LinksPlatform's Platform.Collections Class Library

1.1 ./csharp/Platform.Collections/Arrays/ArrayFiller[TElement, TReturnConstant].cs

```
using System.Collections.Generic;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Arrays
{
    public class ArrayFiller<TElement, TReturnConstant> : ArrayFiller<TElement>
    {
        protected readonly TReturnConstant _returnConstant;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public ArrayFiller(TElement[] array, long offset, TReturnConstant returnConstant) :
        ↪  base(array, offset) => _returnConstant = returnConstant;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public ArrayFiller(TElement[] array, TReturnConstant returnConstant) : this(array, 0,
        ↪  returnConstant) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public TReturnConstant AddAndReturnConstant(TElement element) =>
        ↪  _array.AddAndReturnConstant(ref _position, element, _returnConstant);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public TReturnConstant AddFirstAndReturnConstant(IList<TElement> elements) =>
        ↪  _array.AddFirstAndReturnConstant(ref _position, elements, _returnConstant);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public TReturnConstant AddAllAndReturnConstant(IList<TElement> elements) =>
        ↪  _array.AddAllAndReturnConstant(ref _position, elements, _returnConstant);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public TReturnConstant AddSkipFirstAndReturnConstant(IList<TElement> elements) =>
        ↪  _array.AddSkipFirstAndReturnConstant(ref _position, elements, _returnConstant);
    }
}
```

1.2 ./csharp/Platform.Collections/Arrays/ArrayFiller[TElement].cs

```
using System.Collections.Generic;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Arrays
{
    public class ArrayFiller<TElement>
    {
        protected readonly TElement[] _array;
        protected long _position;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public ArrayFiller(TElement[] array, long offset)
        {
            _array = array;
            _position = offset;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public ArrayFiller(TElement[] array) : this(array, 0) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public void Add(TElement element) => _array[_position++] = element;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool AddAndReturnTrue(TElement element) => _array.AddAndReturnConstant(ref
        ↪  _position, element, true);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool AddFirstAndReturnTrue(IList<TElement> elements) =>
        ↪  _array.AddFirstAndReturnConstant(ref _position, elements, true);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool AddAllAndReturnTrue(IList<TElement> elements) =>
        ↪  _array.AddAllAndReturnConstant(ref _position, elements, true);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool AddSkipFirstAndReturnTrue(IList<TElement> elements) =>
         ↪  _array.AddSkipFirstAndReturnConstant(ref _position, elements, true);
    }
}
```

1.3 ./csharp/Platform.Collections/Arrays/ArrayPool.cs

```
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Arrays
{
    public static class ArrayPool
    {
        public static readonly int DefaultSizesAmount = 512;
        public static readonly int DefaultMaxArraysPerSize = 32;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static T[] Allocate<T>(long size) => ArrayPool<T>.ThreadInstance.Allocate(size);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void Free<T>(T[] array) => ArrayPool<T>.ThreadInstance.Free(array);
    }
}
```

1.4 ./csharp/Platform.Collections/Arrays/ArrayPool[T].cs

```
using System;
using System.Collections.Generic;
using System.Runtime.CompilerServices;
using Platform.Disposables;
using Platform.Collections.Stacks;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Arrays
{
    /// <remarks>
    /// Original idea from
     ↪  http://geekswithblogs.net/blackrob/archive/2014/12/18/array-pooling-in-csharp.aspx
    /// </remarks>
    public class ArrayPool<T>
    {
        // May be use Default class for that later.
        [ThreadStatic]
        private static ArrayPool<T> _threadInstance;
        internal static ArrayPool<T> ThreadInstance => _threadInstance ?? (_threadInstance = new
         ↪  ArrayPool<T>());

        private readonly int _maxArraysPerSize;
        private readonly Dictionary<long, Stack<T[]>> _pool = new Dictionary<long,
         ↪  Stack<T[]>>(ArrayPool.DefaultSizesAmount);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public ArrayPool(int maxArraysPerSize) => _maxArraysPerSize = maxArraysPerSize;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public ArrayPool() : this(ArrayPool.DefaultMaxArraysPerSize) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public Disposable<T[]> AllocateDisposable(long size) => (Allocate(size), Free);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public Disposable<T[]> Resize(Disposable<T[]> source, long size)
        {
            var destination = AllocateDisposable(size);
            T[] sourceArray = source;
            if (!sourceArray.IsNullOrEmpty())
            {
                T[] destinationArray = destination;
                Array.Copy(sourceArray, destinationArray, size < sourceArray.LongLength ? size :
                 ↪  sourceArray.LongLength);
                source.Dispose();
            }
            return destination;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public virtual void Clear() => _pool.Clear();

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public virtual T[] Allocate(long size) => size <= 0L ? Array.Empty<T>() :
         ↪  _pool.GetOrDefault(size)?.PopOrDefault() ?? new T[size];

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public virtual void Free(T[] array)
        {
            if (array.IsNullOrEmpty())
            {
                return;
            }
            var stack = _pool.GetOrAdd(array.LongLength, size => new
             ↪  Stack<T[]>(_maxArraysPerSize));
            if (stack.Count == _maxArraysPerSize) // Stack is full
            {
                return;
            }
            stack.Push(array);
        }
    }
}
```

1.5 ./csharp/Platform.Collections/Arrays/ArrayString.cs

```
using System.Runtime.CompilerServices;
using Platform.Collections.Segments;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Arrays
{
    public class ArrayString<T> : Segment<T>
    {
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public ArrayString(int length) : base(new T[length], 0, length) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public ArrayString(T[] array) : base(array, 0, array.Length) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public ArrayString(T[] array, int length) : base(array, 0, length) { }
    }
}
```

1.6 ./csharp/Platform.Collections/Arrays/CharArrayExtensions.cs

```
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Arrays
{
    public static unsafe class CharArrayExtensions
    {
        /// <remarks>
        /// Based on https://github.com/Microsoft/referencesource/blob/3b1eaf5203992df69de44c783
         ↪  a3eda37d3d4cd10/mscorlib/system/string.cs#L833
        /// </remarks>
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static int GenerateHashCode(this char[] array, int offset, int length)
        {
            var hashSeed = 5381;
            var hashAccumulator = hashSeed;
            fixed (char* arrayPointer = &array[offset])
            {
                for (char* charPointer = arrayPointer, last = charPointer + length; charPointer
                 ↪  < last; charPointer++)
                {
                    hashAccumulator = (hashAccumulator << 5) + hashAccumulator ^ *charPointer;
                }
            }
            return hashAccumulator + (hashSeed * 1566083941);
        }

        /// <remarks>
        /// Based on https://github.com/Microsoft/referencesource/blob/3b1eaf5203992df69de44c783
         ↪  a3eda37d3d4cd10/mscorlib/system/string.cs#L364
        /// </remarks>
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool ContentEqualTo(this char[] left, int leftOffset, int length, char[]
         ↪  right, int rightOffset)
        {
            fixed (char* leftPointer = &left[leftOffset])
            {
                fixed (char* rightPointer = &right[rightOffset])
                {
                    char* leftPointerCopy = leftPointer, rightPointerCopy = rightPointer;
                    if (!CheckArraysMainPartForEquality(ref leftPointerCopy, ref
                    ↪  rightPointerCopy, ref length))
                    {
                        return false;
                    }
                    CheckArraysRemainderForEquality(ref leftPointerCopy, ref rightPointerCopy,
                    ↪  ref length);
                    return length <= 0;
                }
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private static bool CheckArraysMainPartForEquality(ref char* left, ref char* right, ref
        ↪  int length)
        {
            while (length >= 10)
            {
                if ((*(int*)left != *(int*)right)
                 || (*(int*)(left + 2) != *(int*)(right + 2))
                 || (*(int*)(left + 4) != *(int*)(right + 4))
                 || (*(int*)(left + 6) != *(int*)(right + 6))
                 || (*(int*)(left + 8) != *(int*)(right + 8)))
                {
                    return false;
                }
                left += 10;
                right += 10;
                length -= 10;
            }
            return true;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private static void CheckArraysRemainderForEquality(ref char* left, ref char* right, ref
        ↪  int length)
        {
            // This depends on the fact that the String objects are
            // always zero terminated and that the terminating zero is not included
            // in the length. For odd string sizes, the last compare will include
            // the zero terminator.
            while (length > 0)
            {
                if (*(int*)left != *(int*)right)
                {
                    break;
                }
                left += 2;
                right += 2;
                length -= 2;
            }
        }
    }
}
```

1.7 ./csharp/Platform.Collections/Arrays/GenericArrayExtensions.cs

```
using System;
using System.Collections.Generic;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Arrays
{
    public static class GenericArrayExtensions
    {
        /// <summary>
        /// <para>Checks if an array exists, if so,  checks the array length using the  index
        ↪  variable type int, and if the array length is greater than the index - return
        ↪  array[index], otherwise - default value.</para>
        /// <para>Проверяется, существует ли массив, если да - идет проверка длины массива с
        ↪  помощью переменной index, и если длина массива больше индекса - возвращается
        ↪  array[index], иначе - значение по умолчанию.</para>
        /// </summary>
        /// <typeparam name="T"><para>Array variable type.</para><para>Тип переменной массива.</para></typeparam>
        /// <param name="array"><para>Array that will participate in verification.</para><para>Массив который будет учавствовать в проверке.</para></param>
        /// <param name="index"><para>Number type int to compare.</para><para>Число типа int для сравнения.</para></param>
        /// <returns><para>Array element or default value.</para><para>Элемент массива или же значение по умолчанию.</para></returns>
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static T GetElementOrDefault<T>(this T[] array, int index) => array != null && array.Length > index ? array[index] : default;

        /// <summary>
        /// <para>Checks whether the array exists, if so, checks the array length using the index variable type long, and if the array length is greater than the index - return array[index], otherwise - default value.</para>
        /// <para>Проверяется, существует ли массив, если да - идет проверка длины массива с помощью переменной index, и если длина массива больше индекса - возвращается array[index], иначе - значение по умолчанию.</para>
        /// </summary>
        /// <typeparam name="T"><para>Array variable type.</para><para>Тип переменной массива.</para></typeparam>
        /// <param name="array"><para>Array that will participate in verification.</para><para>Массив который будет учавствовать в проверке.</para></param>
        /// <param name="index"><para>Number type long to compare.</para><para>Число типа long для сравнения.</para></param>
        /// <returns><para>Array element or default value.</para><para>Элемент массива или же значение по умолчанию.</para></returns>
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static T GetElementOrDefault<T>(this T[] array, long index) => array != null && array.LongLength > index ? array[index] : default;

        /// <summary>
        /// <para>Checks whether the array exist, if so, checks the array length using the index varible type int, and if the array length is greater than the index, set the element variable to array[index] and return true.</para>
        /// <para>Проверяется, существует ли массив, если да, то  идет проверка  длины массива с помощью переменной index  типа int, и если длина массива больше значения index, устанавливается значение переменной element - array[index] и возвращается true.</para>
        /// </summary>
        /// <typeparam name="T"><para>Array variable type.</para><para>Тип переменной массива.</para></typeparam>
        /// <param name="array"><para>Array that will participate in verification.</para><para>Массив который будет учавствовать в проверке.</para></param>
        /// <param name="index"><para>Number type int to compare.</para><para>Число типа int для сравнения.</para></param>
        /// <param name="element"><para>Passing the argument by reference, if successful, it will take the value array[index] otherwise default value.</para><para>Передается аргумент по ссылке, в случае успеха он примет значение array[index] в противном случае значение по умолчанию.</para></param>
        /// <returns><para>True if successful otherwise false.</para><para>True в случае успеха, в противном случае false</para></returns>
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool TryGetElement<T>(this T[] array, int index, out T element)
        {
            if (array != null && array.Length > index)
            {
                element = array[index];
                return true;
            }
            else
            {
                element = default;
                return false;
            }
        }

        /// <summary>
        /// <para>Checks whether the array exist, if so,  checks the array length using the index varible type long, and if the array length is greater than the index,  set the element variable to array[index] and return true.</para>
```

```csharp
        /// <para>Проверяется, существует ли массив, если да, то идет проверка длины массива с помощью переменной index  типа long, и если длина массива больше значения index, устанавливается значение переменной element - array[index] и возвращается true.</para>
        /// </summary>
        /// <typeparam name="T"><para>Array variable type.</para><para>Тип переменной массива.</para></typeparam>
        /// <param name="array"><para>Array that will participate in verification.</para><para>Массив который будет учавствовать в проверке.</para></param>
        /// <param name="index"><para>Number type long to compare.</para><para>Число типа long для сравнения.</para></param>
        /// <param name="element"><para>Passing the argument by reference, if successful, it will take the value array[index] otherwise default value.</para><para>Передаём аргумент по ссылке, в случае успеха он примет значение array[index] в противном случае значение по умолчанию.</para></param>
        /// <returns><para>True if successful otherwise false.</para><para>True в случае успеха, в противном случае false</para></returns>
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool TryGetElement<T>(this T[] array, long index, out T element)
        {
            if (array != null && array.LongLength > index)
            {
                element = array[index];
                return true;
            }
            else
            {
                element = default;
                return false;
            }
        }

        /// <summary>
        /// <para>Copying  of elements from one array to another array.</para>
        /// <para>Копируется  элементы из одного массива в другой массив.</para>
        /// </summary>
        /// <typeparam name="T"><para>Array variable type.</para><para>Тип переменной массива.</para></typeparam>
        /// <param name="array"><para>The array  to copy.</para><para>Массив который необходимо скопировать.</para></param>
        /// <returns><para>Copy of the array.</para><para>Копию массива.</para></returns>
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static T[] Clone<T>(this T[] array)
        {
            var copy = new T[array.LongLength];
            Array.Copy(array, 0L, copy, 0L, array.LongLength);
            return copy;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static IList<T> ShiftRight<T>(this T[] array) => array.ShiftRight(1L);

        /// <summary>
        /// <para>Extending the array boundaries to shift elements and then copying it, but with the condition that shift > 0. If shift = = 0, the extension will not occur, but cloning will still be applied. If shift < 0, a NotImplementedException is thrown.</para>
        /// <para>Расширение границ массива на shift элементов и последующее его копирование, но с условием что shift > 0. Если же shift == 0 - расширение не произойдет , но клонирование все равно применится. Если shift < 0, выбросится исключение NotImplementedException.</para>
        /// </summary>
        /// <typeparam name="T"><para>Array variable type.</para><para>Тип переменной массива.</para></typeparam>
        /// <param name="array"><para>Array to expand  Elements.</para><para>Массив для расширения элементов.</para></param>
        /// <param name="shift"><para>The number to expand the array</para><para>Число на которое необходимо расширить массив.</para></param>
        /// <returns>
        /// <para>If the value of the shift variable is < 0, it returns a NotImplementedException exception. If shift = = 0, the array is cloned, but the extension will not be applied. Otherwise, if the value shift > 0, the length of the array is increased by the shift elements and the array is cloned.</para>
        /// <para>Если значение переменной shift < 0,  возвращается исключение
        ↪  NotImplementedException. Если shift = = 0, то массив клонируется, но расширение не
        ↪  применяется. В противном случае, если значение shift > 0, длина массива
        ↪  увеличивается на shift элементов  и массив клонируется.</para>
        /// </returns>
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static IList<T> ShiftRight<T>(this T[] array, long shift)
        {
            if (shift < 0)
            {
                throw new NotImplementedException();
            }
            if (shift == 0)
            {
                return array.Clone<T>();
            }
            else
            {
                var restrictions = new T[array.LongLength + shift];
                Array.Copy(array, 0L, restrictions, shift, array.LongLength);
                return restrictions;
            }
        }

        /// <summary>
        /// <para>One of the array values with index on variable position++ type int is passed
        ↪  to the element variable.</para>
        /// <para>Одно из значений массива с индексом переменной position++ типа int назначается
        ↪  в переменную element.</para>
        /// </summary>
        /// <param name="array"><para>An array whose specific value will be assigned to the
        ↪  element variable.</para><para>Массив, определенное значений которого присваивается
        ↪  переменной element</para></param>
        /// <param name="position"><para>Reference to a position in an array of int
        ↪  type.</para><para>Ссылка на позицию в массиве типа int.</para></param>
        /// <param name="element"><para>The variable which needs to be assigned a specific value
        ↪  from the array.</para><para>Переменная, которой нужно присвоить определенное
        ↪  значение из массива.</para></param>
        /// <typeparam name="T"><para>Array variable type.</para>Тип переменной
        ↪  массива.<para></typeparam>
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void Add<T>(this T[] array, ref int position, T element) =>
        ↪  array[position++] = element;

        /// <summary>
        /// <para>One of the array values with index on variable position++ type long is passed
        ↪  to the element variable.</para>
        /// <para>Одно из значений массива с индексом переменной possition++ типа long
        ↪  назначается в переменную element.</para>
        /// </summary>
        /// <param name="array"><para>An array whose specific value will be assigned to the
        ↪  element variable.</para><para>Массив, определенное значений которого присваивается
        ↪  переменной element</para></param>
        /// <param name="position"><para>Reference to a position in an array of long
        ↪  type.</para><para>Ссылка на позицию в массиве типа long.</para></param>
        /// <param name="element"><para>The variable which needs to be assigned a specific value
        ↪  from the array.</para><para>Переменная, которой нужно присвоить определенное
        ↪  значение из массива.</para></param>
        /// <typeparam name="T"><para>Array variable type.</para>Тип переменной
        ↪  массива.<para></typeparam>
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void Add<T>(this T[] array, ref long position, T element) =>
        ↪  array[position++] = element;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static TReturnConstant AddAndReturnConstant<TElement, TReturnConstant>(this
        ↪  TElement[] array, ref long position, TElement element, TReturnConstant
        ↪  returnConstant)
        {
            array.Add(ref position, element);
            return returnConstant;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void AddFirst<T>(this T[] array, ref long position, IList<T> elements) =>
        ↪  array[position++] = elements[0];

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static TReturnConstant AddFirstAndReturnConstant<TElement, TReturnConstant>(this
         ↪  TElement[] array, ref long position, IList<TElement> elements, TReturnConstant
         ↪  returnConstant)
        {
            array.AddFirst(ref position, elements);
            return returnConstant;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static TReturnConstant AddAllAndReturnConstant<TElement, TReturnConstant>(this
         ↪  TElement[] array, ref long position, IList<TElement> elements, TReturnConstant
         ↪  returnConstant)
        {
            array.AddAll(ref position, elements);
            return returnConstant;
        }

         /// <summary>
        /// <para>Adding a collection of elements starting from a specific position.</para>
        /// <para>Добавление коллекции элементов начиная с определенной позиции.</para>
        /// </summary>
        /// <param name="array"><para>An array to which the collection of elements will be
         ↪  added.</para><para>Массив в который будет добавлена коллекция
         ↪  элементов.</para></param>
        /// <param name="position"><para>The position from which to start adding
         ↪  elements.</para><para>Позиция с которой начнется добавление элементов.</para></param>
        /// <param name="elements"><para>Added all collection of elements to
         ↪  array.</para><para>Добавляется вся коллекция элементов в массив. </para></param>
        /// <typeparam name="T"><para>Array variables type.</para><para>Тип переменной
         ↪  массива.</para></typeparam>
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void AddAll<T>(this T[] array, ref long position, IList<T> elements)
        {
            for (var i = 0; i < elements.Count; i++)
            {
                array.Add(ref position, elements[i]);
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static TReturnConstant AddSkipFirstAndReturnConstant<TElement,
         ↪  TReturnConstant>(this TElement[] array, ref long position, IList<TElement> elements,
         ↪  TReturnConstant returnConstant)
        {
            array.AddSkipFirst(ref position, elements);
            return returnConstant;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void AddSkipFirst<T>(this T[] array, ref long position, IList<T> elements)
         ↪  => array.AddSkipFirst(ref position, elements, 1);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void AddSkipFirst<T>(this T[] array, ref long position, IList<T> elements,
         ↪  int skip)
        {
            for (var i = skip; i < elements.Count; i++)
            {
                array.Add(ref position, elements[i]);
            }
        }
    }
}
```

1.8 ./csharp/Platform.Collections/BitString.cs

```
using System;
using System.Collections.Concurrent;
using System.Collections.Generic;
using System.Numerics;
using System.Runtime.CompilerServices;
using System.Threading.Tasks;
using Platform.Exceptions;
using Platform.Ranges;

// ReSharper disable ForCanBeConvertedToForeach
#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
```

```
namespace Platform.Collections
{
    /// <remarks>
    /// А что если хранить карту значений, где каждый бит будет означать присутствует ли блок в
    ↪   64 бит в массиве значений.
    /// 64 бита по 0 бит, будут означать отсутствие 64-х блоков по 64 бита. Т.е. упаковка 512
    ↪   байт в 8 байт.
    /// Подобный принцип можно применять и к 64-ём блокам и т.п. По сути это карта значений. С
    ↪   помощью которой можно быстро
    /// проверять есть ли значения непосредственно далее (ниже по уровню).
    /// Или как таблица виртуальной памяти где номер блока означает его присутствие и адрес.
    /// </remarks>
    public class BitString : IEquatable<BitString>
    {
        private static readonly byte[][] _bitsSetIn16Bits;
        private long[] _array;
        private long _length;
        private long _minPositiveWord;
        private long _maxPositiveWord;

        public bool this[long index]
        {
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            get => Get(index);
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            set => Set(index, value);
        }

        public long Length
        {
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            get => _length;
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            set
            {
                if (_length == value)
                {
                    return;
                }
                Ensure.Always.ArgumentInRange(value, GetValidLengthRange(), nameof(Length));
                // Currently we never shrink the array
                if (value > _length)
                {
                    var words = GetWordsCountFromIndex(value);
                    var oldWords = GetWordsCountFromIndex(_length);
                    if (words > _array.LongLength)
                    {
                        var copy = new long[words];
                        Array.Copy(_array, copy, _array.LongLength);
                        _array = copy;
                    }
                    else
                    {
                        // What is going on here?
                        Array.Clear(_array, (int)oldWords, (int)(words - oldWords));
                    }
                    // What is going on here?
                    var mask = (int)(_length % 64);
                    if (mask > 0)
                    {
                        _array[oldWords - 1] &= (1L << mask) - 1;
                    }
                }
                else
                {
                    // Looks like minimum and maximum positive words are not updated
                    throw new NotImplementedException();
                }
                _length = value;
            }
        }

        #region Constructors

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        static BitString()
        {
            _bitsSetIn16Bits = new byte[65536][];
            int i, c, k;
            byte bitIndex;
            for (i = 0; i < 65536; i++)
            {
                // Calculating size of array (number of positive bits)
                for (c = 0, k = 1; k <= 65536; k <<= 1)
                {
                    if ((i & k) == k)
                    {
                        c++;
                    }
                }
                var array = new byte[c];
                // Adding positive bits indices into array
                for (bitIndex = 0, c = 0, k = 1; k <= 65536; k <<= 1)
                {
                    if ((i & k) == k)
                    {
                        array[c++] = bitIndex;
                    }
                    bitIndex++;
                }
                _bitsSetIn16Bits[i] = array;
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString(BitString other)
        {
            Ensure.Always.ArgumentNotNull(other, nameof(other));
            _length = other._length;
            _array = new long[GetWordsCountFromIndex(_length)];
            _minPositiveWord = other._minPositiveWord;
            _maxPositiveWord = other._maxPositiveWord;
            Array.Copy(other._array, _array, _array.LongLength);
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString(long length)
        {
            Ensure.Always.ArgumentInRange(length, GetValidLengthRange(), nameof(length));
            _length = length;
            _array = new long[GetWordsCountFromIndex(_length)];
            MarkBordersAsAllBitsReset();
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString(long length, bool defaultValue)
            : this(length)
        {
            if (defaultValue)
            {
                SetAll();
            }
        }

        #endregion

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString Not()
        {
            for (var i = 0L; i < _array.LongLength; i++)
            {
                _array[i] = ~_array[i];
                RefreshBordersByWord(i);
            }
            return this;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString ParallelNot()
        {
            var threads = Environment.ProcessorCount / 2;
            if (threads <= 1)
            {
                return Not();
            }
            var partitioner = Partitioner.Create(0L, _array.LongLength, _array.LongLength /
            ↪  threads);
            Parallel.ForEach(partitioner.GetDynamicPartitions(), new ParallelOptions { MaxDegreeOfParallelism = threads }, range =>
            {
                var maximum = range.Item2;
                for (var i = range.Item1; i < maximum; i++)
                {
                    _array[i] = ~_array[i];
                }
            });
            MarkBordersAsAllBitsSet();
            TryShrinkBorders();
            return this;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString VectorNot()
        {
            if (!Vector.IsHardwareAccelerated || _array.LongLength >= int.MaxValue)
            {
                return Not();
            }
            var step = Vector<long>.Count;
            if (_array.Length < step)
            {
                return Not();
            }
            VectorNotLoop(_array, step, 0, _array.Length);
            MarkBordersAsAllBitsSet();
            TryShrinkBorders();
            return this;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString ParallelVectorNot()
        {
            var threads = Environment.ProcessorCount / 2;
            if (threads <= 1)
            {
                return VectorNot();
            }
            if (!Vector.IsHardwareAccelerated)
            {
                return ParallelNot();
            }
            var step = Vector<long>.Count;
            if (_array.Length < (step * threads))
            {
                return VectorNot();
            }
            var partitioner = Partitioner.Create(0, _array.Length, _array.Length / threads);
            Parallel.ForEach(partitioner.GetDynamicPartitions(), new ParallelOptions { MaxDegreeOfParallelism = threads }, range => VectorNotLoop(_array, step, range.Item1, range.Item2));
            MarkBordersAsAllBitsSet();
            TryShrinkBorders();
            return this;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        static private void VectorNotLoop(long[] array, int step, int start, int maximum)
        {
            var i = start;
            var range = maximum - start - 1;
            var stop = range - (range % step);
            for (; i < stop; i += step)
            {
                (~new Vector<long>(array, i)).CopyTo(array, i);
            }
            for (; i < maximum; i++)
            {
                array[i] = ~array[i];
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString And(BitString other)
        {
            EnsureBitStringHasTheSameSize(other, nameof(other));
            GetCommonOuterBorders(this, other, out long from, out long to);
            var otherArray = other._array;
            for (var i = from; i <= to; i++)
            {
                _array[i] &= otherArray[i];
                RefreshBordersByWord(i);
            }
            return this;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString ParallelAnd(BitString other)
        {
            var threads = Environment.ProcessorCount / 2;
            if (threads <= 1)
            {
                return And(other);
            }
            EnsureBitStringHasTheSameSize(other, nameof(other));
            GetCommonOuterBorders(this, other, out long from, out long to);
            var partitioner = Partitioner.Create(from, to + 1, (to - from) / threads);
            Parallel.ForEach(partitioner.GetDynamicPartitions(), new ParallelOptions {
             ↪  MaxDegreeOfParallelism = threads }, range =>
            {
                var maximum = range.Item2;
                for (var i = range.Item1; i < maximum; i++)
                {
                    _array[i] &= other._array[i];
                }
            });
            MarkBordersAsAllBitsSet();
            TryShrinkBorders();
            return this;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString VectorAnd(BitString other)
        {
            if (!Vector.IsHardwareAccelerated || _array.LongLength >= int.MaxValue)
            {
                return And(other);
            }
            var step = Vector<long>.Count;
            if (_array.Length < step)
            {
                return And(other);
            }
            EnsureBitStringHasTheSameSize(other, nameof(other));
            GetCommonOuterBorders(this, other, out int from, out int to);
            VectorAndLoop(_array, other._array, step, from, to + 1);
            MarkBordersAsAllBitsSet();
            TryShrinkBorders();
            return this;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString ParallelVectorAnd(BitString other)
        {
            var threads = Environment.ProcessorCount / 2;
            if (threads <= 1)
            {
                return VectorAnd(other);
            }
            if (!Vector.IsHardwareAccelerated)
            {
                return ParallelAnd(other);
            }
            var step = Vector<long>.Count;
            if (_array.Length < (step * threads))
            {
                return VectorAnd(other);
            }
            EnsureBitStringHasTheSameSize(other, nameof(other));
            GetCommonOuterBorders(this, other, out int from, out int to);
            var partitioner = Partitioner.Create(from, to + 1, (to - from) / threads);
            Parallel.ForEach(partitioner.GetDynamicPartitions(), new ParallelOptions {
             ↪  MaxDegreeOfParallelism = threads }, range => VectorAndLoop(_array, other._array,
             ↪  step, range.Item1, range.Item2));
            MarkBordersAsAllBitsSet();
            TryShrinkBorders();
            return this;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        static private void VectorAndLoop(long[] array, long[] otherArray, int step, int start,
        ↪  int maximum)
        {
            var i = start;
            var range = maximum - start - 1;
            var stop = range - (range % step);
            for (; i < stop; i += step)
            {
                (new Vector<long>(array, i) & new Vector<long>(otherArray, i)).CopyTo(array, i);
            }
            for (; i < maximum; i++)
            {
                array[i] &= otherArray[i];
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString Or(BitString other)
        {
            EnsureBitStringHasTheSameSize(other, nameof(other));
            GetCommonOuterBorders(this, other, out long from, out long to);
            for (var i = from; i <= to; i++)
            {
                _array[i] |= other._array[i];
                RefreshBordersByWord(i);
            }
            return this;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString ParallelOr(BitString other)
        {
            var threads = Environment.ProcessorCount / 2;
            if (threads <= 1)
            {
                return Or(other);
            }
            EnsureBitStringHasTheSameSize(other, nameof(other));
            GetCommonOuterBorders(this, other, out long from, out long to);
            var partitioner = Partitioner.Create(from, to + 1, (to - from) / threads);
            Parallel.ForEach(partitioner.GetDynamicPartitions(), new ParallelOptions {
            ↪  MaxDegreeOfParallelism = threads }, range =>
            {
                var maximum = range.Item2;
                for (var i = range.Item1; i < maximum; i++)
                {
                    _array[i] |= other._array[i];
                }
            });
            MarkBordersAsAllBitsSet();
            TryShrinkBorders();
            return this;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString VectorOr(BitString other)
        {
            if (!Vector.IsHardwareAccelerated || _array.LongLength >= int.MaxValue)
            {
                return Or(other);
            }
            var step = Vector<long>.Count;
            if (_array.Length < step)
            {
                return Or(other);
            }
            EnsureBitStringHasTheSameSize(other, nameof(other));
            GetCommonOuterBorders(this, other, out int from, out int to);
            VectorOrLoop(_array, other._array, step, from, to + 1);
            MarkBordersAsAllBitsSet();
            TryShrinkBorders();
            return this;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString ParallelVectorOr(BitString other)
        {
            var threads = Environment.ProcessorCount / 2;
            if (threads <= 1)
            {
                return VectorOr(other);
            }
            if (!Vector.IsHardwareAccelerated)
            {
                return ParallelOr(other);
            }
            var step = Vector<long>.Count;
            if (_array.Length < (step * threads))
            {
                return VectorOr(other);
            }
            EnsureBitStringHasTheSameSize(other, nameof(other));
            GetCommonOuterBorders(this, other, out int from, out int to);
            var partitioner = Partitioner.Create(from, to + 1, (to - from) / threads);
            Parallel.ForEach(partitioner.GetDynamicPartitions(), new ParallelOptions {
             ↪  MaxDegreeOfParallelism = threads }, range => VectorOrLoop(_array, other._array,
             ↪  step, range.Item1, range.Item2));
            MarkBordersAsAllBitsSet();
            TryShrinkBorders();
            return this;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        static private void VectorOrLoop(long[] array, long[] otherArray, int step, int start,
         ↪  int maximum)
        {
            var i = start;
            var range = maximum - start - 1;
            var stop = range - (range % step);
            for (; i < stop; i += step)
            {
                (new Vector<long>(array, i) | new Vector<long>(otherArray, i)).CopyTo(array, i);
            }
            for (; i < maximum; i++)
            {
                array[i] |= otherArray[i];
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString Xor(BitString other)
        {
            EnsureBitStringHasTheSameSize(other, nameof(other));
            GetCommonOuterBorders(this, other, out long from, out long to);
            for (var i = from; i <= to; i++)
            {
                _array[i] ^= other._array[i];
                RefreshBordersByWord(i);
            }
            return this;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString ParallelXor(BitString other)
        {
            var threads = Environment.ProcessorCount / 2;
            if (threads <= 1)
            {
                return Xor(other);
            }
            EnsureBitStringHasTheSameSize(other, nameof(other));
            GetCommonOuterBorders(this, other, out long from, out long to);
            var partitioner = Partitioner.Create(from, to + 1, (to - from) / threads);
            Parallel.ForEach(partitioner.GetDynamicPartitions(), new ParallelOptions {
             ↪  MaxDegreeOfParallelism = threads }, range =>
            {
                var maximum = range.Item2;
                for (var i = range.Item1; i < maximum; i++)
                {
                    _array[i] ^= other._array[i];
                }
            });
            MarkBordersAsAllBitsSet();
            TryShrinkBorders();
            return this;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString VectorXor(BitString other)
        {
            if (!Vector.IsHardwareAccelerated || _array.LongLength >= int.MaxValue)
            {
                return Xor(other);
            }
            var step = Vector<long>.Count;
            if (_array.Length < step)
            {
                return Xor(other);
            }
            EnsureBitStringHasTheSameSize(other, nameof(other));
            GetCommonOuterBorders(this, other, out int from, out int to);
            VectorXorLoop(_array, other._array, step, from, to + 1);
            MarkBordersAsAllBitsSet();
            TryShrinkBorders();
            return this;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public BitString ParallelVectorXor(BitString other)
        {
            var threads = Environment.ProcessorCount / 2;
            if (threads <= 1)
            {
                return VectorXor(other);
            }
            if (!Vector.IsHardwareAccelerated)
            {
                return ParallelXor(other);
            }
            var step = Vector<long>.Count;
            if (_array.Length < (step * threads))
            {
                return VectorXor(other);
            }
            EnsureBitStringHasTheSameSize(other, nameof(other));
            GetCommonOuterBorders(this, other, out int from, out int to);
            var partitioner = Partitioner.Create(from, to + 1, (to - from) / threads);
            Parallel.ForEach(partitioner.GetDynamicPartitions(), new ParallelOptions { MaxDegreeOfParallelism = threads }, range => VectorXorLoop(_array, other._array, step, range.Item1, range.Item2));
            MarkBordersAsAllBitsSet();
            TryShrinkBorders();
            return this;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        static private void VectorXorLoop(long[] array, long[] otherArray, int step, int start, int maximum)
        {
            var i = start;
            var range = maximum - start - 1;
            var stop = range - (range % step);
            for (; i < stop; i += step)
            {
                (new Vector<long>(array, i) ^ new Vector<long>(otherArray, i)).CopyTo(array, i);
            }
            for (; i < maximum; i++)
            {
                array[i] ^= otherArray[i];
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private void RefreshBordersByWord(long wordIndex)
        {
            if (_array[wordIndex] == 0)
            {
                if (wordIndex == _minPositiveWord && wordIndex != _array.LongLength - 1)
                {
                    _minPositiveWord++;
                }
                if (wordIndex == _maxPositiveWord && wordIndex != 0)
                {
                    _maxPositiveWord--;
                }
            }
            else
            {
                if (wordIndex < _minPositiveWord)
                {
                    _minPositiveWord = wordIndex;
                }
                if (wordIndex > _maxPositiveWord)
                {
                    _maxPositiveWord = wordIndex;
                }
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool TryShrinkBorders()
        {
            GetBorders(out long from, out long to);
            while (from <= to && _array[from] == 0)
            {
                from++;
            }
            if (from > to)
            {
                MarkBordersAsAllBitsReset();
                return true;
            }
            while (to >= from && _array[to] == 0)
            {
                to--;
            }
            if (to < from)
            {
                MarkBordersAsAllBitsReset();
                return true;
            }
            var bordersUpdated = from != _minPositiveWord || to != _maxPositiveWord;
            if (bordersUpdated)
            {
                SetBorders(from, to);
            }
            return bordersUpdated;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool Get(long index)
        {
            Ensure.Always.ArgumentInRange(index, GetValidIndexRange(), nameof(index));
            return (_array[GetWordIndexFromIndex(index)] & GetBitMaskFromIndex(index)) != 0;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public void Set(long index, bool value)
        {
            if (value)
            {
                Set(index);
            }
            else
            {
                Reset(index);
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public void Set(long index)
        {
            Ensure.Always.ArgumentInRange(index, GetValidIndexRange(), nameof(index));
            var wordIndex = GetWordIndexFromIndex(index);
            var mask = GetBitMaskFromIndex(index);
            _array[wordIndex] |= mask;
            RefreshBordersByWord(wordIndex);
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public void Reset(long index)
        {
            Ensure.Always.ArgumentInRange(index, GetValidIndexRange(), nameof(index));
            var wordIndex = GetWordIndexFromIndex(index);
            var mask = GetBitMaskFromIndex(index);
            _array[wordIndex] &= ~mask;
            RefreshBordersByWord(wordIndex);
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool Add(long index)
        {
            var wordIndex = GetWordIndexFromIndex(index);
            var mask = GetBitMaskFromIndex(index);
            if ((_array[wordIndex] & mask) == 0)
            {
                _array[wordIndex] |= mask;
                RefreshBordersByWord(wordIndex);
                return true;
            }
            else
            {
                return false;
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public void SetAll(bool value)
        {
            if (value)
            {
                SetAll();
            }
            else
            {
                ResetAll();
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public void SetAll()
        {
            const long fillValue = unchecked((long)0xffffffffffffffff);
            var words = GetWordsCountFromIndex(_length);
            for (var i = 0; i < words; i++)
            {
                _array[i] = fillValue;
            }
            MarkBordersAsAllBitsSet();
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public void ResetAll()
        {
            const long fillValue = 0;
            GetBorders(out long from, out long to);
            for (var i = from; i <= to; i++)
            {
                _array[i] = fillValue;
            }
            MarkBordersAsAllBitsReset();
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public List<long> GetSetIndices()
        {
            var result = new List<long>();
            GetBorders(out long from, out long to);
            for (var i = from; i <= to; i++)
            {
                var word = _array[i];
                if (word != 0)
                {
                    AppendAllSetBitIndices(result, i, word);
                }
            }
            return result;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public List<ulong> GetSetUInt64Indices()
        {
            var result = new List<ulong>();
            GetBorders(out ulong from, out ulong to);
            for (var i = from; i <= to; i++)
            {
                var word = _array[i];
                if (word != 0)
                {
                    AppendAllSetBitIndices(result, i, word);
                }
            }
            return result;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public long GetFirstSetBitIndex()
        {
            var i = _minPositiveWord;
            var word = _array[i];
            if (word != 0)
            {
                return GetFirstSetBitForWord(i, word);
            }
            return -1;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public long GetLastSetBitIndex()
        {
            var i = _maxPositiveWord;
            var word = _array[i];
            if (word != 0)
            {
                return GetLastSetBitForWord(i, word);
            }
            return -1;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public long CountSetBits()
        {
            var total = 0L;
            GetBorders(out long from, out long to);
            for (var i = from; i <= to; i++)
            {
                var word = _array[i];
                if (word != 0)
                {
                    total += CountSetBitsForWord(word);
                }
            }
            return total;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool HaveCommonBits(BitString other)
        {
            EnsureBitStringHasTheSameSize(other, nameof(other));
            GetCommonInnerBorders(this, other, out long from, out long to);
            var otherArray = other._array;
            for (var i = from; i <= to; i++)
            {
                var left = _array[i];
                var right = otherArray[i];
                if (left != 0 && right != 0 && (left & right) != 0)
                {
                    return true;
                }
            }
            return false;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public long CountCommonBits(BitString other)
        {
            EnsureBitStringHasTheSameSize(other, nameof(other));
            GetCommonInnerBorders(this, other, out long from, out long to);
            var total = 0L;
            var otherArray = other._array;
            for (var i = from; i <= to; i++)
            {
                var left = _array[i];
                var right = otherArray[i];
                var combined = left & right;
                if (combined != 0)
                {
                    total += CountSetBitsForWord(combined);
                }
            }
            return total;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public List<long> GetCommonIndices(BitString other)
        {
            EnsureBitStringHasTheSameSize(other, nameof(other));
            GetCommonInnerBorders(this, other, out long from, out long to);
            var result = new List<long>();
            var otherArray = other._array;
            for (var i = from; i <= to; i++)
            {
                var left = _array[i];
                var right = otherArray[i];
                var combined = left & right;
                if (combined != 0)
                {
                    AppendAllSetBitIndices(result, i, combined);
                }
            }
            return result;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public List<ulong> GetCommonUInt64Indices(BitString other)
        {
            EnsureBitStringHasTheSameSize(other, nameof(other));
            GetCommonBorders(this, other, out ulong from, out ulong to);
            var result = new List<ulong>();
            var otherArray = other._array;
            for (var i = from; i <= to; i++)
            {
                var left = _array[i];
                var right = otherArray[i];
                var combined = left & right;
                if (combined != 0)
                {
                    AppendAllSetBitIndices(result, i, combined);
                }
            }
            return result;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public long GetFirstCommonBitIndex(BitString other)
        {
            EnsureBitStringHasTheSameSize(other, nameof(other));
            GetCommonInnerBorders(this, other, out long from, out long to);
            var otherArray = other._array;
            for (var i = from; i <= to; i++)
            {
                var left = _array[i];
                var right = otherArray[i];
                var combined = left & right;
                if (combined != 0)
                {
                    return GetFirstSetBitForWord(i, combined);
                }
            }
            return -1;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public long GetLastCommonBitIndex(BitString other)
        {
            EnsureBitStringHasTheSameSize(other, nameof(other));
            GetCommonInnerBorders(this, other, out long from, out long to);
            var otherArray = other._array;
            for (var i = to; i >= from; i--)
            {
                var left = _array[i];
                var right = otherArray[i];
                var combined = left & right;
                if (combined != 0)
                {
                    return GetLastSetBitForWord(i, combined);
                }
            }
            return -1;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public override bool Equals(object obj) => obj is BitString @string ? Equals(@string) :
        ↪  false;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool Equals(BitString other)
        {
            if (_length != other._length)
            {
                return false;
            }
            var otherArray = other._array;
            if (_array.Length != otherArray.Length)
            {
                return false;
            }
            if (_minPositiveWord != other._minPositiveWord)
            {
                return false;
            }
            if (_maxPositiveWord != other._maxPositiveWord)
            {
                return false;
            }
            GetCommonBorders(this, other, out ulong from, out ulong to);
            for (var i = from; i <= to; i++)
            {
                if (_array[i] != otherArray[i])
                {
                    return false;
                }
            }
            return true;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private void EnsureBitStringHasTheSameSize(BitString other, string argumentName)
        {
            Ensure.Always.ArgumentNotNull(other, argumentName);
            if (_length != other._length)
            {
                throw new ArgumentException("Bit string must be the same size.", argumentName);
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private void MarkBordersAsAllBitsReset() => SetBorders(_array.LongLength - 1, 0);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private void MarkBordersAsAllBitsSet() => SetBorders(0, _array.LongLength - 1);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private void GetBorders(out long from, out long to)
        {
            from = _minPositiveWord;
            to = _maxPositiveWord;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private void GetBorders(out ulong from, out ulong to)
        {
            from = (ulong)_minPositiveWord;
```

```
                to = (ulong)_maxPositiveWord;
            }

            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            private void SetBorders(long from, long to)
            {
                _minPositiveWord = from;
                _maxPositiveWord = to;
            }

            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            private Range<long> GetValidIndexRange() => (0, _length - 1);

            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            private static Range<long> GetValidLengthRange() => (0, long.MaxValue);

            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            private static void AppendAllSetBitIndices(List<ulong> result, ulong wordIndex, long
             ↪  wordValue)
            {
                GetBits(wordValue, out byte[] bits00to15, out byte[] bits16to31, out byte[]
                 ↪  bits32to47, out byte[] bits48to63);
                AppendAllSetIndices(result, wordIndex, bits00to15, bits16to31, bits32to47,
                 ↪  bits48to63);
            }

            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            private static void AppendAllSetBitIndices(List<long> result, long wordIndex, long
             ↪  wordValue)
            {
                GetBits(wordValue, out byte[] bits00to15, out byte[] bits16to31, out byte[]
                 ↪  bits32to47, out byte[] bits48to63);
                AppendAllSetBitIndices(result, wordIndex, bits00to15, bits16to31, bits32to47,
                 ↪  bits48to63);
            }

            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            private static long CountSetBitsForWord(long word)
            {
                GetBits(word, out byte[] bits00to15, out byte[] bits16to31, out byte[] bits32to47,
                 ↪  out byte[] bits48to63);
                return bits00to15.LongLength + bits16to31.LongLength + bits32to47.LongLength +
                 ↪  bits48to63.LongLength;
            }

            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            private static long GetFirstSetBitForWord(long wordIndex, long wordValue)
            {
                GetBits(wordValue, out byte[] bits00to15, out byte[] bits16to31, out byte[]
                 ↪  bits32to47, out byte[] bits48to63);
                return GetFirstSetBit(wordIndex, bits00to15, bits16to31, bits32to47, bits48to63);
            }

            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            private static long GetLastSetBitForWord(long wordIndex, long wordValue)
            {
                GetBits(wordValue, out byte[] bits00to15, out byte[] bits16to31, out byte[]
                 ↪  bits32to47, out byte[] bits48to63);
                return GetLastSetBit(wordIndex, bits00to15, bits16to31, bits32to47, bits48to63);
            }

            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            private static void AppendAllSetBitIndices(List<long> result, long i, byte[] bits00to15,
             ↪  byte[] bits16to31, byte[] bits32to47, byte[] bits48to63)
            {
                for (var j = 0; j < bits00to15.Length; j++)
                {
                    result.Add(bits00to15[j] + (i * 64));
                }
                for (var j = 0; j < bits16to31.Length; j++)
                {
                    result.Add(bits16to31[j] + 16 + (i * 64));
                }
                for (var j = 0; j < bits32to47.Length; j++)
                {
                    result.Add(bits32to47[j] + 32 + (i * 64));
                }
                for (var j = 0; j < bits48to63.Length; j++)
            {
                result.Add(bits48to63[j] + 48 + (i * 64));
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private static void AppendAllSetIndices(List<ulong> result, ulong i, byte[] bits00to15,
        ↪  byte[] bits16to31, byte[] bits32to47, byte[] bits48to63)
        {
            for (var j = 0; j < bits00to15.Length; j++)
            {
                result.Add(bits00to15[j] + (i * 64));
            }
            for (var j = 0; j < bits16to31.Length; j++)
            {
                result.Add(bits16to31[j] + 16UL + (i * 64));
            }
            for (var j = 0; j < bits32to47.Length; j++)
            {
                result.Add(bits32to47[j] + 32UL + (i * 64));
            }
            for (var j = 0; j < bits48to63.Length; j++)
            {
                result.Add(bits48to63[j] + 48UL + (i * 64));
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private static long GetFirstSetBit(long i, byte[] bits00to15, byte[] bits16to31, byte[]
        ↪  bits32to47, byte[] bits48to63)
        {
            if (bits00to15.Length > 0)
            {
                return bits00to15[0] + (i * 64);
            }
            if (bits16to31.Length > 0)
            {
                return bits16to31[0] + 16 + (i * 64);
            }
            if (bits32to47.Length > 0)
            {
                return bits32to47[0] + 32 + (i * 64);
            }
            return bits48to63[0] + 48 + (i * 64);
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private static long GetLastSetBit(long i, byte[] bits00to15, byte[] bits16to31, byte[]
        ↪  bits32to47, byte[] bits48to63)
        {
            if (bits48to63.Length > 0)
            {
                return bits48to63[bits48to63.Length - 1] + 48 + (i * 64);
            }
            if (bits32to47.Length > 0)
            {
                return bits32to47[bits32to47.Length - 1] + 32 + (i * 64);
            }
            if (bits16to31.Length > 0)
            {
                return bits16to31[bits16to31.Length - 1] + 16 + (i * 64);
            }
            return bits00to15[bits00to15.Length - 1] + (i * 64);
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        private static void GetBits(long word, out byte[] bits00to15, out byte[] bits16to31, out
        ↪  byte[] bits32to47, out byte[] bits48to63)
        {
            bits00to15 = _bitsSetIn16Bits[word & 0xffffu];
            bits16to31 = _bitsSetIn16Bits[(word >> 16) & 0xffffu];
            bits32to47 = _bitsSetIn16Bits[(word >> 32) & 0xffffu];
            bits48to63 = _bitsSetIn16Bits[(word >> 48) & 0xffffu];
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void GetCommonInnerBorders(BitString left, BitString right, out long from,
        ↪  out long to)
        {
            from = Math.Max(left._minPositiveWord, right._minPositiveWord);
            to = Math.Min(left._maxPositiveWord, right._maxPositiveWord);
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void GetCommonOuterBorders(BitString left, BitString right, out long from,
         ↪  out long to)
        {
            from = Math.Min(left._minPositiveWord, right._minPositiveWord);
            to = Math.Max(left._maxPositiveWord, right._maxPositiveWord);
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void GetCommonOuterBorders(BitString left, BitString right, out int from,
         ↪  out int to)
        {
            from = (int)Math.Min(left._minPositiveWord, right._minPositiveWord);
            to = (int)Math.Max(left._maxPositiveWord, right._maxPositiveWord);
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void GetCommonBorders(BitString left, BitString right, out ulong from, out
         ↪  ulong to)
        {
            from = (ulong)Math.Max(left._minPositiveWord, right._minPositiveWord);
            to = (ulong)Math.Min(left._maxPositiveWord, right._maxPositiveWord);
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static long GetWordsCountFromIndex(long index) => (index + 63) / 64;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static long GetWordIndexFromIndex(long index) => index >> 6;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static long GetBitMaskFromIndex(long index) => 1L << (int)(index & 63);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public override int GetHashCode() => base.GetHashCode();

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public override string ToString() => base.ToString();
    }
}
```

1.9 ./csharp/Platform.Collections/BitStringExtensions.cs

```
using System.Runtime.CompilerServices;
using Platform.Random;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections
{
    public static class BitStringExtensions
    {
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void SetRandomBits(this BitString @string)
        {
            for (var i = 0; i < @string.Length; i++)
            {
                var value = RandomHelpers.Default.NextBoolean();
                @string.Set(i, value);
            }
        }
    }
}
```

1.10 ./csharp/Platform.Collections/Concurrent/ConcurrentQueueExtensions.cs

```
using System.Collections.Concurrent;
using System.Collections.Generic;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Concurrent
{
    public static class ConcurrentQueueExtensions
    {
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static IEnumerable<T> DequeueAll<T>(this ConcurrentQueue<T> queue)
        {
            while (queue.TryDequeue(out T item))
            {
                yield return item;
            }
        }
    }
}
```

1.11 ./csharp/Platform.Collections/Concurrent/ConcurrentStackExtensions.cs

```
using System.Collections.Concurrent;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Concurrent
{
    public static class ConcurrentStackExtensions
    {
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static T PopOrDefault<T>(this ConcurrentStack<T> stack) => stack.TryPop(out T
        ↪  value) ? value : default;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static T PeekOrDefault<T>(this ConcurrentStack<T> stack) => stack.TryPeek(out T
        ↪  value) ? value : default;
    }
}
```

1.12 ./csharp/Platform.Collections/EnsureExtensions.cs

```
using System;
using System.Collections.Generic;
using System.Diagnostics;
using System.Runtime.CompilerServices;
using Platform.Exceptions;
using Platform.Exceptions.ExtensionRoots;

#pragma warning disable IDE0060 // Remove unused parameter
#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections
{
    public static class EnsureExtensions
    {
        #region Always

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void ArgumentNotEmpty<T>(this EnsureAlwaysExtensionRoot root,
        ↪  ICollection<T> argument, string argumentName, string message)
        {
            if (argument.IsNullOrEmpty())
            {
                throw new ArgumentException(message, argumentName);
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void ArgumentNotEmpty<T>(this EnsureAlwaysExtensionRoot root,
        ↪  ICollection<T> argument, string argumentName) => ArgumentNotEmpty(root, argument,
        ↪  argumentName, null);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void ArgumentNotEmpty<T>(this EnsureAlwaysExtensionRoot root,
        ↪  ICollection<T> argument) => ArgumentNotEmpty(root, argument, null, null);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void ArgumentNotEmptyAndNotWhiteSpace(this EnsureAlwaysExtensionRoot root,
        ↪  string argument, string argumentName, string message)
        {
            if (string.IsNullOrWhiteSpace(argument))
            {
                throw new ArgumentException(message, argumentName);
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void ArgumentNotEmptyAndNotWhiteSpace(this EnsureAlwaysExtensionRoot root,
        ↪   string argument, string argumentName) => ArgumentNotEmptyAndNotWhiteSpace(root,
        ↪   argument, argumentName, null);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void ArgumentNotEmptyAndNotWhiteSpace(this EnsureAlwaysExtensionRoot root,
        ↪   string argument) => ArgumentNotEmptyAndNotWhiteSpace(root, argument, null, null);

        #endregion

        #region OnDebug

        [Conditional("DEBUG")]
        public static void ArgumentNotEmpty<T>(this EnsureOnDebugExtensionRoot root,
        ↪   ICollection<T> argument, string argumentName, string message) =>
        ↪   Ensure.Always.ArgumentNotEmpty(argument, argumentName, message);

        [Conditional("DEBUG")]
        public static void ArgumentNotEmpty<T>(this EnsureOnDebugExtensionRoot root,
        ↪   ICollection<T> argument, string argumentName) =>
        ↪   Ensure.Always.ArgumentNotEmpty(argument, argumentName, null);

        [Conditional("DEBUG")]
        public static void ArgumentNotEmpty<T>(this EnsureOnDebugExtensionRoot root,
        ↪   ICollection<T> argument) => Ensure.Always.ArgumentNotEmpty(argument, null, null);

        [Conditional("DEBUG")]
        public static void ArgumentNotEmptyAndNotWhiteSpace(this EnsureOnDebugExtensionRoot
        ↪   root, string argument, string argumentName, string message) =>
        ↪   Ensure.Always.ArgumentNotEmptyAndNotWhiteSpace(argument, argumentName, message);

        [Conditional("DEBUG")]
        public static void ArgumentNotEmptyAndNotWhiteSpace(this EnsureOnDebugExtensionRoot
        ↪   root, string argument, string argumentName) =>
        ↪   Ensure.Always.ArgumentNotEmptyAndNotWhiteSpace(argument, argumentName, null);

        [Conditional("DEBUG")]
        public static void ArgumentNotEmptyAndNotWhiteSpace(this EnsureOnDebugExtensionRoot
        ↪   root, string argument) => Ensure.Always.ArgumentNotEmptyAndNotWhiteSpace(argument,
        ↪   null, null);

        #endregion
    }
}
```

1.13 ./csharp/Platform.Collections/ICollectionExtensions.cs

```
using System.Collections.Generic;
using System.Linq;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections
{
    public static class ICollectionExtensions
    {
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool IsNullOrEmpty<T>(this ICollection<T> collection) => collection ==
        ↪   null || collection.Count == 0;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool AllEqualToDefault<T>(this ICollection<T> collection)
        {
            var equalityComparer = EqualityComparer<T>.Default;
            return collection.All(item => equalityComparer.Equals(item, default));
        }
    }
}
```

1.14 ./csharp/Platform.Collections/IDictionaryExtensions.cs

```
using System;
using System.Collections.Generic;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections
{
    public static class IDictionaryExtensions
    {
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static TValue GetOrDefault<TKey, TValue>(this IDictionary<TKey, TValue>
        ↪  dictionary, TKey key)
        {
            dictionary.TryGetValue(key, out TValue value);
            return value;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static TValue GetOrAdd<TKey, TValue>(this IDictionary<TKey, TValue> dictionary,
        ↪  TKey key, Func<TKey, TValue> valueFactory)
        {
            if (!dictionary.TryGetValue(key, out TValue value))
            {
                value = valueFactory(key);
                dictionary.Add(key, value);
                return value;
            }
            return value;
        }
    }
}
```

1.15 ./csharp/Platform.Collections/Lists/CharIListExtensions.cs

```
using System.Collections.Generic;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Lists
{
    public static class CharIListExtensions
    {
        /// <remarks>
        /// Based on https://github.com/Microsoft/referencesource/blob/3b1eaf5203992df69de44c783
        ↪  a3eda37d3d4cd10/mscorlib/system/string.cs#L833
        /// </remarks>
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static int GenerateHashCode(this IList<char> list)
        {
            var hashSeed = 5381;
            var hashAccumulator = hashSeed;
            for (var i = 0; i < list.Count; i++)
            {
                hashAccumulator = (hashAccumulator << 5) + hashAccumulator ^ list[i];
            }
            return hashAccumulator + (hashSeed * 1566083941);
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool EqualTo(this IList<char> left, IList<char> right) =>
        ↪  left.EqualTo(right, ContentEqualTo);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool ContentEqualTo(this IList<char> left, IList<char> right)
        {
            for (var i = left.Count - 1; i >= 0; --i)
            {
                if (left[i] != right[i])
                {
                    return false;
                }
            }
            return true;
        }
    }
}
```

1.16 ./csharp/Platform.Collections/Lists/IListComparer.cs

```
using System.Collections.Generic;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Lists
{
    public class IListComparer<T> : IComparer<IList<T>>
    {
```

```csharp
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public int Compare(IList<T> left, IList<T> right) => left.CompareTo(right);
    }
}
```

1.17 ./csharp/Platform.Collections/Lists/IListEqualityComparer.cs

```csharp
using System.Collections.Generic;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Lists
{
    public class IListEqualityComparer<T> : IEqualityComparer<IList<T>>
    {
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool Equals(IList<T> left, IList<T> right) => left.EqualTo(right);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public int GetHashCode(IList<T> list) => list.GenerateHashCode();
    }
}
```

1.18 ./csharp/Platform.Collections/Lists/IListExtensions.cs

```csharp
using System;
using System.Collections.Generic;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Lists
{
    public static class IListExtensions
    {
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static T GetElementOrDefault<T>(this IList<T> list, int index) => list != null &&
        ↪  list.Count > index ? list[index] : default;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool TryGetElement<T>(this IList<T> list, int index, out T element)
        {
            if (list != null && list.Count > index)
            {
                element = list[index];
                return true;
            }
            else
            {
                element = default;
                return false;
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool AddAndReturnTrue<T>(this IList<T> list, T element)
        {
            list.Add(element);
            return true;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool AddFirstAndReturnTrue<T>(this IList<T> list, IList<T> elements)
        {
            list.AddFirst(elements);
            return true;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void AddFirst<T>(this IList<T> list, IList<T> elements) =>
        ↪  list.Add(elements[0]);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool AddAllAndReturnTrue<T>(this IList<T> list, IList<T> elements)
        {
            list.AddAll(elements);
            return true;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void AddAll<T>(this IList<T> list, IList<T> elements)
        {
            for (var i = 0; i < elements.Count; i++)
            {
                list.Add(elements[i]);
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool AddSkipFirstAndReturnTrue<T>(this IList<T> list, IList<T> elements)
        {
            list.AddSkipFirst(elements);
            return true;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void AddSkipFirst<T>(this IList<T> list, IList<T> elements) =>
         ↪  list.AddSkipFirst(elements, 1);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void AddSkipFirst<T>(this IList<T> list, IList<T> elements, int skip)
        {
            for (var i = skip; i < elements.Count; i++)
            {
                list.Add(elements[i]);
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static int GetCountOrZero<T>(this IList<T> list) => list?.Count ?? 0;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool EqualTo<T>(this IList<T> left, IList<T> right) => EqualTo(left,
         ↪  right, ContentEqualTo);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool EqualTo<T>(this IList<T> left, IList<T> right, Func<IList<T>,
         ↪  IList<T>, bool> contentEqualityComparer)
        {
            if (ReferenceEquals(left, right))
            {
                return true;
            }
            var leftCount = left.GetCountOrZero();
            var rightCount = right.GetCountOrZero();
            if (leftCount == 0 && rightCount == 0)
            {
                return true;
            }
            if (leftCount == 0 || rightCount == 0 || leftCount != rightCount)
            {
                return false;
            }
            return contentEqualityComparer(left, right);
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool ContentEqualTo<T>(this IList<T> left, IList<T> right)
        {
            var equalityComparer = EqualityComparer<T>.Default;
            for (var i = left.Count - 1; i >= 0; --i)
            {
                if (!equalityComparer.Equals(left[i], right[i]))
                {
                    return false;
                }
            }
            return true;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static T[] ToArray<T>(this IList<T> list, Func<T, bool> predicate)
        {
            if (list == null)
            {
                return null;
            }
            var result = new List<T>(list.Count);
            for (var i = 0; i < list.Count; i++)
            {
                if (predicate(list[i]))
                {
                    result.Add(list[i]);
                }
            }
            return result.ToArray();
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static T[] ToArray<T>(this IList<T> list)
        {
            var array = new T[list.Count];
            list.CopyTo(array, 0);
            return array;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void ForEach<T>(this IList<T> list, Action<T> action)
        {
            for (var i = 0; i < list.Count; i++)
            {
                action(list[i]);
            }
        }

        /// <remarks>
        /// Based on http://stackoverflow.com/questions/263400/what-is-the-best-algorithm-for-an
        ↪  -overridden-system-object-gethashcode
        /// </remarks>
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static int GenerateHashCode<T>(this IList<T> list)
        {
            var hashAccumulator = 17;
            for (var i = 0; i < list.Count; i++)
            {
                hashAccumulator = unchecked((hashAccumulator * 23) + list[i].GetHashCode());
            }
            return hashAccumulator;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static int CompareTo<T>(this IList<T> left, IList<T> right)
        {
            var comparer = Comparer<T>.Default;
            var leftCount = left.GetCountOrZero();
            var rightCount = right.GetCountOrZero();
            var intermediateResult = leftCount.CompareTo(rightCount);
            for (var i = 0; intermediateResult == 0 && i < leftCount; i++)
            {
                intermediateResult = comparer.Compare(left[i], right[i]);
            }
            return intermediateResult;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static T[] SkipFirst<T>(this IList<T> list) => list.SkipFirst(1);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static T[] SkipFirst<T>(this IList<T> list, int skip)
        {
            if (list.IsNullOrEmpty() || list.Count <= skip)
            {
                return Array.Empty<T>();
            }
            var result = new T[list.Count - skip];
            for (int r = skip, w = 0; r < list.Count; r++, w++)
            {
                result[w] = list[r];
            }
            return result;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static IList<T> ShiftRight<T>(this IList<T> list) => list.ShiftRight(1);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static IList<T> ShiftRight<T>(this IList<T> list, int shift)
        {
            if (shift < 0)
            {
                throw new NotImplementedException();
            }
            if (shift == 0)
            {
                return list.ToArray();
            }
            else
            {
                var result = new T[list.Count + shift];
                for (int r = 0, w = shift; r < list.Count; r++, w++)
                {
                    result[w] = list[r];
                }
                return result;
            }
        }
    }
}
```

1.19 ./csharp/Platform.Collections/Lists/ListFiller.cs

```
using System.Collections.Generic;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Lists
{
    public class ListFiller<TElement, TReturnConstant>
    {
        protected readonly List<TElement> _list;
        protected readonly TReturnConstant _returnConstant;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public ListFiller(List<TElement> list, TReturnConstant returnConstant)
        {
            _list = list;
            _returnConstant = returnConstant;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public ListFiller(List<TElement> list) : this(list, default) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public void Add(TElement element) => _list.Add(element);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool AddAndReturnTrue(TElement element) => _list.AddAndReturnTrue(element);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool AddFirstAndReturnTrue(IList<TElement> elements) =>
         ↪  _list.AddFirstAndReturnTrue(elements);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool AddAllAndReturnTrue(IList<TElement> elements) =>
         ↪  _list.AddAllAndReturnTrue(elements);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool AddSkipFirstAndReturnTrue(IList<TElement> elements) =>
         ↪  _list.AddSkipFirstAndReturnTrue(elements);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public TReturnConstant AddAndReturnConstant(TElement element)
        {
            _list.Add(element);
            return _returnConstant;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public TReturnConstant AddFirstAndReturnConstant(IList<TElement> elements)
        {
            _list.AddFirst(elements);
            return _returnConstant;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public TReturnConstant AddAllAndReturnConstant(IList<TElement> elements)
        {
            _list.AddAll(elements);
            return _returnConstant;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public TReturnConstant AddSkipFirstAndReturnConstant(IList<TElement> elements)
        {
            _list.AddSkipFirst(elements);
            return _returnConstant;
        }
    }
}
```

1.20 ./csharp/Platform.Collections/Segments/CharSegment.cs

```
using System.Linq;
using System.Collections.Generic;
using System.Runtime.CompilerServices;
using Platform.Collections.Arrays;
using Platform.Collections.Lists;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Segments
{
    public class CharSegment : Segment<char>
    {
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public CharSegment(IList<char> @base, int offset, int length) : base(@base, offset,
        ↪  length) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public override int GetHashCode()
        {
            // Base can be not an array, but still IList<char>
            if (Base is char[] baseArray)
            {
                return baseArray.GenerateHashCode(Offset, Length);
            }
            else
            {
                return this.GenerateHashCode();
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public override bool Equals(Segment<char> other)
        {
            bool contentEqualityComparer(IList<char> left, IList<char> right)
            {
                // Base can be not an array, but still IList<char>
                if (Base is char[] baseArray && other.Base is char[] otherArray)
                {
                    return baseArray.ContentEqualTo(Offset, Length, otherArray, other.Offset);
                }
                else
                {
                    return left.ContentEqualTo(right);
                }
            }
            return this.EqualTo(other, contentEqualityComparer);
        }

        public override bool Equals(object obj) => obj is Segment<char> charSegment ?
        ↪  Equals(charSegment) : false;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static implicit operator string(CharSegment segment)
        {
            if (!(segment.Base is char[] array))
            {
                array = segment.Base.ToArray();
            }
            return new string(array, segment.Offset, segment.Length);
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public override string ToString() => this;
    }
}
```

1.21 ./csharp/Platform.Collections/Segments/Segment.cs

```csharp
using System;
using System.Collections;
using System.Collections.Generic;
using System.Runtime.CompilerServices;
using Platform.Collections.Arrays;
using Platform.Collections.Lists;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Segments
{
    public class Segment<T> : IEquatable<Segment<T>>, IList<T>
    {
        public IList<T> Base
        {
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            get;
        }
        public int Offset
        {
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            get;
        }
        public int Length
        {
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            get;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public Segment(IList<T> @base, int offset, int length)
        {
            Base = @base;
            Offset = offset;
            Length = length;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public override int GetHashCode() => this.GenerateHashCode();

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public virtual bool Equals(Segment<T> other) => this.EqualTo(other);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public override bool Equals(object obj) => obj is Segment<T> other ? Equals(other) :
         ↪  false;

        #region IList

        public T this[int i]
        {
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            get => Base[Offset + i];
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            set => Base[Offset + i] = value;
        }

        public int Count
        {
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            get => Length;
        }

        public bool IsReadOnly
        {
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            get => true;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public int IndexOf(T item)
        {
            var index = Base.IndexOf(item);
            if (index >= Offset)
            {
                var actualIndex = index - Offset;
                if (actualIndex < Length)
                {
                    return actualIndex;
                }
            }
            return -1;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public void Insert(int index, T item) => throw new NotSupportedException();

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public void RemoveAt(int index) => throw new NotSupportedException();

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public void Add(T item) => throw new NotSupportedException();

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public void Clear() => throw new NotSupportedException();

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool Contains(T item) => IndexOf(item) >= 0;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public void CopyTo(T[] array, int arrayIndex)
        {
            for (var i = 0; i < Length; i++)
            {
                array.Add(ref arrayIndex, this[i]);
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool Remove(T item) => throw new NotSupportedException();

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public IEnumerator<T> GetEnumerator()
        {
            for (var i = 0; i < Length; i++)
            {
                yield return this[i];
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        IEnumerator IEnumerable.GetEnumerator() => GetEnumerator();

        #endregion
    }
}
```

1.22 ./csharp/Platform.Collections/Segments/Walkers/AllSegmentsWalkerBase.cs

```
#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Segments.Walkers
{
    public abstract class AllSegmentsWalkerBase
    {
        public static readonly int DefaultMinimumStringSegmentLength = 2;
    }
}
```

1.23 ./csharp/Platform.Collections/Segments/Walkers/AllSegmentsWalkerBase[T, TSegment].cs

```
using System.Collections.Generic;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Segments.Walkers
{
    public abstract class AllSegmentsWalkerBase<T, TSegment> : AllSegmentsWalkerBase
        where TSegment : Segment<T>
    {
        private readonly int _minimumStringSegmentLength;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected AllSegmentsWalkerBase(int minimumStringSegmentLength) =>
         ↪  _minimumStringSegmentLength = minimumStringSegmentLength;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected AllSegmentsWalkerBase() : this(DefaultMinimumStringSegmentLength) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public virtual void WalkAll(IList<T> elements)
        {
            for (int offset = 0, maxOffset = elements.Count - _minimumStringSegmentLength;
             ↪  offset <= maxOffset; offset++)
            {
                for (int length = _minimumStringSegmentLength, maxLength = elements.Count -
                 ↪  offset; length <= maxLength; length++)
                {
                    Iteration(CreateSegment(elements, offset, length));
                }
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected abstract TSegment CreateSegment(IList<T> elements, int offset, int length);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected abstract void Iteration(TSegment segment);
    }
}
```

1.24 ./csharp/Platform.Collections/Segments/Walkers/AllSegmentsWalkerBase[T].cs

```
using System.Collections.Generic;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Segments.Walkers
{
    public abstract class AllSegmentsWalkerBase<T> : AllSegmentsWalkerBase<T, Segment<T>>
    {
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected override Segment<T> CreateSegment(IList<T> elements, int offset, int length)
         ↪  => new Segment<T>(elements, offset, length);
    }
}
```

1.25 ./csharp/Platform.Collections/Segments/Walkers/AllSegmentsWalkerExtensions.cs

```
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Segments.Walkers
{
    public static class AllSegmentsWalkerExtensions
    {
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void WalkAll(this AllSegmentsWalkerBase<char> walker, string @string) =>
         ↪  walker.WalkAll(@string.ToCharArray());

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void WalkAll<TSegment>(this AllSegmentsWalkerBase<char, TSegment> walker,
         ↪  string @string) where TSegment : Segment<char> =>
         ↪  walker.WalkAll(@string.ToCharArray());
    }
}
```

1.26 ./csharp/Platform.Collections/Segments/Walkers/DictionaryBasedDuplicateSegmentsWalkerBase[T, Segment

```
using System;
using System.Collections.Generic;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Segments.Walkers
{
    public abstract class DictionaryBasedDuplicateSegmentsWalkerBase<T, TSegment> :
     ↪  DuplicateSegmentsWalkerBase<T, TSegment>
        where TSegment : Segment<T>
    {
        public static readonly bool DefaultResetDictionaryOnEachWalk;

        private readonly bool _resetDictionaryOnEachWalk;
        protected IDictionary<TSegment, long> Dictionary;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected DictionaryBasedDuplicateSegmentsWalkerBase(IDictionary<TSegment, long>
         ↪  dictionary, int minimumStringSegmentLength, bool resetDictionaryOnEachWalk)
            : base(minimumStringSegmentLength)
        {
            Dictionary = dictionary;
            _resetDictionaryOnEachWalk = resetDictionaryOnEachWalk;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected DictionaryBasedDuplicateSegmentsWalkerBase(IDictionary<TSegment, long>
        ↪   dictionary, int minimumStringSegmentLength) : this(dictionary,
        ↪   minimumStringSegmentLength, DefaultResetDictionaryOnEachWalk) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected DictionaryBasedDuplicateSegmentsWalkerBase(IDictionary<TSegment, long>
        ↪   dictionary) : this(dictionary, DefaultMinimumStringSegmentLength,
        ↪   DefaultResetDictionaryOnEachWalk) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected DictionaryBasedDuplicateSegmentsWalkerBase(int minimumStringSegmentLength,
        ↪   bool resetDictionaryOnEachWalk) : this(resetDictionaryOnEachWalk ? null : new
        ↪   Dictionary<TSegment, long>(), minimumStringSegmentLength, resetDictionaryOnEachWalk)
        ↪   { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected DictionaryBasedDuplicateSegmentsWalkerBase(int minimumStringSegmentLength) :
        ↪   this(minimumStringSegmentLength, DefaultResetDictionaryOnEachWalk) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected DictionaryBasedDuplicateSegmentsWalkerBase() :
        ↪   this(DefaultMinimumStringSegmentLength, DefaultResetDictionaryOnEachWalk) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public override void WalkAll(IList<T> elements)
        {
            if (_resetDictionaryOnEachWalk)
            {
                var capacity = Math.Ceiling(Math.Pow(elements.Count, 2) / 2);
                Dictionary = new Dictionary<TSegment, long>((int)capacity);
            }
            base.WalkAll(elements);
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected override long GetSegmentFrequency(TSegment segment) =>
        ↪   Dictionary.GetOrDefault(segment);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected override void SetSegmentFrequency(TSegment segment, long frequency) =>
        ↪   Dictionary[segment] = frequency;
    }
}
```

1.27 ./csharp/Platform.Collections/Segments/Walkers/DictionaryBasedDuplicateSegmentsWalkerBase[T].cs

```
using System.Collections.Generic;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Segments.Walkers
{
    public abstract class DictionaryBasedDuplicateSegmentsWalkerBase<T> :
    ↪   DictionaryBasedDuplicateSegmentsWalkerBase<T, Segment<T>>
    {
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected DictionaryBasedDuplicateSegmentsWalkerBase(IDictionary<Segment<T>, long>
        ↪   dictionary, int minimumStringSegmentLength, bool resetDictionaryOnEachWalk) :
        ↪   base(dictionary, minimumStringSegmentLength, resetDictionaryOnEachWalk) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected DictionaryBasedDuplicateSegmentsWalkerBase(IDictionary<Segment<T>, long>
        ↪   dictionary, int minimumStringSegmentLength) : base(dictionary,
        ↪   minimumStringSegmentLength, DefaultResetDictionaryOnEachWalk) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected DictionaryBasedDuplicateSegmentsWalkerBase(IDictionary<Segment<T>, long>
        ↪   dictionary) : base(dictionary, DefaultMinimumStringSegmentLength,
        ↪   DefaultResetDictionaryOnEachWalk) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected DictionaryBasedDuplicateSegmentsWalkerBase(int minimumStringSegmentLength,
         ↪  bool resetDictionaryOnEachWalk) : base(minimumStringSegmentLength,
         ↪  resetDictionaryOnEachWalk) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected DictionaryBasedDuplicateSegmentsWalkerBase(int minimumStringSegmentLength) :
         ↪  base(minimumStringSegmentLength, DefaultResetDictionaryOnEachWalk) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected DictionaryBasedDuplicateSegmentsWalkerBase() :
         ↪  base(DefaultMinimumStringSegmentLength, DefaultResetDictionaryOnEachWalk) { }
    }
}
```

1.28 ./csharp/Platform.Collections/Segments/Walkers/DuplicateSegmentsWalkerBase[T, TSegment].cs

```
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Segments.Walkers
{
    public abstract class DuplicateSegmentsWalkerBase<T, TSegment> : AllSegmentsWalkerBase<T,
     ↪  TSegment>
        where TSegment : Segment<T>
    {
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected DuplicateSegmentsWalkerBase(int minimumStringSegmentLength) :
         ↪  base(minimumStringSegmentLength) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected DuplicateSegmentsWalkerBase() : base(DefaultMinimumStringSegmentLength) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected override void Iteration(TSegment segment)
        {
            var frequency = GetSegmentFrequency(segment);
            if (frequency == 1)
            {
                OnDublicateFound(segment);
            }
            SetSegmentFrequency(segment, frequency + 1);
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected abstract void OnDublicateFound(TSegment segment);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected abstract long GetSegmentFrequency(TSegment segment);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        protected abstract void SetSegmentFrequency(TSegment segment, long frequency);
    }
}
```

1.29 ./csharp/Platform.Collections/Segments/Walkers/DuplicateSegmentsWalkerBase[T].cs

```
#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Segments.Walkers
{
    public abstract class DuplicateSegmentsWalkerBase<T> : DuplicateSegmentsWalkerBase<T,
     ↪  Segment<T>>
    {
    }
}
```

1.30 ./csharp/Platform.Collections/Sets/ISetExtensions.cs

```
using System.Collections.Generic;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Sets
{
    public static class ISetExtensions
    {
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void AddAndReturnVoid<T>(this ISet<T> set, T element) => set.Add(element);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void RemoveAndReturnVoid<T>(this ISet<T> set, T element) =>
         ↪  set.Remove(element);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool AddAndReturnTrue<T>(this ISet<T> set, T element)
        {
            set.Add(element);
            return true;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool AddFirstAndReturnTrue<T>(this ISet<T> set, IList<T> elements)
        {
            AddFirst(set, elements);
            return true;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void AddFirst<T>(this ISet<T> set, IList<T> elements) =>
         ↪  set.Add(elements[0]);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool AddAllAndReturnTrue<T>(this ISet<T> set, IList<T> elements)
        {
            set.AddAll(elements);
            return true;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void AddAll<T>(this ISet<T> set, IList<T> elements)
        {
            for (var i = 0; i < elements.Count; i++)
            {
                set.Add(elements[i]);
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool AddSkipFirstAndReturnTrue<T>(this ISet<T> set, IList<T> elements)
        {
            set.AddSkipFirst(elements);
            return true;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void AddSkipFirst<T>(this ISet<T> set, IList<T> elements) =>
         ↪  set.AddSkipFirst(elements, 1);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void AddSkipFirst<T>(this ISet<T> set, IList<T> elements, int skip)
        {
            for (var i = skip; i < elements.Count; i++)
            {
                set.Add(elements[i]);
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static bool DoNotContains<T>(this ISet<T> set, T element) =>
         ↪  !set.Contains(element);
    }
}
```

1.31 ./csharp/Platform.Collections/Sets/SetFiller.cs

```
using System.Collections.Generic;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Sets
{
    public class SetFiller<TElement, TReturnConstant>
    {
        protected readonly ISet<TElement> _set;
        protected readonly TReturnConstant _returnConstant;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public SetFiller(ISet<TElement> set, TReturnConstant returnConstant)
        {
            _set = set;
            _returnConstant = returnConstant;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public SetFiller(ISet<TElement> set) : this(set, default) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public void Add(TElement element) => _set.Add(element);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool AddAndReturnTrue(TElement element) => _set.AddAndReturnTrue(element);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool AddFirstAndReturnTrue(IList<TElement> elements) =>
         ↪  _set.AddFirstAndReturnTrue(elements);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool AddAllAndReturnTrue(IList<TElement> elements) =>
         ↪  _set.AddAllAndReturnTrue(elements);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool AddSkipFirstAndReturnTrue(IList<TElement> elements) =>
         ↪  _set.AddSkipFirstAndReturnTrue(elements);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public TReturnConstant AddAndReturnConstant(TElement element)
        {
            _set.Add(element);
            return _returnConstant;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public TReturnConstant AddFirstAndReturnConstant(IList<TElement> elements)
        {
            _set.AddFirst(elements);
            return _returnConstant;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public TReturnConstant AddAllAndReturnConstant(IList<TElement> elements)
        {
            _set.AddAll(elements);
            return _returnConstant;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public TReturnConstant AddSkipFirstAndReturnConstant(IList<TElement> elements)
        {
            _set.AddSkipFirst(elements);
            return _returnConstant;
        }
    }
}
```

1.32 ./csharp/Platform.Collections/Stacks/DefaultStack.cs

```
using System.Collections.Generic;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Stacks
{
    public class DefaultStack<TElement> : Stack<TElement>, IStack<TElement>
    {
        public bool IsEmpty
        {
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            get => Count <= 0;
        }
    }
}
```

1.33 ./csharp/Platform.Collections/Stacks/IStack.cs

```
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

```

```csharp
namespace Platform.Collections.Stacks
{
    public interface IStack<TElement>
    {
        bool IsEmpty
        {
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            get;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        void Push(TElement element);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        TElement Pop();

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        TElement Peek();
    }
}
```

1.34 ./csharp/Platform.Collections/Stacks/IStackExtensions.cs

```csharp
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Stacks
{
    public static class IStackExtensions
    {
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static void Clear<T>(this IStack<T> stack)
        {
            while (!stack.IsEmpty)
            {
                _ = stack.Pop();
            }
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static T PopOrDefault<T>(this IStack<T> stack) => stack.IsEmpty ? default :
         ↪  stack.Pop();

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static T PeekOrDefault<T>(this IStack<T> stack) => stack.IsEmpty ? default :
         ↪  stack.Peek();
    }
}
```

1.35 ./csharp/Platform.Collections/Stacks/IStackFactory.cs

```csharp
using Platform.Interfaces;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Stacks
{
    public interface IStackFactory<TElement> : IFactory<IStack<TElement>>
    {
    }
}
```

1.36 ./csharp/Platform.Collections/Stacks/StackExtensions.cs

```csharp
using System.Collections.Generic;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Stacks
{
    public static class StackExtensions
    {
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static T PopOrDefault<T>(this Stack<T> stack) => stack.Count > 0 ? stack.Pop() :
         ↪  default;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static T PeekOrDefault<T>(this Stack<T> stack) => stack.Count > 0 ? stack.Peek()
         ↪  : default;
    }
}
```

1.37 ./csharp/Platform.Collections/StringExtensions.cs

```csharp
using System;
using System.Globalization;
using System.Runtime.CompilerServices;

#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections
{
    public static class StringExtensions
    {
        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static string CapitalizeFirstLetter(this string @string)
        {
            if (string.IsNullOrWhiteSpace(@string))
            {
                return @string;
            }
            var chars = @string.ToCharArray();
            for (var i = 0; i < chars.Length; i++)
            {
                var category = char.GetUnicodeCategory(chars[i]);
                if (category == UnicodeCategory.UppercaseLetter)
                {
                    return @string;
                }
                if (category == UnicodeCategory.LowercaseLetter)
                {
                    chars[i] = char.ToUpper(chars[i]);
                    return new string(chars);
                }
            }
            return @string;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static string Truncate(this string @string, int maxLength) =>
        ↪   string.IsNullOrEmpty(@string) ? @string : @string.Substring(0,
        ↪   Math.Min(@string.Length, maxLength));

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public static string TrimSingle(this string @string, char charToTrim)
        {
            if (!string.IsNullOrEmpty(@string))
            {
                if (@string.Length == 1)
                {
                    if (@string[0] == charToTrim)
                    {
                        return "";
                    }
                    else
                    {
                        return @string;
                    }
                }
                else
                {
                    var left = 0;
                    var right = @string.Length - 1;
                    if (@string[left] == charToTrim)
                    {
                        left++;
                    }
                    if (@string[right] == charToTrim)
                    {
                        right--;
                    }
                    return @string.Substring(left, right - left + 1);
                }
            }
            else
            {
                return @string;
            }
        }
    }
}
```

1.38 ./csharp/Platform.Collections/Trees/Node.cs

```csharp
using System.Collections.Generic;
using System.Runtime.CompilerServices;

// ReSharper disable ForCanBeConvertedToForeach
#pragma warning disable CS1591 // Missing XML comment for publicly visible type or member

namespace Platform.Collections.Trees
{
    public class Node
    {
        private Dictionary<object, Node> _childNodes;

        public object Value
        {
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            get;
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            set;
        }

        public Dictionary<object, Node> ChildNodes
        {
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            get => _childNodes ?? (_childNodes = new Dictionary<object, Node>());
        }

        public Node this[object key]
        {
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            get => GetChild(key) ?? AddChild(key);
            [MethodImpl(MethodImplOptions.AggressiveInlining)]
            set => SetChildValue(value, key);
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public Node(object value) => Value = value;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public Node() : this(null) { }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public bool ContainsChild(params object[] keys) => GetChild(keys) != null;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public Node GetChild(params object[] keys)
        {
            var node = this;
            for (var i = 0; i < keys.Length; i++)
            {
                node.ChildNodes.TryGetValue(keys[i], out node);
                if (node == null)
                {
                    return null;
                }
            }
            return node;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public object GetChildValue(params object[] keys) => GetChild(keys)?.Value;

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public Node AddChild(object key) => AddChild(key, new Node(null));

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public Node AddChild(object key, object value) => AddChild(key, new Node(value));

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public Node AddChild(object key, Node child)
        {
            ChildNodes.Add(key, child);
            return child;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public Node SetChild(params object[] keys) => SetChildValue(null, keys);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public Node SetChild(object key) => SetChildValue(null, key);

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public Node SetChildValue(object value, params object[] keys)
        {
            var node = this;
            for (var i = 0; i < keys.Length; i++)
            {
                node = SetChildValue(value, keys[i]);
            }
            node.Value = value;
            return node;
        }

        [MethodImpl(MethodImplOptions.AggressiveInlining)]
        public Node SetChildValue(object value, object key)
        {
            if (!ChildNodes.TryGetValue(key, out Node child))
            {
                child = AddChild(key, value);
            }
            child.Value = value;
            return child;
        }
    }
}
```

1.39 ./csharp/Platform.Collections.Tests/ArrayTests.cs

```
using Xunit;
using Platform.Collections.Arrays;

namespace Platform.Collections.Tests
{
    public class ArrayTests
    {
        [Fact]
        public void GetElementTest()
        {
            var nullArray = (int[])null;
            Assert.Equal(0, nullArray.GetElementOrDefault(1));
            Assert.False(nullArray.TryGetElement(1, out int element));
            Assert.Equal(0, element);
            var array = new int[] { 1, 2, 3 };
            Assert.Equal(3, array.GetElementOrDefault(2));
            Assert.True(array.TryGetElement(2, out element));
            Assert.Equal(3, element);
            Assert.Equal(0, array.GetElementOrDefault(10));
            Assert.False(array.TryGetElement(10, out element));
            Assert.Equal(0, element);
        }
    }
}
```

1.40 ./csharp/Platform.Collections.Tests/BitStringTests.cs

```
using System;
using System.Collections;
using Xunit;
using Platform.Random;

namespace Platform.Collections.Tests
{
    public static class BitStringTests
    {
        [Fact]
        public static void BitGetSetTest()
        {
            const int n = 250;
            var bitArray = new BitArray(n);
            var bitString = new BitString(n);
            for (var i = 0; i < n; i++)
            {
                var value = RandomHelpers.Default.NextBoolean();
                bitArray.Set(i, value);
                bitString.Set(i, value);
                Assert.Equal(value, bitArray.Get(i));
                Assert.Equal(value, bitString.Get(i));
            }
        }

        [Fact]
        public static void BitVectorNotTest()
        {
            TestToOperationsWithSameMeaning((x, y, w, v) =>
            {
                x.VectorNot();
                w.Not();
            });
        }

        [Fact]
        public static void BitParallelNotTest()
        {
            TestToOperationsWithSameMeaning((x, y, w, v) =>
            {
                x.ParallelNot();
                w.Not();
            });
        }

        [Fact]
        public static void BitParallelVectorNotTest()
        {
            TestToOperationsWithSameMeaning((x, y, w, v) =>
            {
                x.ParallelVectorNot();
                w.Not();
            });
        }

        [Fact]
        public static void BitVectorAndTest()
        {
            TestToOperationsWithSameMeaning((x, y, w, v) =>
            {
                x.VectorAnd(y);
                w.And(v);
            });
        }

        [Fact]
        public static void BitParallelAndTest()
        {
            TestToOperationsWithSameMeaning((x, y, w, v) =>
            {
                x.ParallelAnd(y);
                w.And(v);
            });
        }

        [Fact]
        public static void BitParallelVectorAndTest()
        {
            TestToOperationsWithSameMeaning((x, y, w, v) =>
            {
                x.ParallelVectorAnd(y);
                w.And(v);
            });
        }

        [Fact]
        public static void BitVectorOrTest()
        {
            TestToOperationsWithSameMeaning((x, y, w, v) =>
            {
                x.VectorOr(y);
                w.Or(v);
            });
        }

        [Fact]
        public static void BitParallelOrTest()
        {
            TestToOperationsWithSameMeaning((x, y, w, v) =>
            {
                x.ParallelOr(y);
                w.Or(v);
            });
        }

        [Fact]
        public static void BitParallelVectorOrTest()
        {
            TestToOperationsWithSameMeaning((x, y, w, v) =>
            {
                x.ParallelVectorOr(y);
                w.Or(v);
            });
        }

        [Fact]
        public static void BitVectorXorTest()
        {
            TestToOperationsWithSameMeaning((x, y, w, v) =>
            {
                x.VectorXor(y);
                w.Xor(v);
            });
        }

        [Fact]
        public static void BitParallelXorTest()
        {
            TestToOperationsWithSameMeaning((x, y, w, v) =>
            {
                x.ParallelXor(y);
                w.Xor(v);
            });
        }

        [Fact]
        public static void BitParallelVectorXorTest()
        {
            TestToOperationsWithSameMeaning((x, y, w, v) =>
            {
                x.ParallelVectorXor(y);
                w.Xor(v);
            });
        }

        private static void TestToOperationsWithSameMeaning(Action<BitString, BitString,
        ↪  BitString, BitString> test)
        {
            const int n = 5654;
            var x = new BitString(n);
            var y = new BitString(n);
            while (x.Equals(y))
            {
                x.SetRandomBits();
                y.SetRandomBits();
            }
            var w = new BitString(x);
            var v = new BitString(y);
            Assert.False(x.Equals(y));
            Assert.False(w.Equals(v));
            Assert.True(x.Equals(w));
            Assert.True(y.Equals(v));
            test(x, y, w, v);
            Assert.True(x.Equals(w));
        }
    }
}
```

1.41 ./csharp/Platform.Collections.Tests/CharsSegmentTests.cs

```
using Xunit;
using Platform.Collections.Segments;

namespace Platform.Collections.Tests
{
    public static class CharsSegmentTests
    {
        [Fact]
        public static void GetHashCodeEqualsTest()
        {
            const string testString = "test test";
            var testArray = testString.ToCharArray();
            var firstHashCode = new CharSegment(testArray, 0, 4).GetHashCode();
            var secondHashCode = new CharSegment(testArray, 5, 4).GetHashCode();
```

```csharp
            Assert.Equal(firstHashCode, secondHashCode);
        }

        [Fact]
        public static void EqualsTest()
        {
            const string testString = "test test";
            var testArray = testString.ToCharArray();
            var first = new CharSegment(testArray, 0, 4);
            var second = new CharSegment(testArray, 5, 4);
            Assert.True(first.Equals(second));
        }
    }
}
```

1.42 ./csharp/Platform.Collections.Tests/ListTests.cs

```csharp
using System.Collections.Generic;
using Xunit;
using Platform.Collections.Lists;


namespace Platform.Collections.Tests
{
    public class ListTests
    {
        [Fact]
        public void GetElementTest()
        {
            var nullList = (IList<int>)null;
            Assert.Equal(0, nullList.GetElementOrDefault(1));
            Assert.False(nullList.TryGetElement(1, out int element));
            Assert.Equal(0, element);
            var list = new List<int>() { 1, 2, 3 };
            Assert.Equal(3, list.GetElementOrDefault(2));
            Assert.True(list.TryGetElement(2, out element));
            Assert.Equal(3, element);
            Assert.Equal(0, list.GetElementOrDefault(10));
            Assert.False(list.TryGetElement(10, out element));
            Assert.Equal(0, element);
        }
    }
}
```

1.43 ./csharp/Platform.Collections.Tests/StringTests.cs

```csharp
using Xunit;

namespace Platform.Collections.Tests
{
    public static class StringTests
    {
        [Fact]
        public static void CapitalizeFirstLetterTest()
        {
            Assert.Equal("Hello", "hello".CapitalizeFirstLetter());
            Assert.Equal("Hello", "Hello".CapitalizeFirstLetter());
            Assert.Equal("  Hello", "  hello".CapitalizeFirstLetter());
        }

        [Fact]
        public static void TrimSingleTest()
        {
            Assert.Equal("", "'".TrimSingle('\''));
            Assert.Equal("", "''".TrimSingle('\''));
            Assert.Equal("hello", "'hello'".TrimSingle('\''));
            Assert.Equal("hello", "hello'".TrimSingle('\''));
            Assert.Equal("hello", "'hello".TrimSingle('\''));
        }
    }
}
```

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