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TA\_RIDE","KEY\_TO\_DIRECTION","ArrowLeft","ArrowRight","interval","keyboard","pause","ride","touch","wrap","Carousel","\_interval","\_activeElement","\_isSliding","touchTimeout","\_swipeHelper","\_indicatorsElement","\_addEventListeners","cycle","\_slide","nextWhenVisible","hidden","\_clearInterval","\_updateInterval","setInterval","\_maybeEnableCycle","to","items","\_getItems","activeIndex","\_getItemIndex","\_getActive","order","defaultInterval","\_keydown","\_addTouchEventListeners","img","swipeConfig","\_directionToOrder","clearTimeout","\_setActiveIndicatorElement","activeIndicator","newActiveIndicator","elementInterval","parseInt","isNext","nextElement","nextElementIndex","triggerEvent","eventName","\_orderToDirection","isCycling","directionalClassName","orderClassName","\_isAnimated","clearInterval","carousel","slideIndex","carousels","EVENT\_SHOW","EVENT\_SHOWN","EVENT\_HIDE","EVENT\_HIDDEN","CLASS\_NAME\_COLLAPSE","CLASS\_NAME\_COLLAPSING","CLASS\_NAME\_COLLAPSED","CLASS\_NAME\_DEEPER\_CHILDREN","CLASS\_NAME\_HORIZONTAL","WIDTH","HEIGHT","SELECTOR\_ACTIVES","parent","Collapse","\_isTransitioning","\_triggerArray","toggleList","elem","filterElement","foundElement","\_initializeChildren","\_addAriaAndCollapsedClass","\_isShown","hide","show","activeChildren","\_getFirstLevelChildren","activeInstance","dimension","\_getDimension","style","scrollSize","getBoundingClientRect","selected","triggerArray","isOpen","selectorElements","ESCAPE\_KEY","TAB\_KEY","ARROW\_UP\_KEY","ARROW\_DOWN\_KEY","RIGHT\_MOUSE\_BUTTON","EVENT\_KEYDOWN\_DATA\_API","EVENT\_KEYUP\_DATA\_API","CLASS\_NAME\_DROPUP","CLASS\_NAME\_DROPEND","CLASS\_NAME\_DROPSTART","CLASS\_NAME\_DROPUP\_CENTER","CLASS\_NAME\_DROPDOWN\_CENTER","SELECTOR\_DATA\_TOGGLE\_SHOWN","SELECTOR\_MENU","SELECTOR\_NAVBAR","SELECTOR\_NAVBAR\_NAV","SELECTOR\_VISIBLE\_ITEMS","PLACEMENT\_TOP","PLACEMENT\_TOPEND","PLACEMENT\_BOTTOM","PLACEMENT\_BOTTOMEND","PLACEMENT\_RIGHT","PLACEMENT\_LEFT","PLACEMENT\_TOPCENTER","PLACEMENT\_BOTTOMCENTER","autoClose","boundary","display","offset","popperConfig","reference","Dropdown","\_popper","\_parent","\_menu","\_inNavbar","\_detectNavbar","\_createPopper","focus","\_completeHide","destroy","update","Popper","referenceElement","\_getPopperConfig","createPopper","\_getPlacement","parentDropdown","isEnd","\_getOffset","popperData","defaultBsPopperConfig","placement","modifiers","options","enabled","\_selectMenuItem","openToggles","context","composedPath","isMenuTarget","isInput","isEscapeEvent","isUpOrDownEvent","getToggleButton","stopPropagation","dataApiKeydownHandler","clearMenus","SELECTOR\_FIXED\_CONTENT","SELECTOR\_STICKY\_CONTENT","PROPERTY\_PADDING","PROPERTY\_MARGIN","ScrollBarHelper","getWidth","documentWidth","clientWidth","innerWidth","width","\_disableOverFlow","\_setElementAttributes","calculatedValue","reset","\_resetElementAttributes","isOverflowing","\_saveInitialAttribute","overflow","styleProperty","scrollbarWidth","\_applyManipulationCallback","setProperty","actualValue","removeProperty","callBack","sel","EVENT\_MOUSEDOWN","className","clickCallback","rootElement","Backdrop","\_isAppended","\_append","\_getElement","\_emulateAnimation","backdrop","createElement","append","EVENT\_FOCUSIN","EVENT\_KEYDOWN\_TAB","TAB\_NAV\_FORWARD","TAB\_NAV\_BACKWARD","autofocus","trapElement","FocusTrap","\_isActive","\_lastTabNavDirection","activate","\_handleFocusin","\_handleKeydown","deactivate","elements","shiftKey","EVENT\_HIDE\_PREVENTED","EVENT\_RESIZE","EVENT\_MOUSEDOWN\_DISMISS","EVENT\_KEYDOWN\_DISMISS","CLASS\_NAME\_OPEN","CLASS\_NAME\_STATIC","OPEN\_SELECTOR","SELECTOR\_DIALOG","SELECTOR\_MODAL\_BODY","Modal","\_dialog","\_backdrop","\_initializeBackDrop","\_focustrap","\_initializeFocusTrap","\_scrollBar","\_adjustDialog","\_showElement","\_hideModal","htmlElement","handleUpdate","scrollTop","modalBody","\_triggerBackdropTransition","currentTarget","\_resetAdjustments","isModalOverflowing","scrollHeight","clientHeight","initialOverflowY","overflowY","isBodyOverflowing","paddingLeft","paddingRight","showEvent","alreadyOpen","CLASS\_NAME\_SHOWING","CLASS\_NAME\_HIDING","CLASS\_NAME\_BACKDROP","scroll","Offcanvas","blur","position","uriAttributes","ARIA\_ATTRIBUTE\_PATTERN","SAFE\_URL\_PATTERN","DATA\_URL\_PATTERN","allowedAttribute","attribute","allowedAttributeList","attributeName","nodeName","nodeValue","attributeRegex","some","regex","DefaultAllowlist","a","area","b","br","col","code","div","em","hr","h1","h2","h3","h4","h5","h6","i","li","ol","p","pre","s","small","span","sub","sup","strong","u","ul","sanitizeHtml","unsafeHtml","allowList","sanitizeFunction","createdDocument","DOMParser","parseFromString","elementName","attributeList","allowedAttributes","innerHTML","content","extraClass","html","sanitize","sanitizeFn","template","DefaultContentType","entry","TemplateFactory","getContent","\_resolvePossibleFunction","hasContent","changeContent","\_checkContent","toHtml","templateWrapper","\_maybeSanitize","text","\_setContent","arg","templateElement","\_putElementInTemplate","textContent","DISALLOWED\_ATTRIBUTES","CLASS\_NAME\_MODAL","SELECTOR\_TOOLTIP\_INNER","SELECTOR\_MODAL","EVENT\_MODAL\_HIDE","TRIGGER\_HOVER","TRIGGER\_FOCUS","TRIGGER\_CLICK","TRIGGER\_MANUAL","EVENT\_INSERTED","EVENT\_CLICK","EVENT\_FOCUSOUT","AttachmentMap","AUTO","TOP","RIGHT","BOTTOM","LEFT","animation","container","customClass","delay","fallbackPlacements","title","Tooltip","\_isEnabled","\_timeout","\_isHovered","\_activeTrigger","\_templateFactory","\_newContent","tip","\_setListeners","enable","disable","toggleEnabled","\_initializeOnDelegatedTarget","click","\_isWithActiveTrigger","\_enter","\_leave","\_hideModalHandler","\_disposePopper","\_isWithContent","isInTheDom","ownerDocument","\_getTipElement","previousHoverState","\_getTitle","\_createTipElement","\_getContentForTemplate","\_getTemplateFactory","tipId","setContent","originalTitle","\_getDelegateConfig","attachment","phase","state","triggers","eventIn","eventOut","\_fixTitle","\_setTimeout","timeout","dataAttributes","dataAttribute","SELECTOR\_TITLE","SELECTOR\_CONTENT","Popover","\_getContent","EVENT\_ACTIVATE","CLASS\_NAME\_DROPDOWN\_ITEM","SELECTOR\_DATA\_SPY","SELECTOR\_TARGET\_LINKS","SELECTOR\_NAV\_LIST\_GROUP","SELECTOR\_NAV\_LINKS","SELECTOR\_NAV\_ITEMS","SELECTOR\_LIST\_ITEMS","SELECTOR\_LINK\_ITEMS","SELECTOR\_DROPDOWN","SELECTOR\_DROPDOWN\_TOGGLE","rootMargin","smoothScroll","ScrollSpy","\_targetLinks","\_observableSections","\_rootElement","\_activeTarget","\_observer","\_previousScrollData","visibleEntryTop","parentScrollTop","refresh","\_initializeTargetsAndObservables","\_maybeEnableSmoothScroll","disconnect","\_getNewObserver","section","observe","observableSection","hash","height","offsetTop","scrollTo","top","behavior","threshold","\_getRootMargin","IntersectionObserver","\_observerCallback","targetElement","id","\_process","userScrollsDown","isIntersecting","\_clearActiveClass","entryIsLowerThanPrevious","targetLinks","anchor","\_activateParents","listGroup","item","activeNodes","node","spy","CLASS\_DROPDOWN","SELECTOR\_DROPDOWN\_MENU","SELECTOR\_DROPDOWN\_ITEM","NOT\_SELECTOR\_DROPDOWN\_TOGGLE","SELECTOR\_TAB\_PANEL","SELECTOR\_OUTER","SELECTOR\_INNER","SELECTOR\_INNER\_ELEM","SELECTOR\_DATA\_TOGGLE\_ACTIVE","Tab","\_setInitialAttributes","\_getChildren","innerElem","\_elemIsActive","active","\_getActiveElem","hideEvent","\_deactivate","\_activate","relatedElem","\_toggleDropDown","nextActiveElement","\_setAttributeIfNotExists","\_setInitialAttributesOnChild","\_getInnerElement","isActive","outerElem","\_getOuterElement","\_setInitialAttributesOnTargetPanel","open","EVENT\_MOUSEOVER","EVENT\_MOUSEOUT","CLASS\_NAME\_HIDE","autohide","Toast","\_hasMouseInteraction","\_hasKeyboardInteraction","\_clearTimeout","\_maybeScheduleHide","isShown","\_onInteraction","isInteracting"],"sources":["../../js/src/util/index.js","../../js/src/dom/event-handler.js","../../js/src/dom/data.js","../../js/src/dom/manipulator.js","../../js/src/util/config.js","../../js/src/base-component.js","../../js/src/util/component-functions.js","../../js/src/alert.js","../../js/src/button.js","../../js/src/dom/selector-engine.js","../../js/src/util/swipe.js","../../js/src/carousel.js","../../js/src/collapse.js","../../js/src/dropdown.js","../../js/src/util/scrollbar.js","../../js/src/util/backdrop.js","../../js/src/util/focustrap.js","../../js/src/modal.js","../../js/src/offcanvas.js","../../js/src/util/sanitizer.js","../../js/src/util/template-factory.js","../../js/src/tooltip.js","../../js/src/popover.js","../../js/src/scrollspy.js","../../js/src/tab.js","../../js/src/toast.js"],"sourcesContent":["/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): util/index.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst MAX\_UID = 1\_000\_000\nconst MILLISECONDS\_MULTIPLIER = 1000\nconst TRANSITION\_END = 'transitionend'\n\n// Shout-out Angus Croll (https://goo.gl/pxwQGp)\nconst toType = object => {\n if (object === null || object === undefined) {\n return `${object}`\n }\n\n return Object.prototype.toString.call(object).match(/\\s([a-z]+)/i)[1].toLowerCase()\n}\n\n/\*\*\n \* Public Util API\n \*/\n\nconst getUID = prefix => {\n do {\n prefix += Math.floor(Math.random() \* MAX\_UID)\n } while (document.getElementById(prefix))\n\n return prefix\n}\n\nconst getSelector = element => {\n let selector = element.getAttribute('data-bs-target')\n\n if (!selector || selector === '#') {\n let hrefAttribute = element.getAttribute('href')\n\n // The only valid content that could double as a selector are IDs or classes,\n // so everything starting with `#` or `.`. If a \"real\" URL is used as the selector,\n // `document.querySelector` will rightfully complain it is invalid.\n // See https://github.com/twbs/bootstrap/issues/32273\n if (!hrefAttribute || (!hrefAttribute.includes('#') && !hrefAttribute.startsWith('.'))) {\n return null\n }\n\n // Just in case some CMS puts out a full URL with the anchor appended\n if (hrefAttribute.includes('#') && !hrefAttribute.startsWith('#')) {\n hrefAttribute = `#${hrefAttribute.split('#')[1]}`\n }\n\n selector = hrefAttribute && hrefAttribute !== '#' ? hrefAttribute.trim() : null\n }\n\n return selector\n}\n\nconst getSelectorFromElement = element => {\n const selector = getSelector(element)\n\n if (selector) {\n return document.querySelector(selector) ? selector : null\n }\n\n return null\n}\n\nconst getElementFromSelector = element => {\n const selector = getSelector(element)\n\n return selector ? document.querySelector(selector) : null\n}\n\nconst getTransitionDurationFromElement = element => {\n if (!element) {\n return 0\n }\n\n // Get transition-duration of the element\n let { transitionDuration, transitionDelay } = window.getComputedStyle(element)\n\n const floatTransitionDuration = Number.parseFloat(transitionDuration)\n const floatTransitionDelay = Number.parseFloat(transitionDelay)\n\n // Return 0 if element or transition duration is not found\n if (!floatTransitionDuration && !floatTransitionDelay) {\n return 0\n }\n\n // If multiple durations are defined, take the first\n transitionDuration = transitionDuration.split(',')[0]\n transitionDelay = transitionDelay.split(',')[0]\n\n return (Number.parseFloat(transitionDuration) + Number.parseFloat(transitionDelay)) \* MILLISECONDS\_MULTIPLIER\n}\n\nconst triggerTransitionEnd = element => {\n element.dispatchEvent(new Event(TRANSITION\_END))\n}\n\nconst isElement = object => {\n if (!object || typeof object !== 'object') {\n return false\n }\n\n if (typeof object.jquery !== 'undefined') {\n object = object[0]\n }\n\n return typeof object.nodeType !== 'undefined'\n}\n\nconst getElement = object => {\n // it's a jQuery object or a node element\n if (isElement(object)) {\n return object.jquery ? object[0] : object\n }\n\n if (typeof object === 'string' && object.length > 0) {\n return document.querySelector(object)\n }\n\n return null\n}\n\nconst isVisible = element => {\n if (!isElement(element) || element.getClientRects().length === 0) {\n return false\n }\n\n const elementIsVisible = getComputedStyle(element).getPropertyValue('visibility') === 'visible'\n // Handle `details` element as its content may falsie appear visible when it is closed\n const closedDetails = element.closest('details:not([open])')\n\n if (!closedDetails) {\n return elementIsVisible\n }\n\n if (closedDetails !== element) {\n const summary = element.closest('summary')\n if (summary && summary.parentNode !== closedDetails) {\n return false\n }\n\n if (summary === null) {\n return false\n }\n }\n\n return elementIsVisible\n}\n\nconst isDisabled = element => {\n if (!element || element.nodeType !== Node.ELEMENT\_NODE) {\n return true\n }\n\n if (element.classList.contains('disabled')) {\n return true\n }\n\n if (typeof element.disabled !== 'undefined') {\n return element.disabled\n }\n\n return element.hasAttribute('disabled') && element.getAttribute('disabled') !== 'false'\n}\n\nconst findShadowRoot = element => {\n if (!document.documentElement.attachShadow) {\n return null\n }\n\n // Can find the shadow root otherwise it'll return the document\n if (typeof element.getRootNode === 'function') {\n const root = element.getRootNode()\n return root instanceof ShadowRoot ? root : null\n }\n\n if (element instanceof ShadowRoot) {\n return element\n }\n\n // when we don't find a shadow root\n if (!element.parentNode) {\n return null\n }\n\n return findShadowRoot(element.parentNode)\n}\n\nconst noop = () => {}\n\n/\*\*\n \* Trick to restart an element's animation\n \*\n \* @param {HTMLElement} element\n \* @return void\n \*\n \* @see https://www.charistheo.io/blog/2021/02/restart-a-css-animation-with-javascript/#restarting-a-css-animation\n \*/\nconst reflow = element => {\n element.offsetHeight // eslint-disable-line no-unused-expressions\n}\n\nconst getjQuery = () => {\n if (window.jQuery && !document.body.hasAttribute('data-bs-no-jquery')) {\n return window.jQuery\n }\n\n return null\n}\n\nconst DOMContentLoadedCallbacks = []\n\nconst onDOMContentLoaded = callback => {\n if (document.readyState === 'loading') {\n // add listener on the first call when the document is in loading state\n if (!DOMContentLoadedCallbacks.length) {\n document.addEventListener('DOMContentLoaded', () => {\n for (const callback of DOMContentLoadedCallbacks) {\n callback()\n }\n })\n }\n\n DOMContentLoadedCallbacks.push(callback)\n } else {\n callback()\n }\n}\n\nconst isRTL = () => document.documentElement.dir === 'rtl'\n\nconst defineJQueryPlugin = plugin => {\n onDOMContentLoaded(() => {\n const $ = getjQuery()\n /\* istanbul ignore if \*/\n if ($) {\n const name = plugin.NAME\n const JQUERY\_NO\_CONFLICT = $.fn[name]\n $.fn[name] = plugin.jQueryInterface\n $.fn[name].Constructor = plugin\n $.fn[name].noConflict = () => {\n $.fn[name] = JQUERY\_NO\_CONFLICT\n return plugin.jQueryInterface\n }\n }\n })\n}\n\nconst execute = callback => {\n if (typeof callback === 'function') {\n callback()\n }\n}\n\nconst executeAfterTransition = (callback, transitionElement, waitForTransition = true) => {\n if (!waitForTransition) {\n execute(callback)\n return\n }\n\n const durationPadding = 5\n const emulatedDuration = getTransitionDurationFromElement(transitionElement) + durationPadding\n\n let called = false\n\n const handler = ({ target }) => {\n if (target !== transitionElement) {\n return\n }\n\n called = true\n transitionElement.removeEventListener(TRANSITION\_END, handler)\n execute(callback)\n }\n\n transitionElement.addEventListener(TRANSITION\_END, handler)\n setTimeout(() => {\n if (!called) {\n triggerTransitionEnd(transitionElement)\n }\n }, emulatedDuration)\n}\n\n/\*\*\n \* Return the previous/next element of a list.\n \*\n \* @param {array} list The list of elements\n \* @param activeElement The active element\n \* @param shouldGetNext Choose to get next or previous element\n \* @param isCycleAllowed\n \* @return {Element|elem} The proper element\n \*/\nconst getNextActiveElement = (list, activeElement, shouldGetNext, isCycleAllowed) => {\n const listLength = list.length\n let index = list.indexOf(activeElement)\n\n // if the element does not exist in the list return an element\n // depending on the direction and if cycle is allowed\n if (index === -1) {\n return !shouldGetNext && isCycleAllowed ? list[listLength - 1] : list[0]\n }\n\n index += shouldGetNext ? 1 : -1\n\n if (isCycleAllowed) {\n index = (index + listLength) % listLength\n }\n\n return list[Math.max(0, Math.min(index, listLength - 1))]\n}\n\nexport {\n defineJQueryPlugin,\n execute,\n executeAfterTransition,\n findShadowRoot,\n getElement,\n getElementFromSelector,\n getjQuery,\n getNextActiveElement,\n getSelectorFromElement,\n getTransitionDurationFromElement,\n getUID,\n isDisabled,\n isElement,\n isRTL,\n isVisible,\n noop,\n onDOMContentLoaded,\n reflow,\n triggerTransitionEnd,\n toType\n}\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): dom/event-handler.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport { getjQuery } from '../util/index'\n\n/\*\*\n \* Constants\n \*/\n\nconst namespaceRegex = /[^.]\*(?=\\..\*)\\.|.\*/\nconst stripNameRegex = /\\..\*/\nconst stripUidRegex = /::\\d+$/\nconst eventRegistry = {} // Events storage\nlet uidEvent = 1\nconst customEvents = {\n mouseenter: 'mouseover',\n mouseleave: 'mouseout'\n}\n\nconst nativeEvents = new Set([\n 'click',\n 'dblclick',\n 'mouseup',\n 'mousedown',\n 'contextmenu',\n 'mousewheel',\n 'DOMMouseScroll',\n 'mouseover',\n 'mouseout',\n 'mousemove',\n 'selectstart',\n 'selectend',\n 'keydown',\n 'keypress',\n 'keyup',\n 'orientationchange',\n 'touchstart',\n 'touchmove',\n 'touchend',\n 'touchcancel',\n 'pointerdown',\n 'pointermove',\n 'pointerup',\n 'pointerleave',\n 'pointercancel',\n 'gesturestart',\n 'gesturechange',\n 'gestureend',\n 'focus',\n 'blur',\n 'change',\n 'reset',\n 'select',\n 'submit',\n 'focusin',\n 'focusout',\n 'load',\n 'unload',\n 'beforeunload',\n 'resize',\n 'move',\n 'DOMContentLoaded',\n 'readystatechange',\n 'error',\n 'abort',\n 'scroll'\n])\n\n/\*\*\n \* Private methods\n \*/\n\nfunction makeEventUid(element, uid) {\n return (uid && `${uid}::${uidEvent++}`) || element.uidEvent || uidEvent++\n}\n\nfunction getElementEvents(element) {\n const uid = makeEventUid(element)\n\n element.uidEvent = uid\n eventRegistry[uid] = eventRegistry[uid] || {}\n\n return eventRegistry[uid]\n}\n\nfunction bootstrapHandler(element, fn) {\n return function handler(event) {\n hydrateObj(event, { delegateTarget: element })\n\n if (handler.oneOff) {\n EventHandler.off(element, event.type, fn)\n }\n\n return fn.apply(element, [event])\n }\n}\n\nfunction bootstrapDelegationHandler(element, selector, fn) {\n return function handler(event) {\n const domElements = element.querySelectorAll(selector)\n\n for (let { target } = event; target && target !== this; target = target.parentNode) {\n for (const domElement of domElements) {\n if (domElement !== target) {\n continue\n }\n\n hydrateObj(event, { delegateTarget: target })\n\n if (handler.oneOff) {\n EventHandler.off(element, event.type, selector, fn)\n }\n\n return fn.apply(target, [event])\n }\n }\n }\n}\n\nfunction findHandler(events, callable, delegationSelector = null) {\n return Object.values(events)\n .find(event => event.callable === callable && event.delegationSelector === delegationSelector)\n}\n\nfunction normalizeParameters(originalTypeEvent, handler, delegationFunction) {\n const isDelegated = typeof handler === 'string'\n // todo: tooltip passes `false` instead of selector, so we need to check\n const callable = isDelegated ? delegationFunction : (handler || delegationFunction)\n let typeEvent = getTypeEvent(originalTypeEvent)\n\n if (!nativeEvents.has(typeEvent)) {\n typeEvent = originalTypeEvent\n }\n\n return [isDelegated, callable, typeEvent]\n}\n\nfunction addHandler(element, originalTypeEvent, handler, delegationFunction, oneOff) {\n if (typeof originalTypeEvent !== 'string' || !element) {\n return\n }\n\n let [isDelegated, callable, typeEvent] = normalizeParameters(originalTypeEvent, handler, delegationFunction)\n\n // in case of mouseenter or mouseleave wrap the handler within a function that checks for its DOM position\n // this prevents the handler from being dispatched the same way as mouseover or mouseout does\n if (originalTypeEvent in customEvents) {\n const wrapFunction = fn => {\n return function (event) {\n if (!event.relatedTarget || (event.relatedTarget !== event.delegateTarget && !event.delegateTarget.contains(event.relatedTarget))) {\n return fn.call(this, event)\n }\n }\n }\n\n callable = wrapFunction(callable)\n }\n\n const events = getElementEvents(element)\n const handlers = events[typeEvent] || (events[typeEvent] = {})\n const previousFunction = findHandler(handlers, callable, isDelegated ? handler : null)\n\n if (previousFunction) {\n previousFunction.oneOff = previousFunction.oneOff && oneOff\n\n return\n }\n\n const uid = makeEventUid(callable, originalTypeEvent.replace(namespaceRegex, ''))\n const fn = isDelegated ?\n bootstrapDelegationHandler(element, handler, callable) :\n bootstrapHandler(element, callable)\n\n fn.delegationSelector = isDelegated ? handler : null\n fn.callable = callable\n fn.oneOff = oneOff\n fn.uidEvent = uid\n handlers[uid] = fn\n\n element.addEventListener(typeEvent, fn, isDelegated)\n}\n\nfunction removeHandler(element, events, typeEvent, handler, delegationSelector) {\n const fn = findHandler(events[typeEvent], handler, delegationSelector)\n\n if (!fn) {\n return\n }\n\n element.removeEventListener(typeEvent, fn, Boolean(delegationSelector))\n delete events[typeEvent][fn.uidEvent]\n}\n\nfunction removeNamespacedHandlers(element, events, typeEvent, namespace) {\n const storeElementEvent = events[typeEvent] || {}\n\n for (const handlerKey of Object.keys(storeElementEvent)) {\n if (handlerKey.includes(namespace)) {\n const event = storeElementEvent[handlerKey]\n removeHandler(element, events, typeEvent, event.callable, event.delegationSelector)\n }\n }\n}\n\nfunction getTypeEvent(event) {\n // allow to get the native events from namespaced events ('click.bs.button' --> 'click')\n event = event.replace(stripNameRegex, '')\n return customEvents[event] || event\n}\n\nconst EventHandler = {\n on(element, event, handler, delegationFunction) {\n addHandler(element, event, handler, delegationFunction, false)\n },\n\n one(element, event, handler, delegationFunction) {\n addHandler(element, event, handler, delegationFunction, true)\n },\n\n off(element, originalTypeEvent, handler, delegationFunction) {\n if (typeof originalTypeEvent !== 'string' || !element) {\n return\n }\n\n const [isDelegated, callable, typeEvent] = normalizeParameters(originalTypeEvent, handler, delegationFunction)\n const inNamespace = typeEvent !== originalTypeEvent\n const events = getElementEvents(element)\n const storeElementEvent = events[typeEvent] || {}\n const isNamespace = originalTypeEvent.startsWith('.')\n\n if (typeof callable !== 'undefined') {\n // Simplest case: handler is passed, remove that listener ONLY.\n if (!Object.keys(storeElementEvent).length) {\n return\n }\n\n removeHandler(element, events, typeEvent, callable, isDelegated ? handler : null)\n return\n }\n\n if (isNamespace) {\n for (const elementEvent of Object.keys(events)) {\n removeNamespacedHandlers(element, events, elementEvent, originalTypeEvent.slice(1))\n }\n }\n\n for (const keyHandlers of Object.keys(storeElementEvent)) {\n const handlerKey = keyHandlers.replace(stripUidRegex, '')\n\n if (!inNamespace || originalTypeEvent.includes(handlerKey)) {\n const event = storeElementEvent[keyHandlers]\n removeHandler(element, events, typeEvent, event.callable, event.delegationSelector)\n }\n }\n },\n\n trigger(element, event, args) {\n if (typeof event !== 'string' || !element) {\n return null\n }\n\n const $ = getjQuery()\n const typeEvent = getTypeEvent(event)\n const inNamespace = event !== typeEvent\n\n let jQueryEvent = null\n let bubbles = true\n let nativeDispatch = true\n let defaultPrevented = false\n\n if (inNamespace && $) {\n jQueryEvent = $.Event(event, args)\n\n $(element).trigger(jQueryEvent)\n bubbles = !jQueryEvent.isPropagationStopped()\n nativeDispatch = !jQueryEvent.isImmediatePropagationStopped()\n defaultPrevented = jQueryEvent.isDefaultPrevented()\n }\n\n let evt = new Event(event, { bubbles, cancelable: true })\n evt = hydrateObj(evt, args)\n\n if (defaultPrevented) {\n evt.preventDefault()\n }\n\n if (nativeDispatch) {\n element.dispatchEvent(evt)\n }\n\n if (evt.defaultPrevented && jQueryEvent) {\n jQueryEvent.preventDefault()\n }\n\n return evt\n }\n}\n\nfunction hydrateObj(obj, meta) {\n for (const [key, value] of Object.entries(meta || {})) {\n try {\n obj[key] = value\n } catch {\n Object.defineProperty(obj, key, {\n configurable: true,\n get() {\n return value\n }\n })\n }\n }\n\n return obj\n}\n\nexport default EventHandler\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): dom/data.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\n/\*\*\n \* Constants\n \*/\n\nconst elementMap = new Map()\n\nexport default {\n set(element, key, instance) {\n if (!elementMap.has(element)) {\n elementMap.set(element, new Map())\n }\n\n const instanceMap = elementMap.get(element)\n\n // make it clear we only want one instance per element\n // can be removed later when multiple key/instances are fine to be used\n if (!instanceMap.has(key) && instanceMap.size !== 0) {\n // eslint-disable-next-line no-console\n console.error(`Bootstrap doesn't allow more than one instance per element. Bound instance: ${Array.from(instanceMap.keys())[0]}.`)\n return\n }\n\n instanceMap.set(key, instance)\n },\n\n get(element, key) {\n if (elementMap.has(element)) {\n return elementMap.get(element).get(key) || null\n }\n\n return null\n },\n\n remove(element, key) {\n if (!elementMap.has(element)) {\n return\n }\n\n const instanceMap = elementMap.get(element)\n\n instanceMap.delete(key)\n\n // free up element references if there are no instances left for an element\n if (instanceMap.size === 0) {\n elementMap.delete(element)\n }\n }\n}\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): dom/manipulator.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nfunction normalizeData(value) {\n if (value === 'true') {\n return true\n }\n\n if (value === 'false') {\n return false\n }\n\n if (value === Number(value).toString()) {\n return Number(value)\n }\n\n if (value === '' || value === 'null') {\n return null\n }\n\n if (typeof value !== 'string') {\n return value\n }\n\n try {\n return JSON.parse(decodeURIComponent(value))\n } catch {\n return value\n }\n}\n\nfunction normalizeDataKey(key) {\n return key.replace(/[A-Z]/g, chr => `-${chr.toLowerCase()}`)\n}\n\nconst Manipulator = {\n setDataAttribute(element, key, value) {\n element.setAttribute(`data-bs-${normalizeDataKey(key)}`, value)\n },\n\n removeDataAttribute(element, key) {\n element.removeAttribute(`data-bs-${normalizeDataKey(key)}`)\n },\n\n getDataAttributes(element) {\n if (!element) {\n return {}\n }\n\n const attributes = {}\n const bsKeys = Object.keys(element.dataset).filter(key => key.startsWith('bs') && !key.startsWith('bsConfig'))\n\n for (const key of bsKeys) {\n let pureKey = key.replace(/^bs/, '')\n pureKey = pureKey.charAt(0).toLowerCase() + pureKey.slice(1, pureKey.length)\n attributes[pureKey] = normalizeData(element.dataset[key])\n }\n\n return attributes\n },\n\n getDataAttribute(element, key) {\n return normalizeData(element.getAttribute(`data-bs-${normalizeDataKey(key)}`))\n }\n}\n\nexport default Manipulator\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): util/config.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport { isElement, toType } from './index'\nimport Manipulator from '../dom/manipulator'\n\n/\*\*\n \* Class definition\n \*/\n\nclass Config {\n // Getters\n static get Default() {\n return {}\n }\n\n static get DefaultType() {\n return {}\n }\n\n static get NAME() {\n throw new Error('You have to implement the static method \"NAME\", for each component!')\n }\n\n \_getConfig(config) {\n config = this.\_mergeConfigObj(config)\n config = this.\_configAfterMerge(config)\n this.\_typeCheckConfig(config)\n return config\n }\n\n \_configAfterMerge(config) {\n return config\n }\n\n \_mergeConfigObj(config, element) {\n const jsonConfig = isElement(element) ? Manipulator.getDataAttribute(element, 'config') : {} // try to parse\n\n return {\n ...this.constructor.Default,\n ...(typeof jsonConfig === 'object' ? jsonConfig : {}),\n ...(isElement(element) ? Manipulator.getDataAttributes(element) : {}),\n ...(typeof config === 'object' ? config : {})\n }\n }\n\n \_typeCheckConfig(config, configTypes = this.constructor.DefaultType) {\n for (const property of Object.keys(configTypes)) {\n const expectedTypes = configTypes[property]\n const value = config[property]\n const valueType = isElement(value) ? 'element' : toType(value)\n\n if (!new RegExp(expectedTypes).test(valueType)) {\n throw new TypeError(\n `${this.constructor.NAME.toUpperCase()}: Option \"${property}\" provided type \"${valueType}\" but expected type \"${expectedTypes}\".`\n )\n }\n }\n }\n}\n\nexport default Config\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): base-component.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport Data from './dom/data'\nimport { executeAfterTransition, getElement } from './util/index'\nimport EventHandler from './dom/event-handler'\nimport Config from './util/config'\n\n/\*\*\n \* Constants\n \*/\n\nconst VERSION = '5.2.0'\n\n/\*\*\n \* Class definition\n \*/\n\nclass BaseComponent extends Config {\n constructor(element, config) {\n super()\n\n element = getElement(element)\n if (!element) {\n return\n }\n\n this.\_element = element\n this.\_config = this.\_getConfig(config)\n\n Data.set(this.\_element, this.constructor.DATA\_KEY, this)\n }\n\n // Public\n dispose() {\n Data.remove(this.\_element, this.constructor.DATA\_KEY)\n EventHandler.off(this.\_element, this.constructor.EVENT\_KEY)\n\n for (const propertyName of Object.getOwnPropertyNames(this)) {\n this[propertyName] = null\n }\n }\n\n \_queueCallback(callback, element, isAnimated = true) {\n executeAfterTransition(callback, element, isAnimated)\n }\n\n \_getConfig(config) {\n config = this.\_mergeConfigObj(config, this.\_element)\n config = this.\_configAfterMerge(config)\n this.\_typeCheckConfig(config)\n return config\n }\n\n // Static\n static getInstance(element) {\n return Data.get(getElement(element), this.DATA\_KEY)\n }\n\n static getOrCreateInstance(element, config = {}) {\n return this.getInstance(element) || new this(element, typeof config === 'object' ? config : null)\n }\n\n static get VERSION() {\n return VERSION\n }\n\n static get DATA\_KEY() {\n return `bs.${this.NAME}`\n }\n\n static get EVENT\_KEY() {\n return `.${this.DATA\_KEY}`\n }\n\n static eventName(name) {\n return `${name}${this.EVENT\_KEY}`\n }\n}\n\nexport default BaseComponent\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): util/component-functions.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport EventHandler from '../dom/event-handler'\nimport { getElementFromSelector, isDisabled } from './index'\n\nconst enableDismissTrigger = (component, method = 'hide') => {\n const clickEvent = `click.dismiss${component.EVENT\_KEY}`\n const name = component.NAME\n\n EventHandler.on(document, clickEvent, `[data-bs-dismiss=\"${name}\"]`, function (event) {\n if (['A', 'AREA'].includes(this.tagName)) {\n event.preventDefault()\n }\n\n if (isDisabled(this)) {\n return\n }\n\n const target = getElementFromSelector(this) || this.closest(`.${name}`)\n const instance = component.getOrCreateInstance(target)\n\n // Method argument is left, for Alert and only, as it doesn't implement the 'hide' method\n instance[method]()\n })\n}\n\nexport {\n enableDismissTrigger\n}\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): alert.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport { defineJQueryPlugin } from './util/index'\nimport EventHandler from './dom/event-handler'\nimport BaseComponent from './base-component'\nimport { enableDismissTrigger } from './util/component-functions'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'alert'\nconst DATA\_KEY = 'bs.alert'\nconst EVENT\_KEY = `.${DATA\_KEY}`\n\nconst EVENT\_CLOSE = `close${EVENT\_KEY}`\nconst EVENT\_CLOSED = `closed${EVENT\_KEY}`\nconst CLASS\_NAME\_FADE = 'fade'\nconst CLASS\_NAME\_SHOW = 'show'\n\n/\*\*\n \* Class definition\n \*/\n\nclass Alert extends BaseComponent {\n // Getters\n static get NAME() {\n return NAME\n }\n\n // Public\n close() {\n const closeEvent = EventHandler.trigger(this.\_element, EVENT\_CLOSE)\n\n if (closeEvent.defaultPrevented) {\n return\n }\n\n this.\_element.classList.remove(CLASS\_NAME\_SHOW)\n\n const isAnimated = this.\_element.classList.contains(CLASS\_NAME\_FADE)\n this.\_queueCallback(() => this.\_destroyElement(), this.\_element, isAnimated)\n }\n\n // Private\n \_destroyElement() {\n this.\_element.remove()\n EventHandler.trigger(this.\_element, EVENT\_CLOSED)\n this.dispose()\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = Alert.getOrCreateInstance(this)\n\n if (typeof config !== 'string') {\n return\n }\n\n if (data[config] === undefined || config.startsWith('\_') || config === 'constructor') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config](this)\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nenableDismissTrigger(Alert, 'close')\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Alert)\n\nexport default Alert\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): button.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport { defineJQueryPlugin } from './util/index'\nimport EventHandler from './dom/event-handler'\nimport BaseComponent from './base-component'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'button'\nconst DATA\_KEY = 'bs.button'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\n\nconst CLASS\_NAME\_ACTIVE = 'active'\nconst SELECTOR\_DATA\_TOGGLE = '[data-bs-toggle=\"button\"]'\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\n\n/\*\*\n \* Class definition\n \*/\n\nclass Button extends BaseComponent {\n // Getters\n static get NAME() {\n return NAME\n }\n\n // Public\n toggle() {\n // Toggle class and sync the `aria-pressed` attribute with the return value of the `.toggle()` method\n this.\_element.setAttribute('aria-pressed', this.\_element.classList.toggle(CLASS\_NAME\_ACTIVE))\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = Button.getOrCreateInstance(this)\n\n if (config === 'toggle') {\n data[config]()\n }\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nEventHandler.on(document, EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_TOGGLE, event => {\n event.preventDefault()\n\n const button = event.target.closest(SELECTOR\_DATA\_TOGGLE)\n const data = Button.getOrCreateInstance(button)\n\n data.toggle()\n})\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Button)\n\nexport default Button\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): dom/selector-engine.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport { isDisabled, isVisible } from '../util/index'\n\n/\*\*\n \* Constants\n \*/\n\nconst SelectorEngine = {\n find(selector, element = document.documentElement) {\n return [].concat(...Element.prototype.querySelectorAll.call(element, selector))\n },\n\n findOne(selector, element = document.documentElement) {\n return Element.prototype.querySelector.call(element, selector)\n },\n\n children(element, selector) {\n return [].concat(...element.children).filter(child => child.matches(selector))\n },\n\n parents(element, selector) {\n const parents = []\n let ancestor = element.parentNode.closest(selector)\n\n while (ancestor) {\n parents.push(ancestor)\n ancestor = ancestor.parentNode.closest(selector)\n }\n\n return parents\n },\n\n prev(element, selector) {\n let previous = element.previousElementSibling\n\n while (previous) {\n if (previous.matches(selector)) {\n return [previous]\n }\n\n previous = previous.previousElementSibling\n }\n\n return []\n },\n // TODO: this is now unused; remove later along with prev()\n next(element, selector) {\n let next = element.nextElementSibling\n\n while (next) {\n if (next.matches(selector)) {\n return [next]\n }\n\n next = next.nextElementSibling\n }\n\n return []\n },\n\n focusableChildren(element) {\n const focusables = [\n 'a',\n 'button',\n 'input',\n 'textarea',\n 'select',\n 'details',\n '[tabindex]',\n '[contenteditable=\"true\"]'\n ].map(selector => `${selector}:not([tabindex^=\"-\"])`).join(',')\n\n return this.find(focusables, element).filter(el => !isDisabled(el) && isVisible(el))\n }\n}\n\nexport default SelectorEngine\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): util/swipe.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport Config from './config'\nimport EventHandler from '../dom/event-handler'\nimport { execute } from './index'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'swipe'\nconst EVENT\_KEY = '.bs.swipe'\nconst EVENT\_TOUCHSTART = `touchstart${EVENT\_KEY}`\nconst EVENT\_TOUCHMOVE = `touchmove${EVENT\_KEY}`\nconst EVENT\_TOUCHEND = `touchend${EVENT\_KEY}`\nconst EVENT\_POINTERDOWN = `pointerdown${EVENT\_KEY}`\nconst EVENT\_POINTERUP = `pointerup${EVENT\_KEY}`\nconst POINTER\_TYPE\_TOUCH = 'touch'\nconst POINTER\_TYPE\_PEN = 'pen'\nconst CLASS\_NAME\_POINTER\_EVENT = 'pointer-event'\nconst SWIPE\_THRESHOLD = 40\n\nconst Default = {\n endCallback: null,\n leftCallback: null,\n rightCallback: null\n}\n\nconst DefaultType = {\n endCallback: '(function|null)',\n leftCallback: '(function|null)',\n rightCallback: '(function|null)'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Swipe extends Config {\n constructor(element, config) {\n super()\n this.\_element = element\n\n if (!element || !Swipe.isSupported()) {\n return\n }\n\n this.\_config = this.\_getConfig(config)\n this.\_deltaX = 0\n this.\_supportPointerEvents = Boolean(window.PointerEvent)\n this.\_initEvents()\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n dispose() {\n EventHandler.off(this.\_element, EVENT\_KEY)\n }\n\n // Private\n \_start(event) {\n if (!this.\_supportPointerEvents) {\n this.\_deltaX = event.touches[0].clientX\n\n return\n }\n\n if (this.\_eventIsPointerPenTouch(event)) {\n this.\_deltaX = event.clientX\n }\n }\n\n \_end(event) {\n if (this.\_eventIsPointerPenTouch(event)) {\n this.\_deltaX = event.clientX - this.\_deltaX\n }\n\n this.\_handleSwipe()\n execute(this.\_config.endCallback)\n }\n\n \_move(event) {\n this.\_deltaX = event.touches && event.touches.length > 1 ?\n 0 :\n event.touches[0].clientX - this.\_deltaX\n }\n\n \_handleSwipe() {\n const absDeltaX = Math.abs(this.\_deltaX)\n\n if (absDeltaX <= SWIPE\_THRESHOLD) {\n return\n }\n\n const direction = absDeltaX / this.\_deltaX\n\n this.\_deltaX = 0\n\n if (!direction) {\n return\n }\n\n execute(direction > 0 ? this.\_config.rightCallback : this.\_config.leftCallback)\n }\n\n \_initEvents() {\n if (this.\_supportPointerEvents) {\n EventHandler.on(this.\_element, EVENT\_POINTERDOWN, event => this.\_start(event))\n EventHandler.on(this.\_element, EVENT\_POINTERUP, event => this.\_end(event))\n\n this.\_element.classList.add(CLASS\_NAME\_POINTER\_EVENT)\n } else {\n EventHandler.on(this.\_element, EVENT\_TOUCHSTART, event => this.\_start(event))\n EventHandler.on(this.\_element, EVENT\_TOUCHMOVE, event => this.\_move(event))\n EventHandler.on(this.\_element, EVENT\_TOUCHEND, event => this.\_end(event))\n }\n }\n\n \_eventIsPointerPenTouch(event) {\n return this.\_supportPointerEvents && (event.pointerType === POINTER\_TYPE\_PEN || event.pointerType === POINTER\_TYPE\_TOUCH)\n }\n\n // Static\n static isSupported() {\n return 'ontouchstart' in document.documentElement || navigator.maxTouchPoints > 0\n }\n}\n\nexport default Swipe\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): carousel.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport {\n defineJQueryPlugin,\n getElementFromSelector,\n getNextActiveElement,\n isRTL,\n isVisible,\n reflow,\n triggerTransitionEnd\n} from './util/index'\nimport EventHandler from './dom/event-handler'\nimport Manipulator from './dom/manipulator'\nimport SelectorEngine from './dom/selector-engine'\nimport Swipe from './util/swipe'\nimport BaseComponent from './base-component'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'carousel'\nconst DATA\_KEY = 'bs.carousel'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\n\nconst ARROW\_LEFT\_KEY = 'ArrowLeft'\nconst ARROW\_RIGHT\_KEY = 'ArrowRight'\nconst TOUCHEVENT\_COMPAT\_WAIT = 500 // Time for mouse compat events to fire after touch\n\nconst ORDER\_NEXT = 'next'\nconst ORDER\_PREV = 'prev'\nconst DIRECTION\_LEFT = 'left'\nconst DIRECTION\_RIGHT = 'right'\n\nconst EVENT\_SLIDE = `slide${EVENT\_KEY}`\nconst EVENT\_SLID = `slid${EVENT\_KEY}`\nconst EVENT\_KEYDOWN = `keydown${EVENT\_KEY}`\nconst EVENT\_MOUSEENTER = `mouseenter${EVENT\_KEY}`\nconst EVENT\_MOUSELEAVE = `mouseleave${EVENT\_KEY}`\nconst EVENT\_DRAG\_START = `dragstart${EVENT\_KEY}`\nconst EVENT\_LOAD\_DATA\_API = `load${EVENT\_KEY}${DATA\_API\_KEY}`\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\n\nconst CLASS\_NAME\_CAROUSEL = 'carousel'\nconst CLASS\_NAME\_ACTIVE = 'active'\nconst CLASS\_NAME\_SLIDE = 'slide'\nconst CLASS\_NAME\_END = 'carousel-item-end'\nconst CLASS\_NAME\_START = 'carousel-item-start'\nconst CLASS\_NAME\_NEXT = 'carousel-item-next'\nconst CLASS\_NAME\_PREV = 'carousel-item-prev'\n\nconst SELECTOR\_ACTIVE = '.active'\nconst SELECTOR\_ITEM = '.carousel-item'\nconst SELECTOR\_ACTIVE\_ITEM = SELECTOR\_ACTIVE + SELECTOR\_ITEM\nconst SELECTOR\_ITEM\_IMG = '.carousel-item img'\nconst SELECTOR\_INDICATORS = '.carousel-indicators'\nconst SELECTOR\_DATA\_SLIDE = '[data-bs-slide], [data-bs-slide-to]'\nconst SELECTOR\_DATA\_RIDE = '[data-bs-ride=\"carousel\"]'\n\nconst KEY\_TO\_DIRECTION = {\n [ARROW\_LEFT\_KEY]: DIRECTION\_RIGHT,\n [ARROW\_RIGHT\_KEY]: DIRECTION\_LEFT\n}\n\nconst Default = {\n interval: 5000,\n keyboard: true,\n pause: 'hover',\n ride: false,\n touch: true,\n wrap: true\n}\n\nconst DefaultType = {\n interval: '(number|boolean)', // TODO:v6 remove boolean support\n keyboard: 'boolean',\n pause: '(string|boolean)',\n ride: '(boolean|string)',\n touch: 'boolean',\n wrap: 'boolean'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Carousel extends BaseComponent {\n constructor(element, config) {\n super(element, config)\n\n this.\_interval = null\n this.\_activeElement = null\n this.\_isSliding = false\n this.touchTimeout = null\n this.\_swipeHelper = null\n\n this.\_indicatorsElement = SelectorEngine.findOne(SELECTOR\_INDICATORS, this.\_element)\n this.\_addEventListeners()\n\n if (this.\_config.ride === CLASS\_NAME\_CAROUSEL) {\n this.cycle()\n }\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n next() {\n this.\_slide(ORDER\_NEXT)\n }\n\n nextWhenVisible() {\n // FIXME TODO use `document.visibilityState`\n // Don't call next when the page isn't visible\n // or the carousel or its parent isn't visible\n if (!document.hidden && isVisible(this.\_element)) {\n this.next()\n }\n }\n\n prev() {\n this.\_slide(ORDER\_PREV)\n }\n\n pause() {\n if (this.\_isSliding) {\n triggerTransitionEnd(this.\_element)\n }\n\n this.\_clearInterval()\n }\n\n cycle() {\n this.\_clearInterval()\n this.\_updateInterval()\n\n this.\_interval = setInterval(() => this.nextWhenVisible(), this.\_config.interval)\n }\n\n \_maybeEnableCycle() {\n if (!this.\_config.ride) {\n return\n }\n\n if (this.\_isSliding) {\n EventHandler.one(this.\_element, EVENT\_SLID, () => this.cycle())\n return\n }\n\n this.cycle()\n }\n\n to(index) {\n const items = this.\_getItems()\n if (index > items.length - 1 || index < 0) {\n return\n }\n\n if (this.\_isSliding) {\n EventHandler.one(this.\_element, EVENT\_SLID, () => this.to(index))\n return\n }\n\n const activeIndex = this.\_getItemIndex(this.\_getActive())\n if (activeIndex === index) {\n return\n }\n\n const order = index > activeIndex ? ORDER\_NEXT : ORDER\_PREV\n\n this.\_slide(order, items[index])\n }\n\n dispose() {\n if (this.\_swipeHelper) {\n this.\_swipeHelper.dispose()\n }\n\n super.dispose()\n }\n\n // Private\n \_configAfterMerge(config) {\n config.defaultInterval = config.interval\n return config\n }\n\n \_addEventListeners() {\n if (this.\_config.keyboard) {\n EventHandler.on(this.\_element, EVENT\_KEYDOWN, event => this.\_keydown(event))\n }\n\n if (this.\_config.pause === 'hover') {\n EventHandler.on(this.\_element, EVENT\_MOUSEENTER, () => this.pause())\n EventHandler.on(this.\_element, EVENT\_MOUSELEAVE, () => this.\_maybeEnableCycle())\n }\n\n if (this.\_config.touch && Swipe.isSupported()) {\n this.\_addTouchEventListeners()\n }\n }\n\n \_addTouchEventListeners() {\n for (const img of SelectorEngine.find(SELECTOR\_ITEM\_IMG, this.\_element)) {\n EventHandler.on(img, EVENT\_DRAG\_START, event => event.preventDefault())\n }\n\n const endCallBack = () => {\n if (this.\_config.pause !== 'hover') {\n return\n }\n\n // If it's a touch-enabled device, mouseenter/leave are fired as\n // part of the mouse compatibility events on first tap - the carousel\n // would stop cycling until user tapped out of it;\n // here, we listen for touchend, explicitly pause the carousel\n // (as if it's the second time we tap on it, mouseenter compat event\n // is NOT fired) and after a timeout (to allow for mouse compatibility\n // events to fire) we explicitly restart cycling\n\n this.pause()\n if (this.touchTimeout) {\n clearTimeout(this.touchTimeout)\n }\n\n this.touchTimeout = setTimeout(() => this.\_maybeEnableCycle(), TOUCHEVENT\_COMPAT\_WAIT + this.\_config.interval)\n }\n\n const swipeConfig = {\n leftCallback: () => this.\_slide(this.\_directionToOrder(DIRECTION\_LEFT)),\n rightCallback: () => this.\_slide(this.\_directionToOrder(DIRECTION\_RIGHT)),\n endCallback: endCallBack\n }\n\n this.\_swipeHelper = new Swipe(this.\_element, swipeConfig)\n }\n\n \_keydown(event) {\n if (/input|textarea/i.test(event.target.tagName)) {\n return\n }\n\n const direction = KEY\_TO\_DIRECTION[event.key]\n if (direction) {\n event.preventDefault()\n this.\_slide(this.\_directionToOrder(direction))\n }\n }\n\n \_getItemIndex(element) {\n return this.\_getItems().indexOf(element)\n }\n\n \_setActiveIndicatorElement(index) {\n if (!this.\_indicatorsElement) {\n return\n }\n\n const activeIndicator = SelectorEngine.findOne(SELECTOR\_ACTIVE, this.\_indicatorsElement)\n\n activeIndicator.classList.remove(CLASS\_NAME\_ACTIVE)\n activeIndicator.removeAttribute('aria-current')\n\n const newActiveIndicator = SelectorEngine.findOne(`[data-bs-slide-to=\"${index}\"]`, this.\_indicatorsElement)\n\n if (newActiveIndicator) {\n newActiveIndicator.classList.add(CLASS\_NAME\_ACTIVE)\n newActiveIndicator.setAttribute('aria-current', 'true')\n }\n }\n\n \_updateInterval() {\n const element = this.\_activeElement || this.\_getActive()\n\n if (!element) {\n return\n }\n\n const elementInterval = Number.parseInt(element.getAttribute('data-bs-interval'), 10)\n\n this.\_config.interval = elementInterval || this.\_config.defaultInterval\n }\n\n \_slide(order, element = null) {\n if (this.\_isSliding) {\n return\n }\n\n const activeElement = this.\_getActive()\n const isNext = order === ORDER\_NEXT\n const nextElement = element || getNextActiveElement(this.\_getItems(), activeElement, isNext, this.\_config.wrap)\n\n if (nextElement === activeElement) {\n return\n }\n\n const nextElementIndex = this.\_getItemIndex(nextElement)\n\n const triggerEvent = eventName => {\n return EventHandler.trigger(this.\_element, eventName, {\n relatedTarget: nextElement,\n direction: this.\_orderToDirection(order),\n from: this.\_getItemIndex(activeElement),\n to: nextElementIndex\n })\n }\n\n const slideEvent = triggerEvent(EVENT\_SLIDE)\n\n if (slideEvent.defaultPrevented) {\n return\n }\n\n if (!activeElement || !nextElement) {\n // Some weirdness is happening, so we bail\n // todo: change tests that use empty divs to avoid this check\n return\n }\n\n const isCycling = Boolean(this.\_interval)\n this.pause()\n\n this.\_isSliding = true\n\n this.\_setActiveIndicatorElement(nextElementIndex)\n this.\_activeElement = nextElement\n\n const directionalClassName = isNext ? CLASS\_NAME\_START : CLASS\_NAME\_END\n const orderClassName = isNext ? CLASS\_NAME\_NEXT : CLASS\_NAME\_PREV\n\n nextElement.classList.add(orderClassName)\n\n reflow(nextElement)\n\n activeElement.classList.add(directionalClassName)\n nextElement.classList.add(directionalClassName)\n\n const completeCallBack = () => {\n nextElement.classList.remove(directionalClassName, orderClassName)\n nextElement.classList.add(CLASS\_NAME\_ACTIVE)\n\n activeElement.classList.remove(CLASS\_NAME\_ACTIVE, orderClassName, directionalClassName)\n\n this.\_isSliding = false\n\n triggerEvent(EVENT\_SLID)\n }\n\n this.\_queueCallback(completeCallBack, activeElement, this.\_isAnimated())\n\n if (isCycling) {\n this.cycle()\n }\n }\n\n \_isAnimated() {\n return this.\_element.classList.contains(CLASS\_NAME\_SLIDE)\n }\n\n \_getActive() {\n return SelectorEngine.findOne(SELECTOR\_ACTIVE\_ITEM, this.\_element)\n }\n\n \_getItems() {\n return SelectorEngine.find(SELECTOR\_ITEM, this.\_element)\n }\n\n \_clearInterval() {\n if (this.\_interval) {\n clearInterval(this.\_interval)\n this.\_interval = null\n }\n }\n\n \_directionToOrder(direction) {\n if (isRTL()) {\n return direction === DIRECTION\_LEFT ? ORDER\_PREV : ORDER\_NEXT\n }\n\n return direction === DIRECTION\_LEFT ? ORDER\_NEXT : ORDER\_PREV\n }\n\n \_orderToDirection(order) {\n if (isRTL()) {\n return order === ORDER\_PREV ? DIRECTION\_LEFT : DIRECTION\_RIGHT\n }\n\n return order === ORDER\_PREV ? DIRECTION\_RIGHT : DIRECTION\_LEFT\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = Carousel.getOrCreateInstance(this, config)\n\n if (typeof config === 'number') {\n data.to(config)\n return\n }\n\n if (typeof config === 'string') {\n if (data[config] === undefined || config.startsWith('\_') || config === 'constructor') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n }\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nEventHandler.on(document, EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_SLIDE, function (event) {\n const target = getElementFromSelector(this)\n\n if (!target || !target.classList.contains(CLASS\_NAME\_CAROUSEL)) {\n return\n }\n\n event.preventDefault()\n\n const carousel = Carousel.getOrCreateInstance(target)\n const slideIndex = this.getAttribute('data-bs-slide-to')\n\n if (slideIndex) {\n carousel.to(slideIndex)\n carousel.\_maybeEnableCycle()\n return\n }\n\n if (Manipulator.getDataAttribute(this, 'slide') === 'next') {\n carousel.next()\n carousel.\_maybeEnableCycle()\n return\n }\n\n carousel.prev()\n carousel.\_maybeEnableCycle()\n})\n\nEventHandler.on(window, EVENT\_LOAD\_DATA\_API, () => {\n const carousels = SelectorEngine.find(SELECTOR\_DATA\_RIDE)\n\n for (const carousel of carousels) {\n Carousel.getOrCreateInstance(carousel)\n }\n})\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Carousel)\n\nexport default Carousel\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): collapse.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport {\n defineJQueryPlugin,\n getElement,\n getElementFromSelector,\n getSelectorFromElement,\n reflow\n} from './util/index'\nimport EventHandler from './dom/event-handler'\nimport SelectorEngine from './dom/selector-engine'\nimport BaseComponent from './base-component'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'collapse'\nconst DATA\_KEY = 'bs.collapse'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\n\nconst EVENT\_SHOW = `show${EVENT\_KEY}`\nconst EVENT\_SHOWN = `shown${EVENT\_KEY}`\nconst EVENT\_HIDE = `hide${EVENT\_KEY}`\nconst EVENT\_HIDDEN = `hidden${EVENT\_KEY}`\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\n\nconst CLASS\_NAME\_SHOW = 'show'\nconst CLASS\_NAME\_COLLAPSE = 'collapse'\nconst CLASS\_NAME\_COLLAPSING = 'collapsing'\nconst CLASS\_NAME\_COLLAPSED = 'collapsed'\nconst CLASS\_NAME\_DEEPER\_CHILDREN = `:scope .${CLASS\_NAME\_COLLAPSE} .${CLASS\_NAME\_COLLAPSE}`\nconst CLASS\_NAME\_HORIZONTAL = 'collapse-horizontal'\n\nconst WIDTH = 'width'\nconst HEIGHT = 'height'\n\nconst SELECTOR\_ACTIVES = '.collapse.show, .collapse.collapsing'\nconst SELECTOR\_DATA\_TOGGLE = '[data-bs-toggle=\"collapse\"]'\n\nconst Default = {\n parent: null,\n toggle: true\n}\n\nconst DefaultType = {\n parent: '(null|element)',\n toggle: 'boolean'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Collapse extends BaseComponent {\n constructor(element, config) {\n super(element, config)\n\n this.\_isTransitioning = false\n this.\_triggerArray = []\n\n const toggleList = SelectorEngine.find(SELECTOR\_DATA\_TOGGLE)\n\n for (const elem of toggleList) {\n const selector = getSelectorFromElement(elem)\n const filterElement = SelectorEngine.find(selector)\n .filter(foundElement => foundElement === this.\_element)\n\n if (selector !== null && filterElement.length) {\n this.\_triggerArray.push(elem)\n }\n }\n\n this.\_initializeChildren()\n\n if (!this.\_config.parent) {\n this.\_addAriaAndCollapsedClass(this.\_triggerArray, this.\_isShown())\n }\n\n if (this.\_config.toggle) {\n this.toggle()\n }\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n toggle() {\n if (this.\_isShown()) {\n this.hide()\n } else {\n this.show()\n }\n }\n\n show() {\n if (this.\_isTransitioning || this.\_isShown()) {\n return\n }\n\n let activeChildren = []\n\n // find active children\n if (this.\_config.parent) {\n activeChildren = this.\_getFirstLevelChildren(SELECTOR\_ACTIVES)\n .filter(element => element !== this.\_element)\n .map(element => Collapse.getOrCreateInstance(element, { toggle: false }))\n }\n\n if (activeChildren.length && activeChildren[0].\_isTransitioning) {\n return\n }\n\n const startEvent = EventHandler.trigger(this.\_element, EVENT\_SHOW)\n if (startEvent.defaultPrevented) {\n return\n }\n\n for (const activeInstance of activeChildren) {\n activeInstance.hide()\n }\n\n const dimension = this.\_getDimension()\n\n this.\_element.classList.remove(CLASS\_NAME\_COLLAPSE)\n this.\_element.classList.add(CLASS\_NAME\_COLLAPSING)\n\n this.\_element.style[dimension] = 0\n\n this.\_addAriaAndCollapsedClass(this.\_triggerArray, true)\n this.\_isTransitioning = true\n\n const complete = () => {\n this.\_isTransitioning = false\n\n this.\_element.classList.remove(CLASS\_NAME\_COLLAPSING)\n this.\_element.classList.add(CLASS\_NAME\_COLLAPSE, CLASS\_NAME\_SHOW)\n\n this.\_element.style[dimension] = ''\n\n EventHandler.trigger(this.\_element, EVENT\_SHOWN)\n }\n\n const capitalizedDimension = dimension[0].toUpperCase() + dimension.slice(1)\n const scrollSize = `scroll${capitalizedDimension}`\n\n this.\_queueCallback(complete, this.\_element, true)\n this.\_element.style[dimension] = `${this.\_element[scrollSize]}px`\n }\n\n hide() {\n if (this.\_isTransitioning || !this.\_isShown()) {\n return\n }\n\n const startEvent = EventHandler.trigger(this.\_element, EVENT\_HIDE)\n if (startEvent.defaultPrevented) {\n return\n }\n\n const dimension = this.\_getDimension()\n\n this.\_element.style[dimension] = `${this.\_element.getBoundingClientRect()[dimension]}px`\n\n reflow(this.\_element)\n\n this.\_element.classList.add(CLASS\_NAME\_COLLAPSING)\n this.\_element.classList.remove(CLASS\_NAME\_COLLAPSE, CLASS\_NAME\_SHOW)\n\n for (const trigger of this.\_triggerArray) {\n const element = getElementFromSelector(trigger)\n\n if (element && !this.\_isShown(element)) {\n this.\_addAriaAndCollapsedClass([trigger], false)\n }\n }\n\n this.\_isTransitioning = true\n\n const complete = () => {\n this.\_isTransitioning = false\n this.\_element.classList.remove(CLASS\_NAME\_COLLAPSING)\n this.\_element.classList.add(CLASS\_NAME\_COLLAPSE)\n EventHandler.trigger(this.\_element, EVENT\_HIDDEN)\n }\n\n this.\_element.style[dimension] = ''\n\n this.\_queueCallback(complete, this.\_element, true)\n }\n\n \_isShown(element = this.\_element) {\n return element.classList.contains(CLASS\_NAME\_SHOW)\n }\n\n // Private\n \_configAfterMerge(config) {\n config.toggle = Boolean(config.toggle) // Coerce string values\n config.parent = getElement(config.parent)\n return config\n }\n\n \_getDimension() {\n return this.\_element.classList.contains(CLASS\_NAME\_HORIZONTAL) ? WIDTH : HEIGHT\n }\n\n \_initializeChildren() {\n if (!this.\_config.parent) {\n return\n }\n\n const children = this.\_getFirstLevelChildren(SELECTOR\_DATA\_TOGGLE)\n\n for (const element of children) {\n const selected = getElementFromSelector(element)\n\n if (selected) {\n this.\_addAriaAndCollapsedClass([element], this.\_isShown(selected))\n }\n }\n }\n\n \_getFirstLevelChildren(selector) {\n const children = SelectorEngine.find(CLASS\_NAME\_DEEPER\_CHILDREN, this.\_config.parent)\n // remove children if greater depth\n return SelectorEngine.find(selector, this.\_config.parent).filter(element => !children.includes(element))\n }\n\n \_addAriaAndCollapsedClass(triggerArray, isOpen) {\n if (!triggerArray.length) {\n return\n }\n\n for (const element of triggerArray) {\n element.classList.toggle(CLASS\_NAME\_COLLAPSED, !isOpen)\n element.setAttribute('aria-expanded', isOpen)\n }\n }\n\n // Static\n static jQueryInterface(config) {\n const \_config = {}\n if (typeof config === 'string' && /show|hide/.test(config)) {\n \_config.toggle = false\n }\n\n return this.each(function () {\n const data = Collapse.getOrCreateInstance(this, \_config)\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n }\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nEventHandler.on(document, EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_TOGGLE, function (event) {\n // preventDefault only for <a> elements (which change the URL) not inside the collapsible element\n if (event.target.tagName === 'A' || (event.delegateTarget && event.delegateTarget.tagName === 'A')) {\n event.preventDefault()\n }\n\n const selector = getSelectorFromElement(this)\n const selectorElements = SelectorEngine.find(selector)\n\n for (const element of selectorElements) {\n Collapse.getOrCreateInstance(element, { toggle: false }).toggle()\n }\n})\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Collapse)\n\nexport default Collapse\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): dropdown.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport \* as Popper from '@popperjs/core'\nimport {\n defineJQueryPlugin,\n getElement,\n getNextActiveElement,\n isDisabled,\n isElement,\n isRTL,\n isVisible,\n noop\n} from './util/index'\nimport EventHandler from './dom/event-handler'\nimport Manipulator from './dom/manipulator'\nimport SelectorEngine from './dom/selector-engine'\nimport BaseComponent from './base-component'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'dropdown'\nconst DATA\_KEY = 'bs.dropdown'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\n\nconst ESCAPE\_KEY = 'Escape'\nconst TAB\_KEY = 'Tab'\nconst ARROW\_UP\_KEY = 'ArrowUp'\nconst ARROW\_DOWN\_KEY = 'ArrowDown'\nconst RIGHT\_MOUSE\_BUTTON = 2 // MouseEvent.button value for the secondary button, usually the right button\n\nconst EVENT\_HIDE = `hide${EVENT\_KEY}`\nconst EVENT\_HIDDEN = `hidden${EVENT\_KEY}`\nconst EVENT\_SHOW = `show${EVENT\_KEY}`\nconst EVENT\_SHOWN = `shown${EVENT\_KEY}`\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\nconst EVENT\_KEYDOWN\_DATA\_API = `keydown${EVENT\_KEY}${DATA\_API\_KEY}`\nconst EVENT\_KEYUP\_DATA\_API = `keyup${EVENT\_KEY}${DATA\_API\_KEY}`\n\nconst CLASS\_NAME\_SHOW = 'show'\nconst CLASS\_NAME\_DROPUP = 'dropup'\nconst CLASS\_NAME\_DROPEND = 'dropend'\nconst CLASS\_NAME\_DROPSTART = 'dropstart'\nconst CLASS\_NAME\_DROPUP\_CENTER = 'dropup-center'\nconst CLASS\_NAME\_DROPDOWN\_CENTER = 'dropdown-center'\n\nconst SELECTOR\_DATA\_TOGGLE = '[data-bs-toggle=\"dropdown\"]:not(.disabled):not(:disabled)'\nconst SELECTOR\_DATA\_TOGGLE\_SHOWN = `${SELECTOR\_DATA\_TOGGLE}.${CLASS\_NAME\_SHOW}`\nconst SELECTOR\_MENU = '.dropdown-menu'\nconst SELECTOR\_NAVBAR = '.navbar'\nconst SELECTOR\_NAVBAR\_NAV = '.navbar-nav'\nconst SELECTOR\_VISIBLE\_ITEMS = '.dropdown-menu .dropdown-item:not(.disabled):not(:disabled)'\n\nconst PLACEMENT\_TOP = isRTL() ? 'top-end' : 'top-start'\nconst PLACEMENT\_TOPEND = isRTL() ? 'top-start' : 'top-end'\nconst PLACEMENT\_BOTTOM = isRTL() ? 'bottom-end' : 'bottom-start'\nconst PLACEMENT\_BOTTOMEND = isRTL() ? 'bottom-start' : 'bottom-end'\nconst PLACEMENT\_RIGHT = isRTL() ? 'left-start' : 'right-start'\nconst PLACEMENT\_LEFT = isRTL() ? 'right-start' : 'left-start'\nconst PLACEMENT\_TOPCENTER = 'top'\nconst PLACEMENT\_BOTTOMCENTER = 'bottom'\n\nconst Default = {\n autoClose: true,\n boundary: 'clippingParents',\n display: 'dynamic',\n offset: [0, 2],\n popperConfig: null,\n reference: 'toggle'\n}\n\nconst DefaultType = {\n autoClose: '(boolean|string)',\n boundary: '(string|element)',\n display: 'string',\n offset: '(array|string|function)',\n popperConfig: '(null|object|function)',\n reference: '(string|element|object)'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Dropdown extends BaseComponent {\n constructor(element, config) {\n super(element, config)\n\n this.\_popper = null\n this.\_parent = this.\_element.parentNode // dropdown wrapper\n this.\_menu = SelectorEngine.findOne(SELECTOR\_MENU, this.\_parent)\n this.\_inNavbar = this.\_detectNavbar()\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n toggle() {\n return this.\_isShown() ? this.hide() : this.show()\n }\n\n show() {\n if (isDisabled(this.\_element) || this.\_isShown()) {\n return\n }\n\n const relatedTarget = {\n relatedTarget: this.\_element\n }\n\n const showEvent = EventHandler.trigger(this.\_element, EVENT\_SHOW, relatedTarget)\n\n if (showEvent.defaultPrevented) {\n return\n }\n\n this.\_createPopper()\n\n // If this is a touch-enabled device we add extra\n // empty mouseover listeners to the body's immediate children;\n // only needed because of broken event delegation on iOS\n // https://www.quirksmode.org/blog/archives/2014/02/mouse\_event\_bub.html\n if ('ontouchstart' in document.documentElement && !this.\_parent.closest(SELECTOR\_NAVBAR\_NAV)) {\n for (const element of [].concat(...document.body.children)) {\n EventHandler.on(element, 'mouseover', noop)\n }\n }\n\n this.\_element.focus()\n this.\_element.setAttribute('aria-expanded', true)\n\n this.\_menu.classList.add(CLASS\_NAME\_SHOW)\n this.\_element.classList.add(CLASS\_NAME\_SHOW)\n EventHandler.trigger(this.\_element, EVENT\_SHOWN, relatedTarget)\n }\n\n hide() {\n if (isDisabled(this.\_element) || !this.\_isShown()) {\n return\n }\n\n const relatedTarget = {\n relatedTarget: this.\_element\n }\n\n this.\_completeHide(relatedTarget)\n }\n\n dispose() {\n if (this.\_popper) {\n this.\_popper.destroy()\n }\n\n super.dispose()\n }\n\n update() {\n this.\_inNavbar = this.\_detectNavbar()\n if (this.\_popper) {\n this.\_popper.update()\n }\n }\n\n // Private\n \_completeHide(relatedTarget) {\n const hideEvent = EventHandler.trigger(this.\_element, EVENT\_HIDE, relatedTarget)\n if (hideEvent.defaultPrevented) {\n return\n }\n\n // If this is a touch-enabled device we remove the extra\n // empty mouseover listeners we added for iOS support\n if ('ontouchstart' in document.documentElement) {\n for (const element of [].concat(...document.body.children)) {\n EventHandler.off(element, 'mouseover', noop)\n }\n }\n\n if (this.\_popper) {\n this.\_popper.destroy()\n }\n\n this.\_menu.classList.remove(CLASS\_NAME\_SHOW)\n this.\_element.classList.remove(CLASS\_NAME\_SHOW)\n this.\_element.setAttribute('aria-expanded', 'false')\n Manipulator.removeDataAttribute(this.\_menu, 'popper')\n EventHandler.trigger(this.\_element, EVENT\_HIDDEN, relatedTarget)\n }\n\n \_getConfig(config) {\n config = super.\_getConfig(config)\n\n if (typeof config.reference === 'object' && !isElement(config.reference) &&\n typeof config.reference.getBoundingClientRect !== 'function'\n ) {\n // Popper virtual elements require a getBoundingClientRect method\n throw new TypeError(`${NAME.toUpperCase()}: Option \"reference\" provided type \"object\" without a required \"getBoundingClientRect\" method.`)\n }\n\n return config\n }\n\n \_createPopper() {\n if (typeof Popper === 'undefined') {\n throw new TypeError('Bootstrap\\'s dropdowns require Popper (https://popper.js.org)')\n }\n\n let referenceElement = this.\_element\n\n if (this.\_config.reference === 'parent') {\n referenceElement = this.\_parent\n } else if (isElement(this.\_config.reference)) {\n referenceElement = getElement(this.\_config.reference)\n } else if (typeof this.\_config.reference === 'object') {\n referenceElement = this.\_config.reference\n }\n\n const popperConfig = this.\_getPopperConfig()\n this.\_popper = Popper.createPopper(referenceElement, this.\_menu, popperConfig)\n }\n\n \_isShown() {\n return this.\_menu.classList.contains(CLASS\_NAME\_SHOW)\n }\n\n \_getPlacement() {\n const parentDropdown = this.\_parent\n\n if (parentDropdown.classList.contains(CLASS\_NAME\_DROPEND)) {\n return PLACEMENT\_RIGHT\n }\n\n if (parentDropdown.classList.contains(CLASS\_NAME\_DROPSTART)) {\n return PLACEMENT\_LEFT\n }\n\n if (parentDropdown.classList.contains(CLASS\_NAME\_DROPUP\_CENTER)) {\n return PLACEMENT\_TOPCENTER\n }\n\n if (parentDropdown.classList.contains(CLASS\_NAME\_DROPDOWN\_CENTER)) {\n return PLACEMENT\_BOTTOMCENTER\n }\n\n // We need to trim the value because custom properties can also include spaces\n const isEnd = getComputedStyle(this.\_menu).getPropertyValue('--bs-position').trim() === 'end'\n\n if (parentDropdown.classList.contains(CLASS\_NAME\_DROPUP)) {\n return isEnd ? PLACEMENT\_TOPEND : PLACEMENT\_TOP\n }\n\n return isEnd ? PLACEMENT\_BOTTOMEND : PLACEMENT\_BOTTOM\n }\n\n \_detectNavbar() {\n return this.\_element.closest(SELECTOR\_NAVBAR) !== null\n }\n\n \_getOffset() {\n const { offset } = this.\_config\n\n if (typeof offset === 'string') {\n return offset.split(',').map(value => Number.parseInt(value, 10))\n }\n\n if (typeof offset === 'function') {\n return popperData => offset(popperData, this.\_element)\n }\n\n return offset\n }\n\n \_getPopperConfig() {\n const defaultBsPopperConfig = {\n placement: this.\_getPlacement(),\n modifiers: [{\n name: 'preventOverflow',\n options: {\n boundary: this.\_config.boundary\n }\n },\n {\n name: 'offset',\n options: {\n offset: this.\_getOffset()\n }\n }]\n }\n\n // Disable Popper if we have a static display or Dropdown is in Navbar\n if (this.\_inNavbar || this.\_config.display === 'static') {\n Manipulator.setDataAttribute(this.\_menu, 'popper', 'static') // todo:v6 remove\n defaultBsPopperConfig.modifiers = [{\n name: 'applyStyles',\n enabled: false\n }]\n }\n\n return {\n ...defaultBsPopperConfig,\n ...(typeof this.\_config.popperConfig === 'function' ? this.\_config.popperConfig(defaultBsPopperConfig) : this.\_config.popperConfig)\n }\n }\n\n \_selectMenuItem({ key, target }) {\n const items = SelectorEngine.find(SELECTOR\_VISIBLE\_ITEMS, this.\_menu).filter(element => isVisible(element))\n\n if (!items.length) {\n return\n }\n\n // if target isn't included in items (e.g. when expanding the dropdown)\n // allow cycling to get the last item in case key equals ARROW\_UP\_KEY\n getNextActiveElement(items, target, key === ARROW\_DOWN\_KEY, !items.includes(target)).focus()\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = Dropdown.getOrCreateInstance(this, config)\n\n if (typeof config !== 'string') {\n return\n }\n\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n })\n }\n\n static clearMenus(event) {\n if (event.button === RIGHT\_MOUSE\_BUTTON || (event.type === 'keyup' && event.key !== TAB\_KEY)) {\n return\n }\n\n const openToggles = SelectorEngine.find(SELECTOR\_DATA\_TOGGLE\_SHOWN)\n\n for (const toggle of openToggles) {\n const context = Dropdown.getInstance(toggle)\n if (!context || context.\_config.autoClose === false) {\n continue\n }\n\n const composedPath = event.composedPath()\n const isMenuTarget = composedPath.includes(context.\_menu)\n if (\n composedPath.includes(context.\_element) ||\n (context.\_config.autoClose === 'inside' && !isMenuTarget) ||\n (context.\_config.autoClose === 'outside' && isMenuTarget)\n ) {\n continue\n }\n\n // Tab navigation through the dropdown menu or events from contained inputs shouldn't close the menu\n if (context.\_menu.contains(event.target) && ((event.type === 'keyup' && event.key === TAB\_KEY) || /input|select|option|textarea|form/i.test(event.target.tagName))) {\n continue\n }\n\n const relatedTarget = { relatedTarget: context.\_element }\n\n if (event.type === 'click') {\n relatedTarget.clickEvent = event\n }\n\n context.\_completeHide(relatedTarget)\n }\n }\n\n static dataApiKeydownHandler(event) {\n // If not an UP | DOWN | ESCAPE key => not a dropdown command\n // If input/textarea && if key is other than ESCAPE => not a dropdown command\n\n const isInput = /input|textarea/i.test(event.target.tagName)\n const isEscapeEvent = event.key === ESCAPE\_KEY\n const isUpOrDownEvent = [ARROW\_UP\_KEY, ARROW\_DOWN\_KEY].includes(event.key)\n\n if (!isUpOrDownEvent && !isEscapeEvent) {\n return\n }\n\n if (isInput && !isEscapeEvent) {\n return\n }\n\n event.preventDefault()\n\n const getToggleButton = SelectorEngine.findOne(SELECTOR\_DATA\_TOGGLE, event.delegateTarget.parentNode)\n const instance = Dropdown.getOrCreateInstance(getToggleButton)\n\n if (isUpOrDownEvent) {\n event.stopPropagation()\n instance.show()\n instance.\_selectMenuItem(event)\n return\n }\n\n if (instance.\_isShown()) { // else is escape and we check if it is shown\n event.stopPropagation()\n instance.hide()\n getToggleButton.focus()\n }\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nEventHandler.on(document, EVENT\_KEYDOWN\_DATA\_API, SELECTOR\_DATA\_TOGGLE, Dropdown.dataApiKeydownHandler)\nEventHandler.on(document, EVENT\_KEYDOWN\_DATA\_API, SELECTOR\_MENU, Dropdown.dataApiKeydownHandler)\nEventHandler.on(document, EVENT\_CLICK\_DATA\_API, Dropdown.clearMenus)\nEventHandler.on(document, EVENT\_KEYUP\_DATA\_API, Dropdown.clearMenus)\nEventHandler.on(document, EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_TOGGLE, function (event) {\n event.preventDefault()\n Dropdown.getOrCreateInstance(this).toggle()\n})\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Dropdown)\n\nexport default Dropdown\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): util/scrollBar.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport SelectorEngine from '../dom/selector-engine'\nimport Manipulator from '../dom/manipulator'\nimport { isElement } from './index'\n\n/\*\*\n \* Constants\n \*/\n\nconst SELECTOR\_FIXED\_CONTENT = '.fixed-top, .fixed-bottom, .is-fixed, .sticky-top'\nconst SELECTOR\_STICKY\_CONTENT = '.sticky-top'\nconst PROPERTY\_PADDING = 'padding-right'\nconst PROPERTY\_MARGIN = 'margin-right'\n\n/\*\*\n \* Class definition\n \*/\n\nclass ScrollBarHelper {\n constructor() {\n this.\_element = document.body\n }\n\n // Public\n getWidth() {\n // https://developer.mozilla.org/en-US/docs/Web/API/Window/innerWidth#usage\_notes\n const documentWidth = document.documentElement.clientWidth\n return Math.abs(window.innerWidth - documentWidth)\n }\n\n hide() {\n const width = this.getWidth()\n this.\_disableOverFlow()\n // give padding to element to balance the hidden scrollbar width\n this.\_setElementAttributes(this.\_element, PROPERTY\_PADDING, calculatedValue => calculatedValue + width)\n // trick: We adjust positive paddingRight and negative marginRight to sticky-top elements to keep showing fullwidth\n this.\_setElementAttributes(SELECTOR\_FIXED\_CONTENT, PROPERTY\_PADDING, calculatedValue => calculatedValue + width)\n this.\_setElementAttributes(SELECTOR\_STICKY\_CONTENT, PROPERTY\_MARGIN, calculatedValue => calculatedValue - width)\n }\n\n reset() {\n this.\_resetElementAttributes(this.\_element, 'overflow')\n this.\_resetElementAttributes(this.\_element, PROPERTY\_PADDING)\n this.\_resetElementAttributes(SELECTOR\_FIXED\_CONTENT, PROPERTY\_PADDING)\n this.\_resetElementAttributes(SELECTOR\_STICKY\_CONTENT, PROPERTY\_MARGIN)\n }\n\n isOverflowing() {\n return this.getWidth() > 0\n }\n\n // Private\n \_disableOverFlow() {\n this.\_saveInitialAttribute(this.\_element, 'overflow')\n this.\_element.style.overflow = 'hidden'\n }\n\n \_setElementAttributes(selector, styleProperty, callback) {\n const scrollbarWidth = this.getWidth()\n const manipulationCallBack = element => {\n if (element !== this.\_element && window.innerWidth > element.clientWidth + scrollbarWidth) {\n return\n }\n\n this.\_saveInitialAttribute(element, styleProperty)\n const calculatedValue = window.getComputedStyle(element).getPropertyValue(styleProperty)\n element.style.setProperty(styleProperty, `${callback(Number.parseFloat(calculatedValue))}px`)\n }\n\n this.\_applyManipulationCallback(selector, manipulationCallBack)\n }\n\n \_saveInitialAttribute(element, styleProperty) {\n const actualValue = element.style.getPropertyValue(styleProperty)\n if (actualValue) {\n Manipulator.setDataAttribute(element, styleProperty, actualValue)\n }\n }\n\n \_resetElementAttributes(selector, styleProperty) {\n const manipulationCallBack = element => {\n const value = Manipulator.getDataAttribute(element, styleProperty)\n // We only want to remove the property if the value is `null`; the value can also be zero\n if (value === null) {\n element.style.removeProperty(styleProperty)\n return\n }\n\n Manipulator.removeDataAttribute(element, styleProperty)\n element.style.setProperty(styleProperty, value)\n }\n\n this.\_applyManipulationCallback(selector, manipulationCallBack)\n }\n\n \_applyManipulationCallback(selector, callBack) {\n if (isElement(selector)) {\n callBack(selector)\n return\n }\n\n for (const sel of SelectorEngine.find(selector, this.\_element)) {\n callBack(sel)\n }\n }\n}\n\nexport default ScrollBarHelper\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): util/backdrop.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport EventHandler from '../dom/event-handler'\nimport { execute, executeAfterTransition, getElement, reflow } from './index'\nimport Config from './config'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'backdrop'\nconst CLASS\_NAME\_FADE = 'fade'\nconst CLASS\_NAME\_SHOW = 'show'\nconst EVENT\_MOUSEDOWN = `mousedown.bs.${NAME}`\n\nconst Default = {\n className: 'modal-backdrop',\n clickCallback: null,\n isAnimated: false,\n isVisible: true, // if false, we use the backdrop helper without adding any element to the dom\n rootElement: 'body' // give the choice to place backdrop under different elements\n}\n\nconst DefaultType = {\n className: 'string',\n clickCallback: '(function|null)',\n isAnimated: 'boolean',\n isVisible: 'boolean',\n rootElement: '(element|string)'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Backdrop extends Config {\n constructor(config) {\n super()\n this.\_config = this.\_getConfig(config)\n this.\_isAppended = false\n this.\_element = null\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n show(callback) {\n if (!this.\_config.isVisible) {\n execute(callback)\n return\n }\n\n this.\_append()\n\n const element = this.\_getElement()\n if (this.\_config.isAnimated) {\n reflow(element)\n }\n\n element.classList.add(CLASS\_NAME\_SHOW)\n\n this.\_emulateAnimation(() => {\n execute(callback)\n })\n }\n\n hide(callback) {\n if (!this.\_config.isVisible) {\n execute(callback)\n return\n }\n\n this.\_getElement().classList.remove(CLASS\_NAME\_SHOW)\n\n this.\_emulateAnimation(() => {\n this.dispose()\n execute(callback)\n })\n }\n\n dispose() {\n if (!this.\_isAppended) {\n return\n }\n\n EventHandler.off(this.\_element, EVENT\_MOUSEDOWN)\n\n this.\_element.remove()\n this.\_isAppended = false\n }\n\n // Private\n \_getElement() {\n if (!this.\_element) {\n const backdrop = document.createElement('div')\n backdrop.className = this.\_config.className\n if (this.\_config.isAnimated) {\n backdrop.classList.add(CLASS\_NAME\_FADE)\n }\n\n this.\_element = backdrop\n }\n\n return this.\_element\n }\n\n \_configAfterMerge(config) {\n // use getElement() with the default \"body\" to get a fresh Element on each instantiation\n config.rootElement = getElement(config.rootElement)\n return config\n }\n\n \_append() {\n if (this.\_isAppended) {\n return\n }\n\n const element = this.\_getElement()\n this.\_config.rootElement.append(element)\n\n EventHandler.on(element, EVENT\_MOUSEDOWN, () => {\n execute(this.\_config.clickCallback)\n })\n\n this.\_isAppended = true\n }\n\n \_emulateAnimation(callback) {\n executeAfterTransition(callback, this.\_getElement(), this.\_config.isAnimated)\n }\n}\n\nexport default Backdrop\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): util/focustrap.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport EventHandler from '../dom/event-handler'\nimport SelectorEngine from '../dom/selector-engine'\nimport Config from './config'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'focustrap'\nconst DATA\_KEY = 'bs.focustrap'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst EVENT\_FOCUSIN = `focusin${EVENT\_KEY}`\nconst EVENT\_KEYDOWN\_TAB = `keydown.tab${EVENT\_KEY}`\n\nconst TAB\_KEY = 'Tab'\nconst TAB\_NAV\_FORWARD = 'forward'\nconst TAB\_NAV\_BACKWARD = 'backward'\n\nconst Default = {\n autofocus: true,\n trapElement: null // The element to trap focus inside of\n}\n\nconst DefaultType = {\n autofocus: 'boolean',\n trapElement: 'element'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass FocusTrap extends Config {\n constructor(config) {\n super()\n this.\_config = this.\_getConfig(config)\n this.\_isActive = false\n this.\_lastTabNavDirection = null\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n activate() {\n if (this.\_isActive) {\n return\n }\n\n if (this.\_config.autofocus) {\n this.\_config.trapElement.focus()\n }\n\n EventHandler.off(document, EVENT\_KEY) // guard against infinite focus loop\n EventHandler.on(document, EVENT\_FOCUSIN, event => this.\_handleFocusin(event))\n EventHandler.on(document, EVENT\_KEYDOWN\_TAB, event => this.\_handleKeydown(event))\n\n this.\_isActive = true\n }\n\n deactivate() {\n if (!this.\_isActive) {\n return\n }\n\n this.\_isActive = false\n EventHandler.off(document, EVENT\_KEY)\n }\n\n // Private\n \_handleFocusin(event) {\n const { trapElement } = this.\_config\n\n if (event.target === document || event.target === trapElement || trapElement.contains(event.target)) {\n return\n }\n\n const elements = SelectorEngine.focusableChildren(trapElement)\n\n if (elements.length === 0) {\n trapElement.focus()\n } else if (this.\_lastTabNavDirection === TAB\_NAV\_BACKWARD) {\n elements[elements.length - 1].focus()\n } else {\n elements[0].focus()\n }\n }\n\n \_handleKeydown(event) {\n if (event.key !== TAB\_KEY) {\n return\n }\n\n this.\_lastTabNavDirection = event.shiftKey ? TAB\_NAV\_BACKWARD : TAB\_NAV\_FORWARD\n }\n}\n\nexport default FocusTrap\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): modal.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport { defineJQueryPlugin, getElementFromSelector, isRTL, isVisible, reflow } from './util/index'\nimport EventHandler from './dom/event-handler'\nimport SelectorEngine from './dom/selector-engine'\nimport ScrollBarHelper from './util/scrollbar'\nimport BaseComponent from './base-component'\nimport Backdrop from './util/backdrop'\nimport FocusTrap from './util/focustrap'\nimport { enableDismissTrigger } from './util/component-functions'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'modal'\nconst DATA\_KEY = 'bs.modal'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\nconst ESCAPE\_KEY = 'Escape'\n\nconst EVENT\_HIDE = `hide${EVENT\_KEY}`\nconst EVENT\_HIDE\_PREVENTED = `hidePrevented${EVENT\_KEY}`\nconst EVENT\_HIDDEN = `hidden${EVENT\_KEY}`\nconst EVENT\_SHOW = `show${EVENT\_KEY}`\nconst EVENT\_SHOWN = `shown${EVENT\_KEY}`\nconst EVENT\_RESIZE = `resize${EVENT\_KEY}`\nconst EVENT\_MOUSEDOWN\_DISMISS = `mousedown.dismiss${EVENT\_KEY}`\nconst EVENT\_KEYDOWN\_DISMISS = `keydown.dismiss${EVENT\_KEY}`\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\n\nconst CLASS\_NAME\_OPEN = 'modal-open'\nconst CLASS\_NAME\_FADE = 'fade'\nconst CLASS\_NAME\_SHOW = 'show'\nconst CLASS\_NAME\_STATIC = 'modal-static'\n\nconst OPEN\_SELECTOR = '.modal.show'\nconst SELECTOR\_DIALOG = '.modal-dialog'\nconst SELECTOR\_MODAL\_BODY = '.modal-body'\nconst SELECTOR\_DATA\_TOGGLE = '[data-bs-toggle=\"modal\"]'\n\nconst Default = {\n backdrop: true,\n focus: true,\n keyboard: true\n}\n\nconst DefaultType = {\n backdrop: '(boolean|string)',\n focus: 'boolean',\n keyboard: 'boolean'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Modal extends BaseComponent {\n constructor(element, config) {\n super(element, config)\n\n this.\_dialog = SelectorEngine.findOne(SELECTOR\_DIALOG, this.\_element)\n this.\_backdrop = this.\_initializeBackDrop()\n this.\_focustrap = this.\_initializeFocusTrap()\n this.\_isShown = false\n this.\_isTransitioning = false\n this.\_scrollBar = new ScrollBarHelper()\n\n this.\_addEventListeners()\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n toggle(relatedTarget) {\n return this.\_isShown ? this.hide() : this.show(relatedTarget)\n }\n\n show(relatedTarget) {\n if (this.\_isShown || this.\_isTransitioning) {\n return\n }\n\n const showEvent = EventHandler.trigger(this.\_element, EVENT\_SHOW, {\n relatedTarget\n })\n\n if (showEvent.defaultPrevented) {\n return\n }\n\n this.\_isShown = true\n this.\_isTransitioning = true\n\n this.\_scrollBar.hide()\n\n document.body.classList.add(CLASS\_NAME\_OPEN)\n\n this.\_adjustDialog()\n\n this.\_backdrop.show(() => this.\_showElement(relatedTarget))\n }\n\n hide() {\n if (!this.\_isShown || this.\_isTransitioning) {\n return\n }\n\n const hideEvent = EventHandler.trigger(this.\_element, EVENT\_HIDE)\n\n if (hideEvent.defaultPrevented) {\n return\n }\n\n this.\_isShown = false\n this.\_isTransitioning = true\n this.\_focustrap.deactivate()\n\n this.\_element.classList.remove(CLASS\_NAME\_SHOW)\n\n this.\_queueCallback(() => this.\_hideModal(), this.\_element, this.\_isAnimated())\n }\n\n dispose() {\n for (const htmlElement of [window, this.\_dialog]) {\n EventHandler.off(htmlElement, EVENT\_KEY)\n }\n\n this.\_backdrop.dispose()\n this.\_focustrap.deactivate()\n super.dispose()\n }\n\n handleUpdate() {\n this.\_adjustDialog()\n }\n\n // Private\n \_initializeBackDrop() {\n return new Backdrop({\n isVisible: Boolean(this.\_config.backdrop), // 'static' option will be translated to true, and booleans will keep their value,\n isAnimated: this.\_isAnimated()\n })\n }\n\n \_initializeFocusTrap() {\n return new FocusTrap({\n trapElement: this.\_element\n })\n }\n\n \_showElement(relatedTarget) {\n // try to append dynamic modal\n if (!document.body.contains(this.\_element)) {\n document.body.append(this.\_element)\n }\n\n this.\_element.style.display = 'block'\n this.\_element.removeAttribute('aria-hidden')\n this.\_element.setAttribute('aria-modal', true)\n this.\_element.setAttribute('role', 'dialog')\n this.\_element.scrollTop = 0\n\n const modalBody = SelectorEngine.findOne(SELECTOR\_MODAL\_BODY, this.\_dialog)\n if (modalBody) {\n modalBody.scrollTop = 0\n }\n\n reflow(this.\_element)\n\n this.\_element.classList.add(CLASS\_NAME\_SHOW)\n\n const transitionComplete = () => {\n if (this.\_config.focus) {\n this.\_focustrap.activate()\n }\n\n this.\_isTransitioning = false\n EventHandler.trigger(this.\_element, EVENT\_SHOWN, {\n relatedTarget\n })\n }\n\n this.\_queueCallback(transitionComplete, this.\_dialog, this.\_isAnimated())\n }\n\n \_addEventListeners() {\n EventHandler.on(this.\_element, EVENT\_KEYDOWN\_DISMISS, event => {\n if (event.key !== ESCAPE\_KEY) {\n return\n }\n\n if (this.\_config.keyboard) {\n event.preventDefault()\n this.hide()\n return\n }\n\n this.\_triggerBackdropTransition()\n })\n\n EventHandler.on(window, EVENT\_RESIZE, () => {\n if (this.\_isShown && !this.\_isTransitioning) {\n this.\_adjustDialog()\n }\n })\n\n EventHandler.on(this.\_element, EVENT\_MOUSEDOWN\_DISMISS, event => {\n if (event.target !== event.currentTarget) { // click is inside modal-dialog\n return\n }\n\n if (this.\_config.backdrop === 'static') {\n this.\_triggerBackdropTransition()\n return\n }\n\n if (this.\_config.backdrop) {\n this.hide()\n }\n })\n }\n\n \_hideModal() {\n this.\_element.style.display = 'none'\n this.\_element.setAttribute('aria-hidden', true)\n this.\_element.removeAttribute('aria-modal')\n this.\_element.removeAttribute('role')\n this.\_isTransitioning = false\n\n this.\_backdrop.hide(() => {\n document.body.classList.remove(CLASS\_NAME\_OPEN)\n this.\_resetAdjustments()\n this.\_scrollBar.reset()\n EventHandler.trigger(this.\_element, EVENT\_HIDDEN)\n })\n }\n\n \_isAnimated() {\n return this.\_element.classList.contains(CLASS\_NAME\_FADE)\n }\n\n \_triggerBackdropTransition() {\n const hideEvent = EventHandler.trigger(this.\_element, EVENT\_HIDE\_PREVENTED)\n if (hideEvent.defaultPrevented) {\n return\n }\n\n const isModalOverflowing = this.\_element.scrollHeight > document.documentElement.clientHeight\n const initialOverflowY = this.\_element.style.overflowY\n // return if the following background transition hasn't yet completed\n if (initialOverflowY === 'hidden' || this.\_element.classList.contains(CLASS\_NAME\_STATIC)) {\n return\n }\n\n if (!isModalOverflowing) {\n this.\_element.style.overflowY = 'hidden'\n }\n\n this.\_element.classList.add(CLASS\_NAME\_STATIC)\n this.\_queueCallback(() => {\n this.\_element.classList.remove(CLASS\_NAME\_STATIC)\n this.\_queueCallback(() => {\n this.\_element.style.overflowY = initialOverflowY\n }, this.\_dialog)\n }, this.\_dialog)\n\n this.\_element.focus()\n }\n\n /\*\*\n \* The following methods are used to handle overflowing modals\n \*/\n\n \_adjustDialog() {\n const isModalOverflowing = this.\_element.scrollHeight > document.documentElement.clientHeight\n const scrollbarWidth = this.\_scrollBar.getWidth()\n const isBodyOverflowing = scrollbarWidth > 0\n\n if (isBodyOverflowing && !isModalOverflowing) {\n const property = isRTL() ? 'paddingLeft' : 'paddingRight'\n this.\_element.style[property] = `${scrollbarWidth}px`\n }\n\n if (!isBodyOverflowing && isModalOverflowing) {\n const property = isRTL() ? 'paddingRight' : 'paddingLeft'\n this.\_element.style[property] = `${scrollbarWidth}px`\n }\n }\n\n \_resetAdjustments() {\n this.\_element.style.paddingLeft = ''\n this.\_element.style.paddingRight = ''\n }\n\n // Static\n static jQueryInterface(config, relatedTarget) {\n return this.each(function () {\n const data = Modal.getOrCreateInstance(this, config)\n\n if (typeof config !== 'string') {\n return\n }\n\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config](relatedTarget)\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nEventHandler.on(document, EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_TOGGLE, function (event) {\n const target = getElementFromSelector(this)\n\n if (['A', 'AREA'].includes(this.tagName)) {\n event.preventDefault()\n }\n\n EventHandler.one(target, EVENT\_SHOW, showEvent => {\n if (showEvent.defaultPrevented) {\n // only register focus restorer if modal will actually get shown\n return\n }\n\n EventHandler.one(target, EVENT\_HIDDEN, () => {\n if (isVisible(this)) {\n this.focus()\n }\n })\n })\n\n // avoid conflict when clicking modal toggler while another one is open\n const alreadyOpen = SelectorEngine.findOne(OPEN\_SELECTOR)\n if (alreadyOpen) {\n Modal.getInstance(alreadyOpen).hide()\n }\n\n const data = Modal.getOrCreateInstance(target)\n\n data.toggle(this)\n})\n\nenableDismissTrigger(Modal)\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Modal)\n\nexport default Modal\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): offcanvas.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport {\n defineJQueryPlugin,\n getElementFromSelector,\n isDisabled,\n isVisible\n} from './util/index'\nimport ScrollBarHelper from './util/scrollbar'\nimport EventHandler from './dom/event-handler'\nimport BaseComponent from './base-component'\nimport SelectorEngine from './dom/selector-engine'\nimport Backdrop from './util/backdrop'\nimport FocusTrap from './util/focustrap'\nimport { enableDismissTrigger } from './util/component-functions'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'offcanvas'\nconst DATA\_KEY = 'bs.offcanvas'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\nconst EVENT\_LOAD\_DATA\_API = `load${EVENT\_KEY}${DATA\_API\_KEY}`\nconst ESCAPE\_KEY = 'Escape'\n\nconst CLASS\_NAME\_SHOW = 'show'\nconst CLASS\_NAME\_SHOWING = 'showing'\nconst CLASS\_NAME\_HIDING = 'hiding'\nconst CLASS\_NAME\_BACKDROP = 'offcanvas-backdrop'\nconst OPEN\_SELECTOR = '.offcanvas.show'\n\nconst EVENT\_SHOW = `show${EVENT\_KEY}`\nconst EVENT\_SHOWN = `shown${EVENT\_KEY}`\nconst EVENT\_HIDE = `hide${EVENT\_KEY}`\nconst EVENT\_HIDE\_PREVENTED = `hidePrevented${EVENT\_KEY}`\nconst EVENT\_HIDDEN = `hidden${EVENT\_KEY}`\nconst EVENT\_RESIZE = `resize${EVENT\_KEY}`\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}${DATA\_API\_KEY}`\nconst EVENT\_KEYDOWN\_DISMISS = `keydown.dismiss${EVENT\_KEY}`\n\nconst SELECTOR\_DATA\_TOGGLE = '[data-bs-toggle=\"offcanvas\"]'\n\nconst Default = {\n backdrop: true,\n keyboard: true,\n scroll: false\n}\n\nconst DefaultType = {\n backdrop: '(boolean|string)',\n keyboard: 'boolean',\n scroll: 'boolean'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Offcanvas extends BaseComponent {\n constructor(element, config) {\n super(element, config)\n\n this.\_isShown = false\n this.\_backdrop = this.\_initializeBackDrop()\n this.\_focustrap = this.\_initializeFocusTrap()\n this.\_addEventListeners()\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n toggle(relatedTarget) {\n return this.\_isShown ? this.hide() : this.show(relatedTarget)\n }\n\n show(relatedTarget) {\n if (this.\_isShown) {\n return\n }\n\n const showEvent = EventHandler.trigger(this.\_element, EVENT\_SHOW, { relatedTarget })\n\n if (showEvent.defaultPrevented) {\n return\n }\n\n this.\_isShown = true\n this.\_backdrop.show()\n\n if (!this.\_config.scroll) {\n new ScrollBarHelper().hide()\n }\n\n this.\_element.setAttribute('aria-modal', true)\n this.\_element.setAttribute('role', 'dialog')\n this.\_element.classList.add(CLASS\_NAME\_SHOWING)\n\n const completeCallBack = () => {\n if (!this.\_config.scroll || this.\_config.backdrop) {\n this.\_focustrap.activate()\n }\n\n this.\_element.classList.add(CLASS\_NAME\_SHOW)\n this.\_element.classList.remove(CLASS\_NAME\_SHOWING)\n EventHandler.trigger(this.\_element, EVENT\_SHOWN, { relatedTarget })\n }\n\n this.\_queueCallback(completeCallBack, this.\_element, true)\n }\n\n hide() {\n if (!this.\_isShown) {\n return\n }\n\n const hideEvent = EventHandler.trigger(this.\_element, EVENT\_HIDE)\n\n if (hideEvent.defaultPrevented) {\n return\n }\n\n this.\_focustrap.deactivate()\n this.\_element.blur()\n this.\_isShown = false\n this.\_element.classList.add(CLASS\_NAME\_HIDING)\n this.\_backdrop.hide()\n\n const completeCallback = () => {\n this.\_element.classList.remove(CLASS\_NAME\_SHOW, CLASS\_NAME\_HIDING)\n this.\_element.removeAttribute('aria-modal')\n this.\_element.removeAttribute('role')\n\n if (!this.\_config.scroll) {\n new ScrollBarHelper().reset()\n }\n\n EventHandler.trigger(this.\_element, EVENT\_HIDDEN)\n }\n\n this.\_queueCallback(completeCallback, this.\_element, true)\n }\n\n dispose() {\n this.\_backdrop.dispose()\n this.\_focustrap.deactivate()\n super.dispose()\n }\n\n // Private\n \_initializeBackDrop() {\n const clickCallback = () => {\n if (this.\_config.backdrop === 'static') {\n EventHandler.trigger(this.\_element, EVENT\_HIDE\_PREVENTED)\n return\n }\n\n this.hide()\n }\n\n // 'static' option will be translated to true, and booleans will keep their value\n const isVisible = Boolean(this.\_config.backdrop)\n\n return new Backdrop({\n className: CLASS\_NAME\_BACKDROP,\n isVisible,\n isAnimated: true,\n rootElement: this.\_element.parentNode,\n clickCallback: isVisible ? clickCallback : null\n })\n }\n\n \_initializeFocusTrap() {\n return new FocusTrap({\n trapElement: this.\_element\n })\n }\n\n \_addEventListeners() {\n EventHandler.on(this.\_element, EVENT\_KEYDOWN\_DISMISS, event => {\n if (event.key !== ESCAPE\_KEY) {\n return\n }\n\n if (!this.\_config.keyboard) {\n EventHandler.trigger(this.\_element, EVENT\_HIDE\_PREVENTED)\n return\n }\n\n this.hide()\n })\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = Offcanvas.getOrCreateInstance(this, config)\n\n if (typeof config !== 'string') {\n return\n }\n\n if (data[config] === undefined || config.startsWith('\_') || config === 'constructor') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config](this)\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nEventHandler.on(document, EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_TOGGLE, function (event) {\n const target = getElementFromSelector(this)\n\n if (['A', 'AREA'].includes(this.tagName)) {\n event.preventDefault()\n }\n\n if (isDisabled(this)) {\n return\n }\n\n EventHandler.one(target, EVENT\_HIDDEN, () => {\n // focus on trigger when it is closed\n if (isVisible(this)) {\n this.focus()\n }\n })\n\n // avoid conflict when clicking a toggler of an offcanvas, while another is open\n const alreadyOpen = SelectorEngine.findOne(OPEN\_SELECTOR)\n if (alreadyOpen && alreadyOpen !== target) {\n Offcanvas.getInstance(alreadyOpen).hide()\n }\n\n const data = Offcanvas.getOrCreateInstance(target)\n data.toggle(this)\n})\n\nEventHandler.on(window, EVENT\_LOAD\_DATA\_API, () => {\n for (const selector of SelectorEngine.find(OPEN\_SELECTOR)) {\n Offcanvas.getOrCreateInstance(selector).show()\n }\n})\n\nEventHandler.on(window, EVENT\_RESIZE, () => {\n for (const element of SelectorEngine.find('[aria-modal][class\*=show][class\*=offcanvas-]')) {\n if (getComputedStyle(element).position !== 'fixed') {\n Offcanvas.getOrCreateInstance(element).hide()\n }\n }\n})\n\nenableDismissTrigger(Offcanvas)\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Offcanvas)\n\nexport default Offcanvas\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): util/sanitizer.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst uriAttributes = new Set([\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-]\*$/i\n\n/\*\*\n \* A pattern that recognizes a commonly useful subset of URLs that are safe.\n \*\n \* Shout-out to Angular https://github.com/angular/angular/blob/12.2.x/packages/core/src/sanitization/url\_sanitizer.ts\n \*/\nconst SAFE\_URL\_PATTERN = /^(?:(?:https?|mailto|ftp|tel|file|sms):|[^#&/:?]\*(?:[#/?]|$))/i\n\n/\*\*\n \* A pattern that matches safe data URLs. Only matches image, video and audio types.\n \*\n \* Shout-out 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\nconst allowedAttribute = (attribute, allowedAttributeList) => {\n const attributeName = attribute.nodeName.toLowerCase()\n\n if (allowedAttributeList.includes(attributeName)) {\n if (uriAttributes.has(attributeName)) {\n return Boolean(SAFE\_URL\_PATTERN.test(attribute.nodeValue) || DATA\_URL\_PATTERN.test(attribute.nodeValue))\n }\n\n return true\n }\n\n // Check if a regular expression validates the attribute.\n return allowedAttributeList.filter(attributeRegex => attributeRegex instanceof RegExp)\n .some(regex => regex.test(attributeName))\n}\n\nexport const DefaultAllowlist = {\n // Global attributes allowed on any supplied element below.\n '\*': ['class', 'dir', 'id', 'lang', 'role', ARIA\_ATTRIBUTE\_PATTERN],\n a: ['target', 'href', 'title', 'rel'],\n area: [],\n b: [],\n br: [],\n col: [],\n code: [],\n 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\nexport function sanitizeHtml(unsafeHtml, allowList, sanitizeFunction) {\n if (!unsafeHtml.length) {\n return unsafeHtml\n }\n\n if (sanitizeFunction && typeof sanitizeFunction === 'function') {\n return sanitizeFunction(unsafeHtml)\n }\n\n const domParser = new window.DOMParser()\n const createdDocument = domParser.parseFromString(unsafeHtml, 'text/html')\n const elements = [].concat(...createdDocument.body.querySelectorAll('\*'))\n\n for (const element of elements) {\n const elementName = element.nodeName.toLowerCase()\n\n if (!Object.keys(allowList).includes(elementName)) {\n element.remove()\n\n continue\n }\n\n const attributeList = [].concat(...element.attributes)\n const allowedAttributes = [].concat(allowList['\*'] || [], allowList[elementName] || [])\n\n for (const attribute of attributeList) {\n if (!allowedAttribute(attribute, allowedAttributes)) {\n element.removeAttribute(attribute.nodeName)\n }\n }\n }\n\n return createdDocument.body.innerHTML\n}\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): util/template-factory.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport { DefaultAllowlist, sanitizeHtml } from './sanitizer'\nimport { getElement, isElement } from '../util/index'\nimport SelectorEngine from '../dom/selector-engine'\nimport Config from './config'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'TemplateFactory'\n\nconst Default = {\n allowList: DefaultAllowlist,\n content: {}, // { selector : text , selector2 : text2 , }\n extraClass: '',\n html: false,\n sanitize: true,\n sanitizeFn: null,\n template: '<div></div>'\n}\n\nconst DefaultType = {\n allowList: 'object',\n content: 'object',\n extraClass: '(string|function)',\n html: 'boolean',\n sanitize: 'boolean',\n sanitizeFn: '(null|function)',\n template: 'string'\n}\n\nconst DefaultContentType = {\n entry: '(string|element|function|null)',\n selector: '(string|element)'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass TemplateFactory extends Config {\n constructor(config) {\n super()\n this.\_config = this.\_getConfig(config)\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n getContent() {\n return Object.values(this.\_config.content)\n .map(config => this.\_resolvePossibleFunction(config))\n .filter(Boolean)\n }\n\n hasContent() {\n return this.getContent().length > 0\n }\n\n changeContent(content) {\n this.\_checkContent(content)\n this.\_config.content = { ...this.\_config.content, ...content }\n return this\n }\n\n toHtml() {\n const templateWrapper = document.createElement('div')\n templateWrapper.innerHTML = this.\_maybeSanitize(this.\_config.template)\n\n for (const [selector, text] of Object.entries(this.\_config.content)) {\n this.\_setContent(templateWrapper, text, selector)\n }\n\n const template = templateWrapper.children[0]\n const extraClass = this.\_resolvePossibleFunction(this.\_config.extraClass)\n\n if (extraClass) {\n template.classList.add(...extraClass.split(' '))\n }\n\n return template\n }\n\n // Private\n \_typeCheckConfig(config) {\n super.\_typeCheckConfig(config)\n this.\_checkContent(config.content)\n }\n\n \_checkContent(arg) {\n for (const [selector, content] of Object.entries(arg)) {\n super.\_typeCheckConfig({ selector, entry: content }, DefaultContentType)\n }\n }\n\n \_setContent(template, content, selector) {\n const templateElement = SelectorEngine.findOne(selector, template)\n\n if (!templateElement) {\n return\n }\n\n content = this.\_resolvePossibleFunction(content)\n\n if (!content) {\n templateElement.remove()\n return\n }\n\n if (isElement(content)) {\n this.\_putElementInTemplate(getElement(content), templateElement)\n return\n }\n\n if (this.\_config.html) {\n templateElement.innerHTML = this.\_maybeSanitize(content)\n return\n }\n\n templateElement.textContent = content\n }\n\n \_maybeSanitize(arg) {\n return this.\_config.sanitize ? sanitizeHtml(arg, this.\_config.allowList, this.\_config.sanitizeFn) : arg\n }\n\n \_resolvePossibleFunction(arg) {\n return typeof arg === 'function' ? arg(this) : arg\n }\n\n \_putElementInTemplate(element, templateElement) {\n if (this.\_config.html) {\n templateElement.innerHTML = ''\n templateElement.append(element)\n return\n }\n\n templateElement.textContent = element.textContent\n }\n}\n\nexport default TemplateFactory\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): tooltip.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport \* as Popper from '@popperjs/core'\nimport { defineJQueryPlugin, findShadowRoot, getElement, getUID, isRTL, noop } from './util/index'\nimport { DefaultAllowlist } from './util/sanitizer'\nimport EventHandler from './dom/event-handler'\nimport Manipulator from './dom/manipulator'\nimport BaseComponent from './base-component'\nimport TemplateFactory from './util/template-factory'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'tooltip'\nconst DISALLOWED\_ATTRIBUTES = new Set(['sanitize', 'allowList', 'sanitizeFn'])\n\nconst CLASS\_NAME\_FADE = 'fade'\nconst CLASS\_NAME\_MODAL = 'modal'\nconst CLASS\_NAME\_SHOW = 'show'\n\nconst SELECTOR\_TOOLTIP\_INNER = '.tooltip-inner'\nconst SELECTOR\_MODAL = `.${CLASS\_NAME\_MODAL}`\n\nconst EVENT\_MODAL\_HIDE = 'hide.bs.modal'\n\nconst TRIGGER\_HOVER = 'hover'\nconst TRIGGER\_FOCUS = 'focus'\nconst TRIGGER\_CLICK = 'click'\nconst TRIGGER\_MANUAL = 'manual'\n\nconst EVENT\_HIDE = 'hide'\nconst EVENT\_HIDDEN = 'hidden'\nconst EVENT\_SHOW = 'show'\nconst EVENT\_SHOWN = 'shown'\nconst EVENT\_INSERTED = 'inserted'\nconst EVENT\_CLICK = 'click'\nconst EVENT\_FOCUSIN = 'focusin'\nconst EVENT\_FOCUSOUT = 'focusout'\nconst EVENT\_MOUSEENTER = 'mouseenter'\nconst EVENT\_MOUSELEAVE = 'mouseleave'\n\nconst AttachmentMap = {\n AUTO: 'auto',\n TOP: 'top',\n RIGHT: isRTL() ? 'left' : 'right',\n BOTTOM: 'bottom',\n LEFT: isRTL() ? 'right' : 'left'\n}\n\nconst Default = {\n allowList: DefaultAllowlist,\n animation: true,\n boundary: 'clippingParents',\n container: false,\n customClass: '',\n delay: 0,\n fallbackPlacements: ['top', 'right', 'bottom', 'left'],\n html: false,\n offset: [0, 0],\n placement: 'top',\n popperConfig: null,\n sanitize: true,\n sanitizeFn: null,\n selector: false,\n template: '<div class=\"tooltip\" role=\"tooltip\">' +\n '<div class=\"tooltip-arrow\"></div>' +\n '<div class=\"tooltip-inner\"></div>' +\n '</div>',\n title: '',\n trigger: 'hover focus'\n}\n\nconst DefaultType = {\n allowList: 'object',\n animation: 'boolean',\n boundary: '(string|element)',\n container: '(string|element|boolean)',\n customClass: '(string|function)',\n delay: '(number|object)',\n fallbackPlacements: 'array',\n html: 'boolean',\n offset: '(array|string|function)',\n placement: '(string|function)',\n popperConfig: '(null|object|function)',\n sanitize: 'boolean',\n sanitizeFn: '(null|function)',\n selector: '(string|boolean)',\n template: 'string',\n title: '(string|element|function)',\n trigger: 'string'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Tooltip extends BaseComponent {\n constructor(element, config) {\n if (typeof Popper === 'undefined') {\n throw new TypeError('Bootstrap\\'s tooltips require Popper (https://popper.js.org)')\n }\n\n super(element, config)\n\n // Private\n this.\_isEnabled = true\n this.\_timeout = 0\n this.\_isHovered = false\n this.\_activeTrigger = {}\n this.\_popper = null\n this.\_templateFactory = null\n this.\_newContent = null\n\n // Protected\n this.tip = null\n\n this.\_setListeners()\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n enable() {\n this.\_isEnabled = true\n }\n\n disable() {\n this.\_isEnabled = false\n }\n\n toggleEnabled() {\n this.\_isEnabled = !this.\_isEnabled\n }\n\n toggle(event) {\n if (!this.\_isEnabled) {\n return\n }\n\n if (event) {\n const context = this.\_initializeOnDelegatedTarget(event)\n\n context.\_activeTrigger.click = !context.\_activeTrigger.click\n\n if (context.\_isWithActiveTrigger()) {\n context.\_enter()\n } else {\n context.\_leave()\n }\n\n return\n }\n\n if (this.\_isShown()) {\n this.\_leave()\n return\n }\n\n this.\_enter()\n }\n\n dispose() {\n clearTimeout(this.\_timeout)\n\n EventHandler.off(this.\_element.closest(SELECTOR\_MODAL), EVENT\_MODAL\_HIDE, this.\_hideModalHandler)\n\n if (this.tip) {\n this.tip.remove()\n }\n\n this.\_disposePopper()\n super.dispose()\n }\n\n show() {\n if (this.\_element.style.display === 'none') {\n throw new Error('Please use show on visible elements')\n }\n\n if (!(this.\_isWithContent() && this.\_isEnabled)) {\n return\n }\n\n const showEvent = EventHandler.trigger(this.\_element, this.constructor.eventName(EVENT\_SHOW))\n const shadowRoot = findShadowRoot(this.\_element)\n const isInTheDom = (shadowRoot || this.\_element.ownerDocument.documentElement).contains(this.\_element)\n\n if (showEvent.defaultPrevented || !isInTheDom) {\n return\n }\n\n // todo v6 remove this OR make it optional\n if (this.tip) {\n this.tip.remove()\n this.tip = null\n }\n\n const tip = this.\_getTipElement()\n\n this.\_element.setAttribute('aria-describedby', tip.getAttribute('id'))\n\n const { container } = this.\_config\n\n if (!this.\_element.ownerDocument.documentElement.contains(this.tip)) {\n container.append(tip)\n EventHandler.trigger(this.\_element, this.constructor.eventName(EVENT\_INSERTED))\n }\n\n if (this.\_popper) {\n this.\_popper.update()\n } else {\n this.\_popper = this.\_createPopper(tip)\n }\n\n tip.classList.add(CLASS\_NAME\_SHOW)\n\n // If this is a touch-enabled device we add extra\n // empty mouseover listeners to the body's immediate children;\n // only needed because of broken event delegation on iOS\n // https://www.quirksmode.org/blog/archives/2014/02/mouse\_event\_bub.html\n if ('ontouchstart' in document.documentElement) {\n for (const element of [].concat(...document.body.children)) {\n EventHandler.on(element, 'mouseover', noop)\n }\n }\n\n const complete = () => {\n const previousHoverState = this.\_isHovered\n\n this.\_isHovered = false\n EventHandler.trigger(this.\_element, this.constructor.eventName(EVENT\_SHOWN))\n\n if (previousHoverState) {\n this.\_leave()\n }\n }\n\n this.\_queueCallback(complete, this.tip, this.\_isAnimated())\n }\n\n hide() {\n if (!this.\_isShown()) {\n return\n }\n\n const hideEvent = EventHandler.trigger(this.\_element, this.constructor.eventName(EVENT\_HIDE))\n if (hideEvent.defaultPrevented) {\n return\n }\n\n const tip = this.\_getTipElement()\n tip.classList.remove(CLASS\_NAME\_SHOW)\n\n // If this is a touch-enabled device we remove the extra\n // empty mouseover listeners we added for iOS support\n if ('ontouchstart' in document.documentElement) {\n for (const element of [].concat(...document.body.children)) {\n EventHandler.off(element, 'mouseover', noop)\n }\n }\n\n this.\_activeTrigger[TRIGGER\_CLICK] = false\n this.\_activeTrigger[TRIGGER\_FOCUS] = false\n this.\_activeTrigger[TRIGGER\_HOVER] = false\n this.\_isHovered = false\n\n const complete = () => {\n if (this.\_isWithActiveTrigger()) {\n return\n }\n\n if (!this.\_isHovered) {\n tip.remove()\n }\n\n this.\_element.removeAttribute('aria-describedby')\n EventHandler.trigger(this.\_element, this.constructor.eventName(EVENT\_HIDDEN))\n\n this.\_disposePopper()\n }\n\n this.\_queueCallback(complete, this.tip, this.\_isAnimated())\n }\n\n update() {\n if (this.\_popper) {\n this.\_popper.update()\n }\n }\n\n // Protected\n \_isWithContent() {\n return Boolean(this.\_getTitle())\n }\n\n \_getTipElement() {\n if (!this.tip) {\n this.tip = this.\_createTipElement(this.\_newContent || this.\_getContentForTemplate())\n }\n\n return this.tip\n }\n\n \_createTipElement(content) {\n const tip = this.\_getTemplateFactory(content).toHtml()\n\n // todo: remove this check on v6\n if (!tip) {\n return null\n }\n\n tip.classList.remove(CLASS\_NAME\_FADE, CLASS\_NAME\_SHOW)\n // todo: on v6 the following can be achieved with CSS only\n tip.classList.add(`bs-${this.constructor.NAME}-auto`)\n\n const tipId = getUID(this.constructor.NAME).toString()\n\n tip.setAttribute('id', tipId)\n\n if (this.\_isAnimated()) {\n tip.classList.add(CLASS\_NAME\_FADE)\n }\n\n return tip\n }\n\n setContent(content) {\n this.\_newContent = content\n if (this.\_isShown()) {\n this.\_disposePopper()\n this.show()\n }\n }\n\n \_getTemplateFactory(content) {\n if (this.\_templateFactory) {\n this.\_templateFactory.changeContent(content)\n } else {\n this.\_templateFactory = new TemplateFactory({\n ...this.\_config,\n // the `content` var has to be after `this.\_config`\n // to override config.content in case of popover\n content,\n extraClass: this.\_resolvePossibleFunction(this.\_config.customClass)\n })\n }\n\n return this.\_templateFactory\n }\n\n \_getContentForTemplate() {\n return {\n [SELECTOR\_TOOLTIP\_INNER]: this.\_getTitle()\n }\n }\n\n \_getTitle() {\n return this.\_resolvePossibleFunction(this.\_config.title) || this.\_config.originalTitle\n }\n\n // Private\n \_initializeOnDelegatedTarget(event) {\n return this.constructor.getOrCreateInstance(event.delegateTarget, this.\_getDelegateConfig())\n }\n\n \_isAnimated() {\n return this.\_config.animation || (this.tip && this.tip.classList.contains(CLASS\_NAME\_FADE))\n }\n\n \_isShown() {\n return this.tip && this.tip.classList.contains(CLASS\_NAME\_SHOW)\n }\n\n \_createPopper(tip) {\n const placement = typeof this.\_config.placement === 'function' ?\n this.\_config.placement.call(this, tip, this.\_element) :\n this.\_config.placement\n const attachment = AttachmentMap[placement.toUpperCase()]\n return Popper.createPopper(this.\_element, tip, this.\_getPopperConfig(attachment))\n }\n\n \_getOffset() {\n const { offset } = this.\_config\n\n if (typeof offset === 'string') {\n return offset.split(',').map(value => Number.parseInt(value, 10))\n }\n\n if (typeof offset === 'function') {\n return popperData => offset(popperData, this.\_element)\n }\n\n return offset\n }\n\n \_resolvePossibleFunction(arg) {\n return typeof arg === 'function' ? arg.call(this.\_element) : arg\n }\n\n \_getPopperConfig(attachment) {\n const defaultBsPopperConfig = {\n placement: attachment,\n modifiers: [\n {\n name: 'flip',\n options: {\n fallbackPlacements: this.\_config.fallbackPlacements\n }\n },\n {\n name: 'offset',\n options: {\n offset: this.\_getOffset()\n }\n },\n {\n name: 'preventOverflow',\n options: {\n boundary: this.\_config.boundary\n }\n },\n {\n name: 'arrow',\n options: {\n element: `.${this.constructor.NAME}-arrow`\n }\n },\n {\n name: 'preSetPlacement',\n enabled: true,\n phase: 'beforeMain',\n fn: data => {\n // Pre-set Popper's placement attribute in order to read the arrow sizes properly.\n // Otherwise, Popper mixes up the width and height dimensions since the initial arrow style is for top placement\n this.\_getTipElement().setAttribute('data-popper-placement', data.state.placement)\n }\n }\n ]\n }\n\n return {\n ...defaultBsPopperConfig,\n ...(typeof this.\_config.popperConfig === 'function' ? this.\_config.popperConfig(defaultBsPopperConfig) : this.\_config.popperConfig)\n }\n }\n\n \_setListeners() {\n const triggers = this.\_config.trigger.split(' ')\n\n for (const trigger of triggers) {\n if (trigger === 'click') {\n EventHandler.on(this.\_element, this.constructor.eventName(EVENT\_CLICK), this.\_config.selector, event => this.toggle(event))\n } else if (trigger !== TRIGGER\_MANUAL) {\n const eventIn = trigger === TRIGGER\_HOVER ?\n this.constructor.eventName(EVENT\_MOUSEENTER) :\n this.constructor.eventName(EVENT\_FOCUSIN)\n const eventOut = trigger === TRIGGER\_HOVER ?\n this.constructor.eventName(EVENT\_MOUSELEAVE) :\n this.constructor.eventName(EVENT\_FOCUSOUT)\n\n EventHandler.on(this.\_element, eventIn, this.\_config.selector, event => {\n const context = this.\_initializeOnDelegatedTarget(event)\n context.\_activeTrigger[event.type === 'focusin' ? TRIGGER\_FOCUS : TRIGGER\_HOVER] = true\n context.\_enter()\n })\n EventHandler.on(this.\_element, eventOut, this.\_config.selector, event => {\n const context = this.\_initializeOnDelegatedTarget(event)\n context.\_activeTrigger[event.type === 'focusout' ? TRIGGER\_FOCUS : TRIGGER\_HOVER] =\n context.\_element.contains(event.relatedTarget)\n\n context.\_leave()\n })\n }\n }\n\n this.\_hideModalHandler = () => {\n if (this.\_element) {\n this.hide()\n }\n }\n\n EventHandler.on(this.\_element.closest(SELECTOR\_MODAL), EVENT\_MODAL\_HIDE, this.\_hideModalHandler)\n\n 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 title = this.\_config.originalTitle\n\n if (!title) {\n return\n }\n\n if (!this.\_element.getAttribute('aria-label') && !this.\_element.textContent.trim()) {\n this.\_element.setAttribute('aria-label', title)\n }\n\n this.\_element.removeAttribute('title')\n }\n\n \_enter() {\n if (this.\_isShown() || this.\_isHovered) {\n this.\_isHovered = true\n return\n }\n\n this.\_isHovered = true\n\n this.\_setTimeout(() => {\n if (this.\_isHovered) {\n this.show()\n }\n }, this.\_config.delay.show)\n }\n\n \_leave() {\n if (this.\_isWithActiveTrigger()) {\n return\n }\n\n this.\_isHovered = false\n\n this.\_setTimeout(() => {\n if (!this.\_isHovered) {\n this.hide()\n }\n }, this.\_config.delay.hide)\n }\n\n \_setTimeout(handler, timeout) {\n clearTimeout(this.\_timeout)\n this.\_timeout = setTimeout(handler, timeout)\n }\n\n \_isWithActiveTrigger() {\n return Object.values(this.\_activeTrigger).includes(true)\n }\n\n \_getConfig(config) {\n const dataAttributes = Manipulator.getDataAttributes(this.\_element)\n\n for (const dataAttribute of Object.keys(dataAttributes)) {\n if (DISALLOWED\_ATTRIBUTES.has(dataAttribute)) {\n delete dataAttributes[dataAttribute]\n }\n }\n\n config = {\n ...dataAttributes,\n ...(typeof config === 'object' && config ? config : {})\n }\n config = this.\_mergeConfigObj(config)\n config = this.\_configAfterMerge(config)\n this.\_typeCheckConfig(config)\n return config\n }\n\n \_configAfterMerge(config) {\n config.container = config.container === false ? document.body : getElement(config.container)\n\n if (typeof config.delay === 'number') {\n config.delay = {\n show: config.delay,\n hide: config.delay\n }\n }\n\n config.originalTitle = this.\_element.getAttribute('title') || ''\n if (typeof config.title === 'number') {\n config.title = config.title.toString()\n }\n\n if (typeof config.content === 'number') {\n config.content = config.content.toString()\n }\n\n return config\n }\n\n \_getDelegateConfig() {\n const config = {}\n\n for (const key in this.\_config) {\n if (this.constructor.Default[key] !== this.\_config[key]) {\n config[key] = this.\_config[key]\n }\n }\n\n // In the future can be replaced with:\n // const keysWithDifferentValues = Object.entries(this.\_config).filter(entry => this.constructor.Default[entry[0]] !== this.\_config[entry[0]])\n // `Object.fromEntries(keysWithDifferentValues)`\n return config\n }\n\n \_disposePopper() {\n if (this.\_popper) {\n this.\_popper.destroy()\n this.\_popper = null\n }\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = Tooltip.getOrCreateInstance(this, config)\n\n if (typeof config !== 'string') {\n return\n }\n\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n })\n }\n}\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Tooltip)\n\nexport default Tooltip\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): popover.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport { defineJQueryPlugin } from './util/index'\nimport Tooltip from './tooltip'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'popover'\n\nconst SELECTOR\_TITLE = '.popover-header'\nconst SELECTOR\_CONTENT = '.popover-body'\n\nconst Default = {\n ...Tooltip.Default,\n content: '',\n offset: [0, 8],\n placement: 'right',\n template: '<div class=\"popover\" role=\"tooltip\">' +\n '<div class=\"popover-arrow\"></div>' +\n '<h3 class=\"popover-header\"></h3>' +\n '<div class=\"popover-body\"></div>' +\n '</div>',\n trigger: 'click'\n}\n\nconst DefaultType = {\n ...Tooltip.DefaultType,\n content: '(null|string|element|function)'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Popover extends Tooltip {\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Overrides\n \_isWithContent() {\n return this.\_getTitle() || this.\_getContent()\n }\n\n // Private\n \_getContentForTemplate() {\n return {\n [SELECTOR\_TITLE]: this.\_getTitle(),\n [SELECTOR\_CONTENT]: this.\_getContent()\n }\n }\n\n \_getContent() {\n return this.\_resolvePossibleFunction(this.\_config.content)\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = Popover.getOrCreateInstance(this, config)\n\n if (typeof config !== 'string') {\n return\n }\n\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n })\n }\n}\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Popover)\n\nexport default Popover\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): scrollspy.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport { defineJQueryPlugin, getElement, isDisabled, isVisible } from './util/index'\nimport EventHandler from './dom/event-handler'\nimport SelectorEngine from './dom/selector-engine'\nimport BaseComponent from './base-component'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'scrollspy'\nconst DATA\_KEY = 'bs.scrollspy'\nconst EVENT\_KEY = `.${DATA\_KEY}`\nconst DATA\_API\_KEY = '.data-api'\n\nconst EVENT\_ACTIVATE = `activate${EVENT\_KEY}`\nconst EVENT\_CLICK = `click${EVENT\_KEY}`\nconst EVENT\_LOAD\_DATA\_API = `load${EVENT\_KEY}${DATA\_API\_KEY}`\n\nconst CLASS\_NAME\_DROPDOWN\_ITEM = 'dropdown-item'\nconst CLASS\_NAME\_ACTIVE = 'active'\n\nconst SELECTOR\_DATA\_SPY = '[data-bs-spy=\"scroll\"]'\nconst SELECTOR\_TARGET\_LINKS = '[href]'\nconst SELECTOR\_NAV\_LIST\_GROUP = '.nav, .list-group'\nconst SELECTOR\_NAV\_LINKS = '.nav-link'\nconst SELECTOR\_NAV\_ITEMS = '.nav-item'\nconst SELECTOR\_LIST\_ITEMS = '.list-group-item'\nconst SELECTOR\_LINK\_ITEMS = `${SELECTOR\_NAV\_LINKS}, ${SELECTOR\_NAV\_ITEMS} > ${SELECTOR\_NAV\_LINKS}, ${SELECTOR\_LIST\_ITEMS}`\nconst SELECTOR\_DROPDOWN = '.dropdown'\nconst SELECTOR\_DROPDOWN\_TOGGLE = '.dropdown-toggle'\n\nconst Default = {\n offset: null, // TODO: v6 @deprecated, keep it for backwards compatibility reasons\n rootMargin: '0px 0px -25%',\n smoothScroll: false,\n target: null\n}\n\nconst DefaultType = {\n offset: '(number|null)', // TODO v6 @deprecated, keep it for backwards compatibility reasons\n rootMargin: 'string',\n smoothScroll: 'boolean',\n target: 'element'\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass ScrollSpy extends BaseComponent {\n constructor(element, config) {\n super(element, config)\n\n // this.\_element is the observablesContainer and config.target the menu links wrapper\n this.\_targetLinks = new Map()\n this.\_observableSections = new Map()\n this.\_rootElement = getComputedStyle(this.\_element).overflowY === 'visible' ? null : this.\_element\n this.\_activeTarget = null\n this.\_observer = null\n this.\_previousScrollData = {\n visibleEntryTop: 0,\n parentScrollTop: 0\n }\n this.refresh() // initialize\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n refresh() {\n this.\_initializeTargetsAndObservables()\n this.\_maybeEnableSmoothScroll()\n\n if (this.\_observer) {\n this.\_observer.disconnect()\n } else {\n this.\_observer = this.\_getNewObserver()\n }\n\n for (const section of this.\_observableSections.values()) {\n this.\_observer.observe(section)\n }\n }\n\n dispose() {\n this.\_observer.disconnect()\n super.dispose()\n }\n\n // Private\n \_configAfterMerge(config) {\n // TODO: on v6 target should be given explicitly & remove the {target: 'ss-target'} case\n config.target = getElement(config.target) || document.body\n\n return config\n }\n\n \_maybeEnableSmoothScroll() {\n if (!this.\_config.smoothScroll) {\n return\n }\n\n // unregister any previous listeners\n EventHandler.off(this.\_config.target, EVENT\_CLICK)\n\n EventHandler.on(this.\_config.target, EVENT\_CLICK, SELECTOR\_TARGET\_LINKS, event => {\n const observableSection = this.\_observableSections.get(event.target.hash)\n if (observableSection) {\n event.preventDefault()\n const root = this.\_rootElement || window\n const height = observableSection.offsetTop - this.\_element.offsetTop\n if (root.scrollTo) {\n root.scrollTo({ top: height, behavior: 'smooth' })\n return\n }\n\n // Chrome 60 doesn't support `scrollTo`\n root.scrollTop = height\n }\n })\n }\n\n \_getNewObserver() {\n const options = {\n root: this.\_rootElement,\n threshold: [0.1, 0.5, 1],\n rootMargin: this.\_getRootMargin()\n }\n\n return new IntersectionObserver(entries => this.\_observerCallback(entries), options)\n }\n\n // The logic of selection\n \_observerCallback(entries) {\n const targetElement = entry => this.\_targetLinks.get(`#${entry.target.id}`)\n const activate = entry => {\n this.\_previousScrollData.visibleEntryTop = entry.target.offsetTop\n this.\_process(targetElement(entry))\n }\n\n const parentScrollTop = (this.\_rootElement || document.documentElement).scrollTop\n const userScrollsDown = parentScrollTop >= this.\_previousScrollData.parentScrollTop\n this.\_previousScrollData.parentScrollTop = parentScrollTop\n\n for (const entry of entries) {\n if (!entry.isIntersecting) {\n this.\_activeTarget = null\n this.\_clearActiveClass(targetElement(entry))\n\n continue\n }\n\n const entryIsLowerThanPrevious = entry.target.offsetTop >= this.\_previousScrollData.visibleEntryTop\n // if we are scrolling down, pick the bigger offsetTop\n if (userScrollsDown && entryIsLowerThanPrevious) {\n activate(entry)\n // if parent isn't scrolled, let's keep the first visible item, breaking the iteration\n if (!parentScrollTop) {\n return\n }\n\n continue\n }\n\n // if we are scrolling up, pick the smallest offsetTop\n if (!userScrollsDown && !entryIsLowerThanPrevious) {\n activate(entry)\n }\n }\n }\n\n // TODO: v6 Only for backwards compatibility reasons. Use rootMargin only\n \_getRootMargin() {\n return this.\_config.offset ? `${this.\_config.offset}px 0px -30%` : this.\_config.rootMargin\n }\n\n \_initializeTargetsAndObservables() {\n this.\_targetLinks = new Map()\n this.\_observableSections = new Map()\n\n const targetLinks = SelectorEngine.find(SELECTOR\_TARGET\_LINKS, this.\_config.target)\n\n for (const anchor of targetLinks) {\n // ensure that the anchor has an id and is not disabled\n if (!anchor.hash || isDisabled(anchor)) {\n continue\n }\n\n const observableSection = SelectorEngine.findOne(anchor.hash, this.\_element)\n\n // ensure that the observableSection exists & is visible\n if (isVisible(observableSection)) {\n this.\_targetLinks.set(anchor.hash, anchor)\n this.\_observableSections.set(anchor.hash, observableSection)\n }\n }\n }\n\n \_process(target) {\n if (this.\_activeTarget === target) {\n return\n }\n\n this.\_clearActiveClass(this.\_config.target)\n this.\_activeTarget = target\n target.classList.add(CLASS\_NAME\_ACTIVE)\n this.\_activateParents(target)\n\n EventHandler.trigger(this.\_element, EVENT\_ACTIVATE, { relatedTarget: target })\n }\n\n \_activateParents(target) {\n // Activate dropdown parents\n if (target.classList.contains(CLASS\_NAME\_DROPDOWN\_ITEM)) {\n SelectorEngine.findOne(SELECTOR\_DROPDOWN\_TOGGLE, target.closest(SELECTOR\_DROPDOWN))\n .classList.add(CLASS\_NAME\_ACTIVE)\n return\n }\n\n for (const listGroup of SelectorEngine.parents(target, SELECTOR\_NAV\_LIST\_GROUP)) {\n // Set triggered links parents as active\n // With both <ul> and <nav> markup a parent is the previous sibling of any nav ancestor\n for (const item of SelectorEngine.prev(listGroup, SELECTOR\_LINK\_ITEMS)) {\n item.classList.add(CLASS\_NAME\_ACTIVE)\n }\n }\n }\n\n \_clearActiveClass(parent) {\n parent.classList.remove(CLASS\_NAME\_ACTIVE)\n\n const activeNodes = SelectorEngine.find(`${SELECTOR\_TARGET\_LINKS}.${CLASS\_NAME\_ACTIVE}`, parent)\n for (const node of activeNodes) {\n node.classList.remove(CLASS\_NAME\_ACTIVE)\n }\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = ScrollSpy.getOrCreateInstance(this, config)\n\n if (typeof config !== 'string') {\n return\n }\n\n if (data[config] === undefined || config.startsWith('\_') || config === 'constructor') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nEventHandler.on(window, EVENT\_LOAD\_DATA\_API, () => {\n for (const spy of SelectorEngine.find(SELECTOR\_DATA\_SPY)) {\n ScrollSpy.getOrCreateInstance(spy)\n }\n})\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(ScrollSpy)\n\nexport default ScrollSpy\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): tab.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport { defineJQueryPlugin, getElementFromSelector, getNextActiveElement, isDisabled } from './util/index'\nimport EventHandler from './dom/event-handler'\nimport SelectorEngine from './dom/selector-engine'\nimport BaseComponent from './base-component'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'tab'\nconst DATA\_KEY = 'bs.tab'\nconst EVENT\_KEY = `.${DATA\_KEY}`\n\nconst EVENT\_HIDE = `hide${EVENT\_KEY}`\nconst EVENT\_HIDDEN = `hidden${EVENT\_KEY}`\nconst EVENT\_SHOW = `show${EVENT\_KEY}`\nconst EVENT\_SHOWN = `shown${EVENT\_KEY}`\nconst EVENT\_CLICK\_DATA\_API = `click${EVENT\_KEY}`\nconst EVENT\_KEYDOWN = `keydown${EVENT\_KEY}`\nconst EVENT\_LOAD\_DATA\_API = `load${EVENT\_KEY}`\n\nconst ARROW\_LEFT\_KEY = 'ArrowLeft'\nconst ARROW\_RIGHT\_KEY = 'ArrowRight'\nconst ARROW\_UP\_KEY = 'ArrowUp'\nconst ARROW\_DOWN\_KEY = 'ArrowDown'\n\nconst CLASS\_NAME\_ACTIVE = 'active'\nconst CLASS\_NAME\_FADE = 'fade'\nconst CLASS\_NAME\_SHOW = 'show'\nconst CLASS\_DROPDOWN = 'dropdown'\n\nconst SELECTOR\_DROPDOWN\_TOGGLE = '.dropdown-toggle'\nconst SELECTOR\_DROPDOWN\_MENU = '.dropdown-menu'\nconst SELECTOR\_DROPDOWN\_ITEM = '.dropdown-item'\nconst NOT\_SELECTOR\_DROPDOWN\_TOGGLE = ':not(.dropdown-toggle)'\n\nconst SELECTOR\_TAB\_PANEL = '.list-group, .nav, [role=\"tablist\"]'\nconst SELECTOR\_OUTER = '.nav-item, .list-group-item'\nconst SELECTOR\_INNER = `.nav-link${NOT\_SELECTOR\_DROPDOWN\_TOGGLE}, .list-group-item${NOT\_SELECTOR\_DROPDOWN\_TOGGLE}, [role=\"tab\"]${NOT\_SELECTOR\_DROPDOWN\_TOGGLE}`\nconst SELECTOR\_DATA\_TOGGLE = '[data-bs-toggle=\"tab\"], [data-bs-toggle=\"pill\"], [data-bs-toggle=\"list\"]' // todo:v6: could be only `tab`\nconst SELECTOR\_INNER\_ELEM = `${SELECTOR\_INNER}, ${SELECTOR\_DATA\_TOGGLE}`\n\nconst SELECTOR\_DATA\_TOGGLE\_ACTIVE = `.${CLASS\_NAME\_ACTIVE}[data-bs-toggle=\"tab\"], .${CLASS\_NAME\_ACTIVE}[data-bs-toggle=\"pill\"], .${CLASS\_NAME\_ACTIVE}[data-bs-toggle=\"list\"]`\n\n/\*\*\n \* Class definition\n \*/\n\nclass Tab extends BaseComponent {\n constructor(element) {\n super(element)\n this.\_parent = this.\_element.closest(SELECTOR\_TAB\_PANEL)\n\n if (!this.\_parent) {\n return\n // todo: should Throw exception on v6\n // throw new TypeError(`${element.outerHTML} has not a valid parent ${SELECTOR\_INNER\_ELEM}`)\n }\n\n // Set up initial aria attributes\n this.\_setInitialAttributes(this.\_parent, this.\_getChildren())\n\n EventHandler.on(this.\_element, EVENT\_KEYDOWN, event => this.\_keydown(event))\n }\n\n // Getters\n static get NAME() {\n return NAME\n }\n\n // Public\n show() { // Shows this elem and deactivate the active sibling if exists\n const innerElem = this.\_element\n if (this.\_elemIsActive(innerElem)) {\n return\n }\n\n // Search for active tab on same parent to deactivate it\n const active = this.\_getActiveElem()\n\n const hideEvent = active ?\n EventHandler.trigger(active, EVENT\_HIDE, { relatedTarget: innerElem }) :\n null\n\n const showEvent = EventHandler.trigger(innerElem, EVENT\_SHOW, { relatedTarget: active })\n\n if (showEvent.defaultPrevented || (hideEvent && hideEvent.defaultPrevented)) {\n return\n }\n\n this.\_deactivate(active, innerElem)\n this.\_activate(innerElem, active)\n }\n\n // Private\n \_activate(element, relatedElem) {\n if (!element) {\n return\n }\n\n element.classList.add(CLASS\_NAME\_ACTIVE)\n\n this.\_activate(getElementFromSelector(element)) // Search and activate/show the proper section\n\n const complete = () => {\n if (element.getAttribute('role') !== 'tab') {\n element.classList.add(CLASS\_NAME\_SHOW)\n return\n }\n\n element.focus()\n element.removeAttribute('tabindex')\n element.setAttribute('aria-selected', true)\n this.\_toggleDropDown(element, true)\n EventHandler.trigger(element, EVENT\_SHOWN, {\n relatedTarget: relatedElem\n })\n }\n\n this.\_queueCallback(complete, element, element.classList.contains(CLASS\_NAME\_FADE))\n }\n\n \_deactivate(element, relatedElem) {\n if (!element) {\n return\n }\n\n element.classList.remove(CLASS\_NAME\_ACTIVE)\n element.blur()\n\n this.\_deactivate(getElementFromSelector(element)) // Search and deactivate the shown section too\n\n const complete = () => {\n if (element.getAttribute('role') !== 'tab') {\n element.classList.remove(CLASS\_NAME\_SHOW)\n return\n }\n\n element.setAttribute('aria-selected', false)\n element.setAttribute('tabindex', '-1')\n this.\_toggleDropDown(element, false)\n EventHandler.trigger(element, EVENT\_HIDDEN, { relatedTarget: relatedElem })\n }\n\n this.\_queueCallback(complete, element, element.classList.contains(CLASS\_NAME\_FADE))\n }\n\n \_keydown(event) {\n if (!([ARROW\_LEFT\_KEY, ARROW\_RIGHT\_KEY, ARROW\_UP\_KEY, ARROW\_DOWN\_KEY].includes(event.key))) {\n return\n }\n\n event.stopPropagation()// stopPropagation/preventDefault both added to support up/down keys without scrolling the page\n event.preventDefault()\n const isNext = [ARROW\_RIGHT\_KEY, ARROW\_DOWN\_KEY].includes(event.key)\n const nextActiveElement = getNextActiveElement(this.\_getChildren().filter(element => !isDisabled(element)), event.target, isNext, true)\n\n if (nextActiveElement) {\n Tab.getOrCreateInstance(nextActiveElement).show()\n }\n }\n\n \_getChildren() { // collection of inner elements\n return SelectorEngine.find(SELECTOR\_INNER\_ELEM, this.\_parent)\n }\n\n \_getActiveElem() {\n return this.\_getChildren().find(child => this.\_elemIsActive(child)) || null\n }\n\n \_setInitialAttributes(parent, children) {\n this.\_setAttributeIfNotExists(parent, 'role', 'tablist')\n\n for (const child of children) {\n this.\_setInitialAttributesOnChild(child)\n }\n }\n\n \_setInitialAttributesOnChild(child) {\n child = this.\_getInnerElement(child)\n const isActive = this.\_elemIsActive(child)\n const outerElem = this.\_getOuterElement(child)\n child.setAttribute('aria-selected', isActive)\n\n if (outerElem !== child) {\n this.\_setAttributeIfNotExists(outerElem, 'role', 'presentation')\n }\n\n if (!isActive) {\n child.setAttribute('tabindex', '-1')\n }\n\n this.\_setAttributeIfNotExists(child, 'role', 'tab')\n\n // set attributes to the related panel too\n this.\_setInitialAttributesOnTargetPanel(child)\n }\n\n \_setInitialAttributesOnTargetPanel(child) {\n const target = getElementFromSelector(child)\n\n if (!target) {\n return\n }\n\n this.\_setAttributeIfNotExists(target, 'role', 'tabpanel')\n\n if (child.id) {\n this.\_setAttributeIfNotExists(target, 'aria-labelledby', `#${child.id}`)\n }\n }\n\n \_toggleDropDown(element, open) {\n const outerElem = this.\_getOuterElement(element)\n if (!outerElem.classList.contains(CLASS\_DROPDOWN)) {\n return\n }\n\n const toggle = (selector, className) => {\n const element = SelectorEngine.findOne(selector, outerElem)\n if (element) {\n element.classList.toggle(className, open)\n }\n }\n\n toggle(SELECTOR\_DROPDOWN\_TOGGLE, CLASS\_NAME\_ACTIVE)\n toggle(SELECTOR\_DROPDOWN\_MENU, CLASS\_NAME\_SHOW)\n toggle(SELECTOR\_DROPDOWN\_ITEM, CLASS\_NAME\_ACTIVE)\n outerElem.setAttribute('aria-expanded', open)\n }\n\n \_setAttributeIfNotExists(element, attribute, value) {\n if (!element.hasAttribute(attribute)) {\n element.setAttribute(attribute, value)\n }\n }\n\n \_elemIsActive(elem) {\n return elem.classList.contains(CLASS\_NAME\_ACTIVE)\n }\n\n // Try to get the inner element (usually the .nav-link)\n \_getInnerElement(elem) {\n return elem.matches(SELECTOR\_INNER\_ELEM) ? elem : SelectorEngine.findOne(SELECTOR\_INNER\_ELEM, elem)\n }\n\n // Try to get the outer element (usually the .nav-item)\n \_getOuterElement(elem) {\n return elem.closest(SELECTOR\_OUTER) || elem\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = Tab.getOrCreateInstance(this)\n\n if (typeof config !== 'string') {\n return\n }\n\n if (data[config] === undefined || config.startsWith('\_') || config === 'constructor') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config]()\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nEventHandler.on(document, EVENT\_CLICK\_DATA\_API, SELECTOR\_DATA\_TOGGLE, function (event) {\n if (['A', 'AREA'].includes(this.tagName)) {\n event.preventDefault()\n }\n\n if (isDisabled(this)) {\n return\n }\n\n Tab.getOrCreateInstance(this).show()\n})\n\n/\*\*\n \* Initialize on focus\n \*/\nEventHandler.on(window, EVENT\_LOAD\_DATA\_API, () => {\n for (const element of SelectorEngine.find(SELECTOR\_DATA\_TOGGLE\_ACTIVE)) {\n Tab.getOrCreateInstance(element)\n }\n})\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Tab)\n\nexport default Tab\n","/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v5.2.0): toast.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/main/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nimport { defineJQueryPlugin, reflow } from './util/index'\nimport EventHandler from './dom/event-handler'\nimport BaseComponent from './base-component'\nimport { enableDismissTrigger } from './util/component-functions'\n\n/\*\*\n \* Constants\n \*/\n\nconst NAME = 'toast'\nconst DATA\_KEY = 'bs.toast'\nconst EVENT\_KEY = `.${DATA\_KEY}`\n\nconst EVENT\_MOUSEOVER = `mouseover${EVENT\_KEY}`\nconst EVENT\_MOUSEOUT = `mouseout${EVENT\_KEY}`\nconst EVENT\_FOCUSIN = `focusin${EVENT\_KEY}`\nconst EVENT\_FOCUSOUT = `focusout${EVENT\_KEY}`\nconst EVENT\_HIDE = `hide${EVENT\_KEY}`\nconst EVENT\_HIDDEN = `hidden${EVENT\_KEY}`\nconst EVENT\_SHOW = `show${EVENT\_KEY}`\nconst EVENT\_SHOWN = `shown${EVENT\_KEY}`\n\nconst CLASS\_NAME\_FADE = 'fade'\nconst CLASS\_NAME\_HIDE = 'hide' // @deprecated - kept here only for backwards compatibility\nconst CLASS\_NAME\_SHOW = 'show'\nconst CLASS\_NAME\_SHOWING = 'showing'\n\nconst DefaultType = {\n animation: 'boolean',\n autohide: 'boolean',\n delay: 'number'\n}\n\nconst Default = {\n animation: true,\n autohide: true,\n delay: 5000\n}\n\n/\*\*\n \* Class definition\n \*/\n\nclass Toast extends BaseComponent {\n constructor(element, config) {\n super(element, config)\n\n this.\_timeout = null\n this.\_hasMouseInteraction = false\n this.\_hasKeyboardInteraction = false\n this.\_setListeners()\n }\n\n // Getters\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n static get NAME() {\n return NAME\n }\n\n // Public\n show() {\n const showEvent = EventHandler.trigger(this.\_element, EVENT\_SHOW)\n\n if (showEvent.defaultPrevented) {\n return\n }\n\n this.\_clearTimeout()\n\n if (this.\_config.animation) {\n this.\_element.classList.add(CLASS\_NAME\_FADE)\n }\n\n const complete = () => {\n this.\_element.classList.remove(CLASS\_NAME\_SHOWING)\n EventHandler.trigger(this.\_element, EVENT\_SHOWN)\n\n this.\_maybeScheduleHide()\n }\n\n this.\_element.classList.remove(CLASS\_NAME\_HIDE) // @deprecated\n reflow(this.\_element)\n this.\_element.classList.add(CLASS\_NAME\_SHOW, CLASS\_NAME\_SHOWING)\n\n this.\_queueCallback(complete, this.\_element, this.\_config.animation)\n }\n\n hide() {\n if (!this.isShown()) {\n return\n }\n\n const hideEvent = EventHandler.trigger(this.\_element, EVENT\_HIDE)\n\n if (hideEvent.defaultPrevented) {\n return\n }\n\n const complete = () => {\n this.\_element.classList.add(CLASS\_NAME\_HIDE) // @deprecated\n this.\_element.classList.remove(CLASS\_NAME\_SHOWING, CLASS\_NAME\_SHOW)\n EventHandler.trigger(this.\_element, EVENT\_HIDDEN)\n }\n\n this.\_element.classList.add(CLASS\_NAME\_SHOWING)\n this.\_queueCallback(complete, this.\_element, this.\_config.animation)\n }\n\n dispose() {\n this.\_clearTimeout()\n\n if (this.isShown()) {\n this.\_element.classList.remove(CLASS\_NAME\_SHOW)\n }\n\n super.dispose()\n }\n\n isShown() {\n return this.\_element.classList.contains(CLASS\_NAME\_SHOW)\n }\n\n // Private\n\n \_maybeScheduleHide() {\n if (!this.\_config.autohide) {\n return\n }\n\n if (this.\_hasMouseInteraction || this.\_hasKeyboardInteraction) {\n return\n }\n\n this.\_timeout = setTimeout(() => {\n this.hide()\n }, this.\_config.delay)\n }\n\n \_onInteraction(event, isInteracting) {\n switch (event.type) {\n case 'mouseover':\n case 'mouseout':\n this.\_hasMouseInteraction = isInteracting\n break\n case 'focusin':\n case 'focusout':\n this.\_hasKeyboardInteraction = isInteracting\n break\n default:\n break\n }\n\n if (isInteracting) {\n this.\_clearTimeout()\n return\n }\n\n const nextElement = event.relatedTarget\n if (this.\_element === nextElement || this.\_element.contains(nextElement)) {\n return\n }\n\n this.\_maybeScheduleHide()\n }\n\n \_setListeners() {\n EventHandler.on(this.\_element, EVENT\_MOUSEOVER, event => this.\_onInteraction(event, true))\n EventHandler.on(this.\_element, EVENT\_MOUSEOUT, event => this.\_onInteraction(event, false))\n EventHandler.on(this.\_element, EVENT\_FOCUSIN, event => this.\_onInteraction(event, true))\n EventHandler.on(this.\_element, EVENT\_FOCUSOUT, event => this.\_onInteraction(event, false))\n }\n\n \_clearTimeout() {\n clearTimeout(this.\_timeout)\n this.\_timeout = null\n }\n\n // Static\n static jQueryInterface(config) {\n return this.each(function () {\n const data = Toast.getOrCreateInstance(this, config)\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n\n data[config](this)\n }\n })\n }\n}\n\n/\*\*\n \* Data API implementation\n \*/\n\nenableDismissTrigger(Toast)\n\n/\*\*\n \* jQuery\n \*/\n\ndefineJQueryPlugin(Toast)\n\nexport default Toast\n"],"mappings":";;;;;sCAOA,MAAMA,QAAU,IACVC,wBAA0B,IAC1BC,eAAiB,gBAGjBC,OAASC,GACTA,QACM,GAAEA,IAGLC,OAAOC,UAAUC,SAASC,KAAKJ,GAAQK,MAAM,eAAe,GAAGC,cAOlEC,OAASC,IACb,GACEA,GAAUC,KAAKC,MAnBH,IAmBSD,KAAKE,gBACnBC,SAASC,eAAeL,IAEjC,OAAOA,CAAP,EAGIM,YAAcC,IAClB,IAAIC,EAAWD,EAAQE,aAAa,kBAEpC,IAAKD,GAAyB,MAAbA,EAAkB,CACjC,IAAIE,EAAgBH,EAAQE,aAAa,QAMzC,IAAKC,IAAmBA,EAAcC,SAAS,OAASD,EAAcE,WAAW,KAC/E,OAAO,KAILF,EAAcC,SAAS,OAASD,EAAcE,WAAW,OAC3DF,EAAiB,IAAGA,EAAcG,MAAM,KAAK,MAG/CL,EAAWE,GAAmC,MAAlBA,EAAwBA,EAAcI,OAAS,IAC5E,CAED,OAAON,CAAP,EAGIO,uBAAyBR,IAC7B,MAAMC,EAAWF,YAAYC,GAE7B,OAAIC,GACKJ,SAASY,cAAcR,GAAYA,EAGrC,IAAP,EAGIS,uBAAyBV,IAC7B,MAAMC,EAAWF,YAAYC,GAE7B,OAAOC,EAAWJ,SAASY,cAAcR,GAAY,IAArD,EAGIU,iCAAmCX,IACvC,IAAKA,EACH,OAAO,EAIT,IAAIY,mBAAEA,EAAFC,gBAAsBA,GAAoBC,OAAOC,iBAAiBf,GAEtE,MAAMgB,EAA0BC,OAAOC,WAAWN,GAC5CO,EAAuBF,OAAOC,WAAWL,GAG/C,OAAKG,GAA4BG,GAKjCP,EAAqBA,EAAmBN,MAAM,KAAK,GACnDO,EAAkBA,EAAgBP,MAAM,KAAK,GAnFf,KAqFtBW,OAAOC,WAAWN,GAAsBK,OAAOC,WAAWL,KAPzD,CAOT,EAGIO,qBAAuBpB,IAC3BA,EAAQqB,cAAc,IAAIC,MAAMvC,gBAAhC,EAGIwC,UAAYtC,MACXA,GAA4B,iBAAXA,UAIO,IAAlBA,EAAOuC,SAChBvC,EAASA,EAAO,SAGgB,IAApBA,EAAOwC,UAGjBC,WAAazC,GAEbsC,UAAUtC,GACLA,EAAOuC,OAASvC,EAAO,GAAKA,EAGf,iBAAXA,GAAuBA,EAAO0C,OAAS,EACzC9B,SAASY,cAAcxB,GAGzB,KAGH2C,UAAY5B,IAChB,IAAKuB,UAAUvB,IAAgD,IAApCA,EAAQ6B,iBAAiBF,OAClD,OAAO,EAGT,MAAMG,EAAgF,YAA7Df,iBAAiBf,GAAS+B,iBAAiB,cAE9DC,EAAgBhC,EAAQiC,QAAQ,uBAEtC,IAAKD,EACH,OAAOF,EAGT,GAAIE,IAAkBhC,EAAS,CAC7B,MAAMkC,EAAUlC,EAAQiC,QAAQ,WAChC,GAAIC,GAAWA,EAAQC,aAAeH,EACpC,OAAO,EAGT,GAAgB,OAAZE,EACF,OAAO,CAEV,CAED,OAAOJ,CAAP,EAGIM,WAAapC,IACZA,GAAWA,EAAQyB,WAAaY,KAAKC,gBAItCtC,EAAQuC,UAAUC,SAAS,mBAIC,IAArBxC,EAAQyC,SACVzC,EAAQyC,SAGVzC,EAAQ0C,aAAa,aAAoD,UAArC1C,EAAQE,aAAa,aAG5DyC,eAAiB3C,IACrB,IAAKH,SAAS+C,gBAAgBC,aAC5B,OAAO,KAIT,GAAmC,mBAAxB7C,EAAQ8C,YAA4B,CAC7C,MAAMC,EAAO/C,EAAQ8C,cACrB,OAAOC,aAAgBC,WAAaD,EAAO,IAC5C,CAED,OAAI/C,aAAmBgD,WACdhD,EAIJA,EAAQmC,WAINQ,eAAe3C,EAAQmC,YAHrB,IAGT,EAGIc,KAAO,OAUPC,OAASlD,IACbA,EAAQmD,YAAR,EAGIC,UAAY,IACZtC,OAAOuC,SAAWxD,SAASyD,KAAKZ,aAAa,qBACxC5B,OAAOuC,OAGT,KAGHE,0BAA4B,GAE5BC,mBAAqBC,IACG,YAAxB5D,SAAS6D,YAENH,0BAA0B5B,QAC7B9B,SAAS8D,iBAAiB,oBAAoB,KAC5C,IAAK,MAAMF,KAAYF,0BACrBE,GACD,IAILF,0BAA0BK,KAAKH,IAE/BA,GACD,EAGGI,MAAQ,IAAuC,QAAjChE,SAAS+C,gBAAgBkB,IAEvCC,mBAAqBC,IAnBAP,QAoBN,KACjB,MAAMQ,EAAIb,YAEV,GAAIa,EAAG,CACL,MAAMC,EAAOF,EAAOG,KACdC,EAAqBH,EAAEI,GAAGH,GAChCD,EAAEI,GAAGH,GAAQF,EAAOM,gBACpBL,EAAEI,GAAGH,GAAMK,YAAcP,EACzBC,EAAEI,GAAGH,GAAMM,WAAa,KACtBP,EAAEI,GAAGH,GAAQE,EACNJ,EAAOM,gBAEjB,GA/ByB,YAAxBzE,SAAS6D,YAENH,0BAA0B5B,QAC7B9B,SAAS8D,iBAAiB,oBAAoB,KAC5C,IAAK,MAAMF,KAAYF,0BACrBE,GACD,IAILF,0BAA0BK,KAAKH,IAE/BA,GAOF,EAgBIgB,QAAUhB,IACU,mBAAbA,GACTA,GACD,EAGGiB,uBAAyB,CAACjB,EAAUkB,EAAmBC,GAAoB,KAC/E,IAAKA,EAEH,YADAH,QAAQhB,GAIV,MACMoB,EAAmBlE,iCAAiCgE,GADlC,EAGxB,IAAIG,GAAS,EAEb,MAAMC,EAAU,EAAGC,aACbA,IAAWL,IAIfG,GAAS,EACTH,EAAkBM,oBAAoBlG,eAAgBgG,GACtDN,QAAQhB,GAAR,EAGFkB,EAAkBhB,iBAAiB5E,eAAgBgG,GACnDG,YAAW,KACJJ,GACH1D,qBAAqBuD,EACtB,GACAE,EAJH,EAgBIM,qBAAuB,CAACC,EAAMC,EAAeC,EAAeC,KAChE,MAAMC,EAAaJ,EAAKzD,OACxB,IAAI8D,EAAQL,EAAKM,QAAQL,GAIzB,OAAe,IAAXI,GACMH,GAAiBC,EAAiBH,EAAKI,EAAa,GAAKJ,EAAK,IAGxEK,GAASH,EAAgB,GAAK,EAE1BC,IACFE,GAASA,EAAQD,GAAcA,GAG1BJ,EAAK1F,KAAKiG,IAAI,EAAGjG,KAAKkG,IAAIH,EAAOD,EAAa,KAArD,EC1SIK,eAAiB,qBACjBC,eAAiB,OACjBC,cAAgB,SAChBC,cAAgB,GACtB,IAAIC,SAAW,EACf,MAAMC,aAAe,CACnBC,WAAY,YACZC,WAAY,YAGRC,aAAe,IAAIC,IAAI,CAC3B,QACA,WACA,UACA,YACA,cACA,aACA,iBACA,YACA,WACA,YACA,cACA,YACA,UACA,WACA,QACA,oBACA,aACA,YACA,WACA,cACA,cACA,cACA,YACA,eACA,gBACA,eACA,gBACA,aACA,QACA,OACA,SACA,QACA,SACA,SACA,UACA,WACA,OACA,SACA,eACA,SACA,OACA,mBACA,mBACA,QACA,QACA,WAOF,SAASC,aAAavG,EAASwG,GAC7B,OAAQA,GAAQ,GAAEA,MAAQP,cAAiBjG,EAAQiG,UAAYA,UAChE,CAED,SAASQ,iBAAiBzG,GACxB,MAAMwG,EAAMD,aAAavG,GAKzB,OAHAA,EAAQiG,SAAWO,EACnBR,cAAcQ,GAAOR,cAAcQ,IAAQ,GAEpCR,cAAcQ,EACtB,CAED,SAASE,iBAAiB1G,EAASqE,GACjC,OAAO,SAASU,EAAQ4B,GAOtB,OANAC,WAAWD,EAAO,CAAEE,eAAgB7G,IAEhC+E,EAAQ+B,QACVC,aAAaC,IAAIhH,EAAS2G,EAAMM,KAAM5C,GAGjCA,EAAG6C,MAAMlH,EAAS,CAAC2G,G,CAE7B,CAED,SAASQ,2BAA2BnH,EAASC,EAAUoE,GACrD,OAAO,SAASU,EAAQ4B,GACtB,MAAMS,EAAcpH,EAAQqH,iBAAiBpH,GAE7C,IAAK,IAAI+E,OAAEA,GAAW2B,EAAO3B,GAAUA,IAAWsC,KAAMtC,EAASA,EAAO7C,WACtE,IAAK,MAAMoF,KAAcH,EACvB,GAAIG,IAAevC,EAUnB,OANA4B,WAAWD,EAAO,CAAEE,eAAgB7B,IAEhCD,EAAQ+B,QACVC,aAAaC,IAAIhH,EAAS2G,EAAMM,KAAMhH,EAAUoE,GAG3CA,EAAG6C,MAAMlC,EAAQ,CAAC2B,G,CAIhC,CAED,SAASa,YAAYC,EAAQC,EAAUC,EAAqB,MAC1D,OAAOzI,OAAO0I,OAAOH,GAClBI,MAAKlB,GAASA,EAAMe,WAAaA,GAAYf,EAAMgB,qBAAuBA,GAC9E,CAED,SAASG,oBAAoBC,EAAmBhD,EAASiD,GACvD,MAAMC,EAAiC,iBAAZlD,EAErB2C,EAAWO,EAAcD,EAAsBjD,GAAWiD,EAChE,IAAIE,EAAYC,aAAaJ,GAM7B,OAJK1B,aAAa+B,IAAIF,KACpBA,EAAYH,GAGP,CAACE,EAAaP,EAAUQ,EAChC,CAED,SAASG,WAAWrI,EAAS+H,EAAmBhD,EAASiD,EAAoBlB,GAC3E,GAAiC,iBAAtBiB,IAAmC/H,EAC5C,OAGF,IAAKiI,EAAaP,EAAUQ,GAAaJ,oBAAoBC,EAAmBhD,EAASiD,GAIzF,GAAID,KAAqB7B,aAAc,CACrC,MAAMoC,EAAejE,GACZ,SAAUsC,GACf,IAAKA,EAAM4B,eAAkB5B,EAAM4B,gBAAkB5B,EAAME,iBAAmBF,EAAME,eAAerE,SAASmE,EAAM4B,eAChH,OAAOlE,EAAGhF,KAAKiI,KAAMX,E,EAK3Be,EAAWY,EAAaZ,EACzB,CAED,MAAMD,EAAShB,iBAAiBzG,GAC1BwI,EAAWf,EAAOS,KAAeT,EAAOS,GAAa,IACrDO,EAAmBjB,YAAYgB,EAAUd,EAAUO,EAAclD,EAAU,MAEjF,GAAI0D,EAGF,YAFAA,EAAiB3B,OAAS2B,EAAiB3B,QAAUA,GAKvD,MAAMN,EAAMD,aAAamB,EAAUK,EAAkBW,QAAQ7C,eAAgB,KACvExB,EAAK4D,EACTd,2BAA2BnH,EAAS+E,EAAS2C,GAC7ChB,iBAAiB1G,EAAS0H,GAE5BrD,EAAGsD,mBAAqBM,EAAclD,EAAU,KAChDV,EAAGqD,SAAWA,EACdrD,EAAGyC,OAASA,EACZzC,EAAG4B,SAAWO,EACdgC,EAAShC,GAAOnC,EAEhBrE,EAAQ2D,iBAAiBuE,EAAW7D,EAAI4D,EACzC,CAED,SAASU,cAAc3I,EAASyH,EAAQS,EAAWnD,EAAS4C,GAC1D,MAAMtD,EAAKmD,YAAYC,EAAOS,GAAYnD,EAAS4C,GAE9CtD,IAILrE,EAAQiF,oBAAoBiD,EAAW7D,EAAIuE,QAAQjB,WAC5CF,EAAOS,GAAW7D,EAAG4B,UAC7B,CAED,SAAS4C,yBAAyB7I,EAASyH,EAAQS,EAAWY,GAC5D,MAAMC,EAAoBtB,EAAOS,IAAc,GAE/C,IAAK,MAAMc,KAAc9J,OAAO+J,KAAKF,GACnC,GAAIC,EAAW5I,SAAS0I,GAAY,CAClC,MAAMnC,EAAQoC,EAAkBC,GAChCL,cAAc3I,EAASyH,EAAQS,EAAWvB,EAAMe,SAAUf,EAAMgB,mBACjE,CAEJ,CAED,SAASQ,aAAaxB,GAGpB,OADAA,EAAQA,EAAM+B,QAAQ5C,eAAgB,IAC/BI,aAAaS,IAAUA,CAC/B,CAED,MAAMI,aAAe,CACnBmC,GAAGlJ,EAAS2G,EAAO5B,EAASiD,GAC1BK,WAAWrI,EAAS2G,EAAO5B,EAASiD,GAAoB,E,EAG1DmB,IAAInJ,EAAS2G,EAAO5B,EAASiD,GAC3BK,WAAWrI,EAAS2G,EAAO5B,EAASiD,GAAoB,E,EAG1DhB,IAAIhH,EAAS+H,EAAmBhD,EAASiD,GACvC,GAAiC,iBAAtBD,IAAmC/H,EAC5C,OAGF,MAAOiI,EAAaP,EAAUQ,GAAaJ,oBAAoBC,EAAmBhD,EAASiD,GACrFoB,EAAclB,IAAcH,EAC5BN,EAAShB,iBAAiBzG,GAC1B+I,EAAoBtB,EAAOS,IAAc,GACzCmB,EAActB,EAAkB1H,WAAW,KAEjD,QAAwB,IAAbqH,EAAX,CAUA,GAAI2B,EACF,IAAK,MAAMC,KAAgBpK,OAAO+J,KAAKxB,GACrCoB,yBAAyB7I,EAASyH,EAAQ6B,EAAcvB,EAAkBwB,MAAM,IAIpF,IAAK,MAAMC,KAAetK,OAAO+J,KAAKF,GAAoB,CACxD,MAAMC,EAAaQ,EAAYd,QAAQ3C,cAAe,IAEtD,IAAKqD,GAAerB,EAAkB3H,SAAS4I,GAAa,CAC1D,MAAMrC,EAAQoC,EAAkBS,GAChCb,cAAc3I,EAASyH,EAAQS,EAAWvB,EAAMe,SAAUf,EAAMgB,mBACjE,CACF,CAfA,KARD,CAEE,IAAKzI,OAAO+J,KAAKF,GAAmBpH,OAClC,OAGFgH,cAAc3I,EAASyH,EAAQS,EAAWR,EAAUO,EAAclD,EAAU,KAE7E,C,EAkBH0E,QAAQzJ,EAAS2G,EAAO+C,GACtB,GAAqB,iBAAV/C,IAAuB3G,EAChC,OAAO,KAGT,MAAMiE,EAAIb,YAIV,IAAIuG,EAAc,KACdC,GAAU,EACVC,GAAiB,EACjBC,GAAmB,EALHnD,IADFwB,aAAaxB,IAQZ1C,IACjB0F,EAAc1F,EAAE3C,MAAMqF,EAAO+C,GAE7BzF,EAAEjE,GAASyJ,QAAQE,GACnBC,GAAWD,EAAYI,uBACvBF,GAAkBF,EAAYK,gCAC9BF,EAAmBH,EAAYM,sBAGjC,IAAIC,EAAM,IAAI5I,MAAMqF,EAAO,CAAEiD,UAASO,YAAY,IAelD,OAdAD,EAAMtD,WAAWsD,EAAKR,GAElBI,GACFI,EAAIE,iBAGFP,GACF7J,EAAQqB,cAAc6I,GAGpBA,EAAIJ,kBAAoBH,GAC1BA,EAAYS,iBAGPF,CACR,GAGH,SAAStD,WAAWyD,EAAKC,GACvB,IAAK,MAAOC,EAAKC,KAAUtL,OAAOuL,QAAQH,GAAQ,IAChD,IACED,EAAIE,GAAOC,CAQZ,CAPC,MAAME,GACNxL,OAAOyL,eAAeN,EAAKE,EAAK,CAC9BK,cAAc,EACdC,IAAG,IACML,GAGZ,CAGH,OAAOH,CACR,CClTD,MAAMS,WAAa,IAAIC,IAEvBC,KAAe,CACbC,IAAIjL,EAASuK,EAAKW,GACXJ,WAAW1C,IAAIpI,IAClB8K,WAAWG,IAAIjL,EAAS,IAAI+K,KAG9B,MAAMI,EAAcL,WAAWD,IAAI7K,GAI9BmL,EAAY/C,IAAImC,IAA6B,IAArBY,EAAYC,KAMzCD,EAAYF,IAAIV,EAAKW,GAJnBG,QAAQC,MAAO,+EAA8EC,MAAMC,KAAKL,EAAYlC,QAAQ,M,EAOhI4B,IAAG,CAAC7K,EAASuK,IACPO,WAAW1C,IAAIpI,IACV8K,WAAWD,IAAI7K,GAAS6K,IAAIN,IAG9B,KAGTkB,OAAOzL,EAASuK,GACd,IAAKO,WAAW1C,IAAIpI,GAClB,OAGF,MAAMmL,EAAcL,WAAWD,IAAI7K,GAEnCmL,EAAYO,OAAOnB,GAGM,IAArBY,EAAYC,MACdN,WAAWY,OAAO1L,EAErB,GC9CH,SAAS2L,cAAcnB,GACrB,GAAc,SAAVA,EACF,OAAO,EAGT,GAAc,UAAVA,EACF,OAAO,EAGT,GAAIA,IAAUvJ,OAAOuJ,GAAOpL,WAC1B,OAAO6B,OAAOuJ,GAGhB,GAAc,KAAVA,GAA0B,SAAVA,EAClB,OAAO,KAGT,GAAqB,iBAAVA,EACT,OAAOA,EAGT,IACE,OAAOoB,KAAKC,MAAMC,mBAAmBtB,GAGtC,CAFC,MAAME,GACN,OAAOF,CACR,CACF,CAED,SAASuB,iBAAiBxB,GACxB,OAAOA,EAAI7B,QAAQ,UAAUsD,GAAQ,IAAGA,EAAIzM,iBAC7C,CAED,MAAM0M,YAAc,CAClBC,iBAAiBlM,EAASuK,EAAKC,GAC7BxK,EAAQmM,aAAc,WAAUJ,iBAAiBxB,KAAQC,E,EAG3D4B,oBAAoBpM,EAASuK,GAC3BvK,EAAQqM,gBAAiB,WAAUN,iBAAiBxB,K,EAGtD+B,kBAAkBtM,GAChB,IAAKA,EACH,MAAO,GAGT,MAAMuM,EAAa,GACbC,EAAStN,OAAO+J,KAAKjJ,EAAQyM,SAASC,QAAOnC,GAAOA,EAAIlK,WAAW,QAAUkK,EAAIlK,WAAW,cAElG,IAAK,MAAMkK,KAAOiC,EAAQ,CACxB,IAAIG,EAAUpC,EAAI7B,QAAQ,MAAO,IACjCiE,EAAUA,EAAQC,OAAO,GAAGrN,cAAgBoN,EAAQpD,MAAM,EAAGoD,EAAQhL,QACrE4K,EAAWI,GAAWhB,cAAc3L,EAAQyM,QAAQlC,GACrD,CAED,OAAOgC,C,EAGTM,iBAAgB,CAAC7M,EAASuK,IACjBoB,cAAc3L,EAAQE,aAAc,WAAU6L,iBAAiBxB,QCpD1E,MAAMuC,OAEOC,qBACT,MAAO,EACR,CAEUC,yBACT,MAAO,EACR,CAEU7I,kBACT,MAAM,IAAI8I,MAAM,sEACjB,CAEDC,WAAWC,GAIT,OAHAA,EAAS7F,KAAK8F,gBAAgBD,GAC9BA,EAAS7F,KAAK+F,kBAAkBF,GAChC7F,KAAKgG,iBAAiBH,GACfA,CACR,CAEDE,kBAAkBF,GAChB,OAAOA,CACR,CAEDC,gBAAgBD,EAAQnN,GACtB,MAAMuN,EAAahM,UAAUvB,GAAWiM,YAAYY,iBAAiB7M,EAAS,UAAY,GAE1F,MAAO,IACFsH,KAAKkG,YAAYT,WACM,iBAAfQ,EAA0BA,EAAa,MAC9ChM,UAAUvB,GAAWiM,YAAYK,kBAAkBtM,GAAW,MAC5C,iBAAXmN,EAAsBA,EAAS,GAE7C,CAEDG,iBAAiBH,EAAQM,EAAcnG,KAAKkG,YAAYR,aACtD,IAAK,MAAMU,KAAYxO,OAAO+J,KAAKwE,GAAc,CAC/C,MAAME,EAAgBF,EAAYC,GAC5BlD,EAAQ2C,EAAOO,GACfE,EAAYrM,UAAUiJ,GAAS,UJzCrCvL,OADSA,EI0C+CuL,GJxClD,GAAEvL,IAGLC,OAAOC,UAAUC,SAASC,KAAKJ,GAAQK,MAAM,eAAe,GAAGC,cIuClE,IAAK,IAAIsO,OAAOF,GAAeG,KAAKF,GAClC,MAAM,IAAIG,UACP,GAAEzG,KAAKkG,YAAYrJ,KAAK6J,0BAA0BN,qBAA4BE,yBAAiCD,MAGrH,CJjDU1O,KIkDZ,EC9CH,MAAMgP,QAAU,QAMhB,MAAMC,sBAAsBpB,OAC1BU,YAAYxN,EAASmN,GACnBgB,SAEAnO,EAAU0B,WAAW1B,MAKrBsH,KAAK8G,SAAWpO,EAChBsH,KAAK+G,QAAU/G,KAAK4F,WAAWC,GAE/BnC,KAAKC,IAAI3D,KAAK8G,SAAU9G,KAAKkG,YAAYc,SAAUhH,MACpD,CAGDiH,UACEvD,KAAKS,OAAOnE,KAAK8G,SAAU9G,KAAKkG,YAAYc,UAC5CvH,aAAaC,IAAIM,KAAK8G,SAAU9G,KAAKkG,YAAYgB,WAEjD,IAAK,MAAMC,KAAgBvP,OAAOwP,oBAAoBpH,MACpDA,KAAKmH,GAAgB,IAExB,CAEDE,eAAelL,EAAUzD,EAAS4O,GAAa,GAC7ClK,uBAAuBjB,EAAUzD,EAAS4O,EAC3C,CAED1B,WAAWC,GAIT,OAHAA,EAAS7F,KAAK8F,gBAAgBD,EAAQ7F,KAAK8G,UAC3CjB,EAAS7F,KAAK+F,kBAAkBF,GAChC7F,KAAKgG,iBAAiBH,GACfA,CACR,CAGiB0B,mBAAC7O,GACjB,OAAOgL,KAAKH,IAAInJ,WAAW1B,GAAUsH,KAAKgH,SAC3C,CAEyBO,2BAAC7O,EAASmN,EAAS,IAC3C,OAAO7F,KAAKwH,YAAY9O,IAAY,IAAIsH,KAAKtH,EAA2B,iBAAXmN,EAAsBA,EAAS,KAC7F,CAEUc,qBACT,MApDY,OAqDb,CAEUK,sBACT,MAAQ,MAAKhH,KAAKnD,MACnB,CAEUqK,uBACT,MAAQ,IAAGlH,KAAKgH,UACjB,CAEeO,iBAAC3K,GACf,MAAQ,GAAEA,IAAOoD,KAAKkH,WACvB,ECvEH,MAAMO,qBAAuB,CAACC,EAAWC,EAAS,UAChD,MAAMC,EAAc,gBAAeF,EAAUR,YACvCtK,EAAO8K,EAAU7K,KAEvB4C,aAAamC,GAAGrJ,SAAUqP,EAAa,qBAAoBhL,OAAU,SAAUyC,GAK7E,GAJI,CAAC,IAAK,QAAQvG,SAASkH,KAAK6H,UAC9BxI,EAAMyD,iBAGJhI,WAAWkF,MACb,OAGF,MAAMtC,EAAStE,uBAAuB4G,OAASA,KAAKrF,QAAS,IAAGiC,KAC/C8K,EAAUI,oBAAoBpK,GAGtCiK,I,GAbX,ECEI9K,OAAO,QACPmK,WAAW,WACXE,YAAa,YAEba,YAAe,iBACfC,aAAgB,kBAChBC,kBAAkB,OAClBC,kBAAkB,OAMxB,MAAMC,cAAcvB,cAEP/J,kBACT,OAAOA,MACR,CAGDuL,QAGE,GAFmB3I,aAAa0C,QAAQnC,KAAK8G,SAAUiB,aAExCvF,iBACb,OAGFxC,KAAK8G,SAAS7L,UAAUkJ,OApBJ,QAsBpB,MAAMmD,EAAatH,KAAK8G,SAAS7L,UAAUC,SAvBvB,QAwBpB8E,KAAKqH,gBAAe,IAAMrH,KAAKqI,mBAAmBrI,KAAK8G,SAAUQ,EAClE,CAGDe,kBACErI,KAAK8G,SAAS3C,SACd1E,aAAa0C,QAAQnC,KAAK8G,SAAUkB,cACpChI,KAAKiH,SACN,CAGqBM,uBAAC1B,GACrB,OAAO7F,KAAKsI,MAAK,WACf,MAAMC,EAAOJ,MAAML,oBAAoB9H,MAEvC,GAAsB,iBAAX6F,EAAX,CAIA,QAAqB2C,IAAjBD,EAAK1C,IAAyBA,EAAO9M,WAAW,MAAmB,gBAAX8M,EAC1D,MAAM,IAAIY,UAAW,oBAAmBZ,MAG1C0C,EAAK1C,GAAQ7F,KANZ,CAOF,GACF,EAOHyH,qBAAqBU,MAAO,SAM5B1L,mBAAmB0L,OCrEnB,MAAMtL,OAAO,SACPmK,WAAW,YACXE,YAAa,aACbuB,eAAe,YAEfC,oBAAoB,SACpBC,uBAAuB,4BACvBC,uBAAwB,2BAM9B,MAAMC,eAAejC,cAER/J,kBACT,OAAOA,MACR,CAGDiM,SAEE9I,KAAK8G,SAASjC,aAAa,eAAgB7E,KAAK8G,SAAS7L,UAAU6N,OAjB7C,UAkBvB,CAGqBvB,uBAAC1B,GACrB,OAAO7F,KAAKsI,MAAK,WACf,MAAMC,EAAOM,OAAOf,oBAAoB9H,MAEzB,WAAX6F,GACF0C,EAAK1C,IAER,GACF,EAOHpG,aAAamC,GAAGrJ,SAAUqQ,uBAAsBD,wBAAsBtJ,IACpEA,EAAMyD,iBAEN,MAAMiG,EAAS1J,EAAM3B,OAAO/C,QAAQgO,wBACvBE,OAAOf,oBAAoBiB,GAEnCD,QAAL,IAOFrM,mBAAmBoM,QCxDnB,MAAMG,eAAiB,CACrBzI,KAAI,CAAC5H,EAAUD,EAAUH,SAAS+C,kBACzB,GAAG2N,UAAUC,QAAQrR,UAAUkI,iBAAiBhI,KAAKW,EAASC,IAGvEwQ,QAAO,CAACxQ,EAAUD,EAAUH,SAAS+C,kBAC5B4N,QAAQrR,UAAUsB,cAAcpB,KAAKW,EAASC,GAGvDyQ,SAAQ,CAAC1Q,EAASC,IACT,GAAGsQ,UAAUvQ,EAAQ0Q,UAAUhE,QAAOiE,GAASA,EAAMC,QAAQ3Q,KAGtE4Q,QAAQ7Q,EAASC,GACf,MAAM4Q,EAAU,GAChB,IAAIC,EAAW9Q,EAAQmC,WAAWF,QAAQhC,GAE1C,KAAO6Q,GACLD,EAAQjN,KAAKkN,GACbA,EAAWA,EAAS3O,WAAWF,QAAQhC,GAGzC,OAAO4Q,C,EAGTE,KAAK/Q,EAASC,GACZ,IAAI+Q,EAAWhR,EAAQiR,uBAEvB,KAAOD,GAAU,CACf,GAAIA,EAASJ,QAAQ3Q,GACnB,MAAO,CAAC+Q,GAGVA,EAAWA,EAASC,sBACrB,CAED,MAAO,E,EAGTC,KAAKlR,EAASC,GACZ,IAAIiR,EAAOlR,EAAQmR,mBAEnB,KAAOD,GAAM,CACX,GAAIA,EAAKN,QAAQ3Q,GACf,MAAO,CAACiR,GAGVA,EAAOA,EAAKC,kBACb,CAED,MAAO,E,EAGTC,kBAAkBpR,GAChB,MAAMqR,EAAa,CACjB,IACA,SACA,QACA,WACA,SACA,UACA,aACA,4BACAC,KAAIrR,GAAa,GAAEA,2BAAiCsR,KAAK,KAE3D,OAAOjK,KAAKO,KAAKwJ,EAAYrR,GAAS0M,QAAO8E,IAAOpP,WAAWoP,IAAO5P,UAAU4P,IACjF,GChEGrN,OAAO,QACPqK,YAAY,YACZiD,iBAAoB,sBACpBC,gBAAmB,qBACnBC,eAAkB,oBAClBC,kBAAqB,uBACrBC,gBAAmB,qBACnBC,mBAAqB,QACrBC,iBAAmB,MACnBC,yBAA2B,gBAC3BC,gBAAkB,GAElBlF,UAAU,CACdmF,YAAa,KACbC,aAAc,KACdC,cAAe,MAGXpF,cAAc,CAClBkF,YAAa,kBACbC,aAAc,kBACdC,cAAe,mBAOjB,MAAMC,cAAcvF,OAClBU,YAAYxN,EAASmN,GACnBgB,QACA7G,KAAK8G,SAAWpO,EAEXA,GAAYqS,MAAMC,gBAIvBhL,KAAK+G,QAAU/G,KAAK4F,WAAWC,GAC/B7F,KAAKiL,QAAU,EACfjL,KAAKkL,sBAAwB5J,QAAQ9H,OAAO2R,cAC5CnL,KAAKoL,cACN,CAGU3F,qBACT,OAAOA,SACR,CAEUC,yBACT,OAAOA,aACR,CAEU7I,kBACT,OAAOA,MACR,CAGDoK,UACExH,aAAaC,IAAIM,KAAK8G,SAzDR,YA0Df,CAGDuE,OAAOhM,GACAW,KAAKkL,sBAMNlL,KAAKsL,wBAAwBjM,KAC/BW,KAAKiL,QAAU5L,EAAMkM,SANrBvL,KAAKiL,QAAU5L,EAAMmM,QAAQ,GAAGD,OAQnC,CAEDE,KAAKpM,GACCW,KAAKsL,wBAAwBjM,KAC/BW,KAAKiL,QAAU5L,EAAMkM,QAAUvL,KAAKiL,SAGtCjL,KAAK0L,eACLvO,QAAQ6C,KAAK+G,QAAQ6D,YACtB,CAEDe,MAAMtM,GACJW,KAAKiL,QAAU5L,EAAMmM,SAAWnM,EAAMmM,QAAQnR,OAAS,EACrD,EACAgF,EAAMmM,QAAQ,GAAGD,QAAUvL,KAAKiL,OACnC,CAEDS,eACE,MAAME,EAAYxT,KAAKyT,IAAI7L,KAAKiL,SAEhC,GAAIW,GAlFgB,GAmFlB,OAGF,MAAME,EAAYF,EAAY5L,KAAKiL,QAEnCjL,KAAKiL,QAAU,EAEVa,GAIL3O,QAAQ2O,EAAY,EAAI9L,KAAK+G,QAAQ+D,cAAgB9K,KAAK+G,QAAQ8D,aACnE,CAEDO,cACMpL,KAAKkL,uBACPzL,aAAamC,GAAG5B,KAAK8G,SAAUwD,mBAAmBjL,GAASW,KAAKqL,OAAOhM,KACvEI,aAAamC,GAAG5B,KAAK8G,SAAUyD,iBAAiBlL,GAASW,KAAKyL,KAAKpM,KAEnEW,KAAK8G,SAAS7L,UAAU8Q,IAvGG,mBAyG3BtM,aAAamC,GAAG5B,KAAK8G,SAAUqD,kBAAkB9K,GAASW,KAAKqL,OAAOhM,KACtEI,aAAamC,GAAG5B,KAAK8G,SAAUsD,iBAAiB/K,GAASW,KAAK2L,MAAMtM,KACpEI,aAAamC,GAAG5B,KAAK8G,SAAUuD,gBAAgBhL,GAASW,KAAKyL,KAAKpM,KAErE,CAEDiM,wBAAwBjM,GACtB,OAAOW,KAAKkL,wBAjHS,QAiHiB7L,EAAM2M,aAlHrB,UAkHyD3M,EAAM2M,YACvF,CAGiBzE,qBAChB,MAAO,iBAAkBhP,SAAS+C,iBAAmB2Q,UAAUC,eAAiB,CACjF,ECpHH,MAAMrP,OAAO,WACPmK,WAAW,cACXE,YAAa,eACbuB,eAAe,YAEf0D,iBAAiB,YACjBC,kBAAkB,aAClBC,uBAAyB,IAEzBC,WAAa,OACbC,WAAa,OACbC,eAAiB,OACjBC,gBAAkB,QAElBC,YAAe,oBACfC,WAAc,mBACdC,gBAAiB,sBACjBC,mBAAoB,yBACpBC,mBAAoB,yBACpBC,iBAAoB,wBACpBC,sBAAuB,4BACvBpE,uBAAwB,6BAExBqE,oBAAsB,WACtBvE,oBAAoB,SACpBwE,iBAAmB,QACnBC,eAAiB,oBACjBC,iBAAmB,sBACnBC,gBAAkB,qBAClBC,gBAAkB,qBAElBC,gBAAkB,UAClBC,cAAgB,iBAChBC,qBAAuBF,wBACvBG,kBAAoB,qBAC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