) ||\n $(this.\_element).hasClass(CLASS\_NAME\_DISABLED)) {\n return\n }\n\n let target\n let previous\n const listElement = $(this.\_element).closest(SELECTOR\_NAV\_LIST\_GROUP)[0]\n const selector = Util.getSelectorFromElement(this.\_element)\n\n if (listElement) {\n const itemSelector = listElement.nodeName === 'UL' || listElement.nodeName === 'OL' ? SELECTOR\_ACTIVE\_UL : SELECTOR\_ACTIVE\n previous = $.makeArray($(listElement).find(itemSelector))\n previous = previous[previous.length - 1]\n }\n\n const hideEvent = $.Event(EVENT\_HIDE, {\n relatedTarget: this.\_element\n })\n\n const showEvent = $.Event(EVENT\_SHOW, {\n relatedTarget: previous\n })\n\n if (previous) {\n $(previous).trigger(hideEvent)\n }\n\n $(this.\_element).trigger(showEvent)\n\n if (showEvent.isDefaultPrevented() ||\n hideEvent.isDefaultPrevented()) {\n return\n }\n\n if (selector) {\n target = document.querySelector(selector)\n }\n\n this.\_activate(\n this.\_element,\n listElement\n )\n\n const complete = () => {\n const hiddenEvent = $.Event(EVENT\_HIDDEN, {\n relatedTarget: this.\_element\n })\n\n const shownEvent = $.Event(EVENT\_SHOWN, {\n relatedTarget: previous\n })\n\n $(previous).trigger(hiddenEvent)\n $(this.\_element).trigger(shownEvent)\n }\n\n if (target) {\n this.\_activate(target, target.parentNode, complete)\n } else {\n complete()\n }\n }\n\n dispose() {\n $.removeData(this.\_element, DATA\_KEY)\n this.\_element = null\n }\n\n // Private\n \_activate(element, container, callback) {\n const activeElements = container && (container.nodeName === 'UL' || container.nodeName === 'OL') ?\n $(container).find(SELECTOR\_ACTIVE\_UL) :\n $(container).children(SELECTOR\_ACTIVE)\n\n const active = activeElements[0]\n const isTransitioning = callback && (active && $(active).hasClass(CLASS\_NAME\_FADE))\n const complete = () => this.\_transitionComplete(\n element,\n active,\n callback\n )\n\n if (active && isTransitioning) {\n const transitionDuration = Util.getTransitionDurationFromElement(active)\n\n $(active)\n .removeClass(CLASS\_NAME\_SHOW)\n .one(Util.TRANSITION\_END, complete)\n .emulateTransitionEnd(transitionDuration)\n } else {\n complete()\n }\n }\n\n \_transitionComplete(element, active, callback) {\n if (active) {\n $(active).removeClass(CLASS\_NAME\_ACTIVE)\n\n const dropdownChild = $(active.parentNode).find(\n SELECTOR\_DROPDOWN\_ACTIVE\_CHILD\n )[0]\n\n if (dropdownChild) {\n $(dropdownChild).removeClass(CLASS\_NAME\_ACTIVE)\n }\n\n if (active.getAttribute('role') === 'tab') {\n active.setAttribute('aria-selected', false)\n }\n }\n\n $(element).addClass(CLASS\_NAME\_ACTIVE)\n if (element.getAttribute('role') === 'tab') {\n element.setAttribute('aria-selected', true)\n }\n\n Util.reflow(element)\n\n if (element.classList.contains(CLASS\_NAME\_FADE)) {\n element.classList.add(CLASS\_NAME\_SHOW)\n }\n\n let parent = element.parentNode\n if (parent && parent.nodeName === 'LI') {\n parent = parent.parentNode\n }\n\n if (parent && $(parent).hasClass(CLASS\_NAME\_DROPDOWN\_MENU)) {\n const dropdownElement = $(element).closest(SELECTOR\_DROPDOWN)[0]\n\n if (dropdownElement) {\n const dropdownToggleList = [].slice.call(dropdownElement.querySelectorAll(SELECTOR\_DROPDOWN\_TOGGLE))\n\n $(dropdownToggleList).addClass(CLASS\_NAME\_ACTIVE)\n }\n\n element.setAttribute('aria-expanded', true)\n }\n\n if (callback) {\n callback()\n }\n }\n\n // Static\n static \_jQueryInterface(config) {\n return this.each(function () {\n const $this = $(this)\n let data = $this.data(DATA\_KEY)\n\n if (!data) {\n data = new Tab(this)\n $this.data(DATA\_KEY, data)\n }\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n }\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\n$(document)\n .on(EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_TOGGLE, function (event) {\n event.preventDefault()\n Tab.\_jQueryInterface.call($(this), 'show')\n })\n\n/\*\*\n \* jQuery\n \*/\n\n$.fn[NAME] = Tab.\_jQueryInterface\n$.fn[NAME].Constructor = Tab\n$.fn[NAME].noConflict = () => {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Tab.\_jQueryInterface\n}\n\nexport default Tab\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.6.1): toast.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport $ from 'jquery'\nimport Util from './util'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'toast'\nconst VERSION = '4.6.1'\nconst DATA\_KEY = 'bs.toast'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst JQUERY\_NO\_CONFLICT = $.fn[NAME]\n\nconst CLASS\_NAME\_FADE = 'fade'\nconst CLASS\_NAME\_HIDE = 'hide'\nconst CLASS\_NAME\_SHOW = 'show'\nconst CLASS\_NAME\_SHOWING = 'showing'\n\nconst EVENT\_CLICK\_DISMISS = `click.dismiss${EVENT\_KEY}`\nconst EVENT\_HIDE = `hide${EVENT\_KEY}`\nconst EVENT\_HIDDEN = `hidden${EVENT\_KEY}`\nconst EVENT\_SHOW = `show${EVENT\_KEY}`\nconst EVENT\_SHOWN = `shown${EVENT\_KEY}`\n\nconst SELECTOR\_DATA\_DISMISS = '[data-dismiss=\"toast\"]'\n\nconst Default = {\n animation: true,\n autohide: true,\n delay: 500\n}\n\nconst DefaultType = {\n animation: 'boolean',\n autohide: 'boolean',\n delay: 'number'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Toast {\n constructor(element, config) {\n this.\_element = element\n this.\_config = this.\_getConfig(config)\n this.\_timeout = null\n this.\_setListeners()\n }\n\n // Getters\n static get VERSION() {\n return VERSION\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get Default() {\n return Default\n }\n\n // Public\n show() {\n const showEvent = $.Event(EVENT\_SHOW)\n\n $(this.\_element).trigger(showEvent)\n if (showEvent.isDefaultPrevented()) {\n return\n }\n\n this.\_clearTimeout()\n\n if (this.\_config.animation) {\n this.\_element.classList.add(CLASS\_NAME\_FADE)\n }\n\n const complete = () => {\n this.\_element.classList.remove(CLASS\_NAME\_SHOWING)\n this.\_element.classList.add(CLASS\_NAME\_SHOW)\n\n $(this.\_element).trigger(EVENT\_SHOWN)\n\n if (this.\_config.autohide) {\n this.\_timeout = setTimeout(() => {\n this.hide()\n }, this.\_config.delay)\n }\n }\n\n this.\_element.classList.remove(CLASS\_NAME\_HIDE)\n Util.reflow(this.\_element)\n this.\_element.classList.add(CLASS\_NAME\_SHOWING)\n if (this.\_config.animation) {\n const transitionDuration = Util.getTransitionDurationFromElement(this.\_element)\n\n $(this.\_element)\n .one(Util.TRANSITION\_END, complete)\n .emulateTransitionEnd(transitionDuration)\n } else {\n complete()\n }\n }\n\n hide() {\n if (!this.\_element.classList.contains(CLASS\_NAME\_SHOW)) {\n return\n }\n\n const hideEvent = $.Event(EVENT\_HIDE)\n\n $(this.\_element).trigger(hideEvent)\n if (hideEvent.isDefaultPrevented()) {\n return\n }\n\n this.\_close()\n }\n\n dispose() {\n this.\_clearTimeout()\n\n if (this.\_element.classList.contains(CLASS\_NAME\_SHOW)) {\n this.\_element.classList.remove(CLASS\_NAME\_SHOW)\n }\n\n $(this.\_element).off(EVENT\_CLICK\_DISMISS)\n\n $.removeData(this.\_element, DATA\_KEY)\n this.\_element = null\n this.\_config = null\n }\n\n // Private\n \_getConfig(config) {\n config = {\n ...Default,\n ...$(this.\_element).data(),\n ...(typeof config === 'object' && config ? config : {})\n }\n\n Util.typeCheckConfig(\n NAME,\n config,\n this.constructor.DefaultType\n )\n\n return config\n }\n\n \_setListeners() {\n $(this.\_element).on(EVENT\_CLICK\_DISMISS, SELECTOR\_DATA\_DISMISS, () => this.hide())\n }\n\n \_close() {\n const complete = () => {\n this.\_element.classList.add(CLASS\_NAME\_HIDE)\n $(this.\_element).trigger(EVENT\_HIDDEN)\n }\n\n this.\_element.classList.remove(CLASS\_NAME\_SHOW)\n if (this.\_config.animation) {\n const transitionDuration = Util.getTransitionDurationFromElement(this.\_element)\n\n $(this.\_element)\n .one(Util.TRANSITION\_END, complete)\n .emulateTransitionEnd(transitionDuration)\n } else {\n complete()\n }\n }\n\n \_clearTimeout() {\n clearTimeout(this.\_timeout)\n this.\_timeout = null\n }\n\n // Static\n static \_jQueryInterface(config) {\n return this.each(function () {\n const $element = $(this)\n let data = $element.data(DATA\_KEY)\n const \_config = typeof config === 'object' && config\n\n if (!data) {\n data = new Toast(this, \_config)\n $element.data(DATA\_KEY, data)\n }\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config](this)\n }\n })\n }\n}\n\n/\*\*\n \* jQuery\n \*/\n\n$.fn[NAME] = Toast.\_jQueryInterface\n$.fn[NAME].Constructor = Toast\n$.fn[NAME].noConflict = () => {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Toast.\_jQueryInterface\n}\n\nexport default Toast\n"]}