

```

/!*
 * jQuery JavaScript Library v3.6.0
 * https://jquery.com/
 *
 * Includes Sizzle.js
 * https://sizzlejs.com/
 *
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 * Released under the MIT license
 * https://jquery.org/license
 *
 * Date: 2021-03-02T17:08Z
 */
( function( global, factory ) {

    "use strict";

    if ( typeof module === "object" && typeof module.exports === "object" ) {

        // For CommonJS and CommonJS-like environments where a proper `window`
        // is present, execute the factory and get jQuery.
        // For environments that do not have a `window` with a `document`
        // (such as Node.js), expose a factory as module.exports.
        // This accentuates the need for the creation of a real `window`.
        // e.g. var jQuery = require("jquery")(window);
        // See ticket #14549 for more info.
        module.exports = global.document ?
            factory( global, true ) :
            function( w ) {
                if ( !w.document ) {
                    throw new Error( "jQuery requires a window with a
document" );
                }
                return factory( w );
            };
    } else {
        factory( global );
    }

    // Pass this if window is not defined yet
    })( typeof window !== "undefined" ? window : this, function( window, noGlobal ) {

    // Edge <= 12 - 13+, Firefox <=18 - 45+, IE 10 - 11, Safari 5.1 - 9+, iOS 6 - 9.1
    // throw exceptions when non-strict code (e.g., ASP.NET 4.5) accesses strict mode
    // arguments.callee.caller (trac-13335). But as of jQuery 3.0 (2016), strict mode should be common
    // enough that all such attempts are guarded in a try block.
    "use strict";

    var arr = [];

    var getProto = Object.getPrototypeOf;

    var slice = arr.slice;

    var flat = arr.flat ? function( array ) {
        return arr.flat.call( array );
    } : function( array ) {
        return arr.concat.apply( [], array );
    };

    var push = arr.push;

    var indexOf = arr.indexOf;

    var class2type = {};

    var toString = class2type.toString;

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var hasOwn = class2type.hasOwnProperty;

var fnToString = hasOwn.toString;

var ObjectFunctionString = fnToString.call( Object );

var support = {};

var isFunction = function isFunction( obj ) {

    // Support: Chrome <=57, Firefox <=52
    // In some browsers, typeof returns "function" for HTML <object> elements
    // (i.e., `typeof document.createElement( "object" ) === "function"`).
    // We don't want to classify *any* DOM node as a function.
    // Support: QtWeb <=3.8.5, WebKit <=534.34, wkhtmltopdf tool <=0.12.5
    // Plus for old WebKit, typeof returns "function" for HTML collections
    // (e.g., `typeof document.getElementsByTagName("div") === "function"`). (gh-4756)
    return typeof obj === "function" && typeof obj.nodeType !== "number" &&
        typeof obj.item !== "function";

};

var isWindow = function isWindow( obj ) {
    return obj != null && obj === obj.window;
};

var document = window.document;

var preservedScriptAttributes = {
    type: true,
    src: true,
    nonce: true,
    noModule: true
};

function DOMEval( code, node, doc ) {
    doc = doc || document;

    var i, val,
        script = doc.createElement( "script" );

    script.text = code;
    if ( node ) {
        for ( i in preservedScriptAttributes ) {
            // Support: Firefox 64+, Edge 18+
            // Some browsers don't support the "nonce" property on scripts.
            // On the other hand, just using `getAttribute` is not enough as
            // the `nonce` attribute is reset to an empty string whenever it
            // becomes browsing-context connected.
            // See https://github.com/whatwg/html/issues/2369
            // See https://html.spec.whatwg.org/#nonce-attributes
            // The `node.getAttribute` check was added for the sake of
            // `jQuery.globalEval` so that it can fake a nonce-containing node
            // via an object.
            val = node[ i ] || node.getAttribute && node.getAttribute( i );
            if ( val ) {
                script.setAttribute( i, val );
            }
        }
    }
    doc.head.appendChild( script ).parentNode.removeChild( script );
}

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function toType( obj ) {
    if ( obj == null ) {
        return obj + "";
    }

    // Support: Android <=2.3 only (functionish RegExp)
    return typeof obj === "object" || typeof obj === "function" ?
        class2type[ toString.call( obj ) ] || "object" :
        typeof obj;
}
/* global Symbol */
// Defining this global in .eslintrc.json would create a danger of using the global
// unguarded in another place, it seems safer to define global only for this module

var
    version = "3.6.0",

    // Define a local copy of jQuery
    jQuery = function( selector, context ) {

        // The jQuery object is actually just the init constructor 'enhanced'
        // Need init if jQuery is called (just allow error to be thrown if not included)
        return new jQuery.fn.init( selector, context );
    };

jQuery.fn = jQuery.prototype = {

    // The current version of jQuery being used
    jquery: version,

    constructor: jQuery,

    // The default length of a jQuery object is 0
    length: 0,

    toArray: function() {
        return slice.call( this );
    },

    // Get the Nth element in the matched element set OR
    // Get the whole matched element set as a clean array
    get: function( num ) {

        // Return all the elements in a clean array
        if ( num == null ) {
            return slice.call( this );
        }

        // Return just the one element from the set
        return num < 0 ? this[ num + this.length ] : this[ num ];
    },

    // Take an array of elements and push it onto the stack
    // (returning the new matched element set)
    pushStack: function( elems ) {

        // Build a new jQuery matched element set
        var ret = jQuery.merge( this.constructor(), elems );

        // Add the old object onto the stack (as a reference)
        ret.prevObject = this;

        // Return the newly-formed element set
        return ret;
    },

    // Execute a callback for every element in the matched set.

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each: function( callback ) {
    return jQuery.each( this, callback );
},

map: function( callback ) {
    return this.pushStack( jQuery.map( this, function( elem, i ) {
        return callback.call( elem, i, elem );
    } ) );
},

slice: function() {
    return this.pushStack( slice.apply( this, arguments ) );
},

first: function() {
    return this.eq( 0 );
},

last: function() {
    return this.eq( -1 );
},

even: function() {
    return this.pushStack( jQuery.grep( this, function( _elem, i ) {
        return ( i + 1 ) % 2;
    } ) );
},

odd: function() {
    return this.pushStack( jQuery.grep( this, function( _elem, i ) {
        return i % 2;
    } ) );
},

eq: function( i ) {
    var len = this.length,
        j = +i + ( i < 0 ? len : 0 );
    return this.pushStack( j >= 0 && j < len ? [ this[ j ] ] : [] );
},

end: function() {
    return this.prevObject || this.constructor();
},

// For internal use only.
// Behaves like an Array's method, not like a jQuery method.
push: push,
sort: arr.sort,
splice: arr.splice
};

jQuery.extend = jQuery.fn.extend = function() {
    var options, name, src, copy, copyIsArray, clone,
        target = arguments[ 0 ] || {},
        i = 1,
        length = arguments.length,
        deep = false;

    // Handle a deep copy situation
    if ( typeof target === "boolean" ) {
        deep = target;

        // Skip the boolean and the target
        target = arguments[ i ] || {};
        i++;
    }

    // Handle case when target is a string or something (possible in deep copy)
    if ( typeof target !== "object" && !isFunction( target ) ) {

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        target = {};
    }

    // Extend jQuery itself if only one argument is passed
    if ( i === length ) {
        target = this;
        i--;
    }

    for ( ; i < length; i++ ) {

        // Only deal with non-null/undefined values
        if ( ( options = arguments[ i ] ) != null ) {

            // Extend the base object
            for ( name in options ) {
                copy = options[ name ];

                // Prevent Object.prototype pollution
                // Prevent never-ending loop
                if ( name === "__proto__" || target === copy ) {
                    continue;
                }

                // Recurse if we're merging plain objects or arrays
                if ( deep && copy && ( jQuery.isPlainObject( copy ) ||
                    ( copyIsArray = Array.isArray( copy ) ) ) ) {
                    src = target[ name ];

                    // Ensure proper type for the source value
                    if ( copyIsArray && !Array.isArray( src ) ) {
                        clone = [];
                    } else if ( !copyIsArray && !jQuery.isPlainObject( src ) ) {
                        clone = {};
                    } else {
                        clone = src;
                    }
                    copyIsArray = false;

                    // Never move original objects, clone them
                    target[ name ] = jQuery.extend( deep, clone, copy );

                // Don't bring in undefined values
                } else if ( copy !== undefined ) {
                    target[ name ] = copy;
                }
            }
        }
    }

    // Return the modified object
    return target;
};

jQuery.extend( {

    // Unique for each copy of jQuery on the page
    expando: "jQuery" + ( version + Math.random() ).replace( /\D/g, "" ),

    // Assume jQuery is ready without the ready module
    isReady: true,

    error: function( msg ) {
        throw new Error( msg );
    },

    noop: function() {},

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isPlainObject: function( obj ) {
    var proto, Ctor;

    // Detect obvious negatives
    // Use toString instead of jQuery.type to catch host objects
    if ( !obj || toString.call( obj ) !== "[object Object]" ) {
        return false;
    }

    proto = getProto( obj );

    // Objects with no prototype (e.g., `Object.create( null )`) are plain
    if ( !proto ) {
        return true;
    }

    // Objects with prototype are plain iff they were constructed by a global Object
function
    Ctor = hasOwn.call( proto, "constructor" ) && proto.constructor;
    return typeof Ctor === "function" && fnToString.call( Ctor ) ===
ObjectFunctionString;
},

isEmptyObject: function( obj ) {
    var name;

    for ( name in obj ) {
        return false;
    }
    return true;
},

// Evaluates a script in a provided context; falls back to the global one
// if not specified.
globalEval: function( code, options, doc ) {
    DOMEval( code, { nonce: options && options.nonce }, doc );
},

each: function( obj, callback ) {
    var length, i = 0;

    if ( isArrayLike( obj ) ) {
        length = obj.length;
        for ( ; i < length; i++ ) {
            if ( callback.call( obj[ i ], i, obj[ i ] ) === false ) {
                break;
            }
        }
    } else {
        for ( i in obj ) {
            if ( callback.call( obj[ i ], i, obj[ i ] ) === false ) {
                break;
            }
        }
    }

    return obj;
},

// results is for internal usage only
makeArray: function( arr, results ) {
    var ret = results || [];

    if ( arr != null ) {
        if ( isArrayLike( Object( arr ) ) ) {
            jQuery.merge( ret,
                typeof arr === "string" ?
                    [ arr ] : arr
            );
        }
    }

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        } else {
            push.call( ret, arr );
        }
    }

    return ret;
},

isArray: function( elem, arr, i ) {
    return arr == null ? -1 : indexOf.call( arr, elem, i );
},

// Support: Android <=4.0 only, PhantomJS 1 only
// push.apply(_, arraylike) throws on ancient WebKit
merge: function( first, second ) {
    var len = +second.length,
        j = 0,
        i = first.length;

    for ( ; j < len; j++ ) {
        first[ i++ ] = second[ j ];
    }

    first.length = i;

    return first;
},

grep: function( elems, callback, invert ) {
    var callbackInverse,
        matches = [],
        i = 0,
        length = elems.length,
        callbackExpect = !invert;

    // Go through the array, only saving the items
    // that pass the validator function
    for ( ; i < length; i++ ) {
        callbackInverse = !callback( elems[ i ], i );
        if ( callbackInverse !== callbackExpect ) {
            matches.push( elems[ i ] );
        }
    }

    return matches;
},

// arg is for internal usage only
map: function( elems, callback, arg ) {
    var length, value,
        i = 0,
        ret = [];

    // Go through the array, translating each of the items to their new values
    if ( isArrayLike( elems ) ) {
        length = elems.length;
        for ( ; i < length; i++ ) {
            value = callback( elems[ i ], i, arg );

            if ( value !== null ) {
                ret.push( value );
            }
        }
    }

    // Go through every key on the object,
    } else {
        for ( i in elems ) {
            value = callback( elems[ i ], i, arg );

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        if ( value != null ) {
            ret.push( value );
        }
    }

    // Flatten any nested arrays
    return flat( ret );
},

// A global GUID counter for objects
guid: 1,

// jQuery.support is not used in Core but other projects attach their
// properties to it so it needs to exist.
support: support
} );

if ( typeof Symbol === "function" ) {
    jQuery.fn[ Symbol.iterator ] = arr[ Symbol.iterator ];
}

// Populate the class2type map
jQuery.each( "Boolean Number String Function Array Date RegExp Object Error Symbol".split( " " ),
    function( _i, name ) {
        class2type[ "[object " + name + "]" ] = name.toLowerCase();
    } );

function isArrayLike( obj ) {

    // Support: real iOS 8.2 only (not reproducible in simulator)
    // `in` check used to prevent JIT error (gh-2145)
    // hasOwn isn't used here due to false negatives
    // regarding Nodelist length in IE
    var length = !!obj && "length" in obj && obj.length,
        type = toType( obj );

    if ( isFunction( obj ) || isWindow( obj ) ) {
        return false;
    }

    return type === "array" || length === 0 ||
        typeof length === "number" && length > 0 && ( length - 1 ) in obj;
}

var Sizzle =
/*!
 * Sizzle CSS Selector Engine v2.3.6
 * https://sizzlejs.com/
 *
 * Copyright JS Foundation and other contributors
 * Released under the MIT license
 * https://js.foundation/
 *
 * Date: 2021-02-16
 */
( function( window ) {
    var i,
        support,
        Expr,
        getText,
        isXML,
        tokenize,
        compile,
        select,
        outermostContext,
        sortInput,
        hasDuplicate,

        // Local document vars

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setDocument,
document,
docElem,
documentIsHTML,
rbuggyQSA,
rbuggyMatches,
matches,
contains,

// Instance-specific data
expando = "sizzle" + 1 * new Date(),
preferredDoc = window.document,
dirruns = 0,
done = 0,
classCache = createCache(),
tokenCache = createCache(),
compilerCache = createCache(),
nonnativeSelectorCache = createCache(),
sortOrder = function( a, b ) {
    if ( a === b ) {
        hasDuplicate = true;
    }
    return 0;
},

// Instance methods
hasOwn = ( {} ).hasOwnProperty,
arr = [],
pop = arr.pop,
pushNative = arr.push,
push = arr.push,
slice = arr.slice,

// Use a stripped-down indexOf as it's faster than native
// https://jsperf.com/thor-indexof-vs-for/5
indexOf = function( list, elem ) {
    var i = 0,
        len = list.length;
    for ( ; i < len; i++ ) {
        if ( list[ i ] === elem ) {
            return i;
        }
    }
    return -1;
},

booleans = "checked|selected|async|autofocus|autoplay|controls|defer|disabled|hidden| " +
    "ismap|loop|multiple|open|readonly|required|scoped",

// Regular expressions

// http://www.w3.org/TR/css3-selectors/#whitespace
whitespace = "[\\x20\\t\\r\\n\\f]",

// https://www.w3.org/TR/css-syntax-3/#ident-token-diagram
identifier = "(?:\\\\[\\da-fA-F]{1,6}" + whitespace +
    "?|\\\\[^\r\n\\f]|\\\\w-|^[^\\\\x7f])+",

// Attribute selectors: http://www.w3.org/TR/selectors/#attribute-selectors
attributes = "\\[" + whitespace + "*(" + identifier + ")(?:" + whitespace +

    // Operator (capture 2)
    "([*^$|!~]?=)" + whitespace +

    // "Attribute values must be CSS identifiers [capture 5]
    // or strings [capture 3 or capture 4]"
    "*(?:'((?:\\\\.|^[^\\\\'])*)'|\"((?:\\\\.|^[^\\\\\"]*)\")|)" +
    whitespace + "*\\]",

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pseudos = ":((" + identifier + ")(?:\\((" +

arguments:
    // To reduce the number of selectors needing tokenize in the preFilter, prefer
    // 1. quoted (capture 3; capture 4 or capture 5)
    "('\\(?:\\\\\\\\.|[^\\"\\\\'])*'\\\"(?:\\\\\\\\.|[^\\"\\\\\"])*\\\")|" +

    // 2. simple (capture 6)
    "(?:\\\\\\\\.|[^\\"\\\\()\\\\\\]|" + attributes + ")*|" +

    // 3. anything else (capture 2)
    ".*" +
    "\\)|\\)",

    // Leading and non-escaped trailing whitespace, capturing some non-whitespace characters
preceding the latter
    rtrim = new RegExp( whitespace + "+", "g" ),
    rtrim = new RegExp( "^" + whitespace + "+|((?:^|^[^\\"\\\\])(?:\\\\\\\\.)*" +
        whitespace + "+$", "g" ),

    rcomma = new RegExp( "^" + whitespace + "*, " + whitespace + "*" ),
    rcombinators = new RegExp( "^" + whitespace + "*([>+~]|" + whitespace + ")" + whitespace +
        "*" ),
    rdescend = new RegExp( whitespace + ">" ),

    rpseudo = new RegExp( pseudos ),
    ridentifier = new RegExp( "^" + identifier + "$" ),

    matchExpr = {
        "ID": new RegExp( "^#(" + identifier + ")" ),
        "CLASS": new RegExp( "^\\.(" + identifier + ")" ),
        "TAG": new RegExp( "^(" + identifier + "|[*])" ),
        "ATTR": new RegExp( "^" + attributes ),
        "PSEUDO": new RegExp( "^" + pseudos ),
        "CHILD": new RegExp( "^:(only|first|last|nth|nth-last)-(child|of-type)(?:\\((" +
            whitespace + "*(even|odd|(([+-]|)(\\d*)n|)" + whitespace + "*(?:([+-]|)" +
            whitespace + "*(\\d+)|))" + whitespace + "*\\)|)", "i" ),
        "bool": new RegExp( "^(?:" + booleans + ")$", "i" ),

        // For use in libraries implementing .is()
        // We use this for POS matching in `select`
        "needsContext": new RegExp( "^" + whitespace +
            "*[>+~]|:(even|odd|eq|gt|lt|nth|first|last)(?:\\((" + whitespace +
            "*(?:-\\d)?\\d*)" + whitespace + "*\\)|)(?=[^-]|$)", "i" )
    },

    rhtml = /HTML$/i,
    rinputs = /^(?:input|select|textarea|button)$/i,
    rheader = /^h\d$/i,

    rnative = /^[^{}+\s*\\[native \w]/,

    // Easily-parseable/retrievable ID or TAG or CLASS selectors
    rquickExpr = /^(?:#([\w-]+)|(\w+)|\.([\w-]+))$/,

    rsibling = /[+~]/,

    // CSS escapes
    // http://www.w3.org/TR/CSS21/syndata.html#escaped-characters
    runescape = new RegExp( "\\\\[\\da-fA-F]{1,6}" + whitespace + "?|\\\\\\\\([^\\"r\\n\\f])", "g"
),
    funescape = function( escape, nonHex ) {
        var high = "0x" + escape.slice( 1 ) - 0x10000;

        return nonHex ?

            // Strip the backslash prefix from a non-hex escape sequence
            nonHex :

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        // Replace a hexadecimal escape sequence with the encoded Unicode code
point
        // Support: IE <=11+
        // For values outside the Basic Multilingual Plane (BMP), manually
construct a
        // surrogate pair
        high < 0 ?
            String.fromCharCode( high + 0x10000 ) :
            String.fromCharCode( high >> 10 | 0xD800, high & 0x3FF | 0xDC00 );
    },

    // CSS string/identifier serialization
    // https://drafts.csswg.org/cssom/#common-serializing-idioms
    rcssescape = /([\0-\x1f\x7f]|^-?\d)|^-$|[\^\\\0-\x1f\x7f-\uFFFF\w-]/g,
    fcssescape = function( ch, asCodePoint ) {
        if ( asCodePoint ) {
            // U+0000 NULL becomes U+FFFD REPLACEMENT CHARACTER
            if ( ch === "\0" ) {
                return "\uFFFD";
            }

            // Control characters and (dependent upon position) numbers get escaped as
code points
            return ch.slice( 0, -1 ) + "\\ " +
                ch.charCodeAt( ch.length - 1 ).toString( 16 ) + " ";
        }

        // Other potentially-special ASCII characters get backslash-escaped
        return "\\" + ch;
    },

    // Used for iframes
    // See setDocument()
    // Removing the function wrapper causes a "Permission Denied"
    // error in IE
    unloadHandler = function() {
        setDocument();
    },

    inDisabledFieldset = addCombinator(
        function( elem ) {
            return elem.disabled === true && elem.nodeName.toLowerCase() ===
"fieldset";
        },
        { dir: "parentNode", next: "legend" }
    );

// Optimize for push.apply( _, NodeList )
try {
    push.apply(
        ( arr = slice.call( preferredDoc.childNodes ) ),
        preferredDoc.childNodes
    );

    // Support: Android<4.0
    // Detect silently failing push.apply
    // eslint-disable-next-line no-unused-expressions
    arr[ preferredDoc.childNodes.length ].nodeType;
} catch ( e ) {
    push = { apply: arr.length ?

        // Leverage slice if possible
        function( target, els ) {
            pushNative.apply( target, slice.call( els ) );
        } :

        // Support: IE<9
        // Otherwise append directly

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function( target, els ) {
    var j = target.length,
        i = 0;

    // Can't trust NodeList.length
    while ( ( target[ j++ ] = els[ i++ ] ) ) {}
    target.length = j - 1;
}

};

function Sizzle( selector, context, results, seed ) {
    var m, i, elem, nid, match, groups, newSelector,
        newContext = context && context.ownerDocument,

        // nodeType defaults to 9, since context defaults to document
        nodeType = context ? context.nodeType : 9;

    results = results || [];

    // Return early from calls with invalid selector or context
    if ( typeof selector !== "string" || !selector ||
        nodeType !== 1 && nodeType !== 9 && nodeType !== 11 ) {

        return results;
    }

    // Try to shortcut find operations (as opposed to filters) in HTML documents
    if ( !seed ) {
        setDocument( context );
        context = context || document;

        if ( documentIsHTML ) {

            // If the selector is sufficiently simple, try using a "get*By*" DOM
            // (excepting DocumentFragment context, where the methods don't exist)
            if ( nodeType !== 11 && ( match = rquickExpr.exec( selector ) ) ) {

                // ID selector
                if ( ( m = match[ 1 ] ) ) {

                    // Document context
                    if ( nodeType === 9 ) {
                        if ( ( elem = context.getElementById( m ) ) ) {

                            // Support: IE, Opera, Webkit
                            // TODO: identify versions
                            // getElementById can match elements by
                            // name instead of ID

                            if ( elem.id === m ) {
                                results.push( elem );
                                return results;
                            }
                        } else {
                            return results;
                        }
                    }

                    // Element context
                } else {

                    // Support: IE, Opera, Webkit
                    // TODO: identify versions
                    // getElementById can match elements by name
                    // instead of ID

                    if ( newContext && ( elem =
                        newContext.getElementById( m ) ) &&
                        contains( context, elem ) &&
                        elem.id === m ) {

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        results.push( elem );
        return results;
    }
}

// Type selector
} else if ( match[ 2 ] ) {
    push.apply( results, context.getElementsByTagName(
selector ) );
    return results;

// Class selector
} else if ( ( m = match[ 3 ] ) && support.getElementsByClassName
&&
    context.getElementsByClassName ) {
    push.apply( results, context.getElementsByClassName( m )
);
    return results;
}

// Take advantage of querySelectorAll
if ( support.qsa &&
    !nonnativeSelectorCache[ selector + " " ] &&
    ( !rbuggyQSA || !rbuggyQSA.test( selector ) ) &&

// Support: IE 8 only
// Exclude object elements
(.nodeType !== 1 || context.nodeName.toLowerCase() !== "object" )
) {

    newSelector = selector;
    newContext = context;

// qSA considers elements outside a scoping root when evaluating
child or
// descendant combinators, which is not what we want.
// In such cases, we work around the behavior by prefixing every
selector in the
// list with an ID selector referencing the scope context.
// The technique has to be used as well when a leading combinator
is used
// as such selectors are not recognized by querySelectorAll.
// Thanks to Andrew Dupont for this technique.
if (.nodeType === 1 &&
    ( rdescend.test( selector ) || rcombinators.test( selector
) ) ) {

        // Expand context for sibling selectors
        newContext = rsibling.test( selector ) && testContext(
context.parentNode ) ||
            context;

// We can use :scope instead of the ID hack if the browser
// supports it & if we're not changing the context.
if ( newContext !== context || !support.scope ) {

            // Capture the context ID, setting it first if
necessary
            if ( ( nid = context.getAttribute( "id" ) ) ) {
                nid = nid.replace( rcssescape, fcssescape
);
            } else {
                context.setAttribute( "id", ( nid =
expando ) );
            }
        }
    }
}

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// Prefix every selector in the list
groups = tokenize( selector );
i = groups.length;
while ( i-- ) {
    groups[ i ] = ( nid ? "#" + nid : ":scope" ) + " "
+
    toSelector( groups[ i ] );
}
newSelector = groups.join( "," );
}
try {
    push.apply( results,
        newContext.querySelectorAll( newSelector )
    );
    return results;
} catch ( qsaError ) {
    nonnativeSelectorCache( selector, true );
} finally {
    if ( nid === expando ) {
        context.removeAttribute( "id" );
    }
}
}
}
}

// All others
return select( selector.replace( rtrim, "$1" ), context, results, seed );
}

/**
 * Create key-value caches of limited size
 * @returns {function(string, object)} Returns the Object data after storing it on itself with
 * property name the (space-suffixed) string and (if the cache is larger than
Expr.cacheLength)
 * deleting the oldest entry
 */
function createCache() {
    var keys = [];

    function cache( key, value ) {
        // Use (key + " ") to avoid collision with native prototype properties (see Issue
#157)
        if ( keys.push( key + " " ) > Expr.cacheLength ) {
            // Only keep the most recent entries
            delete cache[ keys.shift() ];
        }
        return ( cache[ key + " " ] = value );
    }
    return cache;
}

/**
 * Mark a function for special use by Sizzle
 * @param {Function} fn The function to mark
 */
function markFunction( fn ) {
    fn[ expando ] = true;
    return fn;
}

/**
 * Support testing using an element
 * @param {Function} fn Passed the created element and returns a boolean result
 */

```

```

function assert( fn ) {
    var el = document.createElement( "fieldset" );

    try {
        return !!fn( el );
    } catch ( e ) {
        return false;
    } finally {

        // Remove from its parent by default
        if ( el.parentNode ) {
            el.parentNode.removeChild( el );
        }

        // release memory in IE
        el = null;
    }
}

/**
 * Adds the same handler for all of the specified attrs
 * @param {String} attrs Pipe-separated list of attributes
 * @param {Function} handler The method that will be applied
 */
function addHandle( attrs, handler ) {
    var arr = attrs.split( "|" ),
        i = arr.length;

    while ( i-- ) {
        Expr.attrHandle[ arr[ i ] ] = handler;
    }
}

/**
 * Checks document order of two siblings
 * @param {Element} a
 * @param {Element} b
 * @returns {Number} Returns less than 0 if a precedes b, greater than 0 if a follows b
 */
function siblingCheck( a, b ) {
    var cur = b && a,
        diff = cur && a.nodeType === 1 && b.nodeType === 1 &&
            a.sourceIndex - b.sourceIndex;

    // Use IE sourceIndex if available on both nodes
    if ( diff ) {
        return diff;
    }

    // Check if b follows a
    if ( cur ) {
        while ( ( cur = cur.nextSibling ) ) {
            if ( cur === b ) {
                return -1;
            }
        }
    }

    return a ? 1 : -1;
}

/**
 * Returns a function to use in pseudos for input types
 * @param {String} type
 */
function createInputPseudo( type ) {
    return function( elem ) {
        var name = elem.nodeName.toLowerCase();
        return name === "input" && elem.type === type;
    };
}

```

```

    };
}

/**
 * Returns a function to use in pseudos for buttons
 * @param {String} type
 */
function createButtonPseudo( type ) {
    return function( elem ) {
        var name = elem.nodeName.toLowerCase();
        return ( name === "input" || name === "button" ) && elem.type === type;
    };
}

/**
 * Returns a function to use in pseudos for :enabled/:disabled
 * @param {Boolean} disabled true for :disabled; false for :enabled
 */
function createDisabledPseudo( disabled ) {

    // Known :disabled false positives: fieldset[disabled] > legend:nth-of-type(n+2) :can-
    disable
    return function( elem ) {

        // Only certain elements can match :enabled or :disabled
        // https://html.spec.whatwg.org/multipage/scripting.html#selector-enabled
        // https://html.spec.whatwg.org/multipage/scripting.html#selector-disabled
        if ( "form" in elem ) {

            // Check for inherited disabledness on relevant non-disabled elements:
            // * listed form-associated elements in a disabled fieldset
            //   https://html.spec.whatwg.org/multipage/forms.html#category-listed
            // https://html.spec.whatwg.org/multipage/forms.html#concept-fe-disabled
            // * option elements in a disabled optgroup
            //   https://html.spec.whatwg.org/multipage/forms.html#concept-option-
            disabled

            // All such elements have a "form" property.
            if ( elem.parentNode && elem.disabled === false ) {

                // Option elements defer to a parent optgroup if present
                if ( "label" in elem ) {
                    if ( "label" in elem.parentNode ) {
                        return elem.parentNode.disabled === disabled;
                    } else {
                        return elem.disabled === disabled;
                    }
                }

                // Support: IE 6 - 11
                // Use the isDisabled shortcut property to check for disabled
                fieldset ancestors
                return elem.isDisabled === disabled ||

                    // Where there is no isDisabled, check manually
                    /* jshint -W018 */
                    elem.isDisabled !== !disabled &&
                    inDisabledFieldset( elem ) === disabled;
            }

            return elem.disabled === disabled;

        }

        // Try to winnow out elements that can't be disabled before trusting the disabled
        property.
        // Some victims get caught in our net (label, legend, menu, track), but it
        shouldn't
        // even exist on them, let alone have a boolean value.
        } else if ( "label" in elem ) {
            return elem.disabled === disabled;
        }
    }
}

```



```

        // Remaining elements are neither :enabled nor :disabled
        return false;
    };
}

/**
 * Returns a function to use in pseudos for positionals
 * @param {Function} fn
 */
function createPositionalPseudo( fn ) {
    return markFunction( function( argument ) {
        argument = +argument;
        return markFunction( function( seed, matches ) {
            var j,
                matchIndexes = fn( [], seed.length, argument ),
                i = matchIndexes.length;

            // Match elements found at the specified indexes
            while ( i-- ) {
                if ( seed[ ( j = matchIndexes[ i ] ) ] ) {
                    seed[ j ] = !( matches[ j ] = seed[ j ] );
                }
            }
        } );
    } );
}

/**
 * Checks a node for validity as a Sizzle context
 * @param {Element|Object=} context
 * @returns {Element|Object|Boolean} The input node if acceptable, otherwise a falsy value
 */
function testContext( context ) {
    return context && typeof context.getElementsByTagName !== "undefined" && context;
}

// Expose support vars for convenience
support = Sizzle.support = {};

/**
 * Detects XML nodes
 * @param {Element|Object} elem An element or a document
 * @returns {Boolean} True iff elem is a non-HTML XML node
 */
isXML = Sizzle.isXML = function( elem ) {
    var namespace = elem && elem.namespaceURI,
        docElem = elem && ( elem.ownerDocument || elem ).documentElement;

    // Support: IE <=8
    // Assume HTML when documentElement doesn't yet exist, such as inside loading iframes
    // https://bugs.jquery.com/ticket/4833
    return !rhtml.test( namespace || docElem && docElem.nodeName || "HTML" );
};

/**
 * Sets document-related variables once based on the current document
 * @param {Element|Object} [doc] An element or document object to use to set the document
 * @returns {Object} Returns the current document
 */
setDocument = Sizzle.setDocument = function( node ) {
    var hasCompare, subWindow,
        doc = node ? node.ownerDocument || node : preferredDoc;

    // Return early if doc is invalid or already selected
    // Support: IE 11+, Edge 17 - 18+
    // IE/Edge sometimes throw a "Permission denied" error when strict-comparing
    // two documents; shallow comparisons work.
    // eslint-disable-next-line eqeqeq

```

```

    if ( doc == document || doc.nodeType !== 9 || !doc.documentElement ) {
        return document;
    }

    // Update global variables
    document = doc;
    docElem = document.documentElement;
    documentIsHTML = !isXML( document );

    // Support: IE 9 - 11+, Edge 12 - 18+
    // Accessing iframe documents after unload throws "permission denied" errors (jQuery
#13936)
    // Support: IE 11+, Edge 17 - 18+
    // IE/Edge sometimes throw a "Permission denied" error when strict-comparing
    // two documents; shallow comparisons work.
    // eslint-disable-next-line eqeqeq
    if ( preferredDoc !== document &&
        ( subWindow = document.defaultView ) && subWindow.top !== subWindow ) {

        // Support: IE 11, Edge
        if ( subWindow.addEventListener ) {
            subWindow.addEventListener( "unload", unloadHandler, false );

        // Support: IE 9 - 10 only
        } else if ( subWindow.attachEvent ) {
            subWindow.attachEvent( "onunload", unloadHandler );
        }
    }

    // Support: IE 8 - 11+, Edge 12 - 18+, Chrome <=16 - 25 only, Firefox <=3.6 - 31 only,
    // Safari 4 - 5 only, Opera <=11.6 - 12.x only
    // IE/Edge & older browsers don't support the :scope pseudo-class.
    // Support: Safari 6.0 only
    // Safari 6.0 supports :scope but it's an alias of :root there.
    support.scope = assert( function( el ) {
        docElem.appendChild( el ).appendChild( document.createElement( "div" ) );
        return typeof el.querySelectorAll !== "undefined" &&
            !el.querySelectorAll( ":scope fieldset div" ).length;
    } );

    /* Attributes
    ----- */

    // Support: IE<8
    // Verify that getAttribute really returns attributes and not properties
    // (excepting IE8 booleans)
    support.attributes = assert( function( el ) {
        el.className = "i";
        return !el.getAttribute( "className" );
    } );

    /* getElement(s)By*
    ----- */

    // Check if getElementByTagName "*" returns only elements
    support.getByTagName = assert( function( el ) {
        el.appendChild( document.createComment( "" ) );
        return !el.getElementsByTagName( "*" ).length;
    } );

    // Support: IE<9
    support.getByClassName = rnative.test( document.getElementsByClassName );

    // Support: IE<10
    // Check if getElementById returns elements by name
    // The broken getElementById methods don't pick up programmatically-set names,
    // so use a roundabout getElementByName test
    support.getById = assert( function( el ) {
        docElem.appendChild( el ).id = expando;

```

```

        return !document.getElementsByName || !document.getElementsByName( expando
    ).length;
    } );

    // ID filter and find
    if ( support.getById ) {
        Expr.filter[ "ID" ] = function( id ) {
            var attrId = id.replace( runescape, funescape );
            return function( elem ) {
                return elem.getAttribute( "id" ) === attrId;
            };
        };
        Expr.find[ "ID" ] = function( id, context ) {
            if ( typeof context.getElementById !== "undefined" && documentIsHTML ) {
                var elem = context.getElementById( id );
                return elem ? [ elem ] : [];
            }
        };
    } else {
        Expr.filter[ "ID" ] = function( id ) {
            var attrId = id.replace( runescape, funescape );
            return function( elem ) {
                var node = typeof elem.getAttributeNode !== "undefined" &&
                    elem.getAttributeNode( "id" );
                return node && node.value === attrId;
            };
        };

        // Support: IE 6 - 7 only
        // getElementById is not reliable as a find shortcut
        Expr.find[ "ID" ] = function( id, context ) {
            if ( typeof context.getElementById !== "undefined" && documentIsHTML ) {
                var node, i, elems,
                    elem = context.getElementById( id );

                if ( elem ) {

                    // Verify the id attribute
                    node = elem.getAttributeNode( "id" );
                    if ( node && node.value === id ) {
                        return [ elem ];
                    }

                    // Fall back on getElementsByName
                    elems = context.getElementsByName( id );
                    i = 0;
                    while ( ( elem = elems[ i++ ] ) ) {
                        node = elem.getAttributeNode( "id" );
                        if ( node && node.value === id ) {
                            return [ elem ];
                        }
                    }
                }

                return [];
            }
        };
    }

    // Tag
    Expr.find[ "TAG" ] = support.getElementsByTagName ?
        function( tag, context ) {
            if ( typeof context.getElementsByTagName !== "undefined" ) {
                return context.getElementsByTagName( tag );

                // DocumentFragment nodes don't have gEBTN
            } else if ( support.qsa ) {
                return context.querySelectorAll( tag );
            }
        } :

```

```

    } :

    function( tag, context ) {
        var elem,
            tmp = [],
            i = 0,

            // By happy coincidence, a (broken) gEBTN appears on
DocumentFragment nodes too
            results = context.getElementsByTagName( tag );

        // Filter out possible comments
        if ( tag === "*" ) {
            while ( ( elem = results[ i++ ] ) ) {
                if ( elem.nodeType === 1 ) {
                    tmp.push( elem );
                }
            }
        }

        return tmp;
    }
    return results;
};

// Class
Expr.find[ "CLASS" ] = support.getElementsByClassName && function( className, context ) {
    if ( typeof context.getElementsByClassName !== "undefined" && documentIsHTML ) {
        return context.getElementsByClassName( className );
    }
};

/* QSA/matchesSelector
----- */

// QSA and matchesSelector support

// matchesSelector(:active) reports false when true (IE9/Opera 11.5)
rbuggyMatches = [];

// qSa(:focus) reports false when true (Chrome 21)
// We allow this because of a bug in IE8/9 that throws an error
// whenever `document.activeElement` is accessed on an iframe
// So, we allow :focus to pass through QSA all the time to avoid the IE error
// See https://bugs.jquery.com/ticket/13378
rbuggyQSA = [];

if ( ( support.qsa = rnative.test( document.querySelectorAll ) ) ) {

    // Build QSA regex
    // Regex strategy adopted from Diego Perini
    assert( function( el ) {

        var input;

        // Select is set to empty string on purpose
        // This is to test IE's treatment of not explicitly
        // setting a boolean content attribute,
        // since its presence should be enough
        // https://bugs.jquery.com/ticket/12359
        docElem.appendChild( el ).innerHTML = "<a id='" + expando + "'></a>" +
            "<select id='" + expando + "'-\\r\\' msallowcapture=''" +
            "<option selected=''"></option></select>";

        // Support: IE8, Opera 11-12.16
        // Nothing should be selected when empty strings follow ^= or $= or *=
        // The test attribute must be unknown in Opera but "safe" for WinRT
        // https://msdn.microsoft.com/en-
us/library/ie/hh465388.aspx#attribute_section
        if ( el.querySelectorAll( "[msallowcapture^='" ].length ) {

```

```

        rbuggyQSA.push( "[*^$]=" + whitespace + "*(?:'|\"\\")" );
    }

    // Support: IE8
    // Boolean attributes and "value" are not treated correctly
    if ( !el.querySelectorAll( "[selected]" ).length ) {
        rbuggyQSA.push( "\\[" + whitespace + "*(?:value|" + booleans + ")"
    );

    }

    // Support: Chrome<29, Android<4.4, Safari<7.0+, iOS<7.0+,
    PhantomJS<1.9.8+
    if ( !el.querySelectorAll( "[id~=" + expando + "-]" ).length ) {
        rbuggyQSA.push( "~=" );
    }

    // Support: IE 11+, Edge 15 - 18+
    // IE 11/Edge don't find elements on a `[name='']` query in some cases.
    // Adding a temporary attribute to the document before the selection works
    // around the issue.
    // Interestingly, IE 10 & older don't seem to have the issue.
    input = document.createElement( "input" );
    input.setAttribute( "name", "" );
    el.appendChild( input );
    if ( !el.querySelectorAll( "[name=']" ).length ) {
        rbuggyQSA.push( "\\[" + whitespace + "*name" + whitespace + "*=" +
            whitespace + "*(?:'|\"\\")" );
    }

    // Webkit/Opera - :checked should return selected option elements
    // http://www.w3.org/TR/2011/REC-css3-selectors-20110929/#checked
    // IE8 throws error here and will not see later tests
    if ( !el.querySelectorAll( ":checked" ).length ) {
        rbuggyQSA.push( ":checked" );
    }

    // Support: Safari 8+, iOS 8+
    // https://bugs.webkit.org/show_bug.cgi?id=136851
    // In-page `selector#id sibling-combinator selector` fails
    if ( !el.querySelectorAll( "a#" + expando + "+*" ).length ) {
        rbuggyQSA.push( ".#.+[+~]" );
    }

    // Support: Firefox <=3.6 - 5 only
    // Old Firefox doesn't throw on a badly-escaped identifier.
    el.querySelectorAll( "\\f" );
    rbuggyQSA.push( "[\\r\\n\\f]" );
} );

assert( function( el ) {
    el.innerHTML = "<a href='' disabled='disabled'></a>" +
        "<select disabled='disabled'><option/></select>";

    // Support: Windows 8 Native Apps
    // The type and name attributes are restricted during .innerHTML

assignment

    var input = document.createElement( "input" );
    input.setAttribute( "type", "hidden" );
    el.appendChild( input ).setAttribute( "name", "D" );

    // Support: IE8
    // Enforce case-sensitivity of name attribute
    if ( el.querySelectorAll( "[name=d]" ).length ) {
        rbuggyQSA.push( "name" + whitespace + ".*^$|!~]?=" );
    }

    // FF 3.5 - :enabled/:disabled and hidden elements (hidden elements are
    still enabled)
    // IE8 throws error here and will not see later tests

```

```

    if ( el.querySelectorAll( ":enabled" ).length !== 2 ) {
        rbuggyQSA.push( ":enabled", ":disabled" );
    }

    // Support: IE9-11+
    // IE's :disabled selector does not pick up the children of disabled
fieldsets
    docElem.appendChild( el ).disabled = true;
    if ( el.querySelectorAll( ":disabled" ).length !== 2 ) {
        rbuggyQSA.push( ":enabled", ":disabled" );
    }

    // Support: Opera 10 - 11 only
    // Opera 10-11 does not throw on post-comma invalid pseudos
    el.querySelectorAll( "*,:x" );
    rbuggyQSA.push( "*,:*" );

    } );
}

if ( ( support.matchesSelector = rnative.test( ( matches = docElem.matches ||
    docElem.webkitMatchesSelector ||
    docElem.mozMatchesSelector ||
    docElem.oMatchesSelector ||
    docElem.msMatchesSelector ) ) ) ) {

    assert( function( el ) {

        // Check to see if it's possible to do matchesSelector
        // on a disconnected node (IE 9)
        support.disconnectedMatch = matches.call( el, "*" );

        // This should fail with an exception
        // Gecko does not error, returns false instead
        matches.call( el, "[s!='']:x" );
        rbuggyMatches.push( "!=", pseudos );

    } );

}

rbuggyQSA = rbuggyQSA.length && new RegExp( rbuggyQSA.join( "|" ) );
rbuggyMatches = rbuggyMatches.length && new RegExp( rbuggyMatches.join( "|" ) );

/* Contains
----- */
hasCompare = rnative.test( docElem.compareDocumentPosition );

// Element contains another
// Purposefully self-exclusive
// As in, an element does not contain itself
contains = hasCompare || rnative.test( docElem.contains ) ?
    function( a, b ) {
        var adown = a.nodeType === 9 ? a.documentElement : a,
            bup = b && b.parentNode;
        return a === bup || !( bup && bup.nodeType === 1 && (
            adown.contains ?
                adown.contains( bup ) :
                a.compareDocumentPosition && a.compareDocumentPosition(
bup ) & 16
            ) );
    } :
    function( a, b ) {
        if ( b ) {
            while ( ( b = b.parentNode ) ) {
                if ( b === a ) {
                    return true;
                }
            }
        }
        return false;
    };
};

```

```

/* Sorting
----- */

// Document order sorting
sortOrder = hasCompare ?
function( a, b ) {

    // Flag for duplicate removal
    if ( a === b ) {
        hasDuplicate = true;
        return 0;
    }

    // Sort on method existence if only one input has compareDocumentPosition
    var compare = !a.compareDocumentPosition - !b.compareDocumentPosition;
    if ( compare ) {
        return compare;
    }

    // Calculate position if both inputs belong to the same document
    // Support: IE 11+, Edge 17 - 18+
    // IE/Edge sometimes throw a "Permission denied" error when strict-comparing
    // two documents; shallow comparisons work.
    // eslint-disable-next-line eqeqeq
    compare = ( a.ownerDocument || a ) == ( b.ownerDocument || b ) ?
        a.compareDocumentPosition( b ) :

        // Otherwise we know they are disconnected
        1;

    // Disconnected nodes
    if ( compare & 1 ||
        ( !support.sortDetached && b.compareDocumentPosition( a ) === compare ) )
    {

        // Choose the first element that is related to our preferred document
        // Support: IE 11+, Edge 17 - 18+
        // IE/Edge sometimes throw a "Permission denied" error when strict-
        // comparing
        // two documents; shallow comparisons work.
        // eslint-disable-next-line eqeqeq
        if ( a == document || a.ownerDocument == preferredDoc &&
            contains( preferredDoc, a ) ) {
            return -1;
        }

        // Support: IE 11+, Edge 17 - 18+
        // IE/Edge sometimes throw a "Permission denied" error when strict-
        // comparing
        // two documents; shallow comparisons work.
        // eslint-disable-next-line eqeqeq
        if ( b == document || b.ownerDocument == preferredDoc &&
            contains( preferredDoc, b ) ) {
            return 1;
        }

        // Maintain original order
        return sortInput ?
            ( indexOf( sortInput, a ) - indexOf( sortInput, b ) ) :
            0;
    }

    return compare & 4 ? -1 : 1;
} :
function( a, b ) {

    // Exit early if the nodes are identical
    if ( a === b ) {

```

```

        hasDuplicate = true;
        return 0;
    }

    var cur,
        i = 0,
        aup = a.parentNode,
        bup = b.parentNode,
        ap = [ a ],
        bp = [ b ];

    // Parentless nodes are either documents or disconnected
    if ( !aup || !bup ) {

        // Support: IE 11+, Edge 17 - 18+
        // IE/Edge sometimes throw a "Permission denied" error when strict-
        // comparing
        // two documents; shallow comparisons work.
        /* eslint-disable eqeqeq */
        return a == document ? -1 :
            b == document ? 1 :
            /* eslint-enable eqeqeq */
            aup ? -1 :
            bup ? 1 :
            sortInput ?
            ( indexOf( sortInput, a ) - indexOf( sortInput, b ) ) :
            0;

        // If the nodes are siblings, we can do a quick check
    } else if ( aup === bup ) {
        return siblingCheck( a, b );
    }

    // Otherwise we need full lists of their ancestors for comparison
    cur = a;
    while ( ( cur = cur.parentNode ) ) {
        ap.unshift( cur );
    }
    cur = b;
    while ( ( cur = cur.parentNode ) ) {
        bp.unshift( cur );
    }

    // Walk down the tree looking for a discrepancy
    while ( ap[ i ] === bp[ i ] ) {
        i++;
    }

    return i ?

        // Do a sibling check if the nodes have a common ancestor
        siblingCheck( ap[ i ], bp[ i ] ) :

        // Otherwise nodes in our document sort first
        // Support: IE 11+, Edge 17 - 18+
        // IE/Edge sometimes throw a "Permission denied" error when strict-
        // comparing
        // two documents; shallow comparisons work.
        /* eslint-disable eqeqeq */
        ap[ i ] == preferredDoc ? -1 :
        bp[ i ] == preferredDoc ? 1 :
        /* eslint-enable eqeqeq */
        0;

    };

    return document;
};

Sizzle.matches = function( expr, elements ) {

```



```

    return Sizzle( expr, null, null, elements );
};

Sizzle.matchesSelector = function( elem, expr ) {
    setDocument( elem );

    if ( support.matchesSelector && documentIsHTML &&
        !nonnativeSelectorCache[ expr + " " ] &&
        ( !rbuggyMatches || !rbuggyMatches.test( expr ) ) &&
        ( !rbuggyQSA || !rbuggyQSA.test( expr ) ) ) {

        try {
            var ret = matches.call( elem, expr );

            // IE 9's matchesSelector returns false on disconnected nodes
            if ( ret || support.disconnectedMatch ||

                // As well, disconnected nodes are said to be in a document
                // fragment in IE 9
                elem.document && elem.document.nodeType !== 11 ) {
                return ret;
            }
        } catch ( e ) {
            nonnativeSelectorCache( expr, true );
        }
    }

    return Sizzle( expr, document, null, [ elem ] ).length > 0;
};

Sizzle.contains = function( context, elem ) {

    // Set document vars if needed
    // Support: IE 11+, Edge 17 - 18+
    // IE/Edge sometimes throw a "Permission denied" error when strict-comparing
    // two documents; shallow comparisons work.
    // eslint-disable-next-line eqeqeq
    if ( ( context.ownerDocument || context ) !== document ) {
        setDocument( context );
    }
    return contains( context, elem );
};

Sizzle.attr = function( elem, name ) {

    // Set document vars if needed
    // Support: IE 11+, Edge 17 - 18+
    // IE/Edge sometimes throw a "Permission denied" error when strict-comparing
    // two documents; shallow comparisons work.
    // eslint-disable-next-line eqeqeq
    if ( ( elem.ownerDocument || elem ) !== document ) {
        setDocument( elem );
    }

    var fn = Expr.attrHandle[ name.toLowerCase() ],

        // Don't get fooled by Object.prototype properties (jQuery #13807)
        val = fn && hasOwn.call( Expr.attrHandle, name.toLowerCase() ) ?
            fn( elem, name, !documentIsHTML ) :
            undefined;

    return val !== undefined ?
        val :
        support.attributes || !documentIsHTML ?
            elem.getAttribute( name ) :
            ( val = elem.getAttributeNode( name ) ) && val.specified ?
                val.value :
                null;
};

```

```

Sizzle.escape = function( sel ) {
    return ( sel + "" ).replace( rcssescape, fcssescape );
};

Sizzle.error = function( msg ) {
    throw new Error( "Syntax error, unrecognized expression: " + msg );
};

/**
 * Document sorting and removing duplicates
 * @param {ArrayLike} results
 */
Sizzle.uniqueSort = function( results ) {
    var elem,
        duplicates = [],
        j = 0,
        i = 0;

    // Unless we *know* we can detect duplicates, assume their presence
    hasDuplicate = !support.detectDuplicates;
    sortInput = !support.sortStable && results.slice( 0 );
    results.sort( sortOrder );

    if ( hasDuplicate ) {
        while ( ( elem = results[ i++ ] ) ) {
            if ( elem === results[ i ] ) {
                j = duplicates.push( i );
            }
        }
        while ( j-- ) {
            results.splice( duplicates[ j ], 1 );
        }
    }

    // Clear input after sorting to release objects
    // See https://github.com/jquery/sizzle/pull/225
    sortInput = null;

    return results;
};

/**
 * Utility function for retrieving the text value of an array of DOM nodes
 * @param {Array|Element} elem
 */
getText = Sizzle.getText = function( elem ) {
    var node,
        ret = "",
        i = 0,
        nodeType = elem.nodeType;

    if ( !nodeType ) {
        // If no nodeType, this is expected to be an array
        while ( ( node = elem[ i++ ] ) ) {
            // Do not traverse comment nodes
            ret += getText( node );
        }
    } else if ( nodeType === 1 || nodeType === 9 || nodeType === 11 ) {
        // Use.textContent for elements
        // innerText usage removed for consistency of new lines (jQuery #11153)
        if ( typeof elem.textContent === "string" ) {
            return elem.textContent;
        } else {
            // Traverse its children

```

```

        for ( elem = elem.firstChild; elem; elem = elem.nextSibling ) {
            ret += getText( elem );
        }
    }
    } else if (.nodeType === 3 ||.nodeType === 4 ) {
        return elem.nodeValue;
    }

    // Do not include comment or processing instruction nodes

    return ret;
};

Expr = Sizzle.selectors = {

    // Can be adjusted by the user
    cacheLength: 50,

    createPseudo: markFunction,

    match: matchExpr,

    attrHandle: {},

    find: {},

    relative: {
        ">": { dir: "parentNode", first: true },
        " ": { dir: "parentNode" },
        "+": { dir: "previousSibling", first: true },
        "~": { dir: "previousSibling" }
    },

    preFilter: {
        "ATTR": function( match ) {
            match[ 1 ] = match[ 1 ].replace( runescape, funescape );

            // Move the given value to match[3] whether quoted or unquoted
            match[ 3 ] = ( match[ 3 ] || match[ 4 ] ||
                match[ 5 ] || "" ).replace( runescape, funescape );

            if ( match[ 2 ] === "~=" ) {
                match[ 3 ] = " " + match[ 3 ] + " ";
            }

            return match.slice( 0, 4 );
        },

        "CHILD": function( match ) {

            /* matches from matchExpr["CHILD"]
               1 type (only|nth|...)
               2 what (child|of-type)
               3 argument (even|odd|\d*|\d*n([+-]\d+)?|...)
               4 xn-component of xn+y argument ([+-]?\d*n|)
               5 sign of xn-component
               6 x of xn-component
               7 sign of y-component
               8 y of y-component
            */
            match[ 1 ] = match[ 1 ].toLowerCase();

            if ( match[ 1 ].slice( 0, 3 ) === "nth" ) {

                // nth-* requires argument
                if ( !match[ 3 ] ) {
                    Sizzle.error( match[ 0 ] );
                }
            }
        }
    }
};

```

```

// numeric x and y parameters for Expr.filter.CHILD
// remember that false/true cast respectively to 0/1
match[ 4 ] = +( match[ 4 ] ?
    match[ 5 ] + ( match[ 6 ] || 1 ) :
    2 * ( match[ 3 ] === "even" || match[ 3 ] === "odd" ) );
"odd" );

// other types prohibit arguments
} else if ( match[ 3 ] ) {
    Sizzle.error( match[ 0 ] );
}

return match;
},

"PSEUDO": function( match ) {
    var excess,
        unquoted = !match[ 6 ] && match[ 2 ];

    if ( matchExpr[ "CHILD" ].test( match[ 0 ] ) ) {
        return null;
    }

    // Accept quoted arguments as-is
    if ( match[ 3 ] ) {
        match[ 2 ] = match[ 4 ] || match[ 5 ] || "";
    }

    // Strip excess characters from unquoted arguments
    } else if ( unquoted && rpseudo.test( unquoted ) &&

        // Get excess from tokenize (recursively)
        ( excess = tokenize( unquoted, true ) ) &&

        // advance to the next closing parenthesis
        ( excess = unquoted.indexOf( ")", unquoted.length - excess ) -
unquoted.length ) ) {

        // excess is a negative index
        match[ 0 ] = match[ 0 ].slice( 0, excess );
        match[ 2 ] = unquoted.slice( 0, excess );
    }

    // Return only captures needed by the pseudo filter method (type and
argument)
    return match.slice( 0, 3 );
},

filter: {

    "TAG": function( nodeNameSelector ) {
        var nodeName = nodeNameSelector.replace( runscape, funescape
).toLowerCase();
        return nodeNameSelector === "*" ?
            function() {
                return true;
            } :
            function( elem ) {
                return elem.nodeName && elem.nodeName.toLowerCase() ===
nodeName;
            };
    },

    "CLASS": function( className ) {
        var pattern = classCache[ className + " " ];

        return pattern ||
            ( pattern = new RegExp( "(^|" + whitespace +

```

```

        ")" + className + "(" + whitespace + "|$" ) ) &&
classCache(
        className, function( elem ) {
            return pattern.test(
                typeof elem.className === "string"
                || elem.nodeType !== 1 || !elem.getAttribute( "class" )
            );
        },
        "ATTR": function( name, operator, check ) {
            return function( elem ) {
                var result = Sizzle.attr( elem, name );

                if ( result == null ) {
                    return operator === "!=";
                }
                if ( !operator ) {
                    return true;
                }

                result += "";

                /* eslint-disable max-len */
                return operator === "=" ? result === check :
                    operator === "!=" ? result !== check :
                    operator === "^=" ? check && result.indexOf( check ) === 0 :
                    operator === "*=" ? check && result.indexOf( check ) > -1 :
                    operator === "$=" ? check && result.slice( -check.length ) === check :
                    operator === "~=" ? ( " " + result.replace( /\s/g, " " ).indexOf( check ) > -1 :
                    operator === "|=" ? result === check || result.slice( 0,
                        check.length + 1 ) === check + "-" :
                    false;
                /* eslint-enable max-len */
            };
        },
        "CHILD": function( type, what, _argument, first, last ) {
            var simple = type.slice( 0, 3 ) !== "nth",
                forward = type.slice( -4 ) !== "last",
                ofType = what === "of-type";

            return first === 1 && last === 0 ?

                // Shortcut for :nth-*(n)
                function( elem ) {
                    return !!elem.parentNode;
                } :

                function( elem, _context, xml ) {
                    var cache, uniqueCache, outerCache, node, nodeIndex,
                        start,
                        dir = simple !== forward ? "nextSibling" :
                            "previousSibling",
                        parent = elem.parentNode,
                        name = ofType && elem.nodeName.toLowerCase(),
                        useCache = !xml && !ofType,
                        diff = false;

```

```

    if ( parent ) {
        // :(first|last|only)-(child|of-type)
        if ( simple ) {
            while ( dir ) {
                node = elem;
                while ( ( node = node[ dir ] ) ) {
                    if ( ofType ?
                        node.nodeName.toLowerCase() === name :
                        node.nodeType === 1 ) {
                        return true;
                    }
                }
                // Reverse direction for :only-*
                // if we haven't yet done so
                start = dir = type === "only" &&
                    !start && "nextSibling";
            }
            return true;
        }
        start = [ forward ? parent.firstChild :
            parent.lastChild ];

        // non-xml :nth-child(...) stores cache data on `parent`
        if ( forward && useCache ) {
            // Seek `elem` from a previously-cached index

            // ...in a gzip-friendly way
            node = parent;
            outerCache = node[ expando ] || ( node[
                expando ] = {} );

            // Support: IE <9 only
            // Defend against cloned attroperties
            uniqueCache = outerCache[ node.uniqueID ] ||
                ( outerCache[ node.uniqueID ] = {} );

            cache = uniqueCache[ type ] || [];
            nodeIndex = cache[ 0 ] === dirruns &&
                diff = nodeIndex && cache[ 2 ];
            node = nodeIndex && parent.childNodes[
                nodeIndex ];

            while ( ( node = ++nodeIndex && node &&
                // Fallback to seeking `elem` from the start
                ( diff = nodeIndex = 0 ) ||
                // When found, cache indexes on `parent` and break
                !node.nodeType || node !== elem ) {
                uniqueCache[ type ] = [

```

```
break;
```

}

}

```
// Use previously-cached element index if
```

```
if ( useCache ) {
```

```
// ...in a gzip-friendly way
node = elem;
outerCache = node[ expando ] || (
```

```
// Support: IE <9 only
// Defend against cloned
```

```
uniqueCache = outerCache[
```

```
( outerCache[
```

```
cache = uniqueCache[ type ] || [];  
nodeIndex = cache[ 0 ] === dirruns
```

```
diff = nodeIndex;
```

}

```
// xml :nth-child(...)
```

```
// or :nth-last-child(...) or :nth(-last)?
```

```
if ( diff === false ) {
```

```
// Use the same loop as above to
```

```
while ( ( node = ++nodeIndex &&
```

```
( diff = nodeIndex = 0 )
```

```
if ( ( ofType ?
```

```
node.nodeType ===
```

```
++diff ) {
```

```
// Cache the index
```

```
if ( useCache ) {
    outerCache
```

(

//

```
// Defend
```

```
uniqueCache = outerCache[ node.uniqueID ] ||
```

(

}

```

    ) {
        if ( node === elem
            break;
        }
    }
}

// Incorporate the offset, then check against
cycle size
diff -= last;
diff / first >= 0 );
return diff === first || ( diff % first === 0 &&
    );
},
"PSEUDO": function( pseudo, argument ) {
    // pseudo-class names are case-insensitive
    // http://www.w3.org/TR/selectors/#pseudo-classes
    // Prioritize by case sensitivity in case custom pseudos are added with
    // Remember that setFilters inherits from pseudos
    var args,
        fn = Expr.pseudos[ pseudo ] || Expr.setFilters[
        pseudo.toLowerCase() ] ||
        Sizzle.error( "unsupported pseudo: " + pseudo );

    // The user may use createPseudo to indicate that
    // arguments are needed to create the filter function
    // just as Sizzle does
    if ( fn[ expando ] ) {
        return fn( argument );
    }

    // But maintain support for old signatures
    if ( fn.length > 1 ) {
        args = [ pseudo, pseudo, "", argument ];
        return Expr.setFilters.hasOwnProperty( pseudo.toLowerCase() ) ?
            markFunction( function( seed, matches ) {
                var idx,
                    matched = fn( seed, argument ),
                    i = matched.length;
                while ( i-- ) {
                    idx = indexOf( seed, matched[ i ] );
                    seed[ idx ] = !( matches[ idx ] = matched[
                    i ] );
                }
            } ) :
            function( elem ) {
                return fn( elem, 0, args );
            };
    }

    return fn;
},
pseudos: {
    // Potentially complex pseudos
    "not": markFunction( function( selector ) {
        // Trim the selector passed to compile
        // to avoid treating leading and trailing
        // spaces as combinators

```



```

var input = [],
    results = [],
    matcher = compile( selector.replace( rtrim, "$1" ) );

return matcher[ expando ] ?
    markFunction( function( seed, matches, _context, xml ) {
        var elem,
            unmatched = matcher( seed, null, xml, [] ),
            i = seed.length;

        // Match elements unmatched by `matcher`
        while ( i-- ) {
            if ( ( elem = unmatched[ i ] ) ) {
                seed[ i ] = !( matches[ i ] = elem );
            }
        }
    } ) :
    function( elem, _context, xml ) {
        input[ 0 ] = elem;
        matcher( input, null, xml, results );

        // Don't keep the element (issue #299)
        input[ 0 ] = null;
        return !results.pop();
    };
} ),

"has": markFunction( function( selector ) {
    return function( elem ) {
        return Sizzle( selector, elem ).length > 0;
    };
} ),

"contains": markFunction( function( text ) {
    text = text.replace( runescape, funescape );
    return function( elem ) {
        return ( elem.textContent || getText( elem ) ).indexOf( text ) >
-1;
    };
} ),

// "Whether an element is represented by a :lang() selector
// is based solely on the element's language value
// being equal to the identifier C,
// or beginning with the identifier C immediately followed by "-".
// The matching of C against the element's language value is performed case-
insensitively.
// The identifier C does not have to be a valid language name."
// http://www.w3.org/TR/selectors/#lang-pseudo
"lang": markFunction( function( lang ) {

    // lang value must be a valid identifier
    if ( !ridentifier.test( lang || "" ) ) {
        Sizzle.error( "unsupported lang: " + lang );
    }
    lang = lang.replace( runescape, funescape ).toLowerCase();
    return function( elem ) {
        var elemLang;
        do {
            if ( ( elemLang = documentIsHTML ?
elem.getAttribute( "lang" ) ) ) {

                elemLang = elemLang.toLowerCase();
                return elemLang === lang || elemLang.indexOf( lang
+ "-" ) === 0;
            }
        } while ( ( elem = elem.parentNode ) && elem.nodeType === 1 );
    }
} );

```

```

        return false;
    };
    } ),

    // Miscellaneous
    "target": function( elem ) {
        var hash = window.location && window.location.hash;
        return hash && hash.slice( 1 ) === elem.id;
    },

    "root": function( elem ) {
        return elem === docElem;
    },

    "focus": function( elem ) {
        return elem === document.activeElement &&
            ( !document.hasFocus() || document.hasFocus() ) &&
            !( elem.type || elem.href || ~elem.tabIndex );
    },

    // Boolean properties
    "enabled": createDisabledPseudo( false ),
    "disabled": createDisabledPseudo( true ),

    "checked": function( elem ) {

        // In CSS3, :checked should return both checked and selected elements
        // http://www.w3.org/TR/2011/REC-css3-selectors-20110929/#checked
        var nodeName = elem.nodeName.toLowerCase();
        return ( nodeName === "input" && !!elem.checked ) ||
            ( nodeName === "option" && !!elem.selected );
    },

    "selected": function( elem ) {

        // Accessing this property makes selected-by-default
        // options in Safari work properly
        if ( elem.parentNode ) {
            // eslint-disable-next-line no-unused-expressions
            elem.parentNode.selectedIndex;
        }

        return elem.selected === true;
    },

    // Contents
    "empty": function( elem ) {

        // http://www.w3.org/TR/selectors/#empty-pseudo
        // :empty is negated by element (1) or content nodes (text: 3; cdata: 4;
entity ref: 5),
        // but not by others (comment: 8; processing instruction: 7; etc.)
        // nodeName < 6 works because attributes (2) do not appear as children
        for ( elem = elem.firstChild; elem; elem = elem.nextSibling ) {
            if ( elem.nodeType < 6 ) {
                return false;
            }
        }
        return true;
    },

    "parent": function( elem ) {
        return !Expr.pseudos[ "empty" ]( elem );
    },

    // Element/input types
    "header": function( elem ) {
        return rheader.test( elem.nodeName );
    },

```

```



```

```

    } )
  }
};

Expr.pseudos[ "nth" ] = Expr.pseudos[ "eq" ];

// Add button/input type pseudos
for ( i in { radio: true, checkbox: true, file: true, password: true, image: true } ) {
  Expr.pseudos[ i ] = createInputPseudo( i );
}
for ( i in { submit: true, reset: true } ) {
  Expr.pseudos[ i ] = createButtonPseudo( i );
}

// Easy API for creating new setFilters
function setFilters() {}
setFilters.prototype = Expr.filters = Expr.pseudos;
Expr.setFilters = new setFilters();

tokenize = Sizzle.tokenize = function( selector, parseOnly ) {
  var matched, match, tokens, type,
      soFar, groups, preFilters,
      cached = tokenCache[ selector + " " ];

  if ( cached ) {
    return parseOnly ? 0 : cached.slice( 0 );
  }

  soFar = selector;
  groups = [];
  preFilters = Expr.preFilter;

  while ( soFar ) {

    // Comma and first run
    if ( !matched || ( match = rcomma.exec( soFar ) ) ) {
      if ( match ) {
        // Don't consume trailing commas as valid
        soFar = soFar.slice( match[ 0 ].length ) || soFar;
      }
      groups.push( ( tokens = [] ) );
    }

    matched = false;

    // Combinators
    if ( ( match = rcombinators.exec( soFar ) ) ) {
      matched = match.shift();
      tokens.push( {
        value: matched,

        // Cast descendant combinators to space
        type: match[ 0 ].replace( rtrim, " " )
      } );
      soFar = soFar.slice( matched.length );
    }

    // Filters
    for ( type in Expr.filter ) {
      if ( ( match = matchExpr[ type ].exec( soFar ) ) && ( !preFilters[ type ] ||
        ( match = preFilters[ type ]( match ) ) ) ) {
        matched = match.shift();
        tokens.push( {
          value: matched,
          type: type,
          matches: match
        } );
      }
    }
  }
}

```

```

        soFar = soFar.slice( matched.length );
    }
}

if ( !matched ) {
    break;
}

// Return the length of the invalid excess
// if we're just parsing
// Otherwise, throw an error or return tokens
return parseOnly ?
    soFar.length :
    soFar ?
        Sizzle.error( selector ) :

        // Cache the tokens
        tokenCache( selector, groups ).slice( 0 );
};

function toSelector( tokens ) {
    var i = 0,
        len = tokens.length,
        selector = "";
    for ( ; i < len; i++ ) {
        selector += tokens[ i ].value;
    }
    return selector;
}

function addCombinator( matcher, combinator, base ) {
    var dir = combinator.dir,
        skip = combinator.next,
        key = skip || dir,
        checkNonElements = base && key === "parentNode",
        doneName = done++;

    return combinator.first ?

        // Check against closest ancestor/preceding element
        function( elem, context, xml ) {
            while ( ( elem = elem[ dir ] ) ) {
                if ( elem.nodeType === 1 || checkNonElements ) {
                    return matcher( elem, context, xml );
                }
            }
            return false;
        } :

        // Check against all ancestor/preceding elements
        function( elem, context, xml ) {
            var oldCache, uniqueCache, outerCache,
                newCache = [ dirruns, doneName ];

            // We can't set arbitrary data on XML nodes, so they don't benefit from
            combinator caching
            if ( xml ) {
                if ( elem ) {
                    while ( ( elem = elem[ dir ] ) ) {
                        if ( elem.nodeType === 1 || checkNonElements ) {
                            if ( matcher( elem, context, xml ) ) {
                                return true;
                            }
                        }
                    }
                }
            } else {
                while ( ( elem = elem[ dir ] ) ) {
                    if ( elem.nodeType === 1 || checkNonElements ) {
                        outerCache = elem[ expando ] || ( elem[ expando ]

```



```

        if ( ( elem = unmatched[ i ] ) ) {
            if ( !filter || filter( elem, context, xml ) ) {
                newUnmatched.push( elem );
                if ( mapped ) {
                    map.push( i );
                }
            }
        }
    }

    return newUnmatched;
}

function setMatcher( preFilter, selector, matcher, postFilter, postFinder, postSelector ) {
    if ( postFilter && !postFilter[ expando ] ) {
        postFilter = setMatcher( postFilter );
    }
    if ( postFinder && !postFinder[ expando ] ) {
        postFinder = setMatcher( postFinder, postSelector );
    }
    return markFunction( function( seed, results, context, xml ) {
        var temp, i, elem,
            preMap = [],
            postMap = [],
            preexisting = results.length,

            // Get initial elements from seed or context
            elems = seed || multipleContexts(
                selector || "*",
                context.nodeType ? [ context ] : context,
                []
            ),

            // Prefilter to get matcher input, preserving a map for seed-results
            matcherIn = preFilter && ( seed || !selector ) ?
                condense( elems, preMap, preFilter, context, xml ) :
                elems,

            matcherOut = matcher ?

                // If we have a postFinder, or filtered seed, or non-seed
                // postFilter or preexisting results,
                postFinder || ( seed ? preFilter : preexisting || postFilter ) ?

                    // ...intermediate processing is necessary
                    [] :

                    // ...otherwise use results directly
                    results :
                matcherIn;

        // Find primary matches
        if ( matcher ) {
            matcher( matcherIn, matcherOut, context, xml );
        }

        // Apply postFilter
        if ( postFilter ) {
            temp = condense( matcherOut, postMap );
            postFilter( temp, [], context, xml );

            // Un-match failing elements by moving them back to matcherIn
            i = temp.length;
            while ( i-- ) {
                if ( ( elem = temp[ i ] ) ) {
                    matcherOut[ postMap[ i ] ] = !( matcherIn[ postMap[ i ] ]
= elem );
                }
            }
        }
    }
}

```

```

    }
  }
  if ( seed ) {
    if ( postFinder || preFilter ) {
      if ( postFinder ) {

        // Get the final matcherOut by condensing this
        intermediate into postFinder contexts
        temp = [];
        i = matcherOut.length;
        while ( i-- ) {
          if ( ( elem = matcherOut[ i ] ) ) {

            // Restore matcherIn since elem is not yet
            a final match
            temp.push( ( matcherIn[ i ] = elem ) );

          }
        }
        postFinder( null, ( matcherOut = [] ), temp, xml );
      }

      // Move matched elements from seed to results to keep them
      synchronized
      i = matcherOut.length;
      while ( i-- ) {
        if ( ( elem = matcherOut[ i ] ) &&
          ( temp = postFinder ? indexOf( seed, elem ) :
preMap[ i ] ) > -1 ) {

          seed[ temp ] = !( results[ temp ] = elem );

        }
      }
    }

    // Add elements to results, through postFinder if defined
  } else {
    matcherOut = condense(
      matcherOut === results ?
        matcherOut.splice( preexisting, matcherOut.length ) :
        matcherOut
    );
    if ( postFinder ) {
      postFinder( null, results, matcherOut, xml );
    } else {
      push.apply( results, matcherOut );
    }
  }
} );
}

function matcherFromTokens( tokens ) {
  var checkContext, matcher, j,
    len = tokens.length,
    leadingRelative = Expr.relative[ tokens[ 0 ].type ],
    implicitRelative = leadingRelative || Expr.relative[ " " ],
    i = leadingRelative ? 1 : 0,

    // The foundational matcher ensures that elements are reachable from top-level
    context(s)
    matchContext = addCombinator( function( elem ) {
      return elem === checkContext;
    }, implicitRelative, true ),
    matchAnyContext = addCombinator( function( elem ) {
      return indexOf( checkContext, elem ) > -1;
    }, implicitRelative, true ),
    matchers = [ function( elem, context, xml ) {
      var ret = ( !leadingRelative && ( xml || context !== outermostContext ) )
|| (

```



```

        ( checkContext = context ).nodeType ?
            matchContext( elem, context, xml ) :
            matchAnyContext( elem, context, xml ) );

        // Avoid hanging onto element (issue #299)
        checkContext = null;
        return ret;
    } ];

    for ( ; i < len; i++ ) {
        if ( ( matcher = Expr.relative[ tokens[ i ].type ] ) ) {
            matchers = [ addCombinator( elementMatcher( matchers ), matcher ) ];
        } else {
            matcher = Expr.filter[ tokens[ i ].type ].apply( null, tokens[ i ].matches
);

            // Return special upon seeing a positional matcher
            if ( matcher[ expando ] ) {

                // Find the next relative operator (if any) for proper handling
                j = ++i;
                for ( ; j < len; j++ ) {
                    if ( Expr.relative[ tokens[ j ].type ] ) {
                        break;
                    }
                }
                return setMatcher(
                    i > 1 && elementMatcher( matchers ),
                    i > 1 && toSelector(

                        // If the preceding token was a descendant combinator,
                        insert an implicit any-element `*`
                        tokens
                            .slice( 0, i - 1 )
                            .concat( { value: tokens[ i - 2 ].type === " " ?

                                "*" : "" } ) )
                            .replace( rtrim, "$1" ),
                    matcher,
                    i < j && matcherFromTokens( tokens.slice( i, j ) ),
                    j < len && matcherFromTokens( ( tokens = tokens.slice( j )
) ),
                    j < len && toSelector( tokens )
                );
            }
            matchers.push( matcher );
        }
    }

    return elementMatcher( matchers );
}

function matcherFromGroupMatchers( elementMatchers, setMatchers ) {
    var bySet = setMatchers.length > 0,
        byElement = elementMatchers.length > 0,
        superMatcher = function( seed, context, xml, results, outermost ) {
            var elem, j, matcher,
                matchedCount = 0,
                i = "0",
                unmatched = seed && [],
                setMatched = [],
                contextBackup = outermostContext,

                // We must always have either seed elements or outermost context
                elems = seed || byElement && Expr.find[ "TAG" ]( "*", outermost ),

                // Use integer dirruns iff this is the outermost matcher
                dirrunsUnique = ( dirruns += contextBackup == null ? 1 :

Math.random() || 0.1 ),
                len = elems.length;

```

```

    if ( outermost ) {

        // Support: IE 11+, Edge 17 - 18+
        // IE/Edge sometimes throw a "Permission denied" error when
strict-comparing
        // two documents; shallow comparisons work.
        // eslint-disable-next-line eqeqeq
        outermostContext = context == document || context || outermost;
    }

    // Add elements passing elementMatchers directly to results
    // Support: IE<9, Safari
    // Tolerate NodeList properties (IE: "length"; Safari: <number>) matching
elements by id
    for ( ; i !== len && ( elem = elems[ i ] ) != null; i++ ) {
        if ( byElement && elem ) {
            j = 0;

            // Support: IE 11+, Edge 17 - 18+
            // IE/Edge sometimes throw a "Permission denied" error
when strict-comparing
            // two documents; shallow comparisons work.
            // eslint-disable-next-line eqeqeq
            if ( !context && elem.ownerDocument !== document ) {
                setDocument( elem );
                xml = !documentIsHTML;
            }
            while ( ( matcher = elementMatchers[ j++ ] ) ) {
                if ( matcher( elem, context || document, xml ) ) {
                    results.push( elem );
                    break;
                }
            }
            if ( outermost ) {
                dirruns = dirrunsUnique;
            }
        }

        // Track unmatched elements for set filters
        if ( bySet ) {

            // They will have gone through all possible matchers
            if ( ( elem = !matcher && elem ) ) {
                matchedCount--;
            }

            // Lengthen the array for every element, matched or not
            if ( seed ) {
                unmatched.push( elem );
            }
        }
    }

    // `i` is now the count of elements visited above, and adding it to
`matchedCount`
    // makes the latter nonnegative.
    matchedCount += i;

    // Apply set filters to unmatched elements
    // NOTE: This can be skipped if there are no unmatched elements (i.e.,
`matchedCount`
    // equals `i`), unless we didn't visit _any_ elements in the above loop
because we have
    // no element matchers and no seed.
    // Incrementing an initially-string "0" `i` allows `i` to remain a string
only in that
    // case, which will result in a "00" `matchedCount` that differs from `i`
but is also

```

```

// numerically zero.
if ( bySet && i !== matchedCount ) {
    j = 0;
    while ( ( matcher = setMatchers[ j++ ] ) ) {
        matcher( unmatched, setMatched, context, xml );
    }

    if ( seed ) {

        // Reintegrate element matches to eliminate the need for
        sorting
        if ( matchedCount > 0 ) {
            while ( i-- ) {
                if ( !( unmatched[ i ] || setMatched[ i ] ) ) {
                    setMatched[ i ] = pop.call(
                        results );
                }
            }

            // Discard index placeholder values to get only actual
            matches
            setMatched = condense( setMatched );
        }

        // Add matches to results
        push.apply( results, setMatched );

        // Seedless set matches succeeding multiple successful matchers
        stipulate sorting
        if ( outermost && !seed && setMatched.length > 0 &&
            ( matchedCount + setMatchers.length ) > 1 ) {

            Sizzle.uniqueSort( results );
        }
    }

    // Override manipulation of globals by nested matchers
    if ( outermost ) {
        dirruns = dirrunsUnique;
        outermostContext = contextBackup;
    }

    return unmatched;
};

return bySet ?
    markFunction( superMatcher ) :
    superMatcher;
}

compile = Sizzle.compile = function( selector, match /* Internal Use Only */ ) {
    var i,
        setMatchers = [],
        elementMatchers = [],
        cached = compilerCache[ selector + " " ];

    if ( !cached ) {

        // Generate a function of recursive functions that can be used to check each
        element
        if ( !match ) {
            match = tokenize( selector );
        }
        i = match.length;
        while ( i-- ) {
            cached = matcherFromTokens( match[ i ] );
            if ( cached[ expando ] ) {

```

```

        setMatchers.push( cached );
    } else {
        elementMatchers.push( cached );
    }
}

// Cache the compiled function
cached = compilerCache(
    selector,
    matcherFromGroupMatchers( elementMatchers, setMatchers )
);

// Save selector and tokenization
cached.selector = selector;
}
return cached;
};

/**
 * A low-level selection function that works with Sizzle's compiled
 * selector functions
 * @param {String|Function} selector A selector or a pre-compiled
 * selector function built with Sizzle.compile
 * @param {Element} context
 * @param {Array} [results]
 * @param {Array} [seed] A set of elements to match against
 */
select = Sizzle.select = function( selector, context, results, seed ) {
    var i, tokens, token, type, find,
        compiled = typeof selector === "function" && selector,
        match = !seed && tokenize( ( selector = compiled.selector || selector ) );

    results = results || [];

    // Try to minimize operations if there is only one selector in the list and no seed
    // (the latter of which guarantees us context)
    if ( match.length === 1 ) {

        // Reduce context if the leading compound selector is an ID
        tokens = match[ 0 ] = match[ 0 ].slice( 0 );
        if ( tokens.length > 2 && ( token = tokens[ 0 ] ).type === "ID" &&
            context.nodeType === 9 && documentIsHTML && Expr.relative[ tokens[ 1 ].type ] ) {

            context = ( Expr.find[ "ID" ]( token.matches[ 0 ]
                .replace( runescape, funescape ), context ) || [] )[ 0 ];
            if ( !context ) {
                return results;
            }

            // Precompiled matchers will still verify ancestry, so step up a level
        } else if ( compiled ) {
            context = context.parentNode;
        }

        selector = selector.slice( tokens.shift().value.length );
    }

    // Fetch a seed set for right-to-left matching
    i = matchExpr[ "needsContext" ].test( selector ) ? 0 : tokens.length;
    while ( i-- ) {
        token = tokens[ i ];

        // Abort if we hit a combinator
        if ( Expr.relative[ ( type = token.type ) ] ) {
            break;
        }
        if ( ( find = Expr.find[ type ] ) ) {
            // Search, expanding context for leading sibling combinators

```

```

        if ( ( seed = find(
            token.matches[ 0 ].replace( runescape, funescape ),
            rsibling.test( tokens[ 0 ].type ) && testContext(
context.parentNode ) ||
            context
        ) ) ) {
            // If seed is empty or no tokens remain, we can return
early
            tokens.splice( i, 1 );
            selector = seed.length && toSelector( tokens );
            if ( !selector ) {
                push.apply( results, seed );
                return results;
            }
            break;
        }
    }
}

// Compile and execute a filtering function if one is not provided
// Provide `match` to avoid retokenization if we modified the selector above
( compiled || compile( selector, match ) )(
    seed,
    context,
    !documentIsHTML,
    results,
    !context || rsibling.test( selector ) && testContext( context.parentNode ) ||
context
);
return results;
};

// One-time assignments

// Sort stability
support.sortStable = expando.split( "" ).sort( sortOrder ).join( "" ) === expando;

// Support: Chrome 14-35+
// Always assume duplicates if they aren't passed to the comparison function
support.detectDuplicates = !!hasDuplicate;

// Initialize against the default document
setDocument();

// Support: Webkit<537.32 - Safari 6.0.3/Chrome 25 (fixed in Chrome 27)
// Detached nodes confoundingly follow *each other*
support.sortDetached = assert( function( el ) {

    // Should return 1, but returns 4 (following)
    return el.compareDocumentPosition( document.createElement( "fieldset" ) ) & 1;
} );

// Support: IE<8
// Prevent attribute/property "interpolation"
// https://msdn.microsoft.com/en-us/library/ms536429%28VS.85%29.aspx
if ( !assert( function( el ) {
    el.innerHTML = "<a href='#'></a>";
    return el.firstChild.getAttribute( "href" ) === "#";
} ) ) {
    addHandle( "type|href|height|width", function( elem, name, isXML ) {
        if ( !isXML ) {
            return elem.getAttribute( name, name.toLowerCase() === "type" ? 1 : 2 );
        }
    } );
}

```

```

// Support: IE<9
// Use defaultValue in place of getAttribute("value")
if ( !support.attributes || !assert( function( el ) {
    el.innerHTML = "<input/>";
    el.firstChild.setAttribute( "value", "" );
    return el.firstChild.getAttribute( "value" ) === "";
} ) ) {
    addHandle( "value", function( elem, _name, isXML ) {
        if ( !isXML && elem.nodeName.toLowerCase() === "input" ) {
            return elem.defaultValue;
        }
    } );
}

// Support: IE<9
// Use getAttributeNode to fetch booleans when getAttribute lies
if ( !assert( function( el ) {
    return el.getAttribute( "disabled" ) == null;
} ) ) {
    addHandle( booleans, function( elem, name, isXML ) {
        var val;
        if ( !isXML ) {
            return elem[ name ] === true ? name.toLowerCase() :
                ( val = elem.getAttributeNode( name ) ) && val.specified ?
                    val.value :
                    null;
        }
    } );
}

return Sizzle;

} )( window );

```

```

jQuery.find = Sizzle;
jQuery.expr = Sizzle.selectors;

```

```

// Deprecated
jQuery.expr[ ":" ] = jQuery.expr.pseudos;
jQuery.uniqueSort = jQuery.unique = Sizzle.uniqueSort;
jQuery.text = Sizzle.getText;
jQuery.isXMLDoc = Sizzle.isXML;
jQuery.contains = Sizzle.contains;
jQuery.escapeSelector = Sizzle.escape;

```

```

var dir = function( elem, dir, until ) {
    var matched = [],
        truncate = until !== undefined;

    while ( ( elem = elem[ dir ] ) && elem.nodeType !== 9 ) {
        if ( elem.nodeType === 1 ) {
            if ( truncate && jQuery( elem ).is( until ) ) {
                break;
            }
            matched.push( elem );
        }
    }
    return matched;
};

```

```

var siblings = function( n, elem ) {
    var matched = [];

```

```

    for ( ; n; n = n.nextSibling ) {
        if ( n.nodeType === 1 && n !== elem ) {
            matched.push( n );
        }
    }

    return matched;
};

var rneedsContext = jQuery.expr.match.needsContext;

function nodeName( elem, name ) {

    return elem.nodeName && elem.nodeName.toLowerCase() === name.toLowerCase();

}
var rsingleTag = ( /^<([a-z][^\/\0>:\x20\t\r\n\f]*)[\x20\t\r\n\f]*\/?>(?:<\/\1>|)$/i );

// Implement the identical functionality for filter and not
function winnow( elements, qualifier, not ) {
    if ( isFunction( qualifier ) ) {
        return jQuery.grep( elements, function( elem, i ) {
            return !!qualifier.call( elem, i, elem ) !== not;
        } );
    }

    // Single element
    if ( qualifier.nodeType ) {
        return jQuery.grep( elements, function( elem ) {
            return ( elem === qualifier ) !== not;
        } );
    }

    // Arraylike of elements (jQuery, arguments, Array)
    if ( typeof qualifier !== "string" ) {
        return jQuery.grep( elements, function( elem ) {
            return ( indexOf.call( qualifier, elem ) > -1 ) !== not;
        } );
    }

    // Filtered directly for both simple and complex selectors
    return jQuery.filter( qualifier, elements, not );
}

jQuery.filter = function( expr, elems, not ) {
    var elem = elems[ 0 ];

    if ( not ) {
        expr = ":not(" + expr + ")";
    }

    if ( elems.length === 1 && elem.nodeType === 1 ) {
        return jQuery.find.matchesSelector( elem, expr ) ? [ elem ] : [];
    }

    return jQuery.find.matches( expr, jQuery.grep( elems, function( elem ) {
        return elem.nodeType === 1;
    } ) );
};

jQuery.fn.extend( {
    find: function( selector ) {
        var i, ret,
            len = this.length,

```

```

        self = this;

        if ( typeof selector !== "string" ) {
            return this.pushStack( jQuery( selector ).filter( function() {
                for ( i = 0; i < len; i++ ) {
                    if ( jQuery.contains( self[ i ], this ) ) {
                        return true;
                    }
                }
            } ) );
        }

        ret = this.pushStack( [] );

        for ( i = 0; i < len; i++ ) {
            jQuery.find( selector, self[ i ], ret );
        }

        return len > 1 ? jQuery.uniqueSort( ret ) : ret;
    },
    filter: function( selector ) {
        return this.pushStack( winnow( this, selector || [], false ) );
    },
    not: function( selector ) {
        return this.pushStack( winnow( this, selector || [], true ) );
    },
    is: function( selector ) {
        return !!winnow(
            this,

            // If this is a positional/relative selector, check membership in the
            // returned set
            // so $("p:first").is("p:last") won't return true for a doc with two "p".
            typeof selector === "string" && rneedsContext.test( selector ) ?
                jQuery( selector ) :
                selector || [],

            false
        ).length;
    }
} );

// Initialize a jQuery object

// A central reference to the root jQuery(document)
var rootjQuery,

// A simple way to check for HTML strings
// Prioritize #id over <tag> to avoid XSS via location.hash (#9521)
// Strict HTML recognition (#11290: must start with <)
// Shortcut simple #id case for speed
rquickExpr = /^(?:\s*(<[\w\W]+>)[^>]*|#[\w-]+)$/,

init = jQuery.fn.init = function( selector, context, root ) {
    var match, elem;

    // HANDLE: $(""), $(null), $(undefined), $(false)
    if ( !selector ) {
        return this;
    }

    // Method init() accepts an alternate rootjQuery
    // so migrate can support jQuery.sub (gh-2101)
    root = root || rootjQuery;

    // Handle HTML strings
    if ( typeof selector === "string" ) {
        if ( selector[ 0 ] === "<" &&

```



```

selector[ selector.length - 1 ] === ">" &&
selector.length >= 3 ) {

    // Assume that strings that start and end with <> are HTML and
skip the regex check
    match = [ null, selector, null ];

} else {
    match = rquickExpr.exec( selector );
}

// Match html or make sure no context is specified for #id
if ( match && ( match[ 1 ] || !context ) ) {

    // HANDLE: $(html) -> $(array)
    if ( match[ 1 ] ) {
        context = context instanceof jQuery ? context[ 0 ] :
context;

        // Option to run scripts is true for back-compat
        // Intentionally let the error be thrown if parseHTML is
not present
        jQuery.merge( this, jQuery.parseHTML(
            match[ 1 ],
            context && context.nodeType ?
context.ownerDocument || context : document,
            true
        ) );

        // HANDLE: $(html, props)
        if ( rsingleTag.test( match[ 1 ] ) &&
jQuery.isPlainObject( context ) ) {
            for ( match in context ) {

                // Properties of context are called as
                // methods if possible
                if ( isFunction( this[ match ] ) ) {
                    this[ match ]( context[ match ] );

                    // ...and otherwise set as attributes
                } else {
                    this.attr( match, context[ match ] );
                }
            }
        }

        return this;

    } else {
        // HANDLE: $(#id)
        elem = document.getElementById( match[ 2 ] );

        if ( elem ) {

            // Inject the element directly into the jQuery
            this[ 0 ] = elem;
            this.length = 1;

            return this;
        }
    }

    // HANDLE: $(expr, $(...))
} else if ( !context || context.jquery ) {
    return ( context || root ).find( selector );

    // HANDLE: $(expr, context)
    // (which is just equivalent to: $(context).find(expr)

```

```

        } else {
            return this.constructor( context ).find( selector );
        }

        // HANDLE: $(DOMElement)
    } else if ( selector.nodeType ) {
        this[ 0 ] = selector;
        this.length = 1;
        return this;

        // HANDLE: $(function)
        // Shortcut for document ready
    } else if (isFunction( selector ) ) {
        return root.ready !== undefined ?
            root.ready( selector ) :

            // Execute immediately if ready is not present
            selector( jQuery );
    }

    return jQuery.makeArray( selector, this );
};

// Give the init function the jQuery prototype for later instantiation
init.prototype = jQuery.fn;

// Initialize central reference
rootjQuery = jQuery( document );

var rparentsprev = /^(?:parents|prev(?:Until|All))/,

    // Methods guaranteed to produce a unique set when starting from a unique set
    guaranteedUnique = {
        children: true,
        contents: true,
        next: true,
        prev: true
    };

jQuery.fn.extend( {
    has: function( target ) {
        var targets = jQuery( target, this ),
            l = targets.length;

        return this.filter( function() {
            var i = 0;
            for ( ; i < l; i++ ) {
                if ( jQuery.contains( this, targets[ i ] ) ) {
                    return true;
                }
            }
        } );
    },

    closest: function( selectors, context ) {
        var cur,
            i = 0,
            l = this.length,
            matched = [],
            targets = typeof selectors !== "string" && jQuery( selectors );

        // Positional selectors never match, since there's no _selection_ context
        if ( !rneedsContext.test( selectors ) ) {
            for ( ; i < l; i++ ) {
                for ( cur = this[ i ]; cur && cur !== context; cur =
                    cur.parentNode ) {

                        // Always skip document fragments

```

```

        if ( cur.nodeType < 11 && ( targets ?
            targets.index( cur ) > -1 :

            // Don't pass non-elements to Sizzle
            cur.nodeType === 1 &&
                jQuery.find.matchesSelector( cur,
selectors ) ) ) {

            matched.push( cur );
            break;
        }
    }
}

return this.pushStack( matched.length > 1 ? jQuery.uniqueSort( matched ) : matched
);

},

// Determine the position of an element within the set
index: function( elem ) {

    // No argument, return index in parent
    if ( !elem ) {
        return ( this[ 0 ] && this[ 0 ].parentNode ) ?
this.first().prevAll().length : -1;
    }

    // Index in selector
    if ( typeof elem === "string" ) {
        return indexOf.call( jQuery( elem ), this[ 0 ] );
    }

    // Locate the position of the desired element
    return indexOf.call( this,

        // If it receives a jQuery object, the first element is used
        elem.jquery ? elem[ 0 ] : elem
    );
},

add: function( selector, context ) {
    return this.pushStack(
        jQuery.uniqueSort(
            jQuery.merge( this.get(), jQuery( selector, context ) )
        )
    );
},

addBack: function( selector ) {
    return this.add( selector == null ?
        this.prevObject : this.prevObject.filter( selector )
    );
}
} );

function sibling( cur, dir ) {
    while ( ( cur = cur[ dir ] ) && cur.nodeType !== 1 ) {}
    return cur;
}

jQuery.each( {
    parent: function( elem ) {
        var parent = elem.parentNode;
        return parent && parent.nodeType !== 11 ? parent : null;
    },
    parents: function( elem ) {
        return dir( elem, "parentNode" );
    },

```

```

    parentsUntil: function( elem, _i, until ) {
        return dir( elem, "parentNode", until );
    },
    next: function( elem ) {
        return sibling( elem, "nextSibling" );
    },
    prev: function( elem ) {
        return sibling( elem, "previousSibling" );
    },
    nextAll: function( elem ) {
        return dir( elem, "nextSibling" );
    },
    prevAll: function( elem ) {
        return dir( elem, "previousSibling" );
    },
    nextUntil: function( elem, _i, until ) {
        return dir( elem, "nextSibling", until );
    },
    prevUntil: function( elem, _i, until ) {
        return dir( elem, "previousSibling", until );
    },
    siblings: function( elem ) {
        return siblings( ( elem.parentNode || {} ).firstChild, elem );
    },
    children: function( elem ) {
        return siblings( elem.firstChild );
    },
    contents: function( elem ) {
        if ( elem.contentDocument != null &&

            // Support: IE 11+
            // <object> elements with no `data` attribute has an object
            // `contentDocument` with a `null` prototype.
            getProto( elem.contentDocument ) ) {

            return elem.contentDocument;
        }

        // Support: IE 9 - 11 only, iOS 7 only, Android Browser <=4.3 only
        // Treat the template element as a regular one in browsers that
        // don't support it.
        if ( nodeName( elem, "template" ) ) {
            elem = elem.content || elem;
        }

        return jQuery.merge( [], elem.childNodes );
    }
}, function( name, fn ) {
    jQuery.fn[ name ] = function( until, selector ) {
        var matched = jQuery.map( this, fn, until );

        if ( name.slice( -5 ) !== "Until" ) {
            selector = until;
        }

        if ( selector && typeof selector === "string" ) {
            matched = jQuery.filter( selector, matched );
        }

        if ( this.length > 1 ) {

            // Remove duplicates
            if ( !jQuery.unique[ name ] ) {
                jQuery.uniqueSort( matched );
            }

            // Reverse order for parents* and prev-derivatives
            if ( rparentsprev.test( name ) ) {
                matched.reverse();
            }
        }

        return this.pushStack( matched );
    };
}

```

```

    }
    }

    return this.pushStack( matched );
};

} );
var rnothtmlwhite = ( /[^\x20\t\r\n\f]+/g );

// Convert String-formatted options into Object-formatted ones
function createOptions( options ) {
    var object = {};
    jQuery.each( options.match( rnothtmlwhite ) || [], function( _, flag ) {
        object[ flag ] = true;
    } );
    return object;
}

/*
 * Create a callback list using the following parameters:
 *
 *     options: an optional list of space-separated options that will change how
 *               the callback list behaves or a more traditional option object
 *
 * By default a callback list will act like an event callback list and can be
 * "fired" multiple times.
 *
 * Possible options:
 *
 *     once:           will ensure the callback list can only be fired once (like a
Deferred)
 *
 *     memory:         will keep track of previous values and will call any callback
added
 *                     after the list has been fired right away with the latest
"memorized"
 *                     values (like a Deferred)
 *
 *     unique:         will ensure a callback can only be added once (no duplicate in the
list)
 *
 *     stopOnFalse:    interrupt callings when a callback returns false
 */
jQuery.Callbacks = function( options ) {

    // Convert options from String-formatted to Object-formatted if needed
    // (we check in cache first)
    options = typeof options === "string" ?
        createOptions( options ) :
        jQuery.extend( {}, options );

    var // Flag to know if list is currently firing
        firing,

        // Last fire value for non-forgettable lists
        memory,

        // Flag to know if list was already fired
        fired,

        // Flag to prevent firing
        locked,

        // Actual callback list
        list = [],

        // Queue of execution data for repeatable lists

```

```

queue = [],

// Index of currently firing callback (modified by add/remove as needed)
firingIndex = -1,

// Fire callbacks
fire = function() {

    // Enforce single-firing
    locked = locked || options.once;

    // Execute callbacks for all pending executions,
    // respecting firingIndex overrides and runtime changes
    fired = firing = true;
    for ( ; queue.length; firingIndex = -1 ) {
        memory = queue.shift();
        while ( ++firingIndex < list.length ) {

            // Run callback and check for early termination
            if ( list[ firingIndex ].apply( memory[ 0 ], memory[ 1 ] )

=== false &&

options.stopOnFalse ) {

                // Jump to end and forget the data so .add doesn't
                // re-fire

                firingIndex = list.length;
                memory = false;
            }
        }
    }

    // Forget the data if we're done with it
    if ( !options.memory ) {
        memory = false;
    }

    firing = false;

    // Clean up if we're done firing for good
    if ( locked ) {

        // Keep an empty list if we have data for future add calls
        if ( memory ) {
            list = [];
        }

        // Otherwise, this object is spent
    } else {
        list = "";
    }
},

// Actual Callbacks object
self = {

    // Add a callback or a collection of callbacks to the list
    add: function() {
        if ( list ) {

            // If we have memory from a past run, we should fire after
            adding

            if ( memory && !firing ) {
                firingIndex = list.length - 1;
                queue.push( memory );
            }

            ( function add( args ) {
                jQuery.each( args, function( _, arg ) {
                    if (isFunction( arg ) ) {

```

```

        if ( !options.unique || !self.has(
            list.push( arg );
        }
    } else if ( arg && arg.length && toType(
        // Inspect recursively
        add( arg );
    }
    } );
    } )( arguments );

    if ( memory && !firing ) {
        fire();
    }
    return this;
},

// Remove a callback from the list
remove: function() {
    jQuery.each( arguments, function( _, arg ) {
        var index;
        while ( ( index = jQuery.inArray( arg, list, index ) ) >
            list.splice( index, 1 );

            // Handle firing indexes
            if ( index <= firingIndex ) {
                firingIndex--;
            }
        } );
    } );
    return this;
},

// Check if a given callback is in the list.
// If no argument is given, return whether or not list has callbacks
attached.

has: function( fn ) {
    return fn ?
        jQuery.inArray( fn, list ) > -1 :
        list.length > 0;
},

// Remove all callbacks from the list
empty: function() {
    if ( list ) {
        list = [];
    }
    return this;
},

// Disable .fire and .add
// Abort any current/pending executions
// Clear all callbacks and values
disable: function() {
    locked = queue = [];
    list = memory = "";
    return this;
},
disabled: function() {
    return !list;
},

// Disable .fire
// Also disable .add unless we have memory (since it would have no effect)
// Abort any pending executions

```

```

    lock: function() {
        locked = queue = [];
        if ( !memory && !firing ) {
            list = memory = "";
        }
        return this;
    },
    locked: function() {
        return !!locked;
    },

    // Call all callbacks with the given context and arguments
    fireWith: function( context, args ) {
        if ( !locked ) {
            args = args || [];
            args = [ context, args.slice ? args.slice() : args ];
            queue.push( args );
            if ( !firing ) {
                fire();
            }
        }
        return this;
    },

    // Call all the callbacks with the given arguments
    fire: function() {
        self.fireWith( this, arguments );
        return this;
    },

    // To know if the callbacks have already been called at least once
    fired: function() {
        return !!fired;
    }
};

return self;
};

function Identity( v ) {
    return v;
}
function Thrower( ex ) {
    throw ex;
}

function adoptValue( value, resolve, reject, noValue ) {
    var method;

    try {

        // Check for promise aspect first to privilege synchronous behavior
        if ( value && isFunction( ( method = value.promise ) ) ) {
            method.call( value ).done( resolve ).fail( reject );

            // Other thenables
        } else if ( value && isFunction( ( method = value.then ) ) ) {
            method.call( value, resolve, reject );

            // Other non-thenables
        } else {

            // Control `resolve` arguments by letting Array#slice cast boolean
            // `noValue` to integer:
            // * false: [ value ].slice( 0 ) => resolve( value )
            // * true: [ value ].slice( 1 ) => resolve()
            resolve.apply( undefined, [ value ].slice( noValue ) );
        }
    }

```



```

// For Promises/A+, convert exceptions into rejections
// Since jQuery.when doesn't unwrap thenables, we can skip the extra checks appearing in
// Deferred#then to conditionally suppress rejection.
} catch ( value ) {

    // Support: Android 4.0 only
    // Strict mode functions invoked without .call/.apply get global-object context
    reject.apply( undefined, [ value ] );
}
}

jQuery.extend( {

    Deferred: function( func ) {
        var tuples = [

            // action, add listener, callbacks,
            // ... .then handlers, argument index, [final state]
            [ "notify", "progress", jQuery.Callbacks( "memory" ),
              jQuery.Callbacks( "memory" ), 2 ],
            [ "resolve", "done", jQuery.Callbacks( "once memory" ),
              jQuery.Callbacks( "once memory" ), 0, "resolved" ],
            [ "reject", "fail", jQuery.Callbacks( "once memory" ),
              jQuery.Callbacks( "once memory" ), 1, "rejected" ]
        ],
        state = "pending",
        promise = {
            state: function() {
                return state;
            },
            always: function() {
                deferred.done( arguments ).fail( arguments );
                return this;
            },
            "catch": function( fn ) {
                return promise.then( null, fn );
            },

            // Keep pipe for back-compat
            pipe: function( /* fnDone, fnFail, fnProgress */ ) {
                var fns = arguments;

                return jQuery.Deferred( function( newDefer ) {
                    jQuery.each( tuples, function( _i, tuple ) {

                        // Map tuples (progress, done, fail) to
                        // deferred.done(function() { bind to
                        // deferred.fail(function() { bind to
                        // deferred.fail(function() { bind to
                        deferred[ tuple[ 1 ] ]( function() {
                            var returned = fn && fn.apply(
                                this, arguments );
                            if ( returned && isFunction(
                                returned.promise()
                                .progress(
                                    newDefer.notify )
                                .done(
                                    newDefer.resolve )
                                .fail(
                                    newDefer.reject )
                                .promise()
                            ) ) {
                                fns[ tuple[ 4 ] ](
                                    returned.promise()
                                );
                            }
                        } );
                    } );
                } );
            }
        }, func );
    }
});

```

```

    } else {
        newDefer[ tuple[ 0 ] +
            this,
            fn ? [ returned ]
        ];
    }
} );
    } );
    fns = null;
} ).promise();
},
then: function( onFulfilled, onRejected, onProgress ) {
    var maxDepth = 0;
    function resolve( depth, deferred, handler, special ) {
        return function() {
            var that = this,
                args = arguments,
                mightThrow = function() {
                    var returned, then;
                    // Support: Promises/A+
                    //
                    // Ignore double-
                    if ( depth < maxDepth ) {
                        return;
                    }
                    returned = handler.apply(
                        that, args );
                    // Support: Promises/A+
                    //
                    if ( returned ===
                        throw new
                    }
                    // Support: Promises/A+
                    //
                    // Retrieve `then` only
                    then = returned &&
                        // Support:
                        //
                        // Only check
                        ( typeof returned
                            typeof
                            returned.then;
                        // Handle a returned
                        thenable

```

```

{
    processors (notify) just wait for resolution

    returned,
    resolve( maxDepth, deferred, Identity, special ),
    resolve( maxDepth, deferred, Thrower, special )

    processors (resolve) also hook into progress

    disregard older resolution values
    maxDepth++;

    returned,
    resolve( maxDepth, deferred, Identity, special ),
    resolve( maxDepth, deferred, Thrower, special ),
    resolve( maxDepth, deferred, Identity,
    deferred.notifyWith )

    returned values

    handlers pass on context
    values (non-spec behavior)
    Identity ) {
        undefined;
        returned ];

    value(s)
    is resolve
    deferred.resolveWith )( that, args );

    (resolve) catch and reject exceptions

    if ( isFunction( then ) )

        // Special
        if ( special ) {
            then.call(

        );

        // Normal
        } else {

            // ...and

            then.call(

        );
    }

    // Handle all other
    } else {

        // Only substitute
        // and multiple
        if ( handler !==
            that =
            args = [

        ]

        // Process the
        // Default process
        ( special ||

        )

    },

    // Only normal processors
    process = special ?
        mightThrow :
        function() {
            try {

```

```

mightThrow();

jQuery.Deferred.exceptionHook ) {
jQuery.Deferred.exceptionHook( e,
process.stackTrace );

Support: Promises/A+ section 2.3.3.3.4.1
https://promisesaplus.com/#point-61
post-resolution exceptions
+ 1 >= maxDepth ) {

Only substitute handlers pass on context
and multiple values (non-spec behavior)
( handler !== Thrower ) {
that = undefined;
args = [ e ];

deferred.rejectWith( that, args );

};

// Support: Promises/A+ section 2.3.3.3.1
// https://promisesaplus.com/#point-57
// Re-resolve promises immediately to
// subsequent errors
if ( depth ) {
process();
} else {

// Call an optional hook to record
// since it's otherwise lost when
if ( jQuery.Deferred.getStackHook
process.stackTrace =

}
window.setTimeout( process );

};

return jQuery.Deferred( function( newDefer ) {

// progress_handlers.add( ... )
tuples[ 0 ][ 3 ].add(
resolve(
0,
newDefer,

```

```

        isFunction( onProgress ) ?
            onProgress :
            Identity,
        newDefer.notifyWith
    )
);

// fulfilled_handlers.add( ... )
tuples[ 1 ][ 3 ].add(
    resolve(
        0,
        newDefer,
        isFunction( onFulfilled ) ?
            onFulfilled :
            Identity
    )
);

// rejected_handlers.add( ... )
tuples[ 2 ][ 3 ].add(
    resolve(
        0,
        newDefer,
        isFunction( onRejected ) ?
            onRejected :
            Thrower
    )
);
} ).promise();
},

// Get a promise for this deferred
// If obj is provided, the promise aspect is added to the object
promise: function( obj ) {
    return obj != null ? jQuery.extend( obj, promise ) :
    promise;
},
deferred = {};

// Add list-specific methods
jQuery.each( tuples, function( i, tuple ) {
    var list = tuple[ 2 ],
        stateString = tuple[ 5 ];

    // promise.progress = list.add
    // promise.done = list.add
    // promise.fail = list.add
    promise[ tuple[ 1 ] ] = list.add;

    // Handle state
    if ( stateString ) {
        list.add(
            function() {

                // state = "resolved" (i.e., fulfilled)
                // state = "rejected"
                state = stateString;
            },

            // rejected_callbacks.disable
            // fulfilled_callbacks.disable
            tuples[ 3 - i ][ 2 ].disable,

            // rejected_handlers.disable
            // fulfilled_handlers.disable
            tuples[ 3 - i ][ 3 ].disable,

            // progress_callbacks.lock

```

```

        tuples[ 0 ][ 2 ].lock,

        // progress_handlers.lock
        tuples[ 0 ][ 3 ].lock

    );
}

// progress_handlers.fire
// fulfilled_handlers.fire
// rejected_handlers.fire
list.add( tuple[ 3 ].fire );

// deferred.notify = function() { deferred.notifyWith(...) }
// deferred.resolve = function() { deferred.resolveWith(...) }
// deferred.reject = function() { deferred.rejectWith(...) }
deferred[ tuple[ 0 ] ] = function() {
    deferred[ tuple[ 0 ] + "With" ]( this === deferred ? undefined :
this, arguments );

    return this;
};

// deferred.notifyWith = list.fireWith
// deferred.resolveWith = list.fireWith
// deferred.rejectWith = list.fireWith
deferred[ tuple[ 0 ] + "With" ] = list.fireWith;
} );

// Make the deferred a promise
promise.promise( deferred );

// Call given func if any
if ( func ) {
    func.call( deferred, deferred );
}

// All done!
return deferred;
},

// Deferred helper
when: function( singleValue ) {
    var

        // count of uncompleted subordinates
        remaining = arguments.length,

        // count of unprocessed arguments
        i = remaining,

        // subordinate fulfillment data
        resolveContexts = Array( i ),
        resolveValues = slice.call( arguments ),

        // the primary Deferred
        primary = jQuery.Deferred(),

        // subordinate callback factory
        updateFunc = function( i ) {
            return function( value ) {
                resolveContexts[ i ] = this;
                resolveValues[ i ] = arguments.length > 1 ? slice.call(
arguments ) : value;

                if ( !( --remaining ) ) {
                    primary.resolveWith( resolveContexts,
resolveValues );
                }
            };
        };

    };

```

```

    // Single- and empty arguments are adopted like Promise.resolve
    if ( remaining <= 1 ) {
        adoptValue( singleValue, primary.done( updateFunc( i ) ).resolve,
primary.reject,
            !remaining );

        // Use .then() to unwrap secondary thenables (cf. gh-3000)
        if ( primary.state() === "pending" ||
            isFunction( resolveValues[ i ] && resolveValues[ i ].then ) ) {

            return primary.then();
        }
    }

    // Multiple arguments are aggregated like Promise.all array elements
    while ( i-- ) {
        adoptValue( resolveValues[ i ], updateFunc( i ), primary.reject );
    }

    return primary.promise();
} );

} );

// These usually indicate a programmer mistake during development,
// warn about them ASAP rather than swallowing them by default.
var rerrorNames = /^(Eval|Internal|Range|Reference|Syntax|Type|URI)Error$/;

jQuery.Deferred.exceptionHook = function( error, stack ) {

    // Support: IE 8 - 9 only
    // Console exists when dev tools are open, which can happen at any time
    if ( window.console && window.console.warn && error && rerrorNames.test( error.name ) ) {
        window.console.warn( "jQuery.Deferred exception: " + error.message, error.stack,
stack );
    }
};

jQuery.readyException = function( error ) {
    window.setTimeout( function() {
        throw error;
    } );
};

// The deferred used on DOM ready
var readyList = jQuery.Deferred();

jQuery.fn.ready = function( fn ) {

    readyList
        .then( fn )

        // Wrap jQuery.readyException in a function so that the lookup
        // happens at the time of error handling instead of callback
        // registration.
        .catch( function( error ) {
            jQuery.readyException( error );
        } );

    return this;
};

jQuery.extend( {

```

```

// Is the DOM ready to be used? Set to true once it occurs.
isReady: false,

// A counter to track how many items to wait for before
// the ready event fires. See #6781
readyWait: 1,

// Handle when the DOM is ready
ready: function( wait ) {

    // Abort if there are pending holds or we're already ready
    if ( wait === true ? --jQuery.readyWait : jQuery.isReady ) {
        return;
    }

    // Remember that the DOM is ready
    jQuery.isReady = true;

    // If a normal DOM Ready event fired, decrement, and wait if need be
    if ( wait !== true && --jQuery.readyWait > 0 ) {
        return;
    }

    // If there are functions bound, to execute
    readyList.resolveWith( document, [ jQuery ] );
} );

jQuery.ready.then = readyList.then;

// The ready event handler and self cleanup method
function completed() {
    document.removeEventListener( "DOMContentLoaded", completed );
    window.removeEventListener( "load", completed );
    jQuery.ready();
}

// Catch cases where $(document).ready() is called
// after the browser event has already occurred.
// Support: IE <=9 - 10 only
// Older IE sometimes signals "interactive" too soon
if ( document.readyState === "complete" ||
    ( document.readyState !== "loading" && !document.documentElement.doScroll ) ) {

    // Handle it asynchronously to allow scripts the opportunity to delay ready
    window.setTimeout( jQuery.ready );

} else {

    // Use the handy event callback
    document.addEventListener( "DOMContentLoaded", completed );

    // A fallback to window.onload, that will always work
    window.addEventListener( "load", completed );
}

// Multifunctional method to get and set values of a collection
// The value/s can optionally be executed if it's a function
var access = function( elems, fn, key, value, chainable, emptyGet, raw ) {
    var i = 0,
        len = elems.length,
        bulk = key == null;

    // Sets many values
    if ( toType( key ) === "object" ) {

```



```

        chainable = true;
        for ( i in key ) {
            access( elems, fn, i, key[ i ], true, emptyGet, raw );
        }

// Sets one value
    } else if ( value !== undefined ) {
        chainable = true;

        if ( !isFunction( value ) ) {
            raw = true;
        }

        if ( bulk ) {

            // Bulk operations run against the entire set
            if ( raw ) {
                fn.call( elems, value );
                fn = null;
            }

            // ...except when executing function values
        } else {
            bulk = fn;
            fn = function( elem, _key, value ) {
                return bulk.call( jQuery( elem ), value );
            };
        }
    }

    if ( fn ) {
        for ( ; i < len; i++ ) {
            fn(
                elems[ i ], key, raw ?
                    value :
                    value.call( elems[ i ], i, fn( elems[ i ], key ) )
            );
        }
    }

    if ( chainable ) {
        return elems;
    }

    // Gets
    if ( bulk ) {
        return fn.call( elems );
    }

    return len ? fn( elems[ 0 ], key ) : emptyGet;
};

// Matches dashed string for camelizing
var rmsPrefix = /^-ms-/,
    rdashAlpha = /-([a-z])/g;

// Used by camelCase as callback to replace()
function fcamelCase( _all, letter ) {
    return letter.toUpperCase();
}

// Convert dashed to camelCase; used by the css and data modules
// Support: IE <=9 - 11, Edge 12 - 15
// Microsoft forgot to hump their vendor prefix (#9572)
function camelCase( string ) {
    return string.replace( rmsPrefix, "ms-" ).replace( rdashAlpha, fcamelCase );
}
var acceptData = function( owner ) {

```

```

    // Accepts only:
    //   - Node
    //   - Node.ELEMENT_NODE
    //   - Node.DOCUMENT_NODE
    //   - Object
    //   - Any
    return owner.nodeType === 1 || owner.nodeType === 9 || !( +owner.nodeType );
};

function Data() {
    this.expando = jQuery.expando + Data.uid++;
}

Data.uid = 1;

Data.prototype = {

    cache: function( owner ) {

        // Check if the owner object already has a cache
        var value = owner[ this.expando ];

        // If not, create one
        if ( !value ) {
            value = {};

            // We can accept data for non-element nodes in modern browsers,
            // but we should not, see #8335.
            // Always return an empty object.
            if ( acceptData( owner ) ) {

                // If it is a node unlikely to be stringify-ed or looped over
                // use plain assignment
                if ( owner.nodeType ) {
                    owner[ this.expando ] = value;

                    // Otherwise secure it in a non-enumerable property
                    // configurable must be true to allow the property to be
                    // deleted when data is removed
                } else {
                    Object.defineProperty( owner, this.expando, {
                        value: value,
                        configurable: true
                    } );
                }
            }
        }

        return value;
    },
    set: function( owner, data, value ) {
        var prop,
            cache = this.cache( owner );

        // Handle: [ owner, key, value ] args
        // Always use camelCase key (gh-2257)
        if ( typeof data === "string" ) {
            cache[ camelCase( data ) ] = value;

            // Handle: [ owner, { properties } ] args
        } else {

            // Copy the properties one-by-one to the cache object
            for ( prop in data ) {
                cache[ camelCase( prop ) ] = data[ prop ];
            }
        }
    }
};

```

```

    }
    }
    return cache;
},
get: function( owner, key ) {
    return key === undefined ?
        this.cache( owner ) :

        // Always use camelCase key (gh-2257)
        owner[ this.expando ] && owner[ this.expando ][ camelCase( key ) ];
},
access: function( owner, key, value ) {

    // In cases where either:
    // 1. No key was specified
    // 2. A string key was specified, but no value provided
    // Take the "read" path and allow the get method to determine
    // which value to return, respectively either:
    // 1. The entire cache object
    // 2. The data stored at the key
    if ( key === undefined ||
        ( ( key && typeof key === "string" ) && value === undefined ) ) {
        return this.get( owner, key );
    }

    // When the key is not a string, or both a key and value
    // are specified, set or extend (existing objects) with either:
    // 1. An object of properties
    // 2. A key and value
    this.set( owner, key, value );

    // Since the "set" path can have two possible entry points
    // return the expected data based on which path was taken[*]
    return value !== undefined ? value : key;
},
remove: function( owner, key ) {
    var i,
        cache = owner[ this.expando ];

    if ( cache === undefined ) {
        return;
    }

    if ( key !== undefined ) {

        // Support array or space separated string of keys
        if ( Array.isArray( key ) ) {
            // If key is an array of keys...
            // We always set camelCase keys, so remove that.
            key = key.map( camelCase );
        } else {
            key = camelCase( key );

            // If a key with the spaces exists, use it.
            // Otherwise, create an array by matching non-whitespace
            key = key in cache ?
                [ key ] :
                ( key.match( /\s+/ ) || [] );
        }

        i = key.length;

        while ( i-- ) {
            delete cache[ key[i] ];
        }
    }

    // Remove the expando if there's no more data
    if ( i === 0 ) {
        delete owner[ this.expando ];
    }
}

```

```

        while ( i-- ) {
            delete cache[ key[ i ] ];
        }
    }

    // Remove the expando if there's no more data
    if ( key === undefined || jQuery.isEmptyObject( cache ) ) {

        // Support: Chrome <=35 - 45
        // Webkit & Blink performance suffers when deleting properties
        // from DOM nodes, so set to undefined instead
        // https://bugs.chromium.org/p/chromium/issues/detail?id=378607 (bug
restricted)
        if ( owner.nodeType ) {
            owner[ this.expando ] = undefined;
        } else {
            delete owner[ this.expando ];
        }
    },
    hasData: function( owner ) {
        var cache = owner[ this.expando ];
        return cache !== undefined && !jQuery.isEmptyObject( cache );
    }
};
var dataPriv = new Data();
var dataUser = new Data();

//      Implementation Summary
//
//      1. Enforce API surface and semantic compatibility with 1.9.x branch
//      2. Improve the module's maintainability by reducing the storage
//         paths to a single mechanism.
//      3. Use the same single mechanism to support "private" and "user" data.
//      4. _Never_ expose "private" data to user code (TODO: Drop _data, _removeData)
//      5. Avoid exposing implementation details on user objects (eg. expando properties)
//      6. Provide a clear path for implementation upgrade to WeakMap in 2014

var rbrace = /^(?:\{[\w\W]*\}|\[[\w\W]*\])$/,
    rmultiDash = /[A-Z]/g;

function getData( data ) {
    if ( data === "true" ) {
        return true;
    }

    if ( data === "false" ) {
        return false;
    }

    if ( data === "null" ) {
        return null;
    }

    // Only convert to a number if it doesn't change the string
    if ( data === +data + "" ) {
        return +data;
    }

    if ( rbrace.test( data ) ) {
        return JSON.parse( data );
    }

    return data;
}

```

```

function dataAttr( elem, key, data ) {
    var name;

    // If nothing was found internally, try to fetch any
    // data from the HTML5 data-* attribute
    if ( data === undefined && elem.nodeType === 1 ) {
        name = "data-" + key.replace( rmultiDash, "-$&" ).toLowerCase();
        data = elem.getAttribute( name );

        if ( typeof data === "string" ) {
            try {
                data = getData( data );
            } catch ( e ) {}

            // Make sure we set the data so it isn't changed later
            dataUser.set( elem, key, data );
        } else {
            data = undefined;
        }
    }
    return data;
}

jQuery.extend( {
    hasData: function( elem ) {
        return dataUser.hasData( elem ) || dataPriv.hasData( elem );
    },

    data: function( elem, name, data ) {
        return dataUser.access( elem, name, data );
    },

    removeData: function( elem, name ) {
        dataUser.remove( elem, name );
    },

    // TODO: Now that all calls to _data and _removeData have been replaced
    // with direct calls to dataPriv methods, these can be deprecated.
    _data: function( elem, name, data ) {
        return dataPriv.access( elem, name, data );
    },

    _removeData: function( elem, name ) {
        dataPriv.remove( elem, name );
    }
} );

jQuery.fn.extend( {
    data: function( key, value ) {
        var i, name, data,
            elem = this[ 0 ],
            attrs = elem && elem.attributes;

        // Gets all values
        if ( key === undefined ) {
            if ( this.length ) {
                data = dataUser.get( elem );

                if ( elem.nodeType === 1 && !dataPriv.get( elem, "hasDataAttrs" ) ) {
                    i = attrs.length;
                    while ( i-- ) {

                        // Support: IE 11 only
                        // The attrs elements can be null (#14894)
                        if ( attrs[ i ] ) {
                            name = attrs[ i ].name;
                            if ( name.indexOf( "data-" ) === 0 ) {

```

```

    name = camelCase( name.slice( 5 )
    dataAttr( elem, name, data[ name ]

    }
    }
    dataPriv.set( elem, "hasDataAttrs", true );
    }
    return data;
}

// Sets multiple values
if ( typeof key === "object" ) {
    return this.each( function() {
        dataUser.set( this, key );
    } );
}

return access( this, function( value ) {
    var data;

    // The calling jQuery object (element matches) is not empty
    // (and therefore has an element appears at this[ 0 ]) and the
    // `value` parameter was not undefined. An empty jQuery object
    // will result in `undefined` for elem = this[ 0 ] which will
    // throw an exception if an attempt to read a data cache is made.
    if ( elem && value === undefined ) {

        // Attempt to get data from the cache
        // The key will always be camelCased in Data
        data = dataUser.get( elem, key );
        if ( data !== undefined ) {
            return data;
        }

        // Attempt to "discover" the data in
        // HTML5 custom data-* attrs
        data = dataAttr( elem, key );
        if ( data !== undefined ) {
            return data;
        }

        // We tried really hard, but the data doesn't exist.
        return;
    }

    // Set the data...
    this.each( function() {

        // We always store the camelCased key
        dataUser.set( this, key, value );
    } );
}, null, value, arguments.length > 1, null, true );
},

removeData: function( key ) {
    return this.each( function() {
        dataUser.remove( this, key );
    } );
} );

jQuery.extend( {
    queue: function( elem, type, data ) {
        var queue;

```

```

        if ( elem ) {
            type = ( type || "fx" ) + "queue";
            queue = dataPriv.get( elem, type );

            // Speed up dequeue by getting out quickly if this is just a lookup
            if ( data ) {
                if ( !queue || Array.isArray( data ) ) {
                    queue = dataPriv.access( elem, type, jQuery.makeArray(
data ) );
                } else {
                    queue.push( data );
                }
            }
            return queue || [];
        }
    },

    dequeue: function( elem, type ) {
        type = type || "fx";

        var queue = jQuery.queue( elem, type ),
            startLength = queue.length,
            fn = queue.shift(),
            hooks = jQuery._queueHooks( elem, type ),
            next = function() {
                jQuery.dequeue( elem, type );
            };

        // If the fx queue is dequeued, always remove the progress sentinel
        if ( fn === "inprogress" ) {
            fn = queue.shift();
            startLength--;
        }

        if ( fn ) {
            // Add a progress sentinel to prevent the fx queue from being
            // automatically dequeued
            if ( type === "fx" ) {
                queue.unshift( "inprogress" );
            }

            // Clear up the last queue stop function
            delete hooks.stop;
            fn.call( elem, next, hooks );
        }

        if ( !startLength && hooks ) {
            hooks.empty.fire();
        }
    },

    // Not public - generate a queueHooks object, or return the current one
    _queueHooks: function( elem, type ) {
        var key = type + "queueHooks";
        return dataPriv.get( elem, key ) || dataPriv.access( elem, key, {
            empty: jQuery.Callbacks( "once memory" ).add( function() {
                dataPriv.remove( elem, [ type + "queue", key ] );
            } )
        } );
    }
} );

jQuery.fn.extend( {
    queue: function( type, data ) {
        var setter = 2;

        if ( typeof type !== "string" ) {

```

```

        data = type;
        type = "fx";
        setter--;
    }

    if ( arguments.length < setter ) {
        return jQuery.queue( this[ 0 ], type );
    }

    return data === undefined ?
        this :
        this.each( function() {
            var queue = jQuery.queue( this, type, data );

            // Ensure a hooks for this queue
            jQuery._queueHooks( this, type );

            if ( type === "fx" && queue[ 0 ] !== "inprogress" ) {
                jQuery.dequeue( this, type );
            }
        } );
    },
    dequeue: function( type ) {
        return this.each( function() {
            jQuery.dequeue( this, type );
        } );
    },
    clearQueue: function( type ) {
        return this.queue( type || "fx", [] );
    },

    // Get a promise resolved when queues of a certain type
    // are emptied (fx is the type by default)
    promise: function( type, obj ) {
        var tmp,
            count = 1,
            defer = jQuery.Deferred(),
            elements = this,
            i = this.length,
            resolve = function() {
                if ( !( --count ) ) {
                    defer.resolveWith( elements, [ elements ] );
                }
            };

        while ( i-- ) {
            tmp = dataPriv.get( elements[ i ], type + "queueHooks" );
            if ( tmp && tmp.empty ) {
                count++;
                tmp.empty.add( resolve );
            }
        }
        resolve();
        return defer.promise( obj );
    }
} );

var pnum = ( /[+-]?(?:\d*\.|)\d+(?:[eE][+-]?\d+|)/ ).source;

var rcssNum = new RegExp( "^(?:([+-])=|)(" + pnum + ")([a-z%]*)$", "i" );

var cssExpand = [ "Top", "Right", "Bottom", "Left" ];

```



```
var documentElement = document.documentElement;
```

```
var isAttached = function( elem ) {
    return jQuery.contains( elem.ownerDocument, elem );
},
composed = { composed: true };

// Support: IE 9 - 11+, Edge 12 - 18+, iOS 10.0 - 10.2 only
// Check attachment across shadow DOM boundaries when possible (gh-3504)
// Support: iOS 10.0-10.2 only
// Early iOS 10 versions support `attachShadow` but not `getRootNode`,
// leading to errors. We need to check for `getRootNode`.
if ( documentElement.getRootNode ) {
    isAttached = function( elem ) {
        return jQuery.contains( elem.ownerDocument, elem ) ||
            elem.getRootNode( composed ) === elem.ownerDocument;
    };
}
```

```
var isHiddenWithinTree = function( elem, el ) {
```

```
    // isHiddenWithinTree might be called from jQuery#filter function;
    // in that case, element will be second argument
    elem = el || elem;
```

```
    // Inline style trumps all
    return elem.style.display === "none" ||
        elem.style.display === "" &&
```

```
        // Otherwise, check computed style
        // Support: Firefox <=43 - 45
```

```
        // Disconnected elements can have computed display: none, so first confirm
```

that elem is

```
        // in the document.
        isAttached( elem ) &&
```

```
        jQuery.css( elem, "display" ) === "none";
```

```
};
```

```
function adjustCSS( elem, prop, valueParts, tween ) {
```

```
    var adjusted, scale,
```

```
        maxIterations = 20,
```

```
        currentValue = tween ?
```

```
            function() {
```

```
                return tween.cur();
```

```
            } :
```

```
            function() {
```

```
                return jQuery.css( elem, prop, "" );
```

```
        },
```

```
    initial = currentValue(),
```

```
    unit = valueParts && valueParts[ 3 ] || ( jQuery.cssNumber[ prop ] ? "" : "px" ),
```

```
    // Starting value computation is required for potential unit mismatches
```

```
    initialInUnit = elem.nodeType &&
```

```
        ( jQuery.cssNumber[ prop ] || unit !== "px" && +initial ) &&
```

```
        rcssNum.exec( jQuery.css( elem, prop ) );
```

```
    if ( initialInUnit && initialInUnit[ 3 ] !== unit ) {
```

```
        // Support: Firefox <=54
```

```
        // Halve the iteration target value to prevent interference from CSS upper bounds
```

(gh-2144)

```
        initial = initial / 2;
```

```
        // Trust units reported by jQuery.css
```

```
        unit = unit || initialInUnit[ 3 ];
```

```

        // Iteratively approximate from a nonzero starting point
        initialInUnit = +initial || 1;

        while ( maxIterations-- ) {

            // Evaluate and update our best guess (doubling guesses that zero out).
            // Finish if the scale equals or crosses 1 (making the old*new product
non-positive).
            jQuery.style( elem, prop, initialInUnit + unit );
            if ( ( 1 - scale ) * ( 1 - ( scale = currentValue() / initial || 0.5 ) )
<= 0 ) {
                maxIterations = 0;
            }
            initialInUnit = initialInUnit / scale;

        }

        initialInUnit = initialInUnit * 2;
        jQuery.style( elem, prop, initialInUnit + unit );

        // Make sure we update the tween properties later on
        valueParts = valueParts || [];

    }

    if ( valueParts ) {
        initialInUnit = +initialInUnit || +initial || 0;

        // Apply relative offset (+/=) if specified
        adjusted = valueParts[ 1 ] ?
            initialInUnit + ( valueParts[ 1 ] + 1 ) * valueParts[ 2 ] :
            +valueParts[ 2 ];
        if ( tween ) {
            tween.unit = unit;
            tween.start = initialInUnit;
            tween.end = adjusted;
        }
    }
    return adjusted;
}

var defaultDisplayMap = {};

function getDefaultDisplay( elem ) {
    var temp,
        doc = elem.ownerDocument,
        nodeName = elem.nodeName,
        display = defaultDisplayMap[ nodeName ];

    if ( display ) {
        return display;
    }

    temp = doc.body.appendChild( doc.createElement( nodeName ) );
    display = jQuery.css( temp, "display" );

    temp.parentNode.removeChild( temp );

    if ( display === "none" ) {
        display = "block";
    }
    defaultDisplayMap[ nodeName ] = display;

    return display;
}

function showHide( elements, show ) {
    var display, elem,

```

```

        values = [],
        index = 0,
        length = elements.length;

    // Determine new display value for elements that need to change
    for ( ; index < length; index++ ) {
        elem = elements[ index ];
        if ( !elem.style ) {
            continue;
        }

        display = elem.style.display;
        if ( show ) {

            // Since we force visibility upon cascade-hidden elements, an immediate
            // check is required in this first loop unless we have a nonempty display
            // inline or about-to-be-restored)
            if ( display === "none" ) {
                values[ index ] = dataPriv.get( elem, "display" ) || null;
                if ( !values[ index ] ) {
                    elem.style.display = "";
                }
            }
            if ( elem.style.display === "" && isHiddenWithinTree( elem ) ) {
                values[ index ] = getDefaultDisplay( elem );
            }
        } else {
            if ( display !== "none" ) {
                values[ index ] = "none";

                // Remember what we're overwriting
                dataPriv.set( elem, "display", display );
            }
        }
    }

    // Set the display of the elements in a second loop to avoid constant reflow
    for ( index = 0; index < length; index++ ) {
        if ( values[ index ] !== null ) {
            elements[ index ].style.display = values[ index ];
        }
    }

    return elements;
}

jQuery.fn.extend( {
    show: function() {
        return showHide( this, true );
    },
    hide: function() {
        return showHide( this );
    },
    toggle: function( state ) {
        if ( typeof state === "boolean" ) {
            return state ? this.show() : this.hide();
        }

        return this.each( function() {
            if ( isHiddenWithinTree( this ) ) {
                jQuery( this ).show();
            } else {
                jQuery( this ).hide();
            }
        } );
    }
} );

```

```

var rcheckableType = ( /^(?:checkbox|radio)$/i );

var rtagName = ( /<([a-z][^\/\0>\x20\t\r\n\f]*)/i );

var rscriptType = ( /^$|^module$|\/(?:java|ecma)script/i );

( function() {
    var fragment = document.createDocumentFragment(),
        div = fragment.appendChild( document.createElement( "div" ) ),
        input = document.createElement( "input" );

    // Support: Android 4.0 - 4.3 only
    // Check state lost if the name is set (#11217)
    // Support: Windows Web Apps (WWA)
    // `name` and `type` must use .setAttribute for WWA (#14901)
    input.setAttribute( "type", "radio" );
    input.setAttribute( "checked", "checked" );
    input.setAttribute( "name", "t" );

    div.appendChild( input );

    // Support: Android <=4.1 only
    // Older WebKit doesn't clone checked state correctly in fragments
    support.checkClone = div.cloneNode( true ).cloneNode( true ).lastChild.checked;

    // Support: IE <=11 only
    // Make sure textarea (and checkbox) defaultValue is properly cloned
    div.innerHTML = "<textarea>x</textarea>";
    support.noCloneChecked = !!div.cloneNode( true ).lastChild.defaultValue;

    // Support: IE <=9 only
    // IE <=9 replaces <option> tags with their contents when inserted outside of
    // the select element.
    div.innerHTML = "<option></option>";
    support.option = !!div.lastChild;
} )();

// We have to close these tags to support XHTML (#13200)
var wrapMap = {

    // XHTML parsers do not magically insert elements in the
    // same way that tag soup parsers do. So we cannot shorten
    // this by omitting <tbody> or other required elements.
    thead: [ 1, "<table>", "</table>" ],
    col: [ 2, "<table><colgroup>", "</colgroup></table>" ],
    tr: [ 2, "<table><tbody>", "</tbody></table>" ],
    td: [ 3, "<table><tbody><tr>", "</tr></tbody></table>" ],

    _default: [ 0, "", "" ]
};

wrapMap.tbody = wrapMap.tfoot = wrapMap.colgroup = wrapMap.caption = wrapMap.thead;
wrapMap.th = wrapMap.td;

// Support: IE <=9 only
if ( !support.option ) {
    wrapMap.optgroup = wrapMap.option = [ 1, "<select multiple='multiple'>", "</select>" ];
}

function getAll( context, tag ) {

    // Support: IE <=9 - 11 only
    // Use typeof to avoid zero-argument method invocation on host objects (#15151)
    var ret;

```

```

    if ( typeof context.getElementsByTagName !== "undefined" ) {
        ret = context.getElementsByTagName( tag || "*" );

    } else if ( typeof context.querySelectorAll !== "undefined" ) {
        ret = context.querySelectorAll( tag || "*" );

    } else {
        ret = [];
    }

    if ( tag === undefined || tag && nodeName( context, tag ) ) {
        return jQuery.merge( [ context ], ret );
    }

    return ret;
}

// Mark scripts as having already been evaluated
function setGlobalEval( elems, refElements ) {
    var i = 0,
        l = elems.length;

    for ( ; i < l; i++ ) {
        dataPriv.set(
            elems[ i ],
            "globalEval",
            !refElements || dataPriv.get( refElements[ i ], "globalEval" )
        );
    }
}

var rhtml = /<|&#?\w+;/;

function buildFragment( elems, context, scripts, selection, ignored ) {
    var elem, tmp, tag, wrap, attached, j,
        fragment = context.createDocumentFragment(),
        nodes = [],
        i = 0,
        l = elems.length;

    for ( ; i < l; i++ ) {
        elem = elems[ i ];

        if ( elem || elem === 0 ) {

            // Add nodes directly
            if ( toType( elem ) === "object" ) {

                // Support: Android <=4.0 only, PhantomJS 1 only
                // push.apply(_, arraylike) throws on ancient WebKit
                jQuery.merge( nodes, elem.nodeType ? [ elem ] : elem );

            // Convert non-html into a text node
            } else if ( !rhtml.test( elem ) ) {
                nodes.push( context.createTextNode( elem ) );

            // Convert html into DOM nodes
            } else {
                tmp = tmp || fragment.appendChild( context.createElement( "div" ) );

                // Deserialize a standard representation
                tag = ( rtagName.exec( elem ) || [ "", "" ] )[ 1 ].toLowerCase();
                wrap = wrapMap[ tag ] || wrapMap._default;
                tmp.innerHTML = wrap[ 1 ] + jQuery.htmlPrefilter( elem ) + wrap[ 2 ]
            }
        }
    }
}

```

```

        // Descend through wrappers to the right content
        j = wrap[ 0 ];
        while ( j-- ) {
            tmp = tmp.lastChild;
        }

        // Support: Android <=4.0 only, PhantomJS 1 only
        // push.apply(_, arraylike) throws on ancient WebKit
        jQuery.merge( nodes, tmp.childNodes );

        // Remember the top-level container
        tmp = fragment.firstChild;

        // Ensure the created nodes are orphaned (#12392)
        tmp.textContent = "";

    }

}

// Remove wrapper from fragment
fragment.textContent = "";

i = 0;
while ( ( elem = nodes[ i++ ] ) ) {

    // Skip elements already in the context collection (trac-4087)
    if ( selection && jQuery.inArray( elem, selection ) > -1 ) {
        if ( ignored ) {
            ignored.push( elem );
        }
        continue;
    }

    attached = isAttached( elem );

    // Append to fragment
    tmp = getAll( fragment.appendChild( elem ), "script" );

    // Preserve script evaluation history
    if ( attached ) {
        setGlobalEval( tmp );
    }

    // Capture executables
    if ( scripts ) {
        j = 0;
        while ( ( elem = tmp[ j++ ] ) ) {
            if ( rscriptType.test( elem.type || "" ) ) {
                scripts.push( elem );
            }
        }
    }

}

return fragment;
}

var rtypenamespace = /^([^.]*)(?:\.(.+)|)/;

function returnTrue() {
    return true;
}

function returnFalse() {
    return false;
}

// Support: IE <=9 - 11+

```

```

// focus() and blur() are asynchronous, except when they are no-op.
// So expect focus to be synchronous when the element is already active,
// and blur to be synchronous when the element is not already active.
// (focus and blur are always synchronous in other supported browsers,
// this just defines when we can count on it).
function expectSync( elem, type ) {
    return ( elem === safeActiveElement() ) === ( type === "focus" );
}

// Support: IE <=9 only
// Accessing document.activeElement can throw unexpectedly
// https://bugs.jquery.com/ticket/13393
function safeActiveElement() {
    try {
        return document.activeElement;
    } catch ( err ) { }
}

function on( elem, types, selector, data, fn, one ) {
    var origFn, type;

    // Types can be a map of types/handlers
    if ( typeof types === "object" ) {
        // ( types-Object, selector, data )
        if ( typeof selector !== "string" ) {
            // ( types-Object, data )
            data = data || selector;
            selector = undefined;
        }
        for ( type in types ) {
            on( elem, type, selector, data, types[ type ], one );
        }
        return elem;
    }

    if ( data == null && fn == null ) {
        // ( types, fn )
        fn = selector;
        data = selector = undefined;
    } else if ( fn == null ) {
        if ( typeof selector === "string" ) {
            // ( types, selector, fn )
            fn = data;
            data = undefined;
        } else {
            // ( types, data, fn )
            fn = data;
            data = selector;
            selector = undefined;
        }
    }
    if ( fn === false ) {
        fn = returnFalse;
    } else if ( !fn ) {
        return elem;
    }

    if ( one === 1 ) {
        origFn = fn;
        fn = function( event ) {
            // Can use an empty set, since event contains the info
            jQuery().off( event );
            return origFn.apply( this, arguments );
        };
    }

```

```

    };

    // Use same guid so caller can remove using origFn
    fn.guid = origFn.guid || ( origFn.guid = jQuery.guid++ );
  }
  return elem.each( function() {
    jQuery.event.add( this, types, fn, data, selector );
  } );
}

/*
 * Helper functions for managing events -- not part of the public interface.
 * Props to Dean Edwards' addEvent library for many of the ideas.
 */
jQuery.event = {

  global: {},

  add: function( elem, types, handler, data, selector ) {

    var handleObjIn, eventHandle, tmp,
        events, t, handleObj,
        special, handlers, type, namespaces, origType,
        elemData = dataPriv.get( elem );

    // Only attach events to objects that accept data
    if ( !acceptData( elem ) ) {
      return;
    }

    // Caller can pass in an object of custom data in lieu of the handler
    if ( handler.handler ) {
      handleObjIn = handler;
      handler = handleObjIn.handler;
      selector = handleObjIn.selector;
    }

    // Ensure that invalid selectors throw exceptions at attach time
    // Evaluate against documentElement in case elem is a non-element node (e.g.,
document)
    if ( selector ) {
      jQuery.find.matchesSelector( documentElement, selector );
    }

    // Make sure that the handler has a unique ID, used to find/remove it later
    if ( !handler.guid ) {
      handler.guid = jQuery.guid++;
    }

    // Init the element's event structure and main handler, if this is the first
    if ( !( events = elemData.events ) ) {
      events = elemData.events = Object.create( null );
    }
    if ( !( eventHandle = elemData.handle ) ) {
      eventHandle = elemData.handle = function( e ) {

        // Discard the second event of a jQuery.event.trigger() and
        // when an event is called after a page has unloaded
        return typeof jQuery !== "undefined" && jQuery.event.triggered !==
e.type ?
          jQuery.event.dispatch.apply( elem, arguments ) :
undefined;
      };
    }

    // Handle multiple events separated by a space
    types = ( types || "" ).match( rnothtmlwhite ) || [ "" ];
    t = types.length;
    while ( t-- ) {

```


changed type

type

selector),

false

=== false) {

```

tmp = rtypenamespace.exec( types[ t ] ) || [];
type = origType = tmp[ 1 ];
namespaces = ( tmp[ 2 ] || "" ).split( "." ).sort();

// There *must* be a type, no attaching namespace-only handlers
if ( !type ) {
    continue;
}

// If event changes its type, use the special event handlers for the
special = jQuery.event.special[ type ] || {};

// If selector defined, determine special event api type, otherwise given
type = ( selector ? special.delegateType : special.bindType ) || type;

// Update special based on newly reset type
special = jQuery.event.special[ type ] || {};

// handleObj is passed to all event handlers
handleObj = jQuery.extend( {
    type: type,
    origType: origType,
    data: data,
    handler: handler,
    guid: handler.guid,
    selector: selector,
    needsContext: selector && jQuery.expr.match.needsContext.test(
        selector ),
    namespace: namespaces.join( "." )
}, handleObjIn );

// Init the event handler queue if we're the first
if ( !( handlers = events[ type ] ) ) {
    handlers = events[ type ] = [];
    handlers.delegateCount = 0;

    // Only use addEventListener if the special events handler returns
    if ( !special.setup ||
        special.setup.call( elem, data, namespaces, eventHandle )
        === false ) {

        if ( elem.addEventListener ) {
            elem.addEventListener( type, eventHandle );
        }
    }
}

if ( special.add ) {
    special.add.call( elem, handleObj );

    if ( !handleObj.handler.guid ) {
        handleObj.handler.guid = handler.guid;
    }
}

// Add to the element's handler list, delegates in front
if ( selector ) {
    handlers.splice( handlers.delegateCount++, 0, handleObj );
} else {
    handlers.push( handleObj );
}

// Keep track of which events have ever been used, for event optimization
jQuery.event.global[ type ] = true;
}

```

```

    },

    // Detach an event or set of events from an element
    remove: function( elem, types, handler, selector, mappedTypes ) {

        var j, origCount, tmp,
            events, t, handleObj,
            special, handlers, type, namespaces, origType,
            elemData = dataPriv.hasData( elem ) && dataPriv.get( elem );

        if ( !elemData || !( events = elemData.events ) ) {
            return;
        }

        // Once for each type.namespace in types; type may be omitted
        types = ( types || "" ).match( rnothtmlwhite ) || [ "" ];
        t = types.length;
        while ( t-- ) {
            tmp = rtypenamespace.exec( types[ t ] ) || [];
            type = origType = tmp[ 1 ];
            namespaces = ( tmp[ 2 ] || "" ).split( "." ).sort();

            // Unbind all events (on this namespace, if provided) for the element
            if ( !type ) {
                for ( type in events ) {
                    jQuery.event.remove( elem, type + types[ t ], handler,
selector, true );
                }
                continue;
            }

            special = jQuery.event.special[ type ] || {};
            type = ( selector ? special.delegateType : special.bindType ) || type;
            handlers = events[ type ] || [];
            tmp = tmp[ 2 ] &&
                new RegExp( "(^|\\.)" + namespaces.join( "\\.(?:.*\\.|)" ) + "(\\.|$)" );

            // Remove matching events
            origCount = j = handlers.length;
            while ( j-- ) {
                handleObj = handlers[ j ];

                if ( ( mappedTypes || origType === handleObj.origType ) &&
                    ( !handler || handler.guid === handleObj.guid ) &&
                    ( !tmp || tmp.test( handleObj.namespace ) ) &&
                    ( !selector || selector === handleObj.selector ||
                        selector === "**" && handleObj.selector ) ) {
                    handlers.splice( j, 1 );

                    if ( handleObj.selector ) {
                        handlers.delegateCount--;
                    }
                    if ( special.remove ) {
                        special.remove.call( elem, handleObj );
                    }
                }
            }

            // Remove generic event handler if we removed something and no more
            // handlers exist
            // (avoids potential for endless recursion during removal of special event
            handlers)
            if ( origCount && !handlers.length ) {
                if ( !special.teardown ||
                    special.teardown.call( elem, namespaces, elemData.handle )
                    === false ) {

                    jQuery.removeEvent( elem, type, elemData.handle );
                }
            }
        }
    },

```

```

    }

    delete events[ type ];
  }
}

// Remove data and the expando if it's no longer used
if ( jQuery.isEmptyObject( events ) ) {
  dataPriv.remove( elem, "handle events" );
}
},

dispatch: function( nativeEvent ) {

  var i, j, ret, matched, handleObj, handlerQueue,
      args = new Array( arguments.length ),

      // Make a writable jQuery.Event from the native event object
      event = jQuery.event.fix( nativeEvent ),

      handlers = (
        dataPriv.get( this, "events" ) || Object.create( null )
      )[ event.type ] || [],
      special = jQuery.event.special[ event.type ] || {};

  // Use the fix-ed jQuery.Event rather than the (read-only) native event
  args[ 0 ] = event;

  for ( i = 1; i < arguments.length; i++ ) {
    args[ i ] = arguments[ i ];
  }

  event.delegateTarget = this;

  // Call the preDispatch hook for the mapped type, and let it bail if desired
  if ( special.preDispatch && special.preDispatch.call( this, event ) === false ) {
    return;
  }

  // Determine handlers
  handlerQueue = jQuery.event.handlers.call( this, event, handlers );

  // Run delegates first; they may want to stop propagation beneath us
  i = 0;
  while ( ( matched = handlerQueue[ i++ ] ) && !event.isPropagationStopped() ) {
    event.currentTarget = matched.elem;

    j = 0;
    while ( ( handleObj = matched.handlers[ j++ ] ) &&
      !event.isImmediatePropagationStopped() ) {

      // If the event is namespaced, then each handler is only invoked
      // specially universal or its namespaces are a superset of the
      // event's.
      if ( !event.rnamespace || handleObj.namespace === false ||
        event.rnamespace.test( handleObj.namespace ) ) {

        event.handleObj = handleObj;
        event.data = handleObj.data;

        ret = ( ( jQuery.event.special[ handleObj.origType ] || {} )
          .handle ||
          handleObj.handler ).apply( matched.elem, args );

        if ( ret !== undefined ) {
          if ( ( event.result = ret ) === false ) {
            event.preventDefault();
            event.stopPropagation();
          }
        }
      }
    }
  }
}

```

```

    }
    }
    }
    }
    }

    // Call the postDispatch hook for the mapped type
    if ( special.postDispatch ) {
        special.postDispatch.call( this, event );
    }

    return event.result;
},

handlers: function( event, handlers ) {
    var i, handleObj, sel, matchedHandlers, matchedSelectors,
        handlerQueue = [],
        delegateCount = handlers.delegateCount,
        cur = event.target;

    // Find delegate handlers
    if ( delegateCount &&

        // Support: IE <=9
        // Black-hole SVG <use> instance trees (trac-13180)
        cur.nodeType &&

        // Support: Firefox <=42
        // Suppress spec-violating clicks indicating a non-primary pointer button
        (trac-3861)
        // https://www.w3.org/TR/DOM-Level-3-Events/#event-type-click
        // Support: IE 11 only
        // ...but not arrow key "clicks" of radio inputs, which can have `button`
        -1 (gh-2343)
        !( event.type === "click" && event.button >= 1 ) ) {
        for ( ; cur !== this; cur = cur.parentNode || this ) {

            // Don't check non-elements (#13208)
            // Don't process clicks on disabled elements (#6911, #8165,
            #11382, #11764)
            if ( cur.nodeType === 1 && !( event.type === "click" &&
            cur.disabled === true ) ) {
                matchedHandlers = [];
                matchedSelectors = {};
                for ( i = 0; i < delegateCount; i++ ) {
                    handleObj = handlers[ i ];

                    // Don't conflict with Object.prototype properties
                    sel = handleObj.selector + " ";

                    if ( matchedSelectors[ sel ] === undefined ) {
                        matchedSelectors[ sel ] =
                            jQuery( sel, this ).index( cur ) >
                            -1 :
                            jQuery.find( sel, this, null, [
                                cur ] ).length;
                    }
                    if ( matchedSelectors[ sel ] ) {
                        matchedHandlers.push( handleObj );
                    }
                }
                if ( matchedHandlers.length ) {
                    handlerQueue.push( { elem: cur, handlers:
                    matchedHandlers } );
                }
            }
        }
    }
}

```

```

    }
  }

  // Add the remaining (directly-bound) handlers
  cur = this;
  if ( delegateCount < handlers.length ) {
    handlerQueue.push( { elem: cur, handlers: handlers.slice( delegateCount ) } );
  }

  return handlerQueue;
},

addProp: function( name, hook ) {
  Object.defineProperty( jQuery.Event.prototype, name, {
    enumerable: true,
    configurable: true,

    get: isFunction( hook ) ?
      function() {
        if ( this.originalEvent ) {
          return hook( this.originalEvent );
        }
      } :
      function() {
        if ( this.originalEvent ) {
          return this.originalEvent[ name ];
        }
      },

    set: function( value ) {
      Object.defineProperty( this, name, {
        enumerable: true,
        configurable: true,
        writable: true,
        value: value
      } );
    }
  } );
},

fix: function( originalEvent ) {
  return originalEvent[ jQuery.expando ] ?
    originalEvent :
    new jQuery.Event( originalEvent );
},

special: {
  load: {

    // Prevent triggered image.load events from bubbling to window.load
    noBubble: true
  },
  click: {

    // Utilize native event to ensure correct state for checkable inputs
    setup: function( data ) {

      // For mutual compressibility with _default, replace `this` access
      // with a local var.
      // `|| data` is dead code meant only to preserve the variable
      // through minification.
      var el = this || data;

      // Claim the first handler
      if ( rcheckableType.test( el.type ) &&
        el.click && nodeName( el, "input" ) ) {

        // dataPriv.set( el, "click", ... )

```

```

        leverageNative( el, "click", returnTrue );
    }

    // Return false to allow normal processing in the caller
    return false;
},
trigger: function( data ) {

    // For mutual compressibility with _default, replace `this` access
    // `|| data` is dead code meant only to preserve the variable
    var el = this || data;

    // Force setup before triggering a click
    if ( rcheckableType.test( el.type ) &&
        el.click && nodeName( el, "input" ) ) {

        leverageNative( el, "click" );
    }

    // Return non-false to allow normal event-path propagation
    return true;
},

// For cross-browser consistency, suppress native .click() on links
// Also prevent it if we're currently inside a leveraged native-event
_default: function( event ) {
    var target = event.target;
    return rcheckableType.test( target.type ) &&
        target.click && nodeName( target, "input" ) &&
        dataPriv.get( target, "click" ) ||
        nodeName( target, "a" );
},

beforeunload: {
    postDispatch: function( event ) {

        // Support: Firefox 20+
        // Firefox doesn't alert if the returnValue field is not set.
        if ( event.result !== undefined && event.originalEvent ) {
            event.originalEvent.returnValue = event.result;
        }
    }
}
};

// Ensure the presence of an event listener that handles manually-triggered
// synthetic events by interrupting progress until reinvoked in response to
// *native* events that it fires directly, ensuring that state changes have
// already occurred before other listeners are invoked.
function leverageNative( el, type, expectSync ) {

    // Missing expectSync indicates a trigger call, which must force setup through
    jQuery.event.add
    if ( !expectSync ) {
        if ( dataPriv.get( el, type ) === undefined ) {
            jQuery.event.add( el, type, returnTrue );
        }
        return;
    }

    // Register the controller as a special universal handler for all event namespaces
    dataPriv.set( el, type, false );
    jQuery.event.add( el, type, {
        namespace: false,

```

```

handler: function( event ) {
    var notAsync, result,
        saved = dataPriv.get( this, type );

    if ( ( event.isTrigger & 1 ) && this[ type ] ) {

        // Interrupt processing of the outer synthetic .trigger()ed event
        // Saved data should be false in such cases, but might be a
        // leftover capture object
        // from an async native handler (gh-4350)
        if ( !saved.length ) {

            // Store arguments for use when handling the inner native
            // event
            // There will always be at least one argument (an event
            // object), so this array
            // will not be confused with a leftover capture object.
            saved = slice.call( arguments );
            dataPriv.set( this, type, saved );

            // Trigger the native event and capture its result
            // Support: IE <=9 - 11+
            // focus() and blur() are asynchronous
            notAsync = expectSync( this, type );
            this[ type ]();
            result = dataPriv.get( this, type );
            if ( saved !== result || notAsync ) {
                dataPriv.set( this, type, false );
            } else {
                result = {};
            }
            if ( saved !== result ) {

                // Cancel the outer synthetic event
                event.stopImmediatePropagation();
                event.preventDefault();

                // Support: Chrome 86+
                // In Chrome, if an element having a focusout
                // handler is blurred by
                // synchronously. If
                // the data is cleared,
                // against this.
                // clicking outside of it, it invokes the handler
                // that handler calls `.remove()` on the element,
                // leaving `result` undefined. We need to guard
                return result && result.value;
            }
        }

        // If this is an inner synthetic event for an event with a
        // bubbling surrogate
        // (focus or blur), assume that the surrogate already propagated
        // from triggering the
        // native event and prevent that from happening again here.
        // This technically gets the ordering wrong w.r.t. to `.trigger()`
        // (in which the
        // bubbling surrogate propagates *after* the non-bubbling base),
        // but that seems
        // less bad than duplication.
    } else if ( ( jQuery.event.special[ type ] || {} ).delegateType ) {
        event.stopPropagation();
    }

    // If this is a native event triggered above, everything is now in order
    // Fire an inner synthetic event with the original arguments
    } else if ( saved.length ) {

        // ...and capture the result

```

```

        dataPriv.set( this, type, {
            value: jQuery.event.trigger(

                // Support: IE <=9 - 11+
                // Extend with the prototype to reset the above
                jQuery.extend( saved[ 0 ], jQuery.Event.prototype
                    ,
                    saved.slice( 1 ),
                    this
                )
            } );

        // Abort handling of the native event
        event.stopImmediatePropagation();
    }
} );
}

jQuery.removeEvent = function( elem, type, handle ) {

    // This "if" is needed for plain objects
    if ( elem.removeEventListener ) {
        elem.removeEventListener( type, handle );
    }
};

jQuery.Event = function( src, props ) {

    // Allow instantiation without the 'new' keyword
    if ( !( this instanceof jQuery.Event ) ) {
        return new jQuery.Event( src, props );
    }

    // Event object
    if ( src && src.type ) {
        this.originalEvent = src;
        this.type = src.type;

        // Events bubbling up the document may have been marked as prevented
        // by a handler lower down the tree; reflect the correct value.
        this.isDefaultPrevented = src.defaultPrevented ||
            src.defaultPrevented === undefined &&

            // Support: Android <=2.3 only
            src.returnValue === false ?
            returnTrue :
            returnFalse;

        // Create target properties
        // Support: Safari <=6 - 7 only
        // Target should not be a text node (#504, #13143)
        this.target = ( src.target && src.target.nodeType === 3 ) ?
            src.target.parentNode :
            src.target;

        this.currentTarget = src.currentTarget;
        this.relatedTarget = src.relatedTarget;

    } else {
        this.type = src;
    }

    // Put explicitly provided properties onto the event object
    if ( props ) {
        jQuery.extend( this, props );
    }
}

```



```
// Create a timestamp if incoming event doesn't have one
this.timeStamp = src && src.timeStamp || Date.now();

// Mark it as fixed
this[ jQuery.expando ] = true;
};

// jQuery.Event is based on DOM3 Events as specified by the ECMAScript Language Binding
// https://www.w3.org/TR/2003/WD-DOM-Level-3-Events-20030331/ecma-script-binding.html
jQuery.Event.prototype = {
  constructor: jQuery.Event,
  isDefaultPrevented: returnFalse,
  isPropagationStopped: returnFalse,
  isImmediatePropagationStopped: returnFalse,
  isSimulated: false,

  preventDefault: function() {
    var e = this.originalEvent;

    this.isDefaultPrevented = returnTrue;

    if ( e && !this.isSimulated ) {
      e.preventDefault();
    }
  },
  stopPropagation: function() {
    var e = this.originalEvent;

    this.isPropagationStopped = returnTrue;

    if ( e && !this.isSimulated ) {
      e.stopPropagation();
    }
  },
  stopImmediatePropagation: function() {
    var e = this.originalEvent;

    this.isImmediatePropagationStopped = returnTrue;

    if ( e && !this.isSimulated ) {
      e.stopImmediatePropagation();
    }

    this.stopPropagation();
  }
};

// Includes all common event props including KeyEvent and MouseEvent specific props
jQuery.each( {
  altKey: true,
  bubbles: true,
  cancelable: true,
  changedTouches: true,
  ctrlKey: true,
  detail: true,
  eventPhase: true,
  metaKey: true,
  pageX: true,
  pageY: true,
  shiftKey: true,
  view: true,
  "char": true,
  code: true,
  charCode: true,
  key: true,
  keyCode: true,
  button: true,
  buttons: true,
```

```

        clientX: true,
        clientY: true,
        offsetX: true,
        offsetY: true,
        pointerId: true,
        pointerType: true,
        screenX: true,
        screenY: true,
        targetTouches: true,
        toElement: true,
        touches: true,
        which: true
    }, jQuery.event.addProp );

jQuery.each( { focus: "focusin", blur: "focusout" }, function( type, delegateType ) {
    jQuery.event.special[ type ] = {

        // Utilize native event if possible so blur/focus sequence is correct
        setup: function() {

            // Claim the first handler
            // dataPriv.set( this, "focus", ... )
            // dataPriv.set( this, "blur", ... )
            leverageNative( this, type, expectSync );

            // Return false to allow normal processing in the caller
            return false;
        },
        trigger: function() {

            // Force setup before trigger
            leverageNative( this, type );

            // Return non-false to allow normal event-path propagation
            return true;
        },

        // Suppress native focus or blur as it's already being fired
        // in leverageNative.
        _default: function() {
            return true;
        },

        delegateType: delegateType
    };
} );

// Create mouseenter/leave events using mouseover/out and event-time checks
// so that event delegation works in jQuery.
// Do the same for pointerenter/pointerleave and pointerover/pointerout
//
// Support: Safari 7 only
// Safari sends mouseenter too often; see:
// https://bugs.chromium.org/p/chromium/issues/detail?id=470258
// for the description of the bug (it existed in older Chrome versions as well).
jQuery.each( {
    mouseenter: "mouseover",
    mouseleave: "mouseout",
    pointerenter: "pointerover",
    pointerleave: "pointerout"
}, function( orig, fix ) {
    jQuery.event.special[ orig ] = {
        delegateType: fix,
        bindType: fix,

        handle: function( event ) {
            var ret,
                target = this,
                related = event.relatedTarget,

```

```

        handleObj = event.handleObj;

        // For mouseenter/leave call the handler if related is outside the target.
        // NB: No relatedTarget if the mouse left/entered the browser window
        if ( !related || ( related !== target && !jQuery.contains( target, related
    ) ) ) {
        event.type = handleObj.origType;
        ret = handleObj.handler.apply( this, arguments );
        event.type = fix;
    }
    return ret;
}
    };
} );

jQuery.fn.extend( {
    on: function( types, selector, data, fn ) {
        return on( this, types, selector, data, fn );
    },
    one: function( types, selector, data, fn ) {
        return on( this, types, selector, data, fn, 1 );
    },
    off: function( types, selector, fn ) {
        var handleObj, type;
        if ( types && types.preventDefault && types.handleObj ) {

            // ( event ) dispatched jQuery.Event
            handleObj = types.handleObj;
            jQuery( types.delegateTarget ).off(
                handleObj.namespace ?
                    handleObj.origType + "." + handleObj.namespace :
                    handleObj.origType,
                handleObj.selector,
                handleObj.handler
            );
            return this;
        }
        if ( typeof types === "object" ) {
            // ( types-object [, selector] )
            for ( type in types ) {
                this.off( type, selector, types[ type ] );
            }
            return this;
        }
        if ( selector === false || typeof selector === "function" ) {
            // ( types [, fn] )
            fn = selector;
            selector = undefined;
        }
        if ( fn === false ) {
            fn = returnFalse;
        }
        return this.each( function() {
            jQuery.event.remove( this, types, fn, selector );
        } );
    }
} );

var

// Support: IE <=10 - 11, Edge 12 - 13 only
// In IE/Edge using regex groups here causes severe slowdowns.
// See https://connect.microsoft.com/IE/feedback/details/1736512/
rnoInnerhtml = /<script|<style|<link/i,

```

```

// checked="checked" or checked
rchecked = /checked\s*(?:[^=]|=\s*.checked.)/i,
rcleanScript = /^\s*<!(?:\s*CDATA\[|--)|(?:\s*\]|--)>\s*$/g;

// Prefer a tbody over its parent table for containing new rows
function manipulationTarget( elem, content ) {
    if ( nodeName( elem, "table" ) &&
        nodeName( content.nodeType !== 11 ? content : content.firstChild, "tr" ) ) {

        return jQuery( elem ).children( "tbody" )[ 0 ] || elem;
    }

    return elem;
}

// Replace/restore the type attribute of script elements for safe DOM manipulation
function disableScript( elem ) {
    elem.type = ( elem.getAttribute( "type" ) !== null ) + "/" + elem.type;
    return elem;
}
function restoreScript( elem ) {
    if ( ( elem.type || "" ).slice( 0, 5 ) === "true/" ) {
        elem.type = elem.type.slice( 5 );
    } else {
        elem.removeAttribute( "type" );
    }

    return elem;
}

function cloneCopyEvent( src, dest ) {
    var i, l, type, pdataOld, udataOld, udataCur, events;

    if ( dest.nodeType !== 1 ) {
        return;
    }

    // 1. Copy private data: events, handlers, etc.
    if ( dataPriv.hasData( src ) ) {
        pdataOld = dataPriv.get( src );
        events = pdataOld.events;

        if ( events ) {
            dataPriv.remove( dest, "handle events" );

            for ( type in events ) {
                for ( i = 0, l = events[ type ].length; i < l; i++ ) {
                    jQuery.event.add( dest, type, events[ type ][ i ] );
                }
            }
        }
    }

    // 2. Copy user data
    if ( dataUser.hasData( src ) ) {
        udataOld = dataUser.access( src );
        udataCur = jQuery.extend( {}, udataOld );

        dataUser.set( dest, udataCur );
    }
}

// Fix IE bugs, see support tests
function fixInput( src, dest ) {
    var nodeName = dest.nodeName.toLowerCase();

    // Fails to persist the checked state of a cloned checkbox or radio button.
    if ( nodeName === "input" && rcheckableType.test( src.type ) ) {
        dest.checked = src.checked;
    }
}

```

```

    // Fails to return the selected option to the default selected state when cloning options
    } else if ( nodeName === "input" || nodeName === "textarea" ) {
        dest.defaultValue = src.defaultValue;
    }
}

function domManip( collection, args, callback, ignored ) {

    // Flatten any nested arrays
    args = flat( args );

    var fragment, first, scripts, hasScripts, node, doc,
        i = 0,
        l = collection.length,
        iNoClone = l - 1,
        value = args[ 0 ],
        valueIsFunction = isFunction( value );

    // We can't cloneNode fragments that contain checked, in WebKit
    if ( valueIsFunction ||
        ( l > 1 && typeof value === "string" &&
            !support.checkClone && rchecked.test( value ) ) ) {
        return collection.each( function( index ) {
            var self = collection.eq( index );
            if ( valueIsFunction ) {
                args[ 0 ] = value.call( this, index, self.html() );
            }
            domManip( self, args, callback, ignored );
        } );
    }

    if ( l ) {
        fragment = buildFragment( args, collection[ 0 ].ownerDocument, false, collection,
            ignored );
        first = fragment.firstChild;

        if ( fragment.childNodes.length === 1 ) {
            fragment = first;
        }

        // Require either new content or an interest in ignored elements to invoke the
        callback
        if ( first || ignored ) {
            scripts = jQuery.map( getAll( fragment, "script" ), disableScript );
            hasScripts = scripts.length;

            // Use the original fragment for the last item
            // instead of the first because it can end up
            // being emptied incorrectly in certain situations (#8070).
            for ( ; i < l; i++ ) {
                node = fragment;

                if ( i !== iNoClone ) {
                    node = jQuery.clone( node, true, true );

                    // Keep references to cloned scripts for later restoration
                    if ( hasScripts ) {

                        // Support: Android <=4.0 only, PhantomJS 1 only
                        // push.apply(_, arraylike) throws on ancient
                        jQuery.merge( scripts, getAll( node, "script" ) );
                    }
                }

                callback.call( collection[ i ], node, i );
            }
        }
    }
}

```

```

        if ( hasScripts ) {
            doc = scripts[ scripts.length - 1 ].ownerDocument;

            // Reenable scripts
            jQuery.map( scripts, restoreScript );

            // Evaluate executable scripts on first document insertion
            for ( i = 0; i < hasScripts; i++ ) {
                node = scripts[ i ];
                if ( rscriptType.test( node.type || "" ) &&
                    !dataPriv.access( node, "globalEval" ) &&
                    jQuery.contains( doc, node ) ) {

                    if ( node.src && ( node.type || "" ).toLowerCase()
                        !== "module" ) {

                        // Optional AJAX dependency, but won't run
                        // scripts if not present
                        if ( jQuery._evalUrl && !node.noModule ) {
                            jQuery._evalUrl( node.src, {
                                nonce: node.nonce ||
                                    undefined
                            }, doc );
                        }
                    } else {
                        DOMEval( node.textContent.replace(
                            rcleanScript, "" ), node, doc );
                    }
                }
            }
        }
    }
    return collection;
}

function remove( elem, selector, keepData ) {
    var node,
        nodes = selector ? jQuery.filter( selector, elem ) : elem,
        i = 0;

    for ( ; ( node = nodes[ i ] ) != null; i++ ) {
        if ( !keepData && node.nodeType === 1 ) {
            jQuery.cleanData( getAll( node ) );
        }

        if ( node.parentNode ) {
            if ( keepData && isAttached( node ) ) {
                setGlobalEval( getAll( node, "script" ) );
            }
            node.parentNode.removeChild( node );
        }
    }

    return elem;
}

jQuery.extend( {
    htmlPrefilter: function( html ) {
        return html;
    },

    clone: function( elem, dataAndEvents, deepDataAndEvents ) {
        var i, l, srcElements, destElements,
            clone = elem.cloneNode( true ),
            inPage = isAttached( elem );

        // Fix IE cloning issues

```

```

    if ( !support.noCloneChecked && ( elem.nodeType === 1 || elem.nodeType === 11 ) &&
        !jQuery.isXMLDoc( elem ) ) {

        // We eschew Sizzle here for performance reasons:
https://jsperf.com/getall-vs-sizzle/2
        destElements = getAll( clone );
        srcElements = getAll( elem );

        for ( i = 0, l = srcElements.length; i < l; i++ ) {
            fixInput( srcElements[ i ], destElements[ i ] );
        }

    }

    // Copy the events from the original to the clone
    if ( dataAndEvents ) {
        if ( deepDataAndEvents ) {
            srcElements = srcElements || getAll( elem );
            destElements = destElements || getAll( clone );

            for ( i = 0, l = srcElements.length; i < l; i++ ) {
                cloneCopyEvent( srcElements[ i ], destElements[ i ] );
            }
        } else {
            cloneCopyEvent( elem, clone );
        }
    }

    // Preserve script evaluation history
    destElements = getAll( clone, "script" );
    if ( destElements.length > 0 ) {
        setGlobalEval( destElements, !inPage && getAll( elem, "script" ) );
    }

    // Return the cloned set
    return clone;
},

cleanData: function( elems ) {
    var data, elem, type,
        special = jQuery.event.special,
        i = 0;

    for ( ; ( elem = elems[ i ] ) !== undefined; i++ ) {
        if ( acceptData( elem ) ) {
            if ( ( data = elem[ dataPriv.expando ] ) ) {
                if ( data.events ) {
                    for ( type in data.events ) {
                        if ( special[ type ] ) {
                            jQuery.event.remove( elem, type );
                        }

                        // This is a shortcut to avoid
                        jQuery.event.remove's overhead
                    } else {
                        jQuery.removeEvent( elem, type,
                            data.handle );
                    }
                }
            }

            // Support: Chrome <=35 - 45+
            // Assign undefined instead of using delete, see
            Data#remove

            elem[ dataPriv.expando ] = undefined;
        }
        if ( elem[ dataUser.expando ] ) {
            // Support: Chrome <=35 - 45+
            // Assign undefined instead of using delete, see
            Data#remove

```

```

elem[ dataUser.expando ] = undefined;
    }
    }
}
} );
jQuery.fn.extend( {
  detach: function( selector ) {
    return remove( this, selector, true );
  },
  remove: function( selector ) {
    return remove( this, selector );
  },
  text: function( value ) {
    return access( this, function( value ) {
      return value === undefined ?
        jQuery.text( this ) :
        this.empty().each( function() {
          if ( this.nodeType === 1 || this.nodeType === 11 ||
this.nodeType === 9 ) {
            this.textContent = value;
          }
        } );
    }, null, value, arguments.length );
  },
  append: function() {
    return domManip( this, arguments, function( elem ) {
      if ( this.nodeType === 1 || this.nodeType === 11 || this.nodeType === 9 )
      {
        var target = manipulationTarget( this, elem );
        target.appendChild( elem );
      }
    } );
  },
  prepend: function() {
    return domManip( this, arguments, function( elem ) {
      if ( this.nodeType === 1 || this.nodeType === 11 || this.nodeType === 9 )
      {
        var target = manipulationTarget( this, elem );
        target.insertBefore( elem, target.firstChild );
      }
    } );
  },
  before: function() {
    return domManip( this, arguments, function( elem ) {
      if ( this.parentNode ) {
        this.parentNode.insertBefore( elem, this );
      }
    } );
  },
  after: function() {
    return domManip( this, arguments, function( elem ) {
      if ( this.parentNode ) {
        this.parentNode.insertBefore( elem, this.nextSibling );
      }
    } );
  },
  empty: function() {
    var elem,
    i = 0;

```



```

    for ( ; ( elem = this[ i ] ) != null; i++ ) {
        if ( elem.nodeType === 1 ) {

            // Prevent memory leaks
            jQuery.cleanData( getAll( elem, false ) );

            // Remove any remaining nodes
            elem.textContent = "";
        }
    }

    return this;
},

clone: function( dataAndEvents, deepDataAndEvents ) {
    dataAndEvents = dataAndEvents == null ? false : dataAndEvents;
    deepDataAndEvents = deepDataAndEvents == null ? dataAndEvents : deepDataAndEvents;

    return this.map( function() {
        return jQuery.clone( this, dataAndEvents, deepDataAndEvents );
    } );
},

html: function( value ) {
    return access( this, function( value ) {
        var elem = this[ 0 ] || {},
            i = 0,
            l = this.length;

        if ( value === undefined && elem.nodeType === 1 ) {
            return elem.innerHTML;
        }

        // See if we can take a shortcut and just use innerHTML
        if ( typeof value === "string" && !rnoInnerhtml.test( value ) &&
            !wrapMap[ ( rtagName.exec( value ) || [ "", "" ] )[ 1 ]
        ].toLowerCase() ) {
            value = jQuery.htmlPrefilter( value );

            try {
                for ( ; i < l; i++ ) {
                    elem = this[ i ] || {};

                    // Remove element nodes and prevent memory leaks
                    if ( elem.nodeType === 1 ) {
                        jQuery.cleanData( getAll( elem, false ) );
                        elem.innerHTML = value;
                    }
                }

                elem = 0;

                // If using innerHTML throws an exception, use the fallback method
            } catch ( e ) {}

            if ( elem ) {
                this.empty().append( value );
            }
        }, null, value, arguments.length );
    },

    replaceWith: function() {
        var ignored = [];

        // Make the changes, replacing each non-ignored context element with the new
        content
        return domManip( this, arguments, function( elem ) {

```

```

        var parent = this.parentNode;

        if ( jQuery.inArray( this, ignored ) < 0 ) {
            jQuery.cleanData( getAll( this ) );
            if ( parent ) {
                parent.replaceChild( elem, this );
            }
        }

        // Force callback invocation
    }, ignored );
} );

jQuery.each( {
    appendTo: "append",
    prependTo: "prepend",
    insertBefore: "before",
    insertAfter: "after",
    replaceAll: "replaceWith"
}, function( name, original ) {
    jQuery.fn[ name ] = function( selector ) {
        var elems,
            ret = [],
            insert = jQuery( selector ),
            last = insert.length - 1,
            i = 0;

        for ( ; i <= last; i++ ) {
            elems = i === last ? this : this.clone( true );
            jQuery( insert[ i ] )[ original ]( elems );

            // Support: Android <=4.0 only, PhantomJS 1 only
            // .get() because push.apply(_, arraylike) throws on ancient WebKit
            push.apply( ret, elems.get() );
        }

        return this.pushStack( ret );
    };
} );

var rnumnonpx = new RegExp( "^((" + pnum + ")(?!px)[a-z%]+$", "i" );

var getStyles = function( elem ) {

    // Support: IE <=11 only, Firefox <=30 (#15098, #14150)
    // IE throws on elements created in popups
    // FF meanwhile throws on frame elements through "defaultView.getComputedStyle"
    var view = elem.ownerDocument.defaultView;

    if ( !view || !view.opener ) {
        view = window;
    }

    return view.getComputedStyle( elem );
};

var swap = function( elem, options, callback ) {
    var ret, name,
        old = {};

    // Remember the old values, and insert the new ones
    for ( name in options ) {
        old[ name ] = elem.style[ name ];
        elem.style[ name ] = options[ name ];
    }

    ret = callback.call( elem );

    // Revert the old values

```

```

    for ( name in options ) {
        elem.style[ name ] = old[ name ];
    }

    return ret;
};

var rboxStyle = new RegExp( cssExpand.join( "|" ), "i" );

( function() {

    // Executing both pixelPosition & boxSizingReliable tests require only one layout
    // so they're executed at the same time to save the second computation.
    function computeStyleTests() {

        // This is a singleton, we need to execute it only once
        if ( !div ) {
            return;
        }

        container.style.cssText = "position:absolute;left:-11111px;width:60px;" +
            "margin-top:1px;padding:0;border:0";
        div.style.cssText =
            "position:relative;display:block;box-sizing:border-box;overflow:scroll;" +
            "margin:auto;border:1px;padding:1px;" +
            "width:60%;top:1%";
        documentElement.appendChild( container ).appendChild( div );

        var divStyle = window.getComputedStyle( div );
        pixelPositionVal = divStyle.top !== "1%";

        // Support: Android 4.0 - 4.3 only, Firefox <=3 - 44
        reliableMarginLeftVal = roundPixelMeasures( divStyle.marginLeft ) === 12;

        // Support: Android 4.0 - 4.3 only, Safari <=9.1 - 10.1, iOS <=7.0 - 9.3
        // Some styles come back with percentage values, even though they shouldn't
        div.style.right = "60%";
        pixelBoxStylesVal = roundPixelMeasures( divStyle.right ) === 36;

        // Support: IE 9 - 11 only
        // Detect misreporting of content dimensions for box-sizing:border-box elements
        boxSizingReliableVal = roundPixelMeasures( divStyle.width ) === 36;

        // Support: IE 9 only
        // Detect overflow:scroll screwiness (gh-3699)
        // Support: Chrome <=64
        // Don't get tricked when zoom affects offsetWidth (gh-4029)
        div.style.position = "absolute";
        scrollbarSizeVal = roundPixelMeasures( div.offsetWidth / 3 ) === 12;

        documentElement.removeChild( container );

        // Nullify the div so it wouldn't be stored in the memory and
        // it will also be a sign that checks already performed
        div = null;
    }

    function roundPixelMeasures( measure ) {
        return Math.round( parseFloat( measure ) );
    }

    var pixelPositionVal, boxSizingReliableVal, scrollbarSizeVal, pixelBoxStylesVal,
        reliableTrDimensionsVal, reliableMarginLeftVal,
        container = document.createElement( "div" ),
        div = document.createElement( "div" );

```

```

// Finish early in limited (non-browser) environments
if ( !div.style ) {
    return;
}

// Support: IE <=9 - 11 only
// Style of cloned element affects source element cloned (#8908)
div.style.backgroundClip = "content-box";
div.cloneNode( true ).style.backgroundClip = "";
support.clearCloneStyle = div.style.backgroundClip === "content-box";

jQuery.extend( support, {
    boxSizingReliable: function() {
        computeStyleTests();
        return boxSizingReliableVal;
    },
    pixelBoxStyles: function() {
        computeStyleTests();
        return pixelBoxStylesVal;
    },
    pixelPosition: function() {
        computeStyleTests();
        return pixelPositionVal;
    },
    reliableMarginLeft: function() {
        computeStyleTests();
        return reliableMarginLeftVal;
    },
    scrollboxSize: function() {
        computeStyleTests();
        return scrollboxSizeVal;
    },

    // Support: IE 9 - 11+, Edge 15 - 18+
    // IE/Edge misreport `getComputedStyle` of table rows with width/height
    // set in CSS while `offset*` properties report correct values.
    // Behavior in IE 9 is more subtle than in newer versions & it passes
    // some versions of this test; make sure not to make it pass there!
    //
    // Support: Firefox 70+
    // Only Firefox includes border widths
    // in computed dimensions. (gh-4529)
    reliableTrDimensions: function() {
        var table, tr, trChild, trStyle;
        if ( reliableTrDimensionsVal == null ) {
            table = document.createElement( "table" );
            tr = document.createElement( "tr" );
            trChild = document.createElement( "div" );

            table.style.cssText = "position:absolute;left:-1111px;border-collapse:separate";
            tr.style.cssText = "border:1px solid";

            // Support: Chrome 86+
            // Height set through cssText does not get applied.
            // Computed height then comes back as 0.
            tr.style.height = "1px";
            trChild.style.height = "9px";

            // Support: Android 8 Chrome 86+
            // In our bodyBackground.html iframe,
            // display for all div elements is set to "inline",
            // which causes a problem only in Android 8 Chrome 86.
            // Ensuring the div is display: block
            // gets around this issue.
            trChild.style.display = "block";

            documentElement
                .appendChild( table )

```

```

        .appendChild( tr )
        .appendChild( trChild );

        trStyle = window.getComputedStyle( tr );
        reliableTrDimensionsVal = ( parseInt( trStyle.height, 10 ) +
            parseInt( trStyle.borderTopWidth, 10 ) +
            parseInt( trStyle.borderBottomWidth, 10 ) ) ===

tr.offsetHeight;

        documentElement.removeChild( table );
    }
    return reliableTrDimensionsVal;
}
} );
} )( );

function curCSS( elem, name, computed ) {
    var width, minWidth, maxWidth, ret,

        // Support: Firefox 51+
        // Retrieving style before computed somehow
        // fixes an issue with getting wrong values
        // on detached elements
        style = elem.style;

    computed = computed || getStyles( elem );

    // getPropertyValue is needed for:
    // .css('filter') (IE 9 only, #12537)
    // .css('--customProperty) (#3144)
    if ( computed ) {
        ret = computed.getPropertyValue( name ) || computed[ name ];

        if ( ret === "" && !isAttached( elem ) ) {
            ret = jQuery.style( elem, name );
        }

        // A tribute to the "awesome hack by Dean Edwards"
        // Android Browser returns percentage for some values,
        // but width seems to be reliably pixels.
        // This is against the CSSOM draft spec:
        // https://drafts.csswg.org/cssom/#resolved-values
        if ( !support.pixelBoxStyles() && rnumnonpx.test( ret ) && rboxStyle.test( name ) ) {

            // Remember the original values
            width = style.width;
            minWidth = style.minWidth;
            maxWidth = style.maxWidth;

            // Put in the new values to get a computed value out
            style.minWidth = style.maxWidth = style.width = ret;
            ret = computed.width;

            // Revert the changed values
            style.width = width;
            style.minWidth = minWidth;
            style.maxWidth = maxWidth;
        }
    }

    return ret !== undefined ?

        // Support: IE <=9 - 11 only
        // IE returns zIndex value as an integer.
        ret + "" :
        ret;
}

```

```

function addGetHookIf( conditionFn, hookFn ) {

    // Define the hook, we'll check on the first run if it's really needed.
    return {
        get: function() {
            if ( conditionFn() ) {

                // Hook not needed (or it's not possible to use it due
                // to missing dependency), remove it.
                delete this.get;
                return;

            }

            // Hook needed; redefine it so that the support test is not executed
            again.

            return ( this.get = hookFn ).apply( this, arguments );
        }
    };
}

var cssPrefixes = [ "Webkit", "Moz", "ms" ],
    emptyStyle = document.createElement( "div" ).style,
    vendorProps = {};

// Return a vendor-prefixed property or undefined
function vendorPropName( name ) {

    // Check for vendor prefixed names
    var capName = name[ 0 ].toUpperCase() + name.slice( 1 ),
        i = cssPrefixes.length;

    while ( i-- ) {
        name = cssPrefixes[ i ] + capName;
        if ( name in emptyStyle ) {
            return name;
        }
    }
}

// Return a potentially-mapped jQuery.cssProps or vendor prefixed property
function finalPropName( name ) {
    var final = jQuery.cssProps[ name ] || vendorProps[ name ];

    if ( final ) {
        return final;
    }
    if ( name in emptyStyle ) {
        return name;
    }
    return vendorProps[ name ] = vendorPropName( name ) || name;
}

var

    // Swappable if display is none or starts with table
    // except "table", "table-cell", or "table-caption"
    // See here for display values: https://developer.mozilla.org/en-US/docs/CSS/display
    rdisplayswap = /^(none|table(?!-c[ea]).+)/,
    rcustomProp = /^--/,
    cssShow = { position: "absolute", visibility: "hidden", display: "block" },
    cssNormalTransform = {
        letterSpacing: "0",
        fontWeight: "400"
    };
};

```

```

function setPositiveNumber( _elem, value, subtract ) {

    // Any relative (+/-) values have already been
    // normalized at this point
    var matches = rcssNum.exec( value );
    return matches ?

        // Guard against undefined "subtract", e.g., when used as in cssHooks
        Math.max( 0, matches[ 2 ] - ( subtract || 0 ) ) + ( matches[ 3 ] || "px" ) :
        value;
}

function boxModelAdjustment( elem, dimension, box, isBorderBox, styles, computedVal ) {
    var i = dimension === "width" ? 1 : 0,
        extra = 0,
        delta = 0;

    // Adjustment may not be necessary
    if ( box === ( isBorderBox ? "border" : "content" ) ) {
        return 0;
    }

    for ( ; i < 4; i += 2 ) {

        // Both box models exclude margin
        if ( box === "margin" ) {
            delta += jQuery.css( elem, box + cssExpand[ i ], true, styles );
        }

        // If we get here with a content-box, we're seeking "padding" or "border" or
        "margin"
        if ( !isBorderBox ) {

            // Add padding
            delta += jQuery.css( elem, "padding" + cssExpand[ i ], true, styles );

            // For "border" or "margin", add border
            if ( box !== "padding" ) {
                delta += jQuery.css( elem, "border" + cssExpand[ i ] + "Width",
                    true, styles );

                // But still keep track of it otherwise
            } else {
                extra += jQuery.css( elem, "border" + cssExpand[ i ] + "Width",
                    true, styles );
            }

            // If we get here with a border-box (content + padding + border), we're seeking
            "content" or
            // "padding" or "margin"
        } else {

            // For "content", subtract padding
            if ( box === "content" ) {
                delta -= jQuery.css( elem, "padding" + cssExpand[ i ], true,
                    styles );
            }

            // For "content" or "padding", subtract border
            if ( box !== "margin" ) {
                delta -= jQuery.css( elem, "border" + cssExpand[ i ] + "Width",
                    true, styles );
            }
        }
    }

    // Account for positive content-box scroll gutter when requested by providing computedVal
    if ( !isBorderBox && computedVal >= 0 ) {

```

```

// offsetWidth/offsetHeight is a rounded sum of content, padding, scroll gutter,
and border
// Assuming integer scroll gutter, subtract the rest and round down
delta += Math.max( 0, Math.ceil(
    elem[ "offset" + dimension[ 0 ].toUpperCase() + dimension.slice( 1 ) ] -
    computedVal -
    delta -
    extra -
    0.5

// If offsetWidth/offsetHeight is unknown, then we can't determine content-box
scroll gutter
// Use an explicit zero to avoid NaN (gh-3964)
) ) || 0;
}

return delta;
}

function getWidthOrHeight( elem, dimension, extra ) {

    // Start with computed style
    var styles = getStyles( elem ),

        // To avoid forcing a reflow, only fetch boxSizing if we need it (gh-4322).
        // Fake content-box until we know it's needed to know the true value.
        boxSizingNeeded = !support.boxSizingReliable() || extra,
        isBorderBox = boxSizingNeeded &&
            jQuery.css( elem, "boxSizing", false, styles ) === "border-box",
        valueIsBorderBox = isBorderBox,

        val = curCSS( elem, dimension, styles ),
        offsetProp = "offset" + dimension[ 0 ].toUpperCase() + dimension.slice( 1 );

    // Support: Firefox <=54
    // Return a confounding non-pixel value or feign ignorance, as appropriate.
    if ( rnumnonpx.test( val ) ) {
        if ( !extra ) {
            return val;
        }
        val = "auto";
    }

    // Support: IE 9 - 11 only
    // Use offsetWidth/offsetHeight for when box sizing is unreliable.
    // In those cases, the computed value can be trusted to be border-box.
    if ( ( !support.boxSizingReliable() && isBorderBox ||

        // Support: IE 10 - 11+, Edge 15 - 18+
        // IE/Edge misreport `getComputedStyle` of table rows with width/height
        // set in CSS while `offset*` properties report correct values.
        // Interestingly, in some cases IE 9 doesn't suffer from this issue.
        !support.reliableTrDimensions() && nodeName( elem, "tr" ) ||

        // Fall back to offsetWidth/offsetHeight when value is "auto"
        // This happens for inline elements with no explicit setting (gh-3571)
        val === "auto" ||

        // Support: Android <=4.1 - 4.3 only
        // Also use offsetWidth/offsetHeight for misreported inline dimensions (gh-3602)
        !parseFloat( val ) && jQuery.css( elem, "display", false, styles ) === "inline" )

        // Make sure the element is visible & connected
        elem.getClientRects().length ) {
        isBorderBox = jQuery.css( elem, "boxSizing", false, styles ) === "border-box";
    }
}

```



```

// Where available, offsetWidth/offsetHeight approximate border box dimensions.
// Where not available (e.g., SVG), assume unreliable box-sizing and interpret the
// retrieved value as a content box dimension.
valueIsBorderBox = offsetProp in elem;
if ( valueIsBorderBox ) {
    val = elem[ offsetProp ];
}

// Normalize "" and auto
val = parseFloat( val ) || 0;

// Adjust for the element's box model
return ( val +
    boxModelAdjustment(
        elem,
        dimension,
        extra || ( isBorderBox ? "border" : "content" ),
        valueIsBorderBox,
        styles,

        // Provide the current computed size to request scroll gutter calculation
        val
    )
    ) + "px";
}

jQuery.extend( {

    // Add in style property hooks for overriding the default
    // behavior of getting and setting a style property
    cssHooks: {
        opacity: {
            get: function( elem, computed ) {
                if ( computed ) {

                    // We should always get a number back from opacity
                    var ret = curCSS( elem, "opacity" );
                    return ret === "" ? "1" : ret;
                }
            }
        }
    },

    // Don't automatically add "px" to these possibly-unitless properties
    cssNumber: {
        "animationIterationCount": true,
        "columnCount": true,
        "fillOpacity": true,
        "flexGrow": true,
        "flexShrink": true,
        "fontWeight": true,
        "gridArea": true,
        "gridColumn": true,
        "gridColumnEnd": true,
        "gridColumnStart": true,
        "gridRow": true,
        "gridRowEnd": true,
        "gridRowStart": true,
        "lineHeight": true,
        "opacity": true,
        "order": true,
        "orphans": true,
        "widows": true,
        "zIndex": true,
        "zoom": true
    },

```

```

// Add in properties whose names you wish to fix before
// setting or getting the value
cssProps: {},

// Get and set the style property on a DOM Node
style: function( elem, name, value, extra ) {

    // Don't set styles on text and comment nodes
    if ( !elem || elem.nodeType === 3 || elem.nodeType === 8 || !elem.style ) {
        return;
    }

    // Make sure that we're working with the right name
    var ret, type, hooks,
        origName = camelCase( name ),
        isCustomProp = rcustomProp.test( name ),
        style = elem.style;

    // Make sure that we're working with the right name. We don't
    // want to query the value if it is a CSS custom property
    // since they are user-defined.
    if ( !isCustomProp ) {
        name = finalPropName( origName );
    }

    // Gets hook for the prefixed version, then unprefixed version
    hooks = jQuery.cssHooks[ name ] || jQuery.cssHooks[ origName ];

    // Check if we're setting a value
    if ( value !== undefined ) {
        type = typeof value;

        // Convert "+=" or "-=" to relative numbers (#7345)
        if ( type === "string" && ( ret = rcssNum.exec( value ) ) && ret[ 1 ] ) {
            value = adjustCSS( elem, name, ret );

            // Fixes bug #9237
            type = "number";
        }

        // Make sure that null and NaN values aren't set (#7116)
        if ( value == null || value !== value ) {
            return;
        }

        // If a number was passed in, add the unit (except for certain CSS
        // properties)
        // The isCustomProp check can be removed in jQuery 4.0 when we only auto-
        // append
        // "px" to a few hardcoded values.
        if ( type === "number" && !isCustomProp ) {
            value += ret && ret[ 3 ] || ( jQuery.cssNumber[ origName ] ? "" :
            "px" );
        }

        // background-* props affect original clone's values
        if ( !support.clearCloneStyle && value === "" && name.indexOf(
        "background" ) === 0 ) {
            style[ name ] = "inherit";
        }

        // If a hook was provided, use that value, otherwise just set the
        // specified value
        if ( !hooks || !( "set" in hooks ) ||
            ( value = hooks.set( elem, value, extra ) ) !== undefined ) {
            if ( isCustomProp ) {
                style.setProperty( name, value );
            } else {

```

```

        style[ name ] = value;
    }
}
} else {
    // If a hook was provided get the non-computed value from there
    if ( hooks && "get" in hooks &&
        ( ret = hooks.get( elem, false, extra ) ) !== undefined ) {

        return ret;
    }

    // Otherwise just get the value from the style object
    return style[ name ];
}
},

css: function( elem, name, extra, styles ) {
    var val, num, hooks,
        origName = camelCase( name ),
        isCustomProp = rcustomProp.test( name );

    // Make sure that we're working with the right name. We don't
    // want to modify the value if it is a CSS custom property
    // since they are user-defined.
    if ( !isCustomProp ) {
        name = finalPropName( origName );
    }

    // Try prefixed name followed by the unprefixed name
    hooks = jQuery.cssHooks[ name ] || jQuery.cssHooks[ origName ];

    // If a hook was provided get the computed value from there
    if ( hooks && "get" in hooks ) {
        val = hooks.get( elem, true, extra );
    }

    // Otherwise, if a way to get the computed value exists, use that
    if ( val === undefined ) {
        val = curCSS( elem, name, styles );
    }

    // Convert "normal" to computed value
    if ( val === "normal" && name in cssNormalTransform ) {
        val = cssNormalTransform[ name ];
    }

    // Make numeric if forced or a qualifier was provided and val looks numeric
    if ( extra === "" || extra ) {
        num = parseFloat( val );
        return extra === true || isFinite( num ) ? num || 0 : val;
    }

    return val;
}
} );

jQuery.each( [ "height", "width" ], function( _i, dimension ) {
    jQuery.cssHooks[ dimension ] = {
        get: function( elem, computed, extra ) {
            if ( computed ) {

                // Certain elements can have dimension info if we invisibly show
                them
                // but it must have a current display style that would benefit
                return rdisplayswap.test( jQuery.css( elem, "display" ) ) &&

                // Support: Safari 8+

```

```

// Table columns in Safari have non-zero offsetWidth &
zero
// getBoundingClientRect().width unless display is
changed.
// Support: IE <=11 only
// Running getBoundingClientRect on a disconnected node
// in IE throws an error.
( !elem.getClientRects().length ||
!elem.getBoundingClientRect().width ) ?
    swap( elem, cssShow, function() {
        return getWidthOrHeight( elem, dimension, extra );
    } ) :
    getWidthOrHeight( elem, dimension, extra );
    },
set: function( elem, value, extra ) {
    var matches,
        styles = getStyles( elem ),

    // Only read styles.position if the test has a chance to fail
    // to avoid forcing a reflow.
    scrollboxSizeBuggy = !support.scrollboxSize() &&
        styles.position === "absolute",

    // To avoid forcing a reflow, only fetch boxSizing if we need it
    (gh-3991)
    boxSizingNeeded = scrollboxSizeBuggy || extra,
    isBorderBox = boxSizingNeeded &&
        jQuery.css( elem, "boxSizing", false, styles ) ===
"border-box",

    subtract = extra ?
        boxModelAdjustment(
            elem,
            dimension,
            extra,
            isBorderBox,
            styles

        ) :
        0;

    // Account for unreliable border-box dimensions by comparing offset* to
    computed and
    // faking a content-box to get border and padding (gh-3699)
    if ( isBorderBox && scrollboxSizeBuggy ) {
        subtract -= Math.ceil(
            elem[ "offset" + dimension[ 0 ].toUpperCase() +
dimension.slice( 1 ) ] -
            parseFloat( styles[ dimension ] ) -
            boxModelAdjustment( elem, dimension, "border", false,
styles ) -
            0.5
        );
    }

    // Convert to pixels if value adjustment is needed
    if ( subtract && ( matches = rcssNum.exec( value ) ) &&
        ( matches[ 3 ] || "px" ) !== "px" ) {

        elem.style[ dimension ] = value;
        value = jQuery.css( elem, dimension );
    }

    return setPositiveNumber( elem, value, subtract );
}
    };
} );

jQuery.cssHooks.marginLeft = addGetHookIf( support.reliableMarginLeft,

```

```

function( elem, computed ) {
    if ( computed ) {
        return ( parseFloat( curCSS( elem, "marginLeft" ) ) ||
            elem.getBoundingClientRect().left -
                swap( elem, { marginLeft: 0 }, function() {
                    return elem.getBoundingClientRect().left;
                } )
            ) + "px";
    }
}

);

// These hooks are used by animate to expand properties
jQuery.each( {
    margin: "",
    padding: "",
    border: "Width"
}, function( prefix, suffix ) {
    jQuery.cssHooks[ prefix + suffix ] = {
        expand: function( value ) {
            var i = 0,
                expanded = {},

                // Assumes a single number if not a string
                parts = typeof value === "string" ? value.split( " " ) : [ value ];

            for ( ; i < 4; i++ ) {
                expanded[ prefix + cssExpand[ i ] + suffix ] =
                    parts[ i ] || parts[ i - 2 ] || parts[ 0 ];
            }

            return expanded;
        }
    };

    if ( prefix !== "margin" ) {
        jQuery.cssHooks[ prefix + suffix ].set = setPositiveNumber;
    }
} );

jQuery.fn.extend( {
    css: function( name, value ) {
        return access( this, function( elem, name, value ) {
            var styles, len,
                map = {},
                i = 0;

            if ( Array.isArray( name ) ) {
                styles = getStyles( elem );
                len = name.length;

                for ( ; i < len; i++ ) {
                    map[ name[ i ] ] = jQuery.css( elem, name[ i ], false,
styles );
                }

                return map;
            }

            return value !== undefined ?
                jQuery.style( elem, name, value ) :
                jQuery.css( elem, name );
        }, name, value, arguments.length > 1 );
    }
} );

function Tween( elem, options, prop, end, easing ) {

```

```

        return new Tween.prototype.init( elem, options, prop, end, easing );
    }
    jQuery.Tween = Tween;

    Tween.prototype = {
        constructor: Tween,
        init: function( elem, options, prop, end, easing, unit ) {
            this.elem = elem;
            this.prop = prop;
            this.easing = easing || jQuery.easing._default;
            this.options = options;
            this.start = this.now = this.cur();
            this.end = end;
            this.unit = unit || ( jQuery.cssNumber[ prop ] ? "" : "px" );
        },
        cur: function() {
            var hooks = Tween.propHooks[ this.prop ];

            return hooks && hooks.get ?
                hooks.get( this ) :
                Tween.propHooks._default.get( this );
        },
        run: function( percent ) {
            var eased,
                hooks = Tween.propHooks[ this.prop ];

            if ( this.options.duration ) {
                this.pos = eased = jQuery.easing[ this.easing ](
                    percent, this.options.duration * percent, 0, 1,
                    this.options.duration
                );
            } else {
                this.pos = eased = percent;
            }
            this.now = ( this.end - this.start ) * eased + this.start;

            if ( this.options.step ) {
                this.options.step.call( this.elem, this.now, this );
            }

            if ( hooks && hooks.set ) {
                hooks.set( this );
            } else {
                Tween.propHooks._default.set( this );
            }
            return this;
        }
    };

    Tween.prototype.init.prototype = Tween.prototype;

    Tween.propHooks = {
        _default: {
            get: function( tween ) {
                var result;

                // Use a property on the element directly when it is not a DOM element,
                // or when there is no matching style property that exists.
                if ( tween.elem.nodeType !== 1 ||
                    tween.elem[ tween.prop ] != null && tween.elem.style[ tween.prop ]
                    == null ) {
                    return tween.elem[ tween.prop ];
                }

                // Passing an empty string as a 3rd parameter to .css will automatically
                // attempt a parseFloat and fallback to a string if the parse fails.
                // Simple values such as "10px" are parsed to Float;
                // complex values such as "rotate(1rad)" are returned as-is.
                result = jQuery.css( tween.elem, tween.prop, "" );
            }
        }
    };

```

```

        // Empty strings, null, undefined and "auto" are converted to 0.
        return !result || result === "auto" ? 0 : result;
    },
    set: function( tween ) {

        // Use step hook for back compat.
        // Use cssHook if its there.
        // Use .style if available and use plain properties where available.
        if ( jQuery.fx.step[ tween.prop ] ) {
            jQuery.fx.step[ tween.prop ]( tween );
        } else if ( tween.elem.nodeType === 1 && (
            jQuery.cssHooks[ tween.prop ] ||
            tween.elem.style[ finalPropName( tween.prop ) ] != null )
        ) {
            jQuery.style( tween.elem, tween.prop, tween.now + tween.unit );
        } else {
            tween.elem[ tween.prop ] = tween.now;
        }
    }
}

};

// Support: IE <=9 only
// Panic based approach to setting things on disconnected nodes
Tween.propHooks.scrollTop = Tween.propHooks.scrollLeft = {
    set: function( tween ) {
        if ( tween.elem.nodeType && tween.elem.parentNode ) {
            tween.elem[ tween.prop ] = tween.now;
        }
    }
};

jQuery.easing = {
    linear: function( p ) {
        return p;
    },
    swing: function( p ) {
        return 0.5 - Math.cos( p * Math.PI ) / 2;
    },
    _default: "swing"
};

jQuery.fx = Tween.prototype.init;

// Back compat <1.8 extension point
jQuery.fx.step = {};

var
    fxNow, inProgress,
    rfxTypes = /^(?:toggle|show|hide)$/ ,
    rrun = /queueHooks$/;

function schedule() {
    if ( inProgress ) {
        if ( document.hidden === false && window.requestAnimationFrame ) {
            window.requestAnimationFrame( schedule );
        } else {
            window.setTimeout( schedule, jQuery.fx.interval );
        }

        jQuery.fx.tick();
    }
}

// Animations created synchronously will run synchronously

```

```

function createFxNow() {
    window.setTimeout( function() {
        fxNow = undefined;
    } );
    return ( fxNow = Date.now() );
}

// Generate parameters to create a standard animation
function genFx( type, includeWidth ) {
    var which,
        i = 0,
        attrs = { height: type };

    // If we include width, step value is 1 to do all cssExpand values,
    // otherwise step value is 2 to skip over Left and Right
    includeWidth = includeWidth ? 1 : 0;
    for ( ; i < 4; i += 2 - includeWidth ) {
        which = cssExpand[ i ];
        attrs[ "margin" + which ] = attrs[ "padding" + which ] = type;
    }

    if ( includeWidth ) {
        attrs.opacity = attrs.width = type;
    }

    return attrs;
}

function createTween( value, prop, animation ) {
    var tween,
        collection = ( Animation.tweeners[ prop ] || [] ).concat( Animation.tweeners[ "*" ] ),
        index = 0,
        length = collection.length;
    for ( ; index < length; index++ ) {
        if ( ( tween = collection[ index ].call( animation, prop, value ) ) ) {

            // We're done with this property
            return tween;
        }
    }
}

function defaultPrefilter( elem, props, opts ) {
    var prop, value, toggle, hooks, oldfire, propTween, restoreDisplay, display,
        isBox = "width" in props || "height" in props,
        anim = this,
        orig = {},
        style = elem.style,
        hidden = elem.nodeType && isHiddenWithinTree( elem ),
        dataShow = dataPriv.get( elem, "fxshow" );

    // Queue-skipping animations hijack the fx hooks
    if ( !opts.queue ) {
        hooks = jQuery._queueHooks( elem, "fx" );
        if ( hooks.unqueued == null ) {
            hooks.unqueued = 0;
            oldfire = hooks.empty.fire;
            hooks.empty.fire = function() {
                if ( !hooks.unqueued ) {
                    oldfire();
                }
            };
        }
        hooks.unqueued++;

        anim.always( function() {

            // Ensure the complete handler is called before this completes

```



```

        anim.always( function() {
            hooks.unqueued--;
            if ( !jQuery.queue( elem, "fx" ).length ) {
                hooks.empty.fire();
            }
        } );
    } );
}

// Detect show/hide animations
for ( prop in props ) {
    value = props[ prop ];
    if ( rfxTypes.test( value ) ) {
        delete props[ prop ];
        toggle = toggle || value === "toggle";
        if ( value === ( hidden ? "hide" : "show" ) ) {

            // Pretend to be hidden if this is a "show" and
            // there is still data from a stopped show/hide
            if ( value === "show" && dataShow && dataShow[ prop ] !==
undefined ) {
                hidden = true;

            // Ignore all other no-op show/hide data
            } else {
                continue;
            }
        }
        orig[ prop ] = dataShow && dataShow[ prop ] || jQuery.style( elem, prop );
    }
}

// Bail out if this is a no-op like .hide().hide()
propTween = !jQuery.isEmptyObject( props );
if ( !propTween && jQuery.isEmptyObject( orig ) ) {
    return;
}

// Restrict "overflow" and "display" styles during box animations
if ( isBox && elem.nodeType === 1 ) {

    // Support: IE <=9 - 11, Edge 12 - 15
    // Record all 3 overflow attributes because IE does not infer the shorthand
    // from identically-valued overflowX and overflowY and Edge just mirrors
    // the overflowX value there.
    opts.overflow = [ style.overflow, style.overflowX, style.overflowY ];

    // Identify a display type, preferring old show/hide data over the CSS cascade
    restoreDisplay = dataShow && dataShow.display;
    if ( restoreDisplay == null ) {
        restoreDisplay = dataPriv.get( elem, "display" );
    }
    display = jQuery.css( elem, "display" );
    if ( display === "none" ) {
        if ( restoreDisplay ) {
            display = restoreDisplay;
        } else {

            // Get nonempty value(s) by temporarily forcing visibility
            showHide( [ elem ], true );
            restoreDisplay = elem.style.display || restoreDisplay;
            display = jQuery.css( elem, "display" );
            showHide( [ elem ] );
        }
    }

    // Animate inline elements as inline-block
    if ( display === "inline" || display === "inline-block" && restoreDisplay != null
) {

```

```

if ( jQuery.css( elem, "float" ) === "none" ) {

    // Restore the original display value at the end of pure show/hide
    animations
    if ( !propTween ) {
        anim.done( function() {
            style.display = restoreDisplay;
        } );
        if ( restoreDisplay == null ) {
            display = style.display;
            restoreDisplay = display === "none" ? "" :
display;
        }
        style.display = "inline-block";
    }
}

if ( opts.overflow ) {
    style.overflow = "hidden";
    anim.always( function() {
        style.overflow = opts.overflow[ 0 ];
        style.overflowX = opts.overflow[ 1 ];
        style.overflowY = opts.overflow[ 2 ];
    } );
}

// Implement show/hide animations
propTween = false;
for ( prop in orig ) {

    // General show/hide setup for this element animation
    if ( !propTween ) {
        if ( dataShow ) {
            if ( "hidden" in dataShow ) {
                hidden = dataShow.hidden;
            }
        } else {
            dataShow = dataPriv.access( elem, "fxshow", { display:
restoreDisplay } );
        }

        // Store hidden/visible for toggle so `.stop().toggle()` "reverses"
        if ( toggle ) {
            dataShow.hidden = !hidden;
        }

        // Show elements before animating them
        if ( hidden ) {
            showHide( [ elem ], true );
        }

        /* eslint-disable no-loop-func */
        anim.done( function() {

            /* eslint-enable no-loop-func */

            // The final step of a "hide" animation is actually hiding the
element
            if ( !hidden ) {
                showHide( [ elem ] );
            }
            dataPriv.remove( elem, "fxshow" );
            for ( prop in orig ) {
                jQuery.style( elem, prop, orig[ prop ] );
            }
        } );
    }
}

```

```

    }

    // Per-property setup
    propTween = createTween( hidden ? dataShow[ prop ] : 0, prop, anim );
    if ( !( prop in dataShow ) ) {
        dataShow[ prop ] = propTween.start;
        if ( hidden ) {
            propTween.end = propTween.start;
            propTween.start = 0;
        }
    }
}

function propFilter( props, specialEasing ) {
    var index, name, easing, value, hooks;

    // camelCase, specialEasing and expand cssHook pass
    for ( index in props ) {
        name = camelCase( index );
        easing = specialEasing[ name ];
        value = props[ index ];
        if ( Array.isArray( value ) ) {
            easing = value[ 1 ];
            value = props[ index ] = value[ 0 ];
        }

        if ( index !== name ) {
            props[ name ] = value;
            delete props[ index ];
        }

        hooks = jQuery.cssHooks[ name ];
        if ( hooks && "expand" in hooks ) {
            value = hooks.expand( value );
            delete props[ name ];

            // Not quite $.extend, this won't overwrite existing keys.
            // Reusing 'index' because we have the correct "name"
            for ( index in value ) {
                if ( !( index in props ) ) {
                    props[ index ] = value[ index ];
                    specialEasing[ index ] = easing;
                }
            }
        } else {
            specialEasing[ name ] = easing;
        }
    }
}

function Animation( elem, properties, options ) {
    var result,
        stopped,
        index = 0,
        length = Animation.prefilters.length,
        deferred = jQuery.Deferred().always( function() {

            // Don't match elem in the :animated selector
            delete tick.elem;
        } ),
        tick = function() {
            if ( stopped ) {
                return false;
            }
            var currentTime = fxNow || createFxNow(),
                remaining = Math.max( 0, animation.startTime + animation.duration
                    - currentTime ),

```

(#12497)

notification

animation.opts.easing);

tweens

```

// Support: Android 2.3 only
// Archaic crash bug won't allow us to use `1 - ( 0.5 || 0 )`

temp = remaining / animation.duration || 0,
percent = 1 - temp,
index = 0,
length = animation.tweens.length;

for ( ; index < length; index++ ) {
    animation.tweens[ index ].run( percent );
}

deferred.notifyWith( elem, [ animation, percent, remaining ] );

// If there's more to do, yield
if ( percent < 1 && length ) {
    return remaining;
}

// If this was an empty animation, synthesize a final progress

if ( !length ) {
    deferred.notifyWith( elem, [ animation, 1, 0 ] );
}

// Resolve the animation and report its conclusion
deferred.resolveWith( elem, [ animation ] );
return false;
},
animation = deferred.promise( {
    elem: elem,
    props: jQuery.extend( {}, properties ),
    opts: jQuery.extend( true, {
        specialEasing: {},
        easing: jQuery.easing._default
    }, options ),
    originalProperties: properties,
    originalOptions: options,
    startTime: fxNow || createFxNow(),
    duration: options.duration,
    tweens: [],
    createTween: function( prop, end ) {
        var tween = jQuery.Tween( elem, animation.opts, prop, end,
            animation.opts.specialEasing[ prop ] ||

animation.tweens.push( tween );
        return tween;
    },
    stop: function( gotoEnd ) {
        var index = 0,

            // If we are going to the end, we want to run all the
            // otherwise we skip this part
            length = gotoEnd ? animation.tweens.length : 0;
        if ( stopped ) {
            return this;
        }
        stopped = true;
        for ( ; index < length; index++ ) {
            animation.tweens[ index ].run( 1 );
        }

        // Resolve when we played the last frame; otherwise, reject
        if ( gotoEnd ) {
            deferred.notifyWith( elem, [ animation, 1, 0 ] );
            deferred.resolveWith( elem, [ animation, gotoEnd ] );
        } else {
            deferred.rejectWith( elem, [ animation, gotoEnd ] );
        }
    }
} );

```

```

        }
        return this;
    }
    },
    props = animation.props;

    propFilter( props, animation.opts.specialEasing );

    for ( ; index < length; index++ ) {
        result = Animation.prefilters[ index ].call( animation, elem, props,
animation.opts );
        if ( result ) {
            if (isFunction( result.stop ) ) {
                jQuery._queueHooks( animation.elem, animation.opts.queue ).stop =
                    result.stop.bind( result );
            }
            return result;
        }
    }

    jQuery.map( props, createTween, animation );

    if ( isFunction( animation.opts.start ) ) {
        animation.opts.start.call( elem, animation );
    }

    // Attach callbacks from options
    animation
        .progress( animation.opts.progress )
        .done( animation.opts.done, animation.opts.complete )
        .fail( animation.opts.fail )
        .always( animation.opts.always );

    jQuery.fx.timer(
        jQuery.extend( tick, {
            elem: elem,
            anim: animation,
            queue: animation.opts.queue
        } )
    );

    return animation;
}

jQuery.Animation = jQuery.extend( Animation, {

    tweeners: {
        "*": [ function( prop, value ) {
            var tween = this.createTween( prop, value );
            adjustCSS( tween.elem, prop, rcssNum.exec( value ), tween );
            return tween;
        } ]
    },

    tweener: function( props, callback ) {
        if ( isFunction( props ) ) {
            callback = props;
            props = [ "*" ];
        } else {
            props = props.match( rnothtmlwhite );
        }

        var prop,
            index = 0,
            length = props.length;

        for ( ; index < length; index++ ) {
            prop = props[ index ];
            Animation.tweeners[ prop ] = Animation.tweeners[ prop ] || [];

```

```

        Animation.tweeners[ prop ].unshift( callback );
    },
    prefilters: [ defaultPrefilter ],
    prefilter: function( callback, prepend ) {
        if ( prepend ) {
            Animation.prefilters.unshift( callback );
        } else {
            Animation.prefilters.push( callback );
        }
    }
} );

jQuery.speed = function( speed, easing, fn ) {
    var opt = speed && typeof speed === "object" ? jQuery.extend( {}, speed ) : {
        complete: fn || !fn && easing ||
           isFunction( speed ) && speed,
        duration: speed,
        easing: fn && easing || easing && !isFunction( easing ) && easing
    };

    // Go to the end state if fx are off
    if ( jQuery.fx.off ) {
        opt.duration = 0;
    } else {
        if ( typeof opt.duration !== "number" ) {
            if ( opt.duration in jQuery.fx.speeds ) {
                opt.duration = jQuery.fx.speeds[ opt.duration ];
            } else {
                opt.duration = jQuery.fx.speeds._default;
            }
        }
    }

    // Normalize opt.queue - true/undefined/null -> "fx"
    if ( opt.queue == null || opt.queue === true ) {
        opt.queue = "fx";
    }

    // Queueing
    opt.old = opt.complete;

    opt.complete = function() {
        if ( isFunction( opt.old ) ) {
            opt.old.call( this );
        }

        if ( opt.queue ) {
            jQuery.dequeue( this, opt.queue );
        }
    };

    return opt;
};

jQuery.fn.extend( {
    fadeTo: function( speed, to, easing, callback ) {

        // Show any hidden elements after setting opacity to 0
        return this.filter( isHiddenWithinTree ).css( "opacity", 0 ).show()

            // Animate to the value specified
            .end().animate( { opacity: to }, speed, easing, callback );
    },
    animate: function( prop, speed, easing, callback ) {

```

```

var empty = jQuery.isEmptyObject( prop ),
    optall = jQuery.speed( speed, easing, callback ),
    doAnimation = function() {

        // Operate on a copy of prop so per-property easing won't be lost
        var anim = Animation( this, jQuery.extend( {}, prop ), optall );

        // Empty animations, or finishing resolves immediately
        if ( empty || dataPriv.get( this, "finish" ) ) {
            anim.stop( true );
        }
    };

doAnimation.finish = doAnimation;

return empty || optall.queue === false ?
    this.each( doAnimation ) :
    this.queue( optall.queue, doAnimation );
},
stop: function( type, clearQueue, gotoEnd ) {
    var stopQueue = function( hooks ) {
        var stop = hooks.stop;
        delete hooks.stop;
        stop( gotoEnd );
    };

    if ( typeof type !== "string" ) {
        gotoEnd = clearQueue;
        clearQueue = type;
        type = undefined;
    }
    if ( clearQueue ) {
        this.queue( type || "fx", [] );
    }

    return this.each( function() {
        var dequeue = true,
            index = type != null && type + "queueHooks",
            timers = jQuery.timers,
            data = dataPriv.get( this );

        if ( index ) {
            if ( data[ index ] && data[ index ].stop ) {
                stopQueue( data[ index ] );
            }
        } else {
            for ( index in data ) {
                if ( data[ index ] && data[ index ].stop && rrun.test(
index ) ) {
                    stopQueue( data[ index ] );
                }
            }
        }

        for ( index = timers.length; index--; ) {
            if ( timers[ index ].elem === this &&
                ( type == null || timers[ index ].queue === type ) ) {

                timers[ index ].anim.stop( gotoEnd );
                dequeue = false;
                timers.splice( index, 1 );
            }
        }

        // Start the next in the queue if the last step wasn't forced.
        // Timers currently will call their complete callbacks, which
        // will dequeue but only if they were gotoEnd.
        if ( dequeue || !gotoEnd ) {
            jQuery.dequeue( this, type );
        }
    });
}

```

```

    }
    } );
},
finish: function( type ) {
    if ( type !== false ) {
        type = type || "fx";
    }
    return this.each( function() {
        var index,
            data = dataPriv.get( this ),
            queue = data[ type + "queue" ],
            hooks = data[ type + "queueHooks" ],
            timers = jQuery.timers,
            length = queue ? queue.length : 0;

        // Enable finishing flag on private data
        data.finish = true;

        // Empty the queue first
        jQuery.queue( this, type, [] );

        if ( hooks && hooks.stop ) {
            hooks.stop.call( this, true );
        }

        // Look for any active animations, and finish them
        for ( index = timers.length; index--; ) {
            if ( timers[ index ].elem === this && timers[ index ].queue ===
type ) {
                timers[ index ].anim.stop( true );
                timers.splice( index, 1 );
            }
        }

        // Look for any animations in the old queue and finish them
        for ( index = 0; index < length; index++ ) {
            if ( queue[ index ] && queue[ index ].finish ) {
                queue[ index ].finish.call( this );
            }
        }

        // Turn off finishing flag
        delete data.finish;
    } );
}
} );

jQuery.each( [ "toggle", "show", "hide" ], function( _i, name ) {
    var cssFn = jQuery.fn[ name ];
    jQuery.fn[ name ] = function( speed, easing, callback ) {
        return speed == null || typeof speed === "boolean" ?
            cssFn.apply( this, arguments ) :
            this.animate( genFx( name, true ), speed, easing, callback );
    };
} );

// Generate shortcuts for custom animations
jQuery.each( {
    slideDown: genFx( "show" ),
    slideUp: genFx( "hide" ),
    slideToggle: genFx( "toggle" ),
    fadeIn: { opacity: "show" },
    fadeOut: { opacity: "hide" },
    fadeToggle: { opacity: "toggle" }
}, function( name, props ) {
    jQuery.fn[ name ] = function( speed, easing, callback ) {
        return this.animate( props, speed, easing, callback );
    };
} );

```



```

jQuery.timers = [];
jQuery.fx.tick = function() {
    var timer,
        i = 0,
        timers = jQuery.timers;

    fxNow = Date.now();

    for ( ; i < timers.length; i++ ) {
        timer = timers[ i ];

        // Run the timer and safely remove it when done (allowing for external removal)
        if ( !timer() && timers[ i ] === timer ) {
            timers.splice( i--, 1 );
        }
    }

    if ( !timers.length ) {
        jQuery.fx.stop();
    }
    fxNow = undefined;
};

jQuery.fx.timer = function( timer ) {
    jQuery.timers.push( timer );
    jQuery.fx.start();
};

jQuery.fx.interval = 13;
jQuery.fx.start = function() {
    if ( inProgress ) {
        return;
    }

    inProgress = true;
    schedule();
};

jQuery.fx.stop = function() {
    inProgress = null;
};

jQuery.fx.speeds = {
    slow: 600,
    fast: 200,

    // Default speed
    _default: 400
};

// Based off of the plugin by Clint Helfers, with permission.
// https://web.archive.org/web/20100324014747/http://blindsignals.com/index.php/2009/07/jquery-delay/
jQuery.fn.delay = function( time, type ) {
    time = jQuery.fx ? jQuery.fx.speeds[ time ] || time : time;
    type = type || "fx";

    return this.queue( type, function( next, hooks ) {
        var timeout = window.setTimeout( next, time );
        hooks.stop = function() {
            window.clearTimeout( timeout );
        };
    } );
};

( function() {

```

```

var input = document.createElement( "input" ),
    select = document.createElement( "select" ),
    opt = select.appendChild( document.createElement( "option" ) );

input.type = "checkbox";

// Support: Android <=4.3 only
// Default value for a checkbox should be "on"
support.checkOn = input.value !== "";

// Support: IE <=11 only
// Must access selectedIndex to make default options select
support.optSelected = opt.selected;

// Support: IE <=11 only
// An input loses its value after becoming a radio
input = document.createElement( "input" );
input.value = "t";
input.type = "radio";
support.radioValue = input.value === "t";
} )();

var boolHook,
    attrHandle = jQuery.expr.attrHandle;

jQuery.fn.extend( {
    attr: function( name, value ) {
        return access( this, jQuery.attr, name, value, arguments.length > 1 );
    },

    removeAttr: function( name ) {
        return this.each( function() {
            jQuery.removeAttr( this, name );
        } );
    }
} );

jQuery.extend( {
    attr: function( elem, name, value ) {
        var ret, hooks,
            nType = elem.nodeType;

        // Don't get/set attributes on text, comment and attribute nodes
        if ( nType === 3 || nType === 8 || nType === 2 ) {
            return;
        }

        // Fallback to prop when attributes are not supported
        if ( typeof elem.getAttribute === "undefined" ) {
            return jQuery.prop( elem, name, value );
        }

        // Attribute hooks are determined by the lowercase version
        // Grab necessary hook if one is defined
        if ( nType !== 1 || !jQuery.isXMLDoc( elem ) ) {
            hooks = jQuery.attrHooks[ name.toLowerCase() ] ||
                ( jQuery.expr.match.bool.test( name ) ? boolHook : undefined );
        }

        if ( value !== undefined ) {
            if ( value === null ) {
                jQuery.removeAttr( elem, name );
                return;
            }

            if ( hooks && "set" in hooks &&
                ( ret = hooks.set( elem, value, name ) ) !== undefined ) {
                return ret;
            }

```

```

    }

    elem.setAttribute( name, value + "" );
    return value;
}

if ( hooks && "get" in hooks && ( ret = hooks.get( elem, name ) ) !== null ) {
    return ret;
}

ret = jQuery.find.attr( elem, name );

// Non-existent attributes return null, we normalize to undefined
return ret == null ? undefined : ret;
},

attrHooks: {
    type: {
        set: function( elem, value ) {
            if ( !support.radioValue && value === "radio" &&
                nodeName( elem, "input" ) ) {
                var val = elem.value;
                elem.setAttribute( "type", value );
                if ( val ) {
                    elem.value = val;
                }
            }
            return value;
        }
    }
},

removeAttr: function( elem, value ) {
    var name,
        i = 0,

        // Attribute names can contain non-HTML whitespace characters
        // https://html.spec.whatwg.org/multipage/syntax.html#attributes-2
        attrNames = value && value.match( rnothtmlwhite );

    if ( attrNames && elem.nodeType === 1 ) {
        while ( ( name = attrNames[ i++ ] ) ) {
            elem.removeAttribute( name );
        }
    }
} );

// Hooks for boolean attributes
boolHook = {
    set: function( elem, value, name ) {
        if ( value === false ) {

            // Remove boolean attributes when set to false
            jQuery.removeAttr( elem, name );
        } else {
            elem.setAttribute( name, name );
        }
        return name;
    }
};

jQuery.each( jQuery.expr.match.bool.source.match( /\w+/g ), function( _i, name ) {
    var getter = attrHandle[ name ] || jQuery.find.attr;

    attrHandle[ name ] = function( elem, name, isXML ) {
        var ret, handle,
            lowercaseName = name.toLowerCase();

        if ( !isXML ) {
            ret = getter( elem, name, isXML );
            if ( ret != null ) {
                handle = boolHook[ name ];
                if ( handle ) {
                    return handle( elem, ret, name );
                }
            }
        }
    };
});

```

```

        if ( !isXML ) {

            // Avoid an infinite loop by temporarily removing this function from the
getter
            handle = attrHandle[ lowercaseName ];
            attrHandle[ lowercaseName ] = ret;
            ret = getter( elem, name, isXML ) != null ?
                lowercaseName :
                null;
            attrHandle[ lowercaseName ] = handle;
        }
        return ret;
    };
} );

```

```

var rfocusable = /^(?:input|select|textarea|button)$/i,
    rclickable = /^(?:a|area)$/i;

```

```

jQuery.fn.extend( {
    prop: function( name, value ) {
        return access( this, jQuery.prop, name, value, arguments.length > 1 );
    },

    removeProp: function( name ) {
        return this.each( function() {
            delete this[ jQuery.propFix[ name ] || name ];
        } );
    }
} );

```

```

jQuery.extend( {
    prop: function( elem, name, value ) {
        var ret, hooks,
            nType = elem.nodeType;

        // Don't get/set properties on text, comment and attribute nodes
        if ( nType === 3 || nType === 8 || nType === 2 ) {
            return;
        }

        if ( nType !== 1 || !jQuery.isXMLDoc( elem ) ) {

            // Fix name and attach hooks
            name = jQuery.propFix[ name ] || name;
            hooks = jQuery.propHooks[ name ];
        }

        if ( value !== undefined ) {
            if ( hooks && "set" in hooks &&
                ( ret = hooks.set( elem, value, name ) ) !== undefined ) {
                return ret;
            }

            return ( elem[ name ] = value );
        }

        if ( hooks && "get" in hooks && ( ret = hooks.get( elem, name ) ) !== null ) {
            return ret;
        }

        return elem[ name ];
    },

    propHooks: {
        tabIndex: {
            get: function( elem ) {

```

```

        // Support: IE <=9 - 11 only
        // elem.tabIndex doesn't always return the
        // correct value when it hasn't been explicitly set
        //
https://web.archive.org/web/20141116233347/http://fluidproject.org/blog/2008/01/09/getting-
setting-and-removing-tabindex-values-with-javascript/
        // Use proper attribute retrieval(#12072)
        var tabindex = jQuery.find.attr( elem, "tabindex" );

        if ( tabindex ) {
            return parseInt( tabindex, 10 );
        }

        if (
            rfocusable.test( elem.nodeName ) ||
            rclickable.test( elem.nodeName ) &&
            elem.href
        ) {
            return 0;
        }

        return -1;
    }

    },

    propFix: {
        "for": "htmlFor",
        "class": "className"
    }
} );

// Support: IE <=11 only
// Accessing the selectedIndex property
// forces the browser to respect setting selected
// on the option
// The getter ensures a default option is selected
// when in an optgroup
// eslint rule "no-unused-expressions" is disabled for this code
// since it considers such accessions noop
if ( !support.optSelected ) {
    jQuery.propHooks.selected = {
        get: function( elem ) {

            /* eslint no-unused-expressions: "off" */

            var parent = elem.parentNode;
            if ( parent && parent.parentNode ) {
                parent.parentNode.selectedIndex;
            }

            return null;
        },
        set: function( elem ) {

            /* eslint no-unused-expressions: "off" */

            var parent = elem.parentNode;
            if ( parent ) {
                parent.selectedIndex;

                if ( parent.parentNode ) {
                    parent.parentNode.selectedIndex;
                }
            }
        }
    };
}

```

```

jQuery.each( [
    "tabIndex",
    "readOnly",
    "maxLength",
    "cellSpacing",
    "cellPadding",
    "rowSpan",
    "colSpan",
    "useMap",
    "frameBorder",
    "contentEditable"
], function() {
    jQuery.propFix[ this.toLowerCase() ] = this;
} );

// Strip and collapse whitespace according to HTML spec
// https://infra.spec.whatwg.org/#strip-and-collapse-ascii-whitespace
function stripAndCollapse( value ) {
    var tokens = value.match( rnohtmlwhite ) || [];
    return tokens.join( " " );
}

function getClass( elem ) {
    return elem.getAttribute && elem.getAttribute( "class" ) || "";
}

function classesToArray( value ) {
    if ( Array.isArray( value ) ) {
        return value;
    }
    if ( typeof value === "string" ) {
        return value.match( rnohtmlwhite ) || [];
    }
    return [];
}

jQuery.fn.extend( {
    addClass: function( value ) {
        var classes, elem, cur, curValue, clazz, j, finalValue,
            i = 0;

        if ( isFunction( value ) ) {
            return this.each( function( j ) {
                jQuery( this ).addClass( value.call( this, j, getClass( this ) ) );
            } );
        }

        classes = classesToArray( value );

        if ( classes.length ) {
            while ( ( elem = this[ i++ ] ) ) {
                curValue = getClass( elem );
                cur = elem.nodeType === 1 && ( " " + stripAndCollapse( curValue )
+ " " );

                if ( cur ) {
                    j = 0;
                    while ( ( clazz = classes[ j++ ] ) ) {
                        if ( cur.indexOf( " " + clazz + " " ) < 0 ) {
                            cur += clazz + " ";
                        }
                    }
                }

                // Only assign if different to avoid unneeded rendering.

```

```

        finalValue = stripAndCollapse( cur );
        if ( curValue !== finalValue ) {
            elem.setAttribute( "class", finalValue );
        }
    }
}

return this;
},

removeClass: function( value ) {
    var classes, elem, cur, curValue, clazz, j, finalValue,
        i = 0;

    if ( isFunction( value ) ) {
        return this.each( function( j ) {
            jQuery( this ).removeClass( value.call( this, j, getClass( this )
) );
        } );
    }

    if ( !arguments.length ) {
        return this.attr( "class", "" );
    }

    classes = classesToArray( value );

    if ( classes.length ) {
        while ( ( elem = this[ i++ ] ) ) {
            curValue = getClass( elem );

            // This expression is here for better compressibility (see
            addClass)
            cur = elem.nodeType === 1 && ( " " + stripAndCollapse( curValue )
            + " " );

            if ( cur ) {
                j = 0;
                while ( ( clazz = classes[ j++ ] ) ) {

                    // Remove *all* instances
                    while ( cur.indexOf( " " + clazz + " " ) > -1 ) {
                        cur = cur.replace( " " + clazz + " ", " "
                    );
                }

                // Only assign if different to avoid unneeded rendering.
                finalValue = stripAndCollapse( cur );
                if ( curValue !== finalValue ) {
                    elem.setAttribute( "class", finalValue );
                }
            }
        }

        return this;
    },

    toggleClass: function( value, stateVal ) {
        var type = typeof value,
            isValidValue = type === "string" || Array.isArray( value );

        if ( typeof stateVal === "boolean" && isValidValue ) {
            return stateVal ? this.addClass( value ) : this.removeClass( value );
        }

        if ( isFunction( value ) ) {

```

```

        return this.each( function( i ) {
            jQuery( this ).toggleClass(
                value.call( this, i, getClass( this ), stateVal ),
                stateVal
            );
        } );
    }

    return this.each( function() {
        var className, i, self, classNames;

        if ( isValidValue ) {

            // Toggle individual class names
            i = 0;
            self = jQuery( this );
            classNames = classesToArray( value );

            while ( ( className = classNames[ i++ ] ) ) {
                // Check each className given, space separated list
                if ( self.hasClass( className ) ) {
                    self.removeClass( className );
                } else {
                    self.addClass( className );
                }
            }

            // Toggle whole class name
        } else if ( value === undefined || type === "boolean" ) {
            className = getClass( this );
            if ( className ) {
                // Store className if set
                dataPriv.set( this, "__className__", className );
            }

            // If the element has a class name or if we're passed `false`,
            // then remove the whole classname (if there was one, the above
            // saved it).
            // Otherwise bring back whatever was previously saved (if
            // anything),
            // falling back to the empty string if nothing was stored.
            if ( this.setAttribute ) {
                this.setAttribute( "class",
                    className || value === false ?
                        "" :
                        dataPriv.get( this, "__className__" ) ||
                        ""
                );
            }
        }
    } );
},

hasClass: function( selector ) {
    var className, elem,
        i = 0;

    className = " " + selector + " ";
    while ( ( elem = this[ i++ ] ) ) {
        if ( elem.nodeType === 1 &&
            ( " " + stripAndCollapse( getClass( elem ) ) + " " ).indexOf(
                className ) > -1 ) {
            return true;
        }
    }

    return false;
}

```



```

    }
  } );

```

```

var rreturn = /\r/g;

```

```

jQuery.fn.extend( {
  val: function( value ) {
    var hooks, ret, valueIsFunction,
        elem = this[ 0 ];

    if ( !arguments.length ) {
      if ( elem ) {
        hooks = jQuery.valHooks[ elem.type ] ||
          jQuery.valHooks[ elem.nodeName.toLowerCase() ];

        if ( hooks &&
            "get" in hooks &&
            ( ret = hooks.get( elem, "value" ) ) !== undefined ) {
          return ret;
        }

        ret = elem.value;

        // Handle most common string cases
        if ( typeof ret === "string" ) {
          return ret.replace( rreturn, "" );
        }

        // Handle cases where value is null/undef or number
        return ret == null ? "" : ret;
      }

      return;
    }

    valueIsFunction = isFunction( value );

    return this.each( function( i ) {
      var val;

      if ( this.nodeType !== 1 ) {
        return;
      }

      if ( valueIsFunction ) {
        val = value.call( this, i, jQuery( this ).val() );
      } else {
        val = value;
      }

      // Treat null/undefined as ""; convert numbers to string
      if ( val == null ) {
        val = "";
      }

      } else if ( typeof val === "number" ) {
        val += "";
      }

      } else if ( Array.isArray( val ) ) {
        val = jQuery.map( val, function( value ) {
          return value == null ? "" : value + "";
        } );
      }

      hooks = jQuery.valHooks[ this.type ] || jQuery.valHooks[
this.nodeName.toLowerCase() ];

```

```

        // If set returns undefined, fall back to normal setting
        if ( !hooks || !( "set" in hooks ) || hooks.set( this, val, "value" ) ===
undefined ) {
            this.value = val;
        }
    } );
} );

jQuery.extend( {
    valHooks: {
        option: {
            get: function( elem ) {

                var val = jQuery.find.attr( elem, "value" );
                return val != null ?
                    val :

                    // Support: IE <=10 - 11 only
                    // option.text throws exceptions (#14686, #14858)
                    // Strip and collapse whitespace
                    // https://html.spec.whatwg.org/#strip-and-collapse-
whitespace
                    stripAndCollapse( jQuery.text( elem ) );

            },
            select: {
                get: function( elem ) {
                    var value, option, i,
                        options = elem.options,
                        index = elem.selectedIndex,
                        one = elem.type === "select-one",
                        values = one ? null : [],
                        max = one ? index + 1 : options.length;

                    if ( index < 0 ) {
                        i = max;
                    }
                    else {
                        i = one ? index : 0;
                    }

                    // Loop through all the selected options
                    for ( ; i < max; i++ ) {
                        option = options[ i ];

                        // Support: IE <=9 only
                        // IE8-9 doesn't update selected after form reset (#2551)
                        if ( ( option.selected || i === index ) &&

                            // Don't return options that are disabled
                            !option.disabled &&
                            ( !option.parentNode.disabled ||
                                !nodeName( option.parentNode,
"optgroup" ) ) ) {

                            // Get the specific value for the option
                            value = jQuery( option ).val();

                            // We don't need an array for one selects
                            if ( one ) {
                                return value;
                            }

                            // Multi-Selects return an array
                            values.push( value );
                        }
                    }
                }
            }
        }
    }
});

```

```

    }

    return values;
  },

  set: function( elem, value ) {
    var optionSet, option,
        options = elem.options,
        values = jQuery.makeArray( value ),
        i = options.length;

    while ( i-- ) {
      option = options[ i ];

      /* eslint-disable no-cond-assign */

      if ( option.selected =
        jQuery.inArray( jQuery.valHooks.option.get( option
), values ) > -1

      ) {
        optionSet = true;
      }

      /* eslint-enable no-cond-assign */
    }

    // Force browsers to behave consistently when non-matching value
    is set
    if ( !optionSet ) {
      elem.selectedIndex = -1;
    }
    return values;
  }
}

} );

// Radios and checkboxes getter/setter
jQuery.each( [ "radio", "checkbox" ], function() {
  jQuery.valHooks[ this ] = {
    set: function( elem, value ) {
      if ( Array.isArray( value ) ) {
        return ( elem.checked = jQuery.inArray( jQuery( elem ).val(),
value ) > -1 );
      }
    }
  };
});
if ( !support.checkOn ) {
  jQuery.valHooks[ this ].get = function( elem ) {
    return elem.getAttribute( "value" ) === null ? "on" : elem.value;
  };
}
} );

// Return jQuery for attributes-only inclusion

support.focusin = "onfocusin" in window;

var rfocusMorph = /^(?:focusinfocus|focusoutblur)$/,
    stopPropagationCallback = function( e ) {
      e.stopPropagation();
    };

jQuery.extend( jQuery.event, {

```

```

trigger: function( event, data, elem, onlyHandlers ) {

    var i, cur, tmp, bubbleType, ontype, handle, special, lastElement,
        eventPath = [ elem || document ],
        type = hasOwn.call( event, "type" ) ? event.type : event,
        namespaces = hasOwn.call( event, "namespace" ) ? event.namespace.split(
"." ) : [];

    cur = lastElement = tmp = elem = elem || document;

    // Don't do events on text and comment nodes
    if ( elem.nodeType === 3 || elem.nodeType === 8 ) {
        return;
    }

    // focus/blur morphs to focusin/out; ensure we're not firing them right now
    if ( rfocusMorph.test( type + jQuery.event.triggered ) ) {
        return;
    }

    if ( type.indexOf( "." ) > -1 ) {

        // Namespaced trigger; create a regexp to match event type in handle()
        namespaces = type.split( "." );
        type = namespaces.shift();
        namespaces.sort();
    }
    ontype = type.indexOf( ":" ) < 0 && "on" + type;

    // Caller can pass in a jQuery.Event object, Object, or just an event type string
    event = event[ jQuery.expando ] ?
        event :
        new jQuery.Event( type, typeof event === "object" && event );

    // Trigger bitmask: & 1 for native handlers; & 2 for jQuery (always true)
    event.isTrigger = onlyHandlers ? 2 : 3;
    event.namespace = namespaces.join( "." );
    event.rnamespace = event.namespace ?
        new RegExp( "(^|\\.)" + namespaces.join( "\\.(?:.*\\.|)" ) + "(\\.|$)" ) :
        null;

    // Clean up the event in case it is being reused
    event.result = undefined;
    if ( !event.target ) {
        event.target = elem;
    }

    // Clone any incoming data and prepend the event, creating the handler arg list
    data = data == null ?
        [ event ] :
        jQuery.makeArray( data, [ event ] );

    // Allow special events to draw outside the lines
    special = jQuery.event.special[ type ] || {};
    if ( !onlyHandlers && special.trigger && special.trigger.apply( elem, data ) ===
false ) {

        return;
    }

    // Determine event propagation path in advance, per W3C events spec (#9951)
    // Bubble up to document, then to window; watch for a global ownerDocument var
    (#9724)
    if ( !onlyHandlers && !special.noBubble && !isWindow( elem ) ) {

        bubbleType = special.delegateType || type;
        if ( !rfocusMorph.test( bubbleType + type ) ) {
            cur = cur.parentNode;
        }
    }

```

DOM)

event.type] &&

the event.

variables be (#6170)

method

already bubbled it above

stopPropagationCallback);

```

for ( ; cur; cur = cur.parentNode ) {
    eventPath.push( cur );
    tmp = cur;
}

// Only add window if we got to document (e.g., not plain obj or detached
if ( tmp === ( elem.ownerDocument || document ) ) {
    eventPath.push( tmp.defaultView || tmp.parentWindow || window );
}

}

// Fire handlers on the event path
i = 0;
while ( ( cur = eventPath[ i++ ] ) && !event.isPropagationStopped() ) {
    lastElement = cur;
    event.type = i > 1 ?
        bubbleType :
        special.bindType || type;

    // jQuery handler
    handle = ( dataPriv.get( cur, "events" ) || Object.create( null ) )[
        dataPriv.get( cur, "handle" ) ];
    if ( handle ) {
        handle.apply( cur, data );
    }

    // Native handler
    handle = ontype && cur[ ontype ];
    if ( handle && handle.apply && acceptData( cur ) ) {
        event.result = handle.apply( cur, data );
        if ( event.result === false ) {
            event.preventDefault();
        }
    }
}
event.type = type;

// If nobody prevented the default action, do it now
if ( !onlyHandlers && !event.isDefaultPrevented() ) {

    if ( ( !special._default ||
        special._default.apply( eventPath.pop(), data ) === false ) &&
        acceptData( elem ) ) {

        // Call a native DOM method on the target with the same name as
        // Don't do default actions on window, that's where global
        if ( ontype &&isFunction( elem[ type ] ) && !isWindow( elem ) ) {

            // Don't re-trigger an onFOO event when we call its FOO()
            tmp = elem[ ontype ];

            if ( tmp ) {
                elem[ ontype ] = null;
            }

            // Prevent re-triggering of the same event, since we
            jQuery.event.triggered = type;

            if ( event.isPropagationStopped() ) {
                lastElement.addEventListener( type,
                    stopPropagationCallback );
            }

```

```

        elem[ type ]();

        if ( event.isPropagationStopped() ) {
            lastElement.removeEventListener( type,
stopPropagationCallback );
        }

        jQuery.event.triggered = undefined;

        if ( tmp ) {
            elem[ ontype ] = tmp;
        }
    }
}

return event.result;
},

// Piggyback on a donor event to simulate a different one
// Used only for `focus(in | out)` events
simulate: function( type, elem, event ) {
    var e = jQuery.extend(
        new jQuery.Event(),
        event,
        {
            type: type,
            isSimulated: true
        }
    );

    jQuery.event.trigger( e, null, elem );
}

} );

jQuery.fn.extend( {

    trigger: function( type, data ) {
        return this.each( function() {
            jQuery.event.trigger( type, data, this );
        } );
    },
    triggerHandler: function( type, data ) {
        var elem = this[ 0 ];
        if ( elem ) {
            return jQuery.event.trigger( type, data, elem, true );
        }
    }
} );

// Support: Firefox <=44
// Firefox doesn't have focus(in | out) events
// Related ticket - https://bugzilla.mozilla.org/show_bug.cgi?id=687787
//
// Support: Chrome <=48 - 49, Safari <=9.0 - 9.1
// focus(in | out) events fire after focus & blur events,
// which is spec violation - http://www.w3.org/TR/DOM-Level-3-Events/#events-focus-event-
// order
// Related ticket - https://bugs.chromium.org/p/chromium/issues/detail?id=449857
if ( !support.focusin ) {
    jQuery.each( { focus: "focusin", blur: "focusout" }, function( orig, fix ) {

        // Attach a single capturing handler on the document while someone wants
        focusin/focusout
        var handler = function( event ) {
            jQuery.event.simulate( fix, event.target, jQuery.event.fix( event ) );
        };
    });
}

```

```

        jQuery.event.special[ fix ] = {
            setup: function() {

                // Handle: regular nodes (via `this.ownerDocument`), window
                // (via `this.document`) & document (via `this`).
                var doc = this.ownerDocument || this.document || this,
                    attaches = dataPriv.access( doc, fix );

                if ( !attaches ) {
                    doc.addEventListener( orig, handler, true );
                }
                dataPriv.access( doc, fix, ( attaches || 0 ) + 1 );
            },
            teardown: function() {
                var doc = this.ownerDocument || this.document || this,
                    attaches = dataPriv.access( doc, fix ) - 1;

                if ( !attaches ) {
                    doc.removeEventListener( orig, handler, true );
                    dataPriv.remove( doc, fix );
                } else {
                    dataPriv.access( doc, fix, attaches );
                }
            }
        };
    } );
}
var location = window.location;

var nonce = { guid: Date.now() };

var rquery = ( /\?/ );

// Cross-browser xml parsing
jQuery.parseXML = function( data ) {
    var xml, parserErrorElem;
    if ( !data || typeof data !== "string" ) {
        return null;
    }

    // Support: IE 9 - 11 only
    // IE throws on parseFromString with invalid input.
    try {
        xml = ( new window.DOMParser() ).parseFromString( data, "text/xml" );
    } catch ( e ) {}

    parserErrorElem = xml && xml.getElementsByTagName( "parsererror" )[ 0 ];
    if ( !xml || parserErrorElem ) {
        jQuery.error( "Invalid XML: " + (
            parserErrorElem ?
                jQuery.map( parserErrorElem.childNodes, function( el ) {
                    return el.textContent;
                } ).join( "\n" ) :
                data
        ) );
    }
    return xml;
};

var
    rbracket = /\[\]$/,
    rCRLF = /\r?\n/g,
    rsubmitterTypes = /^(?:submit|button|image|reset|file)$/i,
    rsubmittable = /^(?:input|select|textarea|keygen)/i;

```

```

function buildParams( prefix, obj, traditional, add ) {
    var name;

    if ( Array.isArray( obj ) ) {

        // Serialize array item.
        jQuery.each( obj, function( i, v ) {
            if ( traditional || rbracket.test( prefix ) ) {

                // Treat each array item as a scalar.
                add( prefix, v );

            } else {

                // Item is non-scalar (array or object), encode its numeric index.
                buildParams(
                    prefix + "[" + ( typeof v === "object" && v !== null ? i :
"" ) + "]",
                    v,
                    traditional,
                    add
                );
            }
        } );

    } else if ( !traditional && toType( obj ) === "object" ) {

        // Serialize object item.
        for ( name in obj ) {
            buildParams( prefix + "[" + name + "]", obj[ name ], traditional, add );
        }

    } else {

        // Serialize scalar item.
        add( prefix, obj );
    }
}

// Serialize an array of form elements or a set of
// key/values into a query string
jQuery.param = function( a, traditional ) {
    var prefix,
        s = [],
        add = function( key, valueOrFunction ) {

            // If value is a function, invoke it and use its return value
            var value =isFunction( valueOrFunction ) ?
                valueOrFunction() :
                valueOrFunction;

            s[ s.length ] = encodeURIComponent( key ) + "=" +
                encodeURIComponent( value == null ? "" : value );
        };

    if ( a == null ) {
        return "";
    }

    // If an array was passed in, assume that it is an array of form elements.
    if ( Array.isArray( a ) || ( a.jquery && !jQuery.isPlainObject( a ) ) ) {

        // Serialize the form elements
        jQuery.each( a, function() {
            add( this.name, this.value );
        } );

    } else {


```



```

        // If traditional, encode the "old" way (the way 1.3.2 or older
        // did it), otherwise encode params recursively.
        for ( prefix in a ) {
            buildParams( prefix, a[ prefix ], traditional, add );
        }
    }

    // Return the resulting serialization
    return s.join( "&" );
};

jQuery.fn.extend( {
    serialize: function() {
        return jQuery.param( this.serializeArray() );
    },
    serializeArray: function() {
        return this.map( function() {

            // Can add propHook for "elements" to filter or add form elements
            var elements = jQuery.prop( this, "elements" );
            return elements ? jQuery.makeArray( elements ) : this;
        } ).filter( function() {
            var type = this.type;

            // Use .is( ":disabled" ) so that fieldset[disabled] works
            return this.name && !jQuery( this ).is( ":disabled" ) &&
                rsubmittable.test( this.nodeName ) && !rsubmitterTypes.test( type )
                &&
                ( this.checked || !rcheckableType.test( type ) );
        } ).map( function( _i, elem ) {
            var val = jQuery( this ).val();

            if ( val == null ) {
                return null;
            }

            if ( Array.isArray( val ) ) {
                return jQuery.map( val, function( val ) {
                    return { name: elem.name, value: val.replace( rCRLF,
"\r\n" ) };
                } );
            }

            return { name: elem.name, value: val.replace( rCRLF, "\r\n" ) };
        } ).get();
    }
} );

var
    r20 = /%20/g,
    rhash = /#.*$/,
    rantiCache = /([?&])_=[^&]*/,
    rheaders = /^(.*?):[ \t]*([^\r\n]*)$/mg,

    // #7653, #8125, #8152: local protocol detection
    rlocalProtocol = /^(?:about|app|app-storage|.+-extension|file|res|widget):$/,
    rnoContent = /^(?:GET|HEAD)$/,
    rprotocol = /^\/\//,

    /* Prefilters
    * 1) They are useful to introduce custom dataTypes (see ajax/jsonp.js for an example)
    * 2) These are called:
    *    - BEFORE asking for a transport
    *    - AFTER param serialization (s.data is a string if s.processData is true)
    * 3) key is the dataType
    * 4) the catchall symbol "*" can be used
    * 5) execution will start with transport dataType and THEN continue down to "*" if needed
    */

```

```

    */
    prefilters = {},

    /* Transports bindings
    * 1) key is the dataType
    * 2) the catchall symbol "*" can be used
    * 3) selection will start with transport dataType and THEN go to "*" if needed
    */
    transports = {},

    // Avoid comment-prolog char sequence (#10098); must appease lint and evade compression
    allTypes = "*/".concat( "*" ),

    // Anchor tag for parsing the document origin
    originAnchor = document.createElement( "a" );

originAnchor.href = location.href;

// Base "constructor" for jQuery.ajaxPrefilter and jQuery.ajaxTransport
function addToPrefiltersOrTransports( structure ) {

    // dataTypeExpression is optional and defaults to "*"
    return function( dataTypeExpression, func ) {

        if ( typeof dataTypeExpression !== "string" ) {
            func = dataTypeExpression;
            dataTypeExpression = "*";
        }

        var dataType,
            i = 0,
            dataTypes = dataTypeExpression.toLowerCase().match( rnothtmlwhite ) || [];

        if ( isFunction( func ) ) {

            // For each dataType in the dataTypeExpression
            while ( ( dataType = dataTypes[ i++ ] ) ) {

                // Prepend if requested
                if ( dataType[ 0 ] === "+" ) {
                    dataType = dataType.slice( 1 ) || "*";
                    ( structure[ dataType ] = structure[ dataType ] || [] )
                        .unshift( func );

                // Otherwise append
                } else {
                    ( structure[ dataType ] = structure[ dataType ] || [] )
                        .push( func );
                }
            }
        }
    };
}

// Base inspection function for prefilters and transports
function inspectPrefiltersOrTransports( structure, options, originalOptions, jqXHR ) {

    var inspected = {},
        seekingTransport = ( structure === transports );

    function inspect( dataType ) {
        var selected;
        inspected[ dataType ] = true;
        jQuery.each( structure[ dataType ] || [], function( _, prefilterOrFactory ) {
            var dataTypeOrTransport = prefilterOrFactory( options, originalOptions,
                jqXHR );
            if ( typeof dataTypeOrTransport === "string" &&
                !seekingTransport && !inspected[ dataTypeOrTransport ] ) {

```

```

        options.dataTypes.unshift( dataTypeOrTransport );
        inspect( dataTypeOrTransport );
        return false;
    } else if ( seekingTransport ) {
        return !( selected = dataTypeOrTransport );
    }
    } );
    return selected;
}

return inspect( options.dataTypes[ 0 ] ) || !inspected[ "*" ] && inspect( "*" );
}

// A special extend for ajax options
// that takes "flat" options (not to be deep extended)
// Fixes #9887
function ajaxExtend( target, src ) {
    var key, deep,
        flatOptions = jQuery.ajaxSettings.flatOptions || {};

    for ( key in src ) {
        if ( src[ key ] !== undefined ) {
            ( flatOptions[ key ] ? target : ( deep || ( deep = {} ) ) )[ key ] = src[
key ];
        }
    }
    if ( deep ) {
        jQuery.extend( true, target, deep );
    }

    return target;
}

/* Handles responses to an ajax request:
 * - finds the right dataType (mediates between content-type and expected dataType)
 * - returns the corresponding response
 */
function ajaxHandleResponses( s, jqXHR, responses ) {

    var ct, type, finalDataType, firstDataType,
        contents = s.contents,
        dataTypes = s.dataTypes;

    // Remove auto dataType and get content-type in the process
    while ( dataTypes[ 0 ] === "*" ) {
        dataTypes.shift();
        if ( ct === undefined ) {
            ct = s.mimeType || jqXHR.getResponseHeader( "Content-Type" );
        }
    }

    // Check if we're dealing with a known content-type
    if ( ct ) {
        for ( type in contents ) {
            if ( contents[ type ] && contents[ type ].test( ct ) ) {
                dataTypes.unshift( type );
                break;
            }
        }
    }

    // Check to see if we have a response for the expected dataType
    if ( dataTypes[ 0 ] in responses ) {
        finalDataType = dataTypes[ 0 ];
    } else {
        // Try convertible dataTypes
        for ( type in responses ) {
            if ( !dataTypes[ 0 ] || s.converters[ type + " " + dataTypes[ 0 ] ] ) {

```

```

        finalDataType = type;
        break;
    }
    if ( !firstDataType ) {
        firstDataType = type;
    }
}

// Or just use first one
finalDataType = finalDataType || firstDataType;
}

// If we found a dataType
// We add the dataType to the list if needed
// and return the corresponding response
if ( finalDataType ) {
    if ( finalDataType !== dataTypes[ 0 ] ) {
        dataTypes.unshift( finalDataType );
    }
    return responses[ finalDataType ];
}

}

/* Chain conversions given the request and the original response
 * Also sets the responseXXX fields on the jqXHR instance
 */
function ajaxConvert( s, response, jqXHR, isSuccess ) {
    var conv2, current, conv, tmp, prev,
        converters = {},

        // Work with a copy of dataTypes in case we need to modify it for conversion
        dataTypes = s.dataTypes.slice();

    // Create converters map with lowercased keys
    if ( dataTypes[ 1 ] ) {
        for ( conv in s.converters ) {
            converters[ conv.toLowerCase() ] = s.converters[ conv ];
        }
    }

    current = dataTypes.shift();

    // Convert to each sequential dataType
    while ( current ) {

        if ( s.responseFields[ current ] ) {
            jqXHR[ s.responseFields[ current ] ] = response;
        }

        // Apply the dataFilter if provided
        if ( !prev && isSuccess && s.dataFilter ) {
            response = s.dataFilter( response, s.dataType );
        }

        prev = current;
        current = dataTypes.shift();

        if ( current ) {

            // There's only work to do if current dataType is non-auto
            if ( current === "*" ) {

                current = prev;

            }

            // Convert response if prev dataType is non-auto and differs from current
            } else if ( prev !== "*" && prev !== current ) {

                // Seek a direct converter
                conv = converters[ prev + " " + current ] || converters[ "*" + " " +

```

```
current ];
```

```
// If none found, seek a pair
if ( !conv ) {
    for ( conv2 in converters ) {
```

```
        // If conv2 outputs current
        tmp = conv2.split( " " );
        if ( tmp[ 1 ] === current ) {
```

```
            // If prev can be converted to accepted
```

```
input
```

```
conv = converters[ prev + " " + tmp[ 0 ] ]
```

```
||
```

```
        converters[ "*" + tmp[ 0 ] ];
        if ( conv ) {
```

```
            // Condense equivalence converters
            if ( conv === true ) {
                conv = converters[ conv2
```

```
];
```

```
            // Otherwise, insert the
```

```
intermediate dataType
```

```
        } else if ( converters[ conv2 ]
```

```
!== true ) {
```

```
            current = tmp[ 0 ];
            dataTypes.unshift( tmp[ 1
```

```
] );
```

```
        }
        break;
```

```
    }
```

```
    }
```

```
    }
```

```
}
```

```
// Apply converter (if not an equivalence)
if ( conv !== true ) {
```

```
    // Unless errors are allowed to bubble, catch and return
```

```
them
```

```
    if ( conv && s.throws ) {
        response = conv( response );
    } else {
```

```
        try {
            response = conv( response );
        } catch ( e ) {
            return {
```

```
                state: "parsererror",
                error: conv ? e : "No conversion
```

```
from " + prev + " to " + current
```

```
};
```

```
    }
```

```
    }
```

```
    }
```

```
    }
```

```
    }
```

```
}
```

```
    return { state: "success", data: response };
```

```
}
```

```
jQuery.extend( {
```

```
    // Counter for holding the number of active queries
    active: 0,
```

```
    // Last-Modified header cache for next request
    lastModified: {},
```

```
etag: {},
```

```
ajaxSettings: {
  url: location.href,
  type: "GET",
  isLocal: rlocalProtocol.test( location.protocol ),
  global: true,
  processData: true,
  async: true,
  contentType: "application/x-www-form-urlencoded; charset=UTF-8",
```

```
  /*
  timeout: 0,
  data: null,
  dataType: null,
  username: null,
  password: null,
  cache: null,
  throws: false,
  traditional: false,
  headers: {},
  */
```

```
  accepts: {
    "*": allTypes,
    text: "text/plain",
    html: "text/html",
    xml: "application/xml, text/xml",
    json: "application/json, text/javascript"
  },
```

```
  contents: {
    xml: /\bxml\b/,
    html: /\bhtml/,
    json: /\bjson\b/
  },
```

```
  responseFields: {
    xml: "responseXML",
    text: "responseText",
    json: "responseJSON"
  },
```

```
  // Data converters
```

```
  // Keys separate source (or catchall "*") and destination types with a single
```

space

```
  converters: {

    // Convert anything to text
    "* text": String,

    // Text to html (true = no transformation)
    "text html": true,

    // Evaluate text as a json expression
    "text json": JSON.parse,

    // Parse text as xml
    "text xml": jQuery.parseXML
  },
```

```
  // For options that shouldn't be deep extended:
  // you can add your own custom options here if
  // and when you create one that shouldn't be
  // deep extended (see ajaxExtend)
```

```
  flatOptions: {
    url: true,
    context: true
  }
}
```



```

// Deferreds
deferred = jQuery.Deferred(),
completeDeferred = jQuery.Callbacks( "once memory" ),

// Status-dependent callbacks
statusCode = s.statusCode || {},

// Headers (they are sent all at once)
requestHeaders = {},
requestHeadersNames = {},

// Default abort message
strAbort = "canceled",

// Fake xhr
jqXHR = {
    readyState: 0,

    // Builds headers hashtable if needed
    getResponseHeader: function( key ) {
        var match;
        if ( completed ) {
            if ( !responseHeaders ) {
                responseHeaders = {};
                while ( ( match = rheaders.exec(
responseHeadersString ) ) ) {
                    responseHeaders[ match[ 1
].toLowerCase() + " " ] =
( responseHeaders[ match[
1 ].toLowerCase() + " " ] || [] )
.concat( match[ 2
] );
                }
            }
            match = responseHeaders[ key.toLowerCase() + " "
];
        }
        return match == null ? null : match.join( ", " );
    },

    // Raw string
    getAllResponseHeaders: function() {
        return completed ? responseHeadersString : null;
    },

    // Caches the header
    setRequestHeader: function( name, value ) {
        if ( completed == null ) {
            name = requestHeadersNames[ name.toLowerCase() ] =
requestHeadersNames[ name.toLowerCase() ]
|| name;
            requestHeaders[ name ] = value;
        }
        return this;
    },

    // Overrides response content-type header
    overrideMimeType: function( type ) {
        if ( completed == null ) {
            s.mimeType = type;
        }
        return this;
    },

    // Status-dependent callbacks
    statusCode: function( map ) {
        var code;
        if ( map ) {

```



```

        if ( completed ) {

            // Execute the appropriate callbacks
            jqXHR.always( map[ jqXHR.status ] );
        } else {

            // Lazy-add the new callbacks in a way
            // that preserves old ones
            for ( code in map ) {
                statusCode[ code ] = [ statusCode[
code ], map[ code ] ];
            }
        }
    }
    return this;
},

// Cancel the request
abort: function( textStatus ) {
    var finalText = textStatus || strAbort;
    if ( transport ) {
        transport.abort( finalText );
    }
    done( 0, finalText );
    return this;
}

};

// Attach deferreds
deferred.promise( jqXHR );

// Add protocol if not provided (prefilters might expect it)
// Handle falsy url in the settings object (#10093: consistency with old
signature)
// We also use the url parameter if available
s.url = ( ( url || s.url || location.href ) + "" )
    .replace( rprotocol, location.protocol + "//" );

// Alias method option to type as per ticket #12004
s.type = options.method || options.type || s.method || s.type;

// Extract dataType list
s.dataTypes = ( s.dataType || "*" ).toLowerCase().match( rnohtmlwhite ) || [ ""
];

// A cross-domain request is in order when the origin doesn't match the current
origin.
if ( s.crossDomain == null ) {
    urlAnchor = document.createElement( "a" );

    // Support: IE <=8 - 11, Edge 12 - 15
    // IE throws exception on accessing the href property if url is malformed,
    // e.g. http://example.com:80x/
    try {
        urlAnchor.href = s.url;

        // Support: IE <=8 - 11 only
        // Anchor's host property isn't correctly set when s.url is
        relative
        urlAnchor.href = urlAnchor.href;
        s.crossDomain = originAnchor.protocol + "://" + originAnchor.host
        !==
            urlAnchor.protocol + "://" + urlAnchor.host;
    } catch ( e ) {

        // If there is an error parsing the URL, assume it is crossDomain,
        // it can be rejected by the transport if it is invalid
        s.crossDomain = true;
    }
}

```

```

    }

    // Convert data if not already a string
    if ( s.data && s.processData && typeof s.data !== "string" ) {
        s.data = jQuery.param( s.data, s.traditional );
    }

    // Apply prefilters
    inspectPrefiltersOrTransports( prefilters, s, options, jqXHR );

    // If request was aborted inside a prefilter, stop there
    if ( completed ) {
        return jqXHR;
    }

    // We can fire global events as of now if asked to
    // Don't fire events if jQuery.event is undefined in an AMD-usage scenario
    (#15118)
    fireGlobals = jQuery.event && s.global;

    // Watch for a new set of requests
    if ( fireGlobals && jQuery.active++ === 0 ) {
        jQuery.event.trigger( "ajaxStart" );
    }

    // Uppercase the type
    s.type = s.type.toUpperCase();

    // Determine if request has content
    s.hasContent = !rnoContent.test( s.type );

    // Save the URL in case we're toying with the If-Modified-Since
    // and/or If-None-Match header later on
    // Remove hash to simplify url manipulation
    cacheURL = s.url.replace( rhash, "" );

    // More options handling for requests with no content
    if ( !s.hasContent ) {

        // Remember the hash so we can put it back
        uncached = s.url.slice( cacheURL.length );

        // If data is available and should be processed, append data to url
        if ( s.data && ( s.processData || typeof s.data === "string" ) ) {
            cacheURL += ( rquery.test( cacheURL ) ? "&" : "?" ) + s.data;

            // #9682: remove data so that it's not used in an eventual retry
            delete s.data;
        }

        // Add or update anti-cache param if needed
        if ( s.cache === false ) {
            cacheURL = cacheURL.replace( rantiCache, "$1" );
            uncached = ( rquery.test( cacheURL ) ? "&" : "?" ) + "_" + (
nonce.guid++ ) +
                uncached;
        }

        // Put hash and anti-cache on the URL that will be requested (gh-1732)
        s.url = cacheURL + uncached;

        // Change '%20' to '+' if this is encoded form body content (gh-2658)
    } else if ( s.data && s.processData &&
        ( s.contentType || "" ).indexOf( "application/x-www-form-urlencoded" ) ===
0 ) {
        s.data = s.data.replace( r20, "+" );
    }

    // Set the If-Modified-Since and/or If-None-Match header, if in ifModified mode.

```

```

    if ( s.ifModified ) {
        if ( jQuery.lastModified[ cacheURL ] ) {
            jqXHR.setRequestHeader( "If-Modified-Since", jQuery.lastModified[
cacheURL ] );
        }
        if ( jQuery.etag[ cacheURL ] ) {
            jqXHR.setRequestHeader( "If-None-Match", jQuery.etag[ cacheURL ]
);
        }
    }

    // Set the correct header, if data is being sent
    if ( s.data && s.hasContent && s.contentType !== false || options.contentType ) {
        jqXHR.setRequestHeader( "Content-Type", s.contentType );
    }

    // Set the Accepts header for the server, depending on the dataType
    jqXHR.setRequestHeader(
        "Accept",
        s.dataTypes[ 0 ] && s.accepts[ s.dataTypes[ 0 ] ] ?
            s.accepts[ s.dataTypes[ 0 ] ] +
                ( s.dataTypes[ 0 ] !== "*" ? ", " + allTypes + "; q=0.01"
: "" ) :
            s.accepts[ "*" ]
    );

    // Check for headers option
    for ( i in s.headers ) {
        jqXHR.setRequestHeader( i, s.headers[ i ] );
    }

    // Allow custom headers/mimetypes and early abort
    if ( s.beforeSend &&
        ( s.beforeSend.call( callbackContext, jqXHR, s ) === false || completed )
    ) {

        // Abort if not done already and return
        return jqXHR.abort();
    }

    // Aborting is no longer a cancellation
    strAbort = "abort";

    // Install callbacks on deferreds
    completeDeferred.add( s.complete );
    jqXHR.done( s.success );
    jqXHR.fail( s.error );

    // Get transport
    transport = inspectPrefiltersOrTransports( transports, s, options, jqXHR );

    // If no transport, we auto-abort
    if ( !transport ) {
        done( -1, "No Transport" );
    } else {
        jqXHR.readyState = 1;

        // Send global event
        if ( fireGlobals ) {
            globalEventContext.trigger( "ajaxSend", [ jqXHR, s ] );
        }

        // If request was aborted inside ajaxSend, stop there
        if ( completed ) {
            return jqXHR;
        }

        // Timeout
        if ( s.async && s.timeout > 0 ) {

```

```

        timeoutTimer = window.setTimeout( function() {
            jqXHR.abort( "timeout" );
        }, s.timeout );
    }

    try {
        completed = false;
        transport.send( requestHeaders, done );
    } catch ( e ) {

        // Rethrow post-completion exceptions
        if ( completed ) {
            throw e;
        }

        // Propagate others as results
        done( -1, e );
    }
}

// Callback for when everything is done
function done( status, nativeStatusText, responses, headers ) {
    var isSuccess, success, error, response, modified,
        statusText = nativeStatusText;

    // Ignore repeat invocations
    if ( completed ) {
        return;
    }

    completed = true;

    // Clear timeout if it exists
    if ( timeoutTimer ) {
        window.clearTimeout( timeoutTimer );
    }

    // Dereference transport for early garbage collection
    // (no matter how long the jqXHR object will be used)
    transport = undefined;

    // Cache response headers
    responseHeadersString = headers || "";

    // Set readyState
    jqXHR.readyState = status > 0 ? 4 : 0;

    // Determine if successful
    isSuccess = status >= 200 && status < 300 || status === 304;

    // Get response data
    if ( responses ) {
        response = ajaxHandleResponses( s, jqXHR, responses );
    }

    // Use a noop converter for missing script but not if jsonp
    if ( !isSuccess &&
        jQuery.inArray( "script", s.dataTypes ) > -1 &&
        jQuery.inArray( "json", s.dataTypes ) < 0 ) {
        s.converters[ "text script" ] = function() {};
    }

    // Convert no matter what (that way responseXXX fields are always set)
    response = ajaxConvert( s, response, jqXHR, isSuccess );

    // If successful, handle type chaining
    if ( isSuccess ) {

        // Set the If-Modified-Since and/or If-None-Match header, if in

```

ifModified mode.

```

    if ( s.ifModified ) {
        modified = jqXHR.getResponseHeader( "Last-Modified" );
        if ( modified ) {
            jQuery.lastModified[ cacheURL ] = modified;
        }
        modified = jqXHR.getResponseHeader( "etag" );
        if ( modified ) {
            jQuery.etag[ cacheURL ] = modified;
        }
    }

    // if no content
    if ( status === 204 || s.type === "HEAD" ) {
        statusText = "nocontent";

    // if not modified
    } else if ( status === 304 ) {
        statusText = "notmodified";

    // If we have data, let's convert it
    } else {
        statusText = response.state;
        success = response.data;
        error = response.error;
        isSuccess = !error;
    }
} else {

    // Extract error from statusText and normalize for non-aborts
    error = statusText;
    if ( status || !statusText ) {
        statusText = "error";
        if ( status < 0 ) {
            status = 0;
        }
    }
}

// Set data for the fake xhr object
jqXHR.status = status;
jqXHR.statusText = ( nativeStatusText || statusText ) + "";

// Success/Error
if ( isSuccess ) {
    deferred.resolveWith( callbackContext, [ success, statusText,
jqXHR ] );
} else {
    deferred.rejectWith( callbackContext, [ jqXHR, statusText, error ]
);
}

// Status-dependent callbacks
jqXHR.statusCode( statusCode );
statusCode = undefined;

if ( fireGlobals ) {
    globalEventContext.trigger( isSuccess ? "ajaxSuccess" :
"ajaxError",
        [ jqXHR, s, isSuccess ? success : error ] );
}

// Complete
completeDeferred.fireWith( callbackContext, [ jqXHR, statusText ] );

if ( fireGlobals ) {
    globalEventContext.trigger( "ajaxComplete", [ jqXHR, s ] );

    // Handle the global AJAX counter

```

```

        if ( !( --jQuery.active ) ) {
            jQuery.event.trigger( "ajaxStop" );
        }
    }

    return jqXHR;
},

getJSON: function( url, data, callback ) {
    return jQuery.get( url, data, callback, "json" );
},

getScript: function( url, callback ) {
    return jQuery.get( url, undefined, callback, "script" );
}
} );

jQuery.each( [ "get", "post" ], function( _i, method ) {
    jQuery[ method ] = function( url, data, callback, type ) {

        // Shift arguments if data argument was omitted
        if (isFunction( data ) ) {
            type = type || callback;
            callback = data;
            data = undefined;
        }

        // The url can be an options object (which then must have .url)
        return jQuery.ajax( jQuery.extend( {
            url: url,
            type: method,
            dataType: type,
            data: data,
            success: callback
        }, jQuery.isPlainObject( url ) && url ) );
    };
} );

jQuery.ajaxPrefilter( function( s ) {
    var i;
    for ( i in s.headers ) {
        if ( i.toLowerCase() === "content-type" ) {
            s.contentType = s.headers[ i ] || "";
        }
    }
} );

jQuery._evalUrl = function( url, options, doc ) {
    return jQuery.ajax( {
        url: url,

        // Make this explicit, since user can override this through ajaxSetup (#11264)
        type: "GET",
        dataType: "script",
        cache: true,
        async: false,
        global: false,

        // Only evaluate the response if it is successful (gh-4126)
        // dataFilter is not invoked for failure responses, so using it instead
        // of the default converter is kludgy but it works.
        converters: {
            "text script": function() {}
        },
        dataFilter: function( response ) {
            jQuery.globalEval( response, options, doc );
        }
    } );
}

```

```

    } );
};

jQuery.fn.extend( {
  wrapAll: function( html ) {
    var wrap;

    if ( this[ 0 ] ) {
      if ( isFunction( html ) ) {
        html = html.call( this[ 0 ] );
      }

      // The elements to wrap the target around
      wrap = jQuery( html, this[ 0 ].ownerDocument ).eq( 0 ).clone( true );

      if ( this[ 0 ].parentNode ) {
        wrap.insertBefore( this[ 0 ] );
      }

      wrap.map( function() {
        var elem = this;

        while ( elem.firstChild ) {
          elem = elem.firstChild;
        }

        return elem;
      } ).append( this );
    }

    return this;
  },

  wrapInner: function( html ) {
    if ( isFunction( html ) ) {
      return this.each( function( i ) {
        jQuery( this ).wrapInner( html.call( this, i ) );
      } );
    }

    return this.each( function() {
      var self = jQuery( this ),
          contents = self.contents();

      if ( contents.length ) {
        contents.wrapAll( html );
      } else {
        self.append( html );
      }
    } );
  },

  wrap: function( html ) {
    var htmlIsFunction = isFunction( html );

    return this.each( function( i ) {
      jQuery( this ).wrapAll( htmlIsFunction ? html.call( this, i ) : html );
    } );
  },

  unwrap: function( selector ) {
    this.parent( selector ).not( "body" ).each( function() {
      jQuery( this ).replaceWith( this.childNodes );
    } );
    return this;
  }
} );

```

```

jQuery.expr.pseudos.hidden = function( elem ) {
    return !jQuery.expr.pseudos.visible( elem );
};
jQuery.expr.pseudos.visible = function( elem ) {
    return !!( elem.offsetWidth || elem.offsetHeight || elem.getClientRects().length );
};

jQuery.ajaxSettings.xhr = function() {
    try {
        return new window.XMLHttpRequest();
    } catch ( e ) {}
};

var xhrSuccessStatus = {

    // File protocol always yields status code 0, assume 200
    0: 200,

    // Support: IE <=9 only
    // #1450: sometimes IE returns 1223 when it should be 204
    1223: 204
},
xhrSupported = jQuery.ajaxSettings.xhr();

support.cors = !!xhrSupported && ( "withCredentials" in xhrSupported );
support.ajax = xhrSupported = !!xhrSupported;

jQuery.ajaxTransport( function( options ) {
    var callback, errorCallback;

    // Cross domain only allowed if supported through XMLHttpRequest
    if ( support.cors || xhrSupported && !options.crossDomain ) {
        return {
            send: function( headers, complete ) {
                var i,
                    xhr = options.xhr();

                xhr.open(
                    options.type,
                    options.url,
                    options.async,
                    options.username,
                    options.password
                );

                // Apply custom fields if provided
                if ( options.xhrFields ) {
                    for ( i in options.xhrFields ) {
                        xhr[ i ] = options.xhrFields[ i ];
                    }
                }

                // Override mime type if needed
                if ( options.mimeType && xhr.overrideMimeType ) {
                    xhr.overrideMimeType( options.mimeType );
                }

                // X-Requested-With header
                // For cross-domain requests, seeing as conditions for a preflight
                are
                // akin to a jigsaw puzzle, we simply never set it to be sure.
                // (it can always be set on a per-request basis or even using
                ajaxSetup)
                // For same-domain requests, won't change header if already

```


provided.

```

    if ( !options.crossDomain && !headers[ "X-Requested-With" ] ) {
        headers[ "X-Requested-With" ] = "XMLHttpRequest";
    }

    // Set headers
    for ( i in headers ) {
        xhr.setRequestHeader( i, headers[ i ] );
    }

    // Callback
    callback = function( type ) {
        return function() {
            if ( callback ) {
                callback = errorCallback = xhr.onload =
                    xhr.onerror = xhr.onabort =

                        xhr.onreadystatechange =

                            if ( type === "abort" ) {
                                xhr.abort();
                            } else if ( type === "error" ) {

                                // Support: IE <=9 only
                                // On a manual native abort, IE9
                                // errors on any property access
                                if ( typeof xhr.status !==
                                    "number" ) {
                                    complete( 0, "error" );
                                } else {
                                    complete(

                                        // File: protocol
                                        xhr.status,
                                        xhr.statusText
                                    );
                                }
                            } else {
                                complete(
                                    xhrSuccessStatus[
                                        xhr.statusText,

                                        // Support: IE <=9 only
                                        // IE9 has no XHR2 but
                                        // For XHR2 non-text, let
                                        ( xhr.responseType ||
                                            typeof xhr.responseText

                                                { binary:
                                                { text:

                                );
                            }
                        }
                    };

    // Listen to events

```

```

xhr.onload = callback();
errorCallback = xhr.onerror = xhr.ontimeout = callback( "error" );

// Support: IE 9 only
// Use onreadystatechange to replace onabort
// to handle uncaught aborts
if ( xhr.onabort !== undefined ) {
    xhr.onabort = errorCallback;
} else {
    xhr.onreadystatechange = function() {

        // Check readyState before timeout as it changes
        if ( xhr.readyState === 4 ) {

            // Allow onerror to be called first,
            // but that will not handle a native abort
            // Also, save errorCallback to a variable
            // as xhr.onerror cannot be accessed
            window.setTimeout( function() {
                if ( callback ) {
                    errorCallback();
                }
            } );
        }
    };
}

// Create the abort callback
callback = callback( "abort" );

try {

    // Do send the request (this may raise an exception)
    xhr.send( options.hasContent && options.data || null );
} catch ( e ) {

    // #14683: Only rethrow if this hasn't been notified as an
    error yet
    if ( callback ) {
        throw e;
    }
},

abort: function() {
    if ( callback ) {
        callback();
    }
}

};

} );

} );

// Prevent auto-execution of scripts when no explicit dataType was provided (See gh-2432)
jQuery.ajaxPrefilter( function( s ) {
    if ( s.crossDomain ) {
        s.contents.script = false;
    }
} );

// Install script dataType
jQuery.ajaxSetup( {
    accepts: {
        script: "text/javascript, application/javascript, " +
            "application/ecmascript, application/x-ecmascript"
    },

```

```

        contents: {
            script: /\b(?:java|ecma)script\b/
        },
        converters: {
            "text script": function( text ) {
                jQuery.globalEval( text );
                return text;
            }
        }
    } );

    // Handle cache's special case and crossDomain
    jQuery.ajaxPrefilter( "script", function( s ) {
        if ( s.cache === undefined ) {
            s.cache = false;
        }
        if ( s.crossDomain ) {
            s.type = "GET";
        }
    } );

    // Bind script tag hack transport
    jQuery.ajaxTransport( "script", function( s ) {

        // This transport only deals with cross domain or forced-by-attrs requests
        if ( s.crossDomain || s.scriptAttrs ) {
            var script, callback;
            return {
                send: function( _, complete ) {
                    script = jQuery( "<script>" )
                        .attr( s.scriptAttrs || {} )
                        .prop( { charset: s.scriptCharset, src: s.url } )
                        .on( "load error", callback = function( evt ) {
                            script.remove();
                            callback = null;
                            if ( evt ) {
                                complete( evt.type === "error" ? 404 :
200, evt.type );
                            }
                        } );
                },
                abort: function() {
                    if ( callback ) {
                        callback();
                    }
                }
            };
        }

    } );

    var oldCallbacks = [],
        rjsonp = /(=)\?(?=&|$)|\?\?/;

    // Default jsonp settings
    jQuery.ajaxSetup( {
        jsonp: "callback",
        jsonpCallback: function() {
            var callback = oldCallbacks.pop() || ( jQuery.expando + "_" + ( nonce.guid++ ) );
            this[ callback ] = true;
            return callback;
        }
    } );

```

```

// Detect, normalize options and install callbacks for jsonp requests
jQuery.ajaxPrefilter( "json jsonp", function( s, originalSettings, jqXHR ) {

    var callbackName, overwritten, responseContainer,
        jsonProp = s.jsonp !== false && ( rjsonp.test( s.url ) ?
            "url" :
            typeof s.data === "string" &&
                ( s.contentType || "" )
                    .indexOf( "application/x-www-form-urlencoded" ) === 0 &&
                    rjsonp.test( s.data ) && "data"
        );

    // Handle iff the expected data type is "jsonp" or we have a parameter to set
    if ( jsonProp || s.dataTypes[ 0 ] === "jsonp" ) {

        // Get callback name, remembering preexisting value associated with it
        callbackName = s.jsonpCallback =isFunction( s.jsonpCallback ) ?
            s.jsonpCallback() :
            s.jsonpCallback;

        // Insert callback into url or form data
        if ( jsonProp ) {
            s[ jsonProp ] = s[ jsonProp ].replace( rjsonp, "$1" + callbackName );
        } else if ( s.jsonp !== false ) {
            s.url += ( rquery.test( s.url ) ? "&" : "?" ) + s.jsonp + "=" +
callbackName;
        }

        // Use data converter to retrieve json after script execution
        s.converters[ "script json" ] = function() {
            if ( !responseContainer ) {
                jQuery.error( callbackName + " was not called" );
            }
            return responseContainer[ 0 ];
        };

        // Force json dataType
        s.dataTypes[ 0 ] = "json";

        // Install callback
        overwritten = window[ callbackName ];
        window[ callbackName ] = function() {
            responseContainer = arguments;
        };

        // Clean-up function (fires after converters)
        jqXHR.always( function() {

            // If previous value didn't exist - remove it
            if ( overwritten === undefined ) {
                jQuery( window ).removeProp( callbackName );
            }

            // Otherwise restore preexisting value
            } else {
                window[ callbackName ] = overwritten;
            }

            // Save back as free
            if ( s[ callbackName ] ) {

                // Make sure that re-using the options doesn't screw things around
                s.jsonpCallback = originalSettings.jsonpCallback;

                // Save the callback name for future use
                oldCallbacks.push( callbackName );
            }

            // Call if it was a function and we have a response
            if ( responseContainer && isFunction( overwritten ) ) {

```

```

        overwritten( responseContainer[ 0 ] );
    }

    responseContainer = overwritten = undefined;
} );

// Delegate to script
return "script";
}

} );

// Support: Safari 8 only
// In Safari 8 documents created via document.implementation.createHTMLDocument
// collapse sibling forms: the second one becomes a child of the first one.
// Because of that, this security measure has to be disabled in Safari 8.
// https://bugs.webkit.org/show_bug.cgi?id=137337
support.createHTMLDocument = ( function() {
    var body = document.implementation.createHTMLDocument( "" ).body;
    body.innerHTML = "<form></form><form></form>";
    return body.childNodes.length === 2;
} )();

// Argument "data" should be string of html
// context (optional): If specified, the fragment will be created in this context,
// defaults to document
// keepScripts (optional): If true, will include scripts passed in the html string
jQuery.parseHTML = function( data, context, keepScripts ) {
    if ( typeof data !== "string" ) {
        return [];
    }
    if ( typeof context === "boolean" ) {
        keepScripts = context;
        context = false;
    }

    var base, parsed, scripts;

    if ( !context ) {
        // Stop scripts or inline event handlers from being executed immediately
        // by using document.implementation
        if ( support.createHTMLDocument ) {
            context = document.implementation.createHTMLDocument( "" );

            // Set the base href for the created document
            // so any parsed elements with URLs
            // are based on the document's URL (gh-2965)
            base = context.createElement( "base" );
            base.href = document.location.href;
            context.head.appendChild( base );
        } else {
            context = document;
        }
    }

    parsed = rsingleTag.exec( data );
    scripts = !keepScripts && [];

    // Single tag
    if ( parsed ) {
        return [ context.createElement( parsed[ 1 ] ) ];
    }

    parsed = buildFragment( [ data ], context, scripts );

```

```

        if ( scripts && scripts.length ) {
            jQuery( scripts ).remove();
        }

        return jQuery.merge( [], parsed.childNodes );
    };

    /**
     * Load a url into a page
     */
    jQuery.fn.load = function( url, params, callback ) {
        var selector, type, response,
            self = this,
            off = url.indexOf( " " );

        if ( off > -1 ) {
            selector = stripAndCollapse( url.slice( off ) );
            url = url.slice( 0, off );
        }

        // If it's a function
        if (isFunction( params ) ) {

            // We assume that it's the callback
            callback = params;
            params = undefined;

        }

        // Otherwise, build a param string
        } else if ( params && typeof params === "object" ) {
            type = "POST";
        }

        // If we have elements to modify, make the request
        if ( self.length > 0 ) {
            jQuery.ajax( {
                url: url,

                // If "type" variable is undefined, then "GET" method will be used.
                // Make value of this field explicit since
                // user can override it through ajaxSetup method
                type: type || "GET",
                dataType: "html",
                data: params
            } ).done( function(.responseText) {

                // Save response for use in complete callback
                response = arguments;

                self.html( selector ?

                    // If a selector was specified, locate the right elements in a
                    dummy div

                    // Exclude scripts to avoid IE 'Permission Denied' errors
                    jQuery( "<div>" ).append( jQuery.parseHTML(.responseText) ).find(
selector ) :

                    // Otherwise use the full result
                   .responseText );

                // If the request succeeds, this function gets "data", "status", "jqXHR"
                // but they are ignored because response was set above.
                // If it fails, this function gets "jqXHR", "status", "error"
            } ).always( callback && function( jqXHR, status ) {
                self.each( function() {
                    callback.apply( this, response || [ jqXHR.responseText, status,
jqXHR ] );
                } );
            } );
        }
    };

```

```

    }

    return this;
};

jQuery.expr.pseudos.animated = function( elem ) {
    return jQuery.grep( jQuery.timers, function( fn ) {
        return elem === fn.elem;
    } ).length;
};

jQuery.offset = {
    setOffset: function( elem, options, i ) {
        var curPosition, curLeft, curCSSTop, curTop, curOffset, curCSSLeft,
            calculatePosition,
                position = jQuery.css( elem, "position" ),
                curElem = jQuery( elem ),
                props = {};

        // Set position first, in-case top/left are set even on static elem
        if ( position === "static" ) {
            elem.style.position = "relative";
        }

        curOffset = curElem.offset();
        curCSSTop = jQuery.css( elem, "top" );
        curCSSLeft = jQuery.css( elem, "left" );
        calculatePosition = ( position === "absolute" || position === "fixed" ) &&
            ( curCSSTop + curCSSLeft ).indexOf( "auto" ) > -1;

        // Need to be able to calculate position if either
        // top or left is auto and position is either absolute or fixed
        if ( calculatePosition ) {
            curPosition = curElem.position();
            curTop = curPosition.top;
            curLeft = curPosition.left;
        }
        else {
            curTop = parseFloat( curCSSTop ) || 0;
            curLeft = parseFloat( curCSSLeft ) || 0;
        }

        if ( isFunction( options ) ) {
            // Use jQuery.extend here to allow modification of coordinates argument
            options = options.call( elem, i, jQuery.extend( {}, curOffset ) );

            if ( options.top !== null ) {
                props.top = ( options.top - curOffset.top ) + curTop;
            }
            if ( options.left !== null ) {
                props.left = ( options.left - curOffset.left ) + curLeft;
            }

            if ( "using" in options ) {
                options.using.call( elem, props );
            }
            else {
                curElem.css( props );
            }
        }
    }
};

```

```

};

jQuery.fn.extend( {

    // offset() relates an element's border box to the document origin
    offset: function( options ) {

        // Preserve chaining for setter
        if ( arguments.length ) {
            return options === undefined ?
                this :
                this.each( function( i ) {
                    jQuery.offset.setOffset( this, options, i );
                } );
        }

        var rect, win,
            elem = this[ 0 ];

        if ( !elem ) {
            return;
        }

        // Return zeros for disconnected and hidden (display: none) elements (gh-2310)
        // Support: IE <=11 only
        // Running getBoundingClientRect on a
        // disconnected node in IE throws an error
        if ( !elem.getBoundingClientRect().length ) {
            return { top: 0, left: 0 };
        }

        // Get document-relative position by adding viewport scroll to viewport-relative
gBCR
        rect = elem.getBoundingClientRect();
        win = elem.ownerDocument.defaultView;
        return {
            top: rect.top + win.pageYOffset,
            left: rect.left + win.pageXOffset
        };

    },

    // position() relates an element's margin box to its offset parent's padding box
    // This corresponds to the behavior of CSS absolute positioning
    position: function() {
        if ( !this[ 0 ] ) {
            return;
        }

        var offsetParent, offset, doc,
            elem = this[ 0 ],
            parentOffset = { top: 0, left: 0 };

        // position:fixed elements are offset from the viewport, which itself always has
zero offset
        if ( jQuery.css( elem, "position" ) === "fixed" ) {

            // Assume position:fixed implies availability of getBoundingClientRect
            offset = elem.getBoundingClientRect();

        } else {
            offset = this.offset();

            // Account for the *real* offset parent, which can be the document or its
root element
            // when a statically positioned element is identified
            doc = elem.ownerDocument;
            offsetParent = elem.offsetParent || doc.documentElement;
            while ( offsetParent &&
                ( offsetParent === doc.body || offsetParent ===

```



```

doc.documentElement ) &&
    jQuery.css( offsetParent, "position" ) === "static" ) {
        offsetParent = offsetParent.parentNode;
    }
    if ( offsetParent && offsetParent !== elem && offsetParent.nodeType === 1
) {
        // Incorporate borders into its offset, since they are outside its
content origin
        parentOffset = jQuery( offsetParent ).offset();
        parentOffset.top += jQuery.css( offsetParent, "borderTopWidth",
true );
        parentOffset.left += jQuery.css( offsetParent, "borderLeftWidth",
true );
    }

    // Subtract parent offsets and element margins
    return {
        top: offset.top - parentOffset.top - jQuery.css( elem, "marginTop", true
),
        left: offset.left - parentOffset.left - jQuery.css( elem, "marginLeft",
true )
    };
},

// This method will return documentElement in the following cases:
// 1) For the element inside the iframe without offsetParent, this method will return
//    documentElement of the parent window
// 2) For the hidden or detached element
// 3) For body or html element, i.e. in case of the html node - it will return itself
//
// but those exceptions were never presented as a real life use-cases
// and might be considered as more preferable results.
//
// This logic, however, is not guaranteed and can change at any point in the future
offsetParent: function() {
    return this.map( function() {
        var offsetParent = this.offsetParent;

        while ( offsetParent && jQuery.css( offsetParent, "position" ) ===
"static" ) {
            offsetParent = offsetParent.offsetParent;
        }

        return offsetParent || documentElement;
    } );
} );

// Create scrollLeft and scrollTop methods
jQuery.each( { scrollLeft: "pageXOffset", scrollTop: "pageYOffset" }, function( method, prop ) {
    var top = "pageYOffset" === prop;

    jQuery.fn[ method ] = function( val ) {
        return access( this, function( elem, method, val ) {

            // Coalesce documents and windows
            var win;
            if ( isWindow( elem ) ) {
                win = elem;
            } else if ( elem.nodeType === 9 ) {
                win = elem.defaultView;
            }

            if ( val === undefined ) {
                return win ? win[ prop ] : elem[ method ];
            }
        }

```

```

        if ( win ) {
            win.scrollTo(
                !top ? val : win.pageXOffset,
                top ? val : win.pageYOffset
            );

        } else {
            elem[ method ] = val;
        }
    }, method, val, arguments.length );
};

} );

// Support: Safari <=7 - 9.1, Chrome <=37 - 49
// Add the top/left cssHooks using jQuery.fn.position
// Webkit bug: https://bugs.webkit.org/show_bug.cgi?id=29084
// Blink bug: https://bugs.chromium.org/p/chromium/issues/detail?id=589347
// getComputedStyle returns percent when specified for top/left/bottom/right;
// rather than make the css module depend on the offset module, just check for it here
jQuery.each( [ "top", "left" ], function( _i, prop ) {
    jQuery.cssHooks[ prop ] = addGetHookIf( support.pixelPosition,
        function( elem, computed ) {
            if ( computed ) {
                computed = curCSS( elem, prop );

                // If curCSS returns percentage, fallback to offset
                return rnumnonpx.test( computed ) ?
                    jQuery( elem ).position()[ prop ] + "px" :
                    computed;
            }
        }
    );
} );

// Create innerHeight, innerWidth, height, width, outerHeight and outerWidth methods
jQuery.each( { Height: "height", Width: "width" }, function( name, type ) {
    jQuery.each( {
        padding: "inner" + name,
        content: type,
        "": "outer" + name
    }, function( defaultExtra, funcName ) {

        // Margin is only for outerHeight, outerWidth
        jQuery.fn[ funcName ] = function( margin, value ) {
            var chainable = arguments.length && ( defaultExtra || typeof margin !==
"boolean" ),
                extra = defaultExtra || ( margin === true || value === true ?
"margin" : "border" );

            return access( this, function( elem, type, value ) {
                var doc;

                if ( isWindow( elem ) ) {

                    // $( window ).outerWidth/Height return w/h including
                    // scrollbars (gh-1729)
                    return funcName.indexOf( "outer" ) === 0 ?
                        elem[ "inner" + name ] :
                        elem.document.documentElement[ "client" + name ];
                }

                // Get document width or height
                if ( elem.nodeType === 9 ) {
                    doc = elem.documentElement;

                    // Either scroll[Width/Height] or offset[Width/Height] or
                    client[Width/Height],

```

```

// whichever is greatest
return Math.max(
    elem.body[ "scroll" + name ], doc[ "scroll" + name
],
    elem.body[ "offset" + name ], doc[ "offset" + name
],
    doc[ "client" + name ]
);
}

return value === undefined ?

// Get width or height on the element, requesting but not
forcing parseFloat

jQuery.css( elem, type, extra ) :

// Set width or height on the element
jQuery.style( elem, type, value, extra );
}, type, chainable ? margin : undefined, chainable );
};
} );
} );

jQuery.each( [
    "ajaxStart",
    "ajaxStop",
    "ajaxComplete",
    "ajaxError",
    "ajaxSuccess",
    "ajaxSend"
], function( _i, type ) {
    jQuery.fn[ type ] = function( fn ) {
        return this.on( type, fn );
    };
} );

jQuery.fn.extend( {

    bind: function( types, data, fn ) {
        return this.on( types, null, data, fn );
    },
    unbind: function( types, fn ) {
        return this.off( types, null, fn );
    },

    delegate: function( selector, types, data, fn ) {
        return this.on( types, selector, data, fn );
    },
    undelegate: function( selector, types, fn ) {

        // ( namespace ) or ( selector, types [, fn] )
        return arguments.length === 1 ?
            this.off( selector, "***" ) :
            this.off( types, selector || "***", fn );
    },

    hover: function( fnOver, fnOut ) {
        return this.mouseenter( fnOver ).mouseleave( fnOut || fnOver );
    }
} );

jQuery.each(
    ( "blur focus focusin focusout resize scroll click dblclick " +
    "mousedown mouseup mousemove mouseover mouseout mouseenter mouseleave " +
    "change select submit keydown keypress keyup contextmenu" ).split( " " ),

```

```

function( _i, name ) {

    // Handle event binding
    jQuery.fn[ name ] = function( data, fn ) {
        return arguments.length > 0 ?
            this.on( name, null, data, fn ) :
            this.trigger( name );
    };

};

// Support: Android <=4.0 only
// Make sure we trim BOM and NBSP
var rtrim = /^[\s\uFEFF\xA0]+|[\s\uFEFF\xA0]+$|$/g;

// Bind a function to a context, optionally partially applying any
// arguments.
// jQuery.proxy is deprecated to promote standards (specifically Function#bind)
// However, it is not slated for removal any time soon
jQuery.proxy = function( fn, context ) {
    var tmp, args, proxy;

    if ( typeof context === "string" ) {
        tmp = fn[ context ];
        context = fn;
        fn = tmp;
    }

    // Quick check to determine if target is callable, in the spec
    // this throws a TypeError, but we will just return undefined.
    if ( !isFunction( fn ) ) {
        return undefined;
    }

    // Simulated bind
    args = slice.call( arguments, 2 );
    proxy = function() {
        return fn.apply( context || this, args.concat( slice.call( arguments ) ) );
    };

    // Set the guid of unique handler to the same of original handler, so it can be removed
    proxy.guid = fn.guid = fn.guid || jQuery.guid++;

    return proxy;
};

jQuery.holdReady = function( hold ) {
    if ( hold ) {
        jQuery.readyWait++;
    } else {
        jQuery.ready( true );
    }
};

jQuery.isArray = Array.isArray;
jQuery.parseJSON = JSON.parse;
jQuery.nodeName = nodeName;
jQuery.isFunction = isFunction;
jQuery.isWindow = isWindow;
jQuery.camelCase = camelCase;
jQuery.type = toType;

jQuery.now = Date.now;

jQuery.isNumeric = function( obj ) {

    // As of jQuery 3.0, isNumeric is limited to

```

```

// strings and numbers (primitives or objects)
// that can be coerced to finite numbers (gh-2662)
var type = jQuery.type( obj );
return ( type === "number" || type === "string" ) &&

    // parseFloat NaNs numeric-cast false positives (""
    // ...but misinterprets leading-number strings, particularly hex literals
    ("0x..." )

    // subtraction forces infinities to NaN
    !isNaN( obj - parseFloat( obj ) );
};

jQuery.trim = function( text ) {
    return text == null ?
        "" :
        ( text + "" ).replace( rtrim, "" );
};

// Register as a named AMD module, since jQuery can be concatenated with other
// files that may use define, but not via a proper concatenation script that
// understands anonymous AMD modules. A named AMD is safest and most robust
// way to register. Lowercase jquery is used because AMD module names are
// derived from file names, and jQuery is normally delivered in a lowercase
// file name. Do this after creating the global so that if an AMD module wants
// to call noConflict to hide this version of jQuery, it will work.

// Note that for maximum portability, libraries that are not jQuery should
// declare themselves as anonymous modules, and avoid setting a global if an
// AMD loader is present. jQuery is a special case. For more information, see
// https://github.com/jrburke/requirejs/wiki/Updating-existing-libraries#wiki-anon

if ( typeof define === "function" && define.amd ) {
    define( "jquery", [], function() {
        return jQuery;
    } );
}

var

    // Map over jQuery in case of overwrite
    _jQuery = window.jQuery,

    // Map over the $ in case of overwrite
    _$ = window.$;

jQuery.noConflict = function( deep ) {
    if ( window.$ === jQuery ) {
        window.$ = _$;
    }

    if ( deep && window.jQuery === jQuery ) {
        window.jQuery = _jQuery;
    }

    return jQuery;
};

// Expose jQuery and $ identifiers, even in AMD
// (#7102#comment:10, https://github.com/jquery/jquery/pull/557)
// and CommonJS for browser emulators (#13566)
if ( typeof noGlobal === "undefined" ) {
    window.jQuery = window.$ = jQuery;
}

```

```
return jQuery;  
} );
```