

```

/**
 * This file includes polyfills needed by Angular and is loaded before the app.
 * You can add your own extra polyfills to this file.
 *
 * This file is divided into 2 sections:
 * 1. Browser polyfills. These are applied before loading ZoneJS and are sorted
by browsers.
 * 2. Application imports. Files imported after ZoneJS that should be loaded
before your main
 *    file.
 *
 * The current setup is for so-called "evergreen" browsers; the last versions of
browsers that
 * automatically update themselves. This includes Safari >= 10, Chrome >= 55
(including Opera),
 * Edge >= 13 on the desktop, and iOS 10 and Chrome on mobile.
 *
 * Learn more in https://angular.io/guide/browser-support
 */

/
*****
*****
 * BROWSER POLYFILLS
 */

/**
 * IE11 requires the following for NgClass support on SVG elements
 */
// import 'classlist.js'; // Run `npm install --save classlist.js`.

/**
 * Web Animations `@angular/platform-browser/animations`
 * Only required if AnimationBuilder is used within the application and using
IE/Edge or Safari.
 * Standard animation support in Angular DOES NOT require any polyfills (as of
Angular 6.0).
 */
// import 'web-animations-js'; // Run `npm install --save web-animations-js`.

/**
 * By default, zone.js will patch all possible macroTask and DomEvents
 * user can disable parts of macroTask/DomEvents patch by setting following flags
 * because those flags need to be set before `zone.js` being loaded, and webpack
 * will put import in the top of bundle, so user need to create a separate file
 * in this directory (for example: zone-flags.ts), and put the following flags
 * into that file, and then add the following code before importing zone.js.
 * import './zone-flags';
 *
 * The flags allowed in zone-flags.ts are listed here.
 *
 * The following flags will work for all browsers.
 *
 * (window as any).__Zone_disable_requestAnimationFrame = true; // disable patch
requestAnimationFrame
 * (window as any).__Zone_disable_on_property = true; // disable patch onProperty
such as onclick
 * (window as any).__zone_symbol__UNPATCHED_EVENTS = ['scroll', 'mousemove']; //
disable patch specified eventNames

```

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*
*   in IE/Edge developer tools, the addEventListener will also be wrapped by
zone.js
*   with the following flag, it will bypass `zone.js` patch for IE/Edge
*
*   (window as any).__Zone_enable_cross_context_check = true;
*/

/
*****
*****
* Zone JS is required by default for Angular itself.
*/
import 'zone.js/dist/zone'; // Included with Angular CLI.

/
*****
*****
* APPLICATION IMPORTS
*/

```