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KkE,SAASkN,WAAW5O,WAAa2Q,KAAKC,cAC3CnT,EAAED,KAAKkE,UAAUe,SAAS1E,IAC1BN,EAAED,KAAKkE,UAAUe,SAAS1E,SAI1B9B,EACAkf,EACEC,EAAc3d,EAAED,KAAKkE,UAAUW,QAAQnE,GAAyB,GAChEiB,EAAWf,EAAK+D,uBAAuB3E,KAAKkE,aAE9C0Z,EAAa,KACTC,EAAwC,OAAzBD,EAAYE,SAAoBpd,EAAqBA,OAC/DT,EAAE8J,UAAU9J,EAAE2d,GAAa3b,KAAK4b,KACvBF,EAAS/e,OAAS,OAGlCuS,EAAYlR,EAAEK,MAAMA,EAAM+N,oBACfrO,KAAKkE,WAGhB4L,EAAY7P,EAAEK,MAAMA,EAAMqN,oBACfgQ,OAGbA,KACAA,GAAUvb,QAAQ+O,KAGpBnR,KAAKkE,UAAU9B,QAAQ0N,IAErBA,EAAUvL,uBACX4M,EAAU5M,sBAIT5C,MACO1B,EAAE0B,GAAU,SAGlBkb,UACH7c,KAAKkE,SACL0Z,OAGI3P,EAAW,eACT8P,EAAc9d,EAAEK,MAAMA,EAAMiO,sBACjBnN,EAAK8C,WAGhBwP,EAAazT,EAAEK,MAAMA,EAAM4N,qBAChByP,MAGfA,GAAUvb,QAAQ2b,KAClB3c,EAAK8C,UAAU9B,QAAQsR,IAGvBjV,OACGoe,UAAUpe,EAAQA,EAAO2S,WAAYnD,YAM9CxJ,QA/HgB,aAgIZC,WAAW1E,KAAKkE,SAAU/D,QACvB+D,SAAW,QAKlB2Y,UAtIgB,SAsINnb,EAAS6W,EAAWlE,cAQtB2J,GANqB,OAAvBzF,EAAUuF,SACK7d,EAAEsY,GAAWtW,KAAKvB,GAElBT,EAAEsY,GAAWrN,SAASxK,IAGX,GACxB8N,EAAkB6F,GACtBzT,EAAKgD,yBACJoa,GAAU/d,EAAE+d,GAAQ/Y,SAAS1E,GAE1B0N,EAAW,kBAAM3E,EAAK2U,oBAC1Bvc,EACAsc,EACA3J,IAGE2J,GAAUxP,IACVwP,GACC/c,IAAIL,EAAKM,eAAgB+M,GACzBtK,qBA/ImB,YAqJ1Bsa,oBAlKgB,SAkKIvc,EAASsc,EAAQ3J,MAC/B2J,EAAQ,GACRA,GAAQhZ,YAAezE,EAAzB,IAA2CA,OAErC2d,EAAgBje,EAAE+d,EAAO5M,YAAYnP,KACzCvB,GACA,GAEEwd,KACAA,GAAelZ,YAAYzE,GAGK,QAAhCyd,EAAOpc,aAAa,WACf+E,aAAa,iBAAiB,QAIvCjF,GAASyJ,SAAS5K,GACiB,QAAjCmB,EAAQE,aAAa,WACf+E,aAAa,iBAAiB,KAGnCgF,OAAOjK,KACVA,GAASyJ,SAAS5K,GAEhBmB,EAAQ0P,YACRnR,EAAEyB,EAAQ0P,YAAYnM,SAAS1E,GAA0B,KACrD4d,EAAkBle,EAAEyB,GAASmD,QAAQnE,GAAmB,GAC1Dyd,KACAA,GAAiBlc,KAAKvB,GAA0ByK,SAAS5K,KAGrDoG,aAAa,iBAAiB,GAGpC0N,UAOC/O,iBA5MS,SA4MQ5C,UACf1C,KAAKuF,KAAK,eACTsJ,EAAQ5O,EAAED,MACZyF,EAAOoJ,EAAMpJ,KAAKtF,MAEjBsF,MACI,IAAIiY,EAAI1d,QACTyF,KAAKtF,EAAUsF,IAGD,iBAAX/C,EAAqB,IACF,oBAAjB+C,EAAK/C,SACR,IAAIqJ,UAAJ,oBAAkCrJ,EAAlC,OAEHA,uDAlNe,0BA8N1BlB,UACCqE,GAAGvF,EAAMwF,eAAgBpF,EAAsB,SAAUmD,KAClD+B,mBACFN,iBAAiBxF,KAAKG,EAAED,MAAO,YASrC0D,GAAF,IAAaga,EAAIpY,mBACf5B,GAAF,IAAWrE,YAAcqe,IACvBha,GAAF,IAAWqC,WAAa,oBACpBrC,GAAF,IAAarD,EACNqd,EAAIpY,kBAGNoY,EAzPI,CA0PVzd,IChPH,SAAEA,MACiB,oBAANA,QACH,IAAI8L,UAAU,sGAGhBqS,EAAUne,EAAEyD,GAAG+K,OAAOkL,MAAM,KAAK,GAAGA,MAAM,QAO5CyE,EAAQ,GALI,GAKYA,EAAQ,GAJnB,GAFA,IAMoCA,EAAQ,IAJ5C,IAI+DA,EAAQ,IAAmBA,EAAQ,GAHlG,GAGmHA,EAAQ,IAF3H,QAGT,IAAI9a,MAAM,+EAbpB,CAeGrD","sourcesContent":["export { \_createClass as createClass, \_extends as extends, \_inheritsLoose as inheritsLoose };\n\nfunction \_defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key, descriptor);\n }\n}\n\nfunction \_createClass(Constructor, protoProps, staticProps) {\n if (protoProps) \_defineProperties(Constructor.prototype, protoProps);\n if (staticProps) \_defineProperties(Constructor, staticProps);\n return Constructor;\n}\n\nfunction \_extends() {\n \_extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n };\n\n return \_extends.apply(this, arguments);\n}\n\nfunction \_inheritsLoose(subClass, superClass) {\n subClass.prototype = Object.create(superClass.prototype);\n subClass.prototype.constructor = subClass;\n subClass.\_\_proto\_\_ = superClass;\n}","import $ from 'jquery'\n\n/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.0.0): util.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Util = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Private TransitionEnd Helpers\n \* ------------------------------------------------------------------------\n \*/\n\n let transition = false\n\n const MAX\_UID = 1000000\n\n // Shoutout AngusCroll (https://goo.gl/pxwQGp)\n function toType(obj) {\n return {}.toString.call(obj).match(/\\s([a-zA-Z]+)/)[1].toLowerCase()\n }\n\n function getSpecialTransitionEndEvent() {\n return {\n bindType: transition.end,\n delegateType: transition.end,\n handle(event) {\n if ($(event.target).is(this)) {\n return event.handleObj.handler.apply(this, arguments) // eslint-disable-line prefer-rest-params\n }\n return undefined // eslint-disable-line no-undefined\n }\n }\n }\n\n function transitionEndTest() {\n if (typeof window !== 'undefined' && window.QUnit) {\n return false\n }\n\n return {\n end: 'transitionend'\n }\n }\n\n function transitionEndEmulator(duration) {\n let called = false\n\n $(this).one(Util.TRANSITION\_END, () => {\n called = true\n })\n\n setTimeout(() => {\n if (!called) {\n Util.triggerTransitionEnd(this)\n }\n }, duration)\n\n return this\n }\n\n function setTransitionEndSupport() {\n transition = transitionEndTest()\n\n $.fn.emulateTransitionEnd = transitionEndEmulator\n\n if (Util.supportsTransitionEnd()) {\n $.event.special[Util.TRANSITION\_END] = getSpecialTransitionEndEvent()\n }\n }\n\n function escapeId(selector) {\n // We escape IDs in case of special selectors (selector = '#myId:something')\n // $.escapeSelector does not exist in jQuery < 3\n selector = typeof $.escapeSelector === 'function' ? $.escapeSelector(selector).substr(1)\n : selector.replace(/(:|\\.|\\[|\\]|,|=|@)/g, '\\\\$1')\n\n return selector\n }\n\n /\*\*\n \* --------------------------------------------------------------------------\n \* Public Util Api\n \* --------------------------------------------------------------------------\n \*/\n\n const Util = {\n\n TRANSITION\_END: 'bsTransitionEnd',\n\n getUID(prefix) {\n do {\n // eslint-disable-next-line no-bitwise\n prefix += ~~(Math.random() \* MAX\_UID) // \"~~\" acts like a faster Math.floor() here\n } while (document.getElementById(prefix))\n return prefix\n },\n\n getSelectorFromElement(element) {\n let selector = element.getAttribute('data-target')\n if (!selector || selector === '#') {\n selector = element.getAttribute('href') || ''\n }\n\n // If it's an ID\n if (selector.charAt(0) === '#') {\n selector = escapeId(selector)\n }\n\n try {\n const $selector = $(document).find(selector)\n return $selector.length > 0 ? selector : null\n } catch (err) {\n return null\n }\n },\n\n reflow(element) {\n return element.offsetHeight\n },\n\n triggerTransitionEnd(element) {\n $(element).trigger(transition.end)\n },\n\n supportsTransitionEnd() {\n return Boolean(transition)\n },\n\n isElement(obj) {\n return (obj[0] || obj).nodeType\n },\n\n typeCheckConfig(componentName, config, configTypes) {\n for (const property in configTypes) {\n if (Object.prototype.hasOwnProperty.call(configTypes, property)) {\n const expectedTypes = configTypes[property]\n const value = config[property]\n const valueType = value && Util.isElement(value)\n ? 'element' : toType(value)\n\n if (!new RegExp(expectedTypes).test(valueType)) {\n throw new Error(\n `${componentName.toUpperCase()}: ` +\n `Option \"${property}\" provided type \"${valueType}\" ` +\n `but expected type \"${expectedTypes}\".`)\n }\n }\n }\n }\n }\n\n setTransitionEndSupport()\n\n return Util\n})($)\n\nexport default Util\n","import $ from 'jquery'\nimport Util from './util'\n\n/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.0.0): alert.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Alert = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'alert'\n const VERSION = '4.0.0'\n const DATA\_KEY = 'bs.alert'\n const EVENT\_KEY = `.${DATA\_KEY}`\n const DATA\_API\_KEY = '.data-api'\n const JQUERY\_NO\_CONFLICT = $.fn[NAME]\n const TRANSITION\_DURATION = 150\n\n const Selector = {\n DISMISS : '[data-dismiss=\"alert\"]'\n }\n\n const Event = {\n CLOSE : `close${EVENT\_KEY}`,\n CLOSED : `closed${EVENT\_KEY}`,\n CLICK\_DATA\_API : `click${EVENT\_KEY}${DATA\_API\_KEY}`\n }\n\n const ClassName = {\n ALERT : 'alert',\n FADE : 'fade',\n SHOW : 'show'\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Class Definition\n \* ------------------------------------------------------------------------\n \*/\n\n class Alert {\n constructor(element) {\n this.\_element = element\n }\n\n // Getters\n\n static get VERSION() {\n return VERSION\n }\n\n // Public\n\n close(element) {\n element = element || this.\_element\n\n const rootElement = this.\_getRootElement(element)\n const customEvent = this.\_triggerCloseEvent(rootElement)\n\n if (customEvent.isDefaultPrevented()) {\n return\n }\n\n this.\_removeElement(rootElement)\n }\n\n dispose() {\n $.removeData(this.\_element, DATA\_KEY)\n this.\_element = null\n }\n\n // Private\n\n \_getRootElement(element) {\n const selector = Util.getSelectorFromElement(element)\n let parent = false\n\n if (selector) {\n parent = $(selector)[0]\n }\n\n if (!parent) {\n parent = $(element).closest(`.${ClassName.ALERT}`)[0]\n }\n\n return parent\n }\n\n \_triggerCloseEvent(element) {\n const closeEvent = $.Event(Event.CLOSE)\n\n $(element).trigger(closeEvent)\n return closeEvent\n }\n\n \_removeElement(element) {\n $(element).removeClass(ClassName.SHOW)\n\n if (!Util.supportsTransitionEnd() ||\n !$(element).hasClass(ClassName.FADE)) {\n this.\_destroyElement(element)\n return\n }\n\n $(element)\n .one(Util.TRANSITION\_END, (event) => this.\_destroyElement(element, event))\n .emulateTransitionEnd(TRANSITION\_DURATION)\n }\n\n \_destroyElement(element) {\n $(element)\n .detach()\n .trigger(Event.CLOSED)\n .remove()\n }\n\n // Static\n\n static \_jQueryInterface(config) {\n return this.each(function () {\n const $element = $(this)\n let data = $element.data(DATA\_KEY)\n\n if (!data) {\n data = new Alert(this)\n $element.data(DATA\_KEY, data)\n }\n\n if (config === 'close') {\n data[config](this)\n }\n })\n }\n\n static \_handleDismiss(alertInstance) {\n return function (event) {\n if (event) {\n event.preventDefault()\n }\n\n alertInstance.close(this)\n }\n }\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Data Api implementation\n \* ------------------------------------------------------------------------\n \*/\n\n $(document).on(\n Event.CLICK\_DATA\_API,\n Selector.DISMISS,\n Alert.\_handleDismiss(new Alert())\n )\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* jQuery\n \* ------------------------------------------------------------------------\n \*/\n\n $.fn[NAME] = Alert.\_jQueryInterface\n $.fn[NAME].Constructor = Alert\n $.fn[NAME].noConflict = function () {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Alert.\_jQueryInterface\n }\n\n return Alert\n})($)\n\nexport default Alert\n","import $ from 'jquery'\n\n/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.0.0): button.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Button = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'button'\n const VERSION = '4.0.0'\n const DATA\_KEY = 'bs.button'\n const EVENT\_KEY = `.${DATA\_KEY}`\n const DATA\_API\_KEY = '.data-api'\n const JQUERY\_NO\_CONFLICT = $.fn[NAME]\n\n const ClassName = {\n ACTIVE : 'active',\n BUTTON : 'btn',\n FOCUS : 'focus'\n }\n\n const Selector = {\n DATA\_TOGGLE\_CARROT : '[data-toggle^=\"button\"]',\n DATA\_TOGGLE : '[data-toggle=\"buttons\"]',\n INPUT : 'input',\n ACTIVE : '.active',\n BUTTON : '.btn'\n }\n\n const Event = {\n CLICK\_DATA\_API : `click${EVENT\_KEY}${DATA\_API\_KEY}`,\n FOCUS\_BLUR\_DATA\_API : `focus${EVENT\_KEY}${DATA\_API\_KEY} ` +\n `blur${EVENT\_KEY}${DATA\_API\_KEY}`\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Class Definition\n \* ------------------------------------------------------------------------\n \*/\n\n class Button {\n constructor(element) {\n this.\_element = element\n }\n\n // Getters\n\n static get VERSION() {\n return VERSION\n }\n\n // Public\n\n toggle() {\n let triggerChangeEvent = true\n let addAriaPressed = true\n const rootElement = $(this.\_element).closest(\n Selector.DATA\_TOGGLE\n )[0]\n\n if (rootElement) {\n const input = $(this.\_element).find(Selector.INPUT)[0]\n\n if (input) {\n if (input.type === 'radio') {\n if (input.checked &&\n $(this.\_element).hasClass(ClassName.ACTIVE)) {\n triggerChangeEvent = false\n } else {\n const activeElement = $(rootElement).find(Selector.ACTIVE)[0]\n\n if (activeElement) {\n $(activeElement).removeClass(ClassName.ACTIVE)\n }\n }\n }\n\n if (triggerChangeEvent) {\n if (input.hasAttribute('disabled') ||\n rootElement.hasAttribute('disabled') ||\n input.classList.contains('disabled') ||\n rootElement.classList.contains('disabled')) {\n return\n }\n input.checked = !$(this.\_element).hasClass(ClassName.ACTIVE)\n $(input).trigger('change')\n }\n\n input.focus()\n addAriaPressed = false\n }\n }\n\n if (addAriaPressed) {\n this.\_element.setAttribute('aria-pressed',\n !$(this.\_element).hasClass(ClassName.ACTIVE))\n }\n\n if (triggerChangeEvent) {\n $(this.\_element).toggleClass(ClassName.ACTIVE)\n }\n }\n\n dispose() {\n $.removeData(this.\_element, DATA\_KEY)\n this.\_element = null\n }\n\n // Static\n\n static \_jQueryInterface(config) {\n return this.each(function () {\n let data = $(this).data(DATA\_KEY)\n\n if (!data) {\n data = new Button(this)\n $(this).data(DATA\_KEY, data)\n }\n\n if (config === 'toggle') {\n data[config]()\n }\n })\n }\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Data Api implementation\n \* ------------------------------------------------------------------------\n \*/\n\n $(document)\n .on(Event.CLICK\_DATA\_API, Selector.DATA\_TOGGLE\_CARROT, (event) => {\n event.preventDefault()\n\n let button = event.target\n\n if (!$(button).hasClass(ClassName.BUTTON)) {\n button = $(button).closest(Selector.BUTTON)\n }\n\n Button.\_jQueryInterface.call($(button), 'toggle')\n })\n .on(Event.FOCUS\_BLUR\_DATA\_API, Selector.DATA\_TOGGLE\_CARROT, (event) => {\n const button = $(event.target).closest(Selector.BUTTON)[0]\n $(button).toggleClass(ClassName.FOCUS, /^focus(in)?$/.test(event.type))\n })\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* jQuery\n \* ------------------------------------------------------------------------\n \*/\n\n $.fn[NAME] = Button.\_jQueryInterface\n $.fn[NAME].Constructor = Button\n $.fn[NAME].noConflict = function () {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Button.\_jQueryInterface\n }\n\n return Button\n})($)\n\nexport default Button\n","import $ from 'jquery'\nimport Util from './util'\n\n/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.0.0): carousel.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Carousel = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'carousel'\n const VERSION = '4.0.0'\n const DATA\_KEY = 'bs.carousel'\n const EVENT\_KEY = `.${DATA\_KEY}`\n const DATA\_API\_KEY = '.data-api'\n const JQUERY\_NO\_CONFLICT = $.fn[NAME]\n const TRANSITION\_DURATION = 600\n const ARROW\_LEFT\_KEYCODE = 37 // KeyboardEvent.which value for left arrow key\n const ARROW\_RIGHT\_KEYCODE = 39 // KeyboardEvent.which value for right arrow key\n const TOUCHEVENT\_COMPAT\_WAIT = 500 // Time for mouse compat events to fire after touch\n\n const Default = {\n interval : 5000,\n keyboard : true,\n slide : false,\n pause : 'hover',\n wrap : true\n }\n\n const DefaultType = {\n interval : '(number|boolean)',\n keyboard : 'boolean',\n slide : '(boolean|string)',\n pause : '(string|boolean)',\n wrap : 'boolean'\n }\n\n const Direction = {\n NEXT : 'next',\n PREV : 'prev',\n LEFT : 'left',\n RIGHT : 'right'\n }\n\n const Event = {\n SLIDE : `slide${EVENT\_KEY}`,\n SLID : `slid${EVENT\_KEY}`,\n KEYDOWN : `keydown${EVENT\_KEY}`,\n MOUSEENTER : `mouseenter${EVENT\_KEY}`,\n MOUSELEAVE : `mouseleave${EVENT\_KEY}`,\n TOUCHEND : `touchend${EVENT\_KEY}`,\n LOAD\_DATA\_API : `load${EVENT\_KEY}${DATA\_API\_KEY}`,\n CLICK\_DATA\_API : `click${EVENT\_KEY}${DATA\_API\_KEY}`\n }\n\n const ClassName = {\n CAROUSEL : 'carousel',\n ACTIVE : 'active',\n SLIDE : 'slide',\n RIGHT : 'carousel-item-right',\n LEFT : 'carousel-item-left',\n NEXT : 'carousel-item-next',\n PREV : 'carousel-item-prev',\n ITEM : 'carousel-item'\n }\n\n const Selector = {\n ACTIVE : '.active',\n ACTIVE\_ITEM : '.active.carousel-item',\n ITEM : '.carousel-item',\n NEXT\_PREV : '.carousel-item-next, .carousel-item-prev',\n INDICATORS : '.carousel-indicators',\n DATA\_SLIDE : '[data-slide], [data-slide-to]',\n DATA\_RIDE : '[data-ride=\"carousel\"]'\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Class Definition\n \* ------------------------------------------------------------------------\n \*/\n\n class Carousel {\n constructor(element, config) {\n this.\_items = null\n this.\_interval = null\n this.\_activeElement = null\n\n this.\_isPaused = false\n this.\_isSliding = false\n\n this.touchTimeout = null\n\n this.\_config = this.\_getConfig(config)\n this.\_element = $(element)[0]\n this.\_indicatorsElement = $(this.\_element).find(Selector.INDICATORS)[0]\n\n this.\_addEventListeners()\n }\n\n // Getters\n\n static get VERSION() {\n return VERSION\n }\n\n static get Default() {\n return Default\n }\n\n // Public\n\n next() {\n if (!this.\_isSliding) {\n this.\_slide(Direction.NEXT)\n }\n }\n\n nextWhenVisible() {\n // Don't call next when the page isn't visible\n // or the carousel or its parent isn't visible\n if (!document.hidden &&\n ($(this.\_element).is(':visible') && $(this.\_element).css('visibility') !== 'hidden')) {\n this.next()\n }\n }\n\n prev() {\n if (!this.\_isSliding) {\n this.\_slide(Direction.PREV)\n }\n }\n\n pause(event) {\n if (!event) {\n this.\_isPaused = true\n }\n\n if ($(this.\_element).find(Selector.NEXT\_PREV)[0] &&\n Util.supportsTransitionEnd()) {\n Util.triggerTransitionEnd(this.\_element)\n this.cycle(true)\n }\n\n clearInterval(this.\_interval)\n this.\_interval = null\n }\n\n cycle(event) {\n if (!event) {\n this.\_isPaused = false\n }\n\n if (this.\_interval) {\n clearInterval(this.\_interval)\n this.\_interval = null\n }\n\n if (this.\_config.interval && !this.\_isPaused) {\n this.\_interval = setInterval(\n (document.visibilityState ? this.nextWhenVisible : this.next).bind(this),\n this.\_config.interval\n )\n }\n }\n\n to(index) {\n this.\_activeElement = $(this.\_element).find(Selector.ACTIVE\_ITEM)[0]\n\n const activeIndex = this.\_getItemIndex(this.\_activeElement)\n\n if (index > this.\_items.length - 1 || index < 0) {\n return\n }\n\n if (this.\_isSliding) {\n $(this.\_element).one(Event.SLID, () => this.to(index))\n return\n }\n\n if (activeIndex === index) {\n this.pause()\n this.cycle()\n return\n }\n\n const direction = index > activeIndex\n ? Direction.NEXT\n : Direction.PREV\n\n this.\_slide(direction, this.\_items[index])\n }\n\n dispose() {\n $(this.\_element).off(EVENT\_KEY)\n $.removeData(this.\_element, DATA\_KEY)\n\n this.\_items = null\n this.\_config = null\n this.\_element = null\n this.\_interval = null\n this.\_isPaused = null\n this.\_isSliding = null\n this.\_activeElement = null\n this.\_indicatorsElement = null\n }\n\n // Private\n\n \_getConfig(config) {\n config = {\n ...Default,\n ...config\n }\n Util.typeCheckConfig(NAME, config, DefaultType)\n return config\n }\n\n \_addEventListeners() {\n if (this.\_config.keyboard) {\n $(this.\_element)\n .on(Event.KEYDOWN, (event) => this.\_keydown(event))\n }\n\n if (this.\_config.pause === 'hover') {\n $(this.\_element)\n .on(Event.MOUSEENTER, (event) => this.pause(event))\n .on(Event.MOUSELEAVE, (event) => this.cycle(event))\n if ('ontouchstart' in document.documentElement) {\n // If it's a touch-enabled device, mouseenter/leave are fired as\n // part of the mouse compatibility events on first tap - the carousel\n // would stop cycling until user tapped out of it;\n // here, we listen for touchend, explicitly pause the carousel\n // (as if it's the second time we tap on it, mouseenter compat event\n // is NOT fired) and after a timeout (to allow for mouse compatibility\n // events to fire) we explicitly restart cycling\n $(this.\_element).on(Event.TOUCHEND, () => {\n this.pause()\n if (this.touchTimeout) {\n clearTimeout(this.touchTimeout)\n }\n this.touchTimeout = setTimeout((event) => this.cycle(event), TOUCHEVENT\_COMPAT\_WAIT + this.\_config.interval)\n })\n }\n }\n }\n\n \_keydown(event) {\n if (/input|textarea/i.test(event.target.tagName)) {\n return\n }\n\n switch (event.which) {\n case ARROW\_LEFT\_KEYCODE:\n event.preventDefault()\n this.prev()\n break\n case ARROW\_RIGHT\_KEYCODE:\n event.preventDefault()\n this.next()\n break\n default:\n }\n }\n\n \_getItemIndex(element) {\n this.\_items = $.makeArray($(element).parent().find(Selector.ITEM))\n return this.\_items.indexOf(element)\n }\n\n \_getItemByDirection(direction, activeElement) {\n const isNextDirection = direction === Direction.NEXT\n const isPrevDirection = direction === Direction.PREV\n const activeIndex = this.\_getItemIndex(activeElement)\n const lastItemIndex = this.\_items.length - 1\n const isGoingToWrap = isPrevDirection && activeIndex === 0 ||\n isNextDirection && activeIndex === lastItemIndex\n\n if (isGoingToWrap && !this.\_config.wrap) {\n return activeElement\n }\n\n const delta = direction === Direction.PREV ? -1 : 1\n const itemIndex = (activeIndex + delta) % this.\_items.length\n\n return itemIndex === -1\n ? this.\_items[this.\_items.length - 1] : this.\_items[itemIndex]\n }\n\n \_triggerSlideEvent(relatedTarget, eventDirectionName) {\n const targetIndex = this.\_getItemIndex(relatedTarget)\n const fromIndex = this.\_getItemIndex($(this.\_element).find(Selector.ACTIVE\_ITEM)[0])\n const slideEvent = $.Event(Event.SLIDE, {\n relatedTarget,\n direction: eventDirectionName,\n from: fromIndex,\n to: targetIndex\n })\n\n $(this.\_element).trigger(slideEvent)\n\n return slideEvent\n }\n\n \_setActiveIndicatorElement(element) {\n if (this.\_indicatorsElement) {\n $(this.\_indicatorsElement)\n .find(Selector.ACTIVE)\n .removeClass(ClassName.ACTIVE)\n\n const nextIndicator = this.\_indicatorsElement.children[\n this.\_getItemIndex(element)\n ]\n\n if (nextIndicator) {\n $(nextIndicator).addClass(ClassName.ACTIVE)\n }\n }\n }\n\n \_slide(direction, element) {\n const activeElement = $(this.\_element).find(Selector.ACTIVE\_ITEM)[0]\n const activeElementIndex = this.\_getItemIndex(activeElement)\n const nextElement = element || activeElement &&\n this.\_getItemByDirection(direction, activeElement)\n const nextElementIndex = this.\_getItemIndex(nextElement)\n const isCycling = Boolean(this.\_interval)\n\n let directionalClassName\n let orderClassName\n let eventDirectionName\n\n if (direction === Direction.NEXT) {\n directionalClassName = ClassName.LEFT\n orderClassName = ClassName.NEXT\n eventDirectionName = Direction.LEFT\n } else {\n directionalClassName = ClassName.RIGHT\n orderClassName = ClassName.PREV\n eventDirectionName = Direction.RIGHT\n }\n\n if (nextElement && $(nextElement).hasClass(ClassName.ACTIVE)) {\n this.\_isSliding = false\n return\n }\n\n const slideEvent = this.\_triggerSlideEvent(nextElement, eventDirectionName)\n if (slideEvent.isDefaultPrevented()) {\n return\n }\n\n if (!activeElement || !nextElement) {\n // Some weirdness is happening, so we bail\n return\n }\n\n this.\_isSliding = true\n\n if (isCycling) {\n this.pause()\n }\n\n this.\_setActiveIndicatorElement(nextElement)\n\n const slidEvent = $.Event(Event.SLID, {\n relatedTarget: nextElement,\n direction: eventDirectionName,\n from: activeElementIndex,\n to: nextElementIndex\n })\n\n if (Util.supportsTransitionEnd() &&\n $(this.\_element).hasClass(ClassName.SLIDE)) {\n $(nextElement).addClass(orderClassName)\n\n Util.reflow(nextElement)\n\n $(activeElement).addClass(directionalClassName)\n $(nextElement).addClass(directionalClassName)\n\n $(activeElement)\n .one(Util.TRANSITION\_END, () => {\n $(nextElement)\n .removeClass(`${directionalClassName} ${orderClassName}`)\n .addClass(ClassName.ACTIVE)\n\n $(activeElement).removeClass(`${ClassName.ACTIVE} ${orderClassName} ${directionalClassName}`)\n\n this.\_isSliding = false\n\n setTimeout(() => $(this.\_element).trigger(slidEvent), 0)\n })\n .emulateTransitionEnd(TRANSITION\_DURATION)\n } else {\n $(activeElement).removeClass(ClassName.ACTIVE)\n $(nextElement).addClass(ClassName.ACTIVE)\n\n this.\_isSliding = false\n $(this.\_element).trigger(slidEvent)\n }\n\n if (isCycling) {\n this.cycle()\n }\n }\n\n // Static\n\n static \_jQueryInterface(config) {\n return this.each(function () {\n let data = $(this).data(DATA\_KEY)\n let \_config = {\n ...Default,\n ...$(this).data()\n }\n\n if (typeof config === 'object') {\n \_config = {\n ...\_config,\n ...config\n }\n }\n\n const action = typeof config === 'string' ? config : \_config.slide\n\n if (!data) {\n data = new Carousel(this, \_config)\n $(this).data(DATA\_KEY, data)\n }\n\n if (typeof config === 'number') {\n data.to(config)\n } else if (typeof action === 'string') {\n if (typeof data[action] === 'undefined') {\n throw new TypeError(`No method named \"${action}\"`)\n }\n data[action]()\n } else if (\_config.interval) {\n data.pause()\n data.cycle()\n }\n })\n }\n\n static \_dataApiClickHandler(event) {\n const selector = Util.getSelectorFromElement(this)\n\n if (!selector) {\n return\n }\n\n const target = $(selector)[0]\n\n if (!target || !$(target).hasClass(ClassName.CAROUSEL)) {\n return\n }\n\n const config = {\n ...$(target).data(),\n ...$(this).data()\n }\n const slideIndex = this.getAttribute('data-slide-to')\n\n if (slideIndex) {\n config.interval = false\n }\n\n Carousel.\_jQueryInterface.call($(target), config)\n\n if (slideIndex) {\n $(target).data(DATA\_KEY).to(slideIndex)\n }\n\n event.preventDefault()\n }\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Data Api implementation\n \* ------------------------------------------------------------------------\n \*/\n\n $(document)\n .on(Event.CLICK\_DATA\_API, Selector.DATA\_SLIDE, Carousel.\_dataApiClickHandler)\n\n $(window).on(Event.LOAD\_DATA\_API, () => {\n $(Selector.DATA\_RIDE).each(function () {\n const $carousel = $(this)\n Carousel.\_jQueryInterface.call($carousel, $carousel.data())\n })\n })\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* jQuery\n \* ------------------------------------------------------------------------\n \*/\n\n $.fn[NAME] = Carousel.\_jQueryInterface\n $.fn[NAME].Constructor = Carousel\n $.fn[NAME].noConflict = function () {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Carousel.\_jQueryInterface\n }\n\n return Carousel\n})($)\n\nexport default Carousel\n","import $ from 'jquery'\nimport Util from './util'\n\n/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.0.0): collapse.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Collapse = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'collapse'\n const VERSION = '4.0.0'\n const DATA\_KEY = 'bs.collapse'\n const EVENT\_KEY = `.${DATA\_KEY}`\n const DATA\_API\_KEY = '.data-api'\n const JQUERY\_NO\_CONFLICT = $.fn[NAME]\n const TRANSITION\_DURATION = 600\n\n const Default = {\n toggle : true,\n parent : ''\n }\n\n const DefaultType = {\n toggle : 'boolean',\n parent : '(string|element)'\n }\n\n const Event = {\n SHOW : `show${EVENT\_KEY}`,\n SHOWN : `shown${EVENT\_KEY}`,\n HIDE : `hide${EVENT\_KEY}`,\n HIDDEN : `hidden${EVENT\_KEY}`,\n CLICK\_DATA\_API : `click${EVENT\_KEY}${DATA\_API\_KEY}`\n }\n\n const ClassName = {\n SHOW : 'show',\n COLLAPSE : 'collapse',\n COLLAPSING : 'collapsing',\n COLLAPSED : 'collapsed'\n }\n\n const Dimension = {\n WIDTH : 'width',\n HEIGHT : 'height'\n }\n\n const Selector = {\n ACTIVES : '.show, .collapsing',\n DATA\_TOGGLE : '[data-toggle=\"collapse\"]'\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Class Definition\n \* ------------------------------------------------------------------------\n \*/\n\n class Collapse {\n constructor(element, config) {\n this.\_isTransitioning = false\n this.\_element = element\n this.\_config = this.\_getConfig(config)\n this.\_triggerArray = $.makeArray($(\n `[data-toggle=\"collapse\"][href=\"#${element.id}\"],` +\n `[data-toggle=\"collapse\"][data-target=\"#${element.id}\"]`\n ))\n const tabToggles = $(Selector.DATA\_TOGGLE)\n for (let i = 0; i < tabToggles.length; i++) {\n const elem = tabToggles[i]\n const selector = Util.getSelectorFromElement(elem)\n if (selector !== null && $(selector).filter(element).length > 0) {\n this.\_selector = selector\n this.\_triggerArray.push(elem)\n }\n }\n\n this.\_parent = this.\_config.parent ? this.\_getParent() : null\n\n if (!this.\_config.parent) {\n this.\_addAriaAndCollapsedClass(this.\_element, this.\_triggerArray)\n }\n\n if (this.\_config.toggle) {\n this.toggle()\n }\n }\n\n // Getters\n\n static get VERSION() {\n return VERSION\n }\n\n static get Default() {\n return Default\n }\n\n // Public\n\n toggle() {\n if ($(this.\_element).hasClass(ClassName.SHOW)) {\n this.hide()\n } else {\n this.show()\n }\n }\n\n show() {\n if (this.\_isTransitioning ||\n $(this.\_element).hasClass(ClassName.SHOW)) {\n return\n }\n\n let actives\n let activesData\n\n if (this.\_parent) {\n actives = $.makeArray(\n $(this.\_parent)\n .find(Selector.ACTIVES)\n .filter(`[data-parent=\"${this.\_config.parent}\"]`)\n )\n if (actives.length === 0) {\n actives = null\n }\n }\n\n if (actives) {\n activesData = $(actives).not(this.\_selector).data(DATA\_KEY)\n if (activesData && activesData.\_isTransitioning) {\n return\n }\n }\n\n const startEvent = $.Event(Event.SHOW)\n $(this.\_element).trigger(startEvent)\n if (startEvent.isDefaultPrevented()) {\n return\n }\n\n if (actives) {\n Collapse.\_jQueryInterface.call($(actives).not(this.\_selector), 'hide')\n if (!activesData) {\n $(actives).data(DATA\_KEY, null)\n }\n }\n\n const dimension = this.\_getDimension()\n\n $(this.\_element)\n .removeClass(ClassName.COLLAPSE)\n .addClass(ClassName.COLLAPSING)\n\n this.\_element.style[dimension] = 0\n\n if (this.\_triggerArray.length > 0) {\n $(this.\_triggerArray)\n .removeClass(ClassName.COLLAPSED)\n .attr('aria-expanded', true)\n }\n\n this.setTransitioning(true)\n\n const complete = () => {\n $(this.\_element)\n .removeClass(ClassName.COLLAPSING)\n .addClass(ClassName.COLLAPSE)\n .addClass(ClassName.SHOW)\n\n this.\_element.style[dimension] = ''\n\n this.setTransitioning(false)\n\n $(this.\_element).trigger(Event.SHOWN)\n }\n\n if (!Util.supportsTransitionEnd()) {\n complete()\n return\n }\n\n const capitalizedDimension = dimension[0].toUpperCase() + dimension.slice(1)\n const scrollSize = `scroll${capitalizedDimension}`\n\n $(this.\_element)\n .one(Util.TRANSITION\_END, complete)\n .emulateTransitionEnd(TRANSITION\_DURATION)\n\n this.\_element.style[dimension] = `${this.\_element[scrollSize]}px`\n }\n\n hide() {\n if (this.\_isTransitioning ||\n !$(this.\_element).hasClass(ClassName.SHOW)) {\n return\n }\n\n const startEvent = $.Event(Event.HIDE)\n $(this.\_element).trigger(startEvent)\n if (startEvent.isDefaultPrevented()) {\n return\n }\n\n const dimension = this.\_getDimension()\n\n this.\_element.style[dimension] = `${this.\_element.getBoundingClientRect()[dimension]}px`\n\n Util.reflow(this.\_element)\n\n $(this.\_element)\n .addClass(ClassName.COLLAPSING)\n .removeClass(ClassName.COLLAPSE)\n .removeClass(ClassName.SHOW)\n\n if (this.\_triggerArray.length > 0) {\n for (let i = 0; i < this.\_triggerArray.length; i++) {\n const trigger = this.\_triggerArray[i]\n const selector = Util.getSelectorFromElement(trigger)\n if (selector !== null) {\n const $elem = $(selector)\n if (!$elem.hasClass(ClassName.SHOW)) {\n $(trigger).addClass(ClassName.COLLAPSED)\n .attr('aria-expanded', false)\n }\n }\n }\n }\n\n this.setTransitioning(true)\n\n const complete = () => {\n this.setTransitioning(false)\n $(this.\_element)\n .removeClass(ClassName.COLLAPSING)\n .addClass(ClassName.COLLAPSE)\n .trigger(Event.HIDDEN)\n }\n\n this.\_element.style[dimension] = ''\n\n if (!Util.supportsTransitionEnd()) {\n complete()\n return\n }\n\n $(this.\_element)\n .one(Util.TRANSITION\_END, complete)\n .emulateTransitionEnd(TRANSITION\_DURATION)\n }\n\n setTransitioning(isTransitioning) {\n this.\_isTransitioning = isTransitioning\n }\n\n dispose() {\n $.removeData(this.\_element, DATA\_KEY)\n\n this.\_config = null\n this.\_parent = null\n this.\_element = null\n this.\_triggerArray = null\n this.\_isTransitioning = null\n }\n\n // Private\n\n \_getConfig(config) {\n config = {\n ...Default,\n ...config\n }\n config.toggle = Boolean(config.toggle) // Coerce string values\n Util.typeCheckConfig(NAME, config, DefaultType)\n return config\n }\n\n \_getDimension() {\n const hasWidth = $(this.\_element).hasClass(Dimension.WIDTH)\n return hasWidth ? Dimension.WIDTH : Dimension.HEIGHT\n }\n\n \_getParent() {\n let parent = null\n if (Util.isElement(this.\_config.parent)) {\n parent = this.\_config.parent\n\n // It's a jQuery object\n if (typeof this.\_config.parent.jquery !== 'undefined') {\n parent = this.\_config.parent[0]\n }\n } else {\n parent = $(this.\_config.parent)[0]\n }\n\n const selector =\n `[data-toggle=\"collapse\"][data-parent=\"${this.\_config.parent}\"]`\n\n $(parent).find(selector).each((i, element) => {\n this.\_addAriaAndCollapsedClass(\n Collapse.\_getTargetFromElement(element),\n [element]\n )\n })\n\n return parent\n }\n\n \_addAriaAndCollapsedClass(element, triggerArray) {\n if (element) {\n const isOpen = $(element).hasClass(ClassName.SHOW)\n\n if (triggerArray.length > 0) {\n $(triggerArray)\n .toggleClass(ClassName.COLLAPSED, !isOpen)\n .attr('aria-expanded', isOpen)\n }\n }\n }\n\n // Static\n\n static \_getTargetFromElement(element) {\n const selector = Util.getSelectorFromElement(element)\n return selector ? $(selector)[0] : null\n }\n\n static \_jQueryInterface(config) {\n return this.each(function () {\n const $this = $(this)\n let data = $this.data(DATA\_KEY)\n const \_config = {\n ...Default,\n ...$this.data(),\n ...typeof config === 'object' && config\n }\n\n if (!data && \_config.toggle && /show|hide/.test(config)) {\n \_config.toggle = false\n }\n\n if (!data) {\n data = new Collapse(this, \_config)\n $this.data(DATA\_KEY, data)\n }\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n data[config]()\n }\n })\n }\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Data Api implementation\n \* ------------------------------------------------------------------------\n \*/\n\n $(document).on(Event.CLICK\_DATA\_API, Selector.DATA\_TOGGLE, function (event) {\n // preventDefault only for <a> elements (which change the URL) not inside the collapsible element\n if (event.currentTarget.tagName === 'A') {\n event.preventDefault()\n }\n\n const $trigger = $(this)\n const selector = Util.getSelectorFromElement(this)\n $(selector).each(function () {\n const $target = $(this)\n const data = $target.data(DATA\_KEY)\n const config = data ? 'toggle' : $trigger.data()\n Collapse.\_jQueryInterface.call($target, config)\n })\n })\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* jQuery\n \* ------------------------------------------------------------------------\n \*/\n\n $.fn[NAME] = Collapse.\_jQueryInterface\n $.fn[NAME].Constructor = Collapse\n $.fn[NAME].noConflict = function () {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Collapse.\_jQueryInterface\n }\n\n return Collapse\n})($)\n\nexport default Collapse\n","import $ from 'jquery'\nimport Popper from 'popper.js'\nimport Util from './util'\n\n/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.0.0): dropdown.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Dropdown = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'dropdown'\n const VERSION = '4.0.0'\n const DATA\_KEY = 'bs.dropdown'\n const EVENT\_KEY = `.${DATA\_KEY}`\n const DATA\_API\_KEY = '.data-api'\n const JQUERY\_NO\_CONFLICT = $.fn[NAME]\n const ESCAPE\_KEYCODE = 27 // KeyboardEvent.which value for Escape (Esc) key\n const SPACE\_KEYCODE = 32 // KeyboardEvent.which value for space key\n const TAB\_KEYCODE = 9 // KeyboardEvent.which value for tab key\n const ARROW\_UP\_KEYCODE = 38 // KeyboardEvent.which value for up arrow key\n const ARROW\_DOWN\_KEYCODE = 40 // KeyboardEvent.which value for down arrow key\n const RIGHT\_MOUSE\_BUTTON\_WHICH = 3 // MouseEvent.which value for the right button (assuming a right-handed mouse)\n const REGEXP\_KEYDOWN = new RegExp(`${ARROW\_UP\_KEYCODE}|${ARROW\_DOWN\_KEYCODE}|${ESCAPE\_KEYCODE}`)\n\n const Event = {\n HIDE : `hide${EVENT\_KEY}`,\n HIDDEN : `hidden${EVENT\_KEY}`,\n SHOW : `show${EVENT\_KEY}`,\n SHOWN : `shown${EVENT\_KEY}`,\n CLICK : `click${EVENT\_KEY}`,\n CLICK\_DATA\_API : `click${EVENT\_KEY}${DATA\_API\_KEY}`,\n KEYDOWN\_DATA\_API : `keydown${EVENT\_KEY}${DATA\_API\_KEY}`,\n KEYUP\_DATA\_API : `keyup${EVENT\_KEY}${DATA\_API\_KEY}`\n }\n\n const ClassName = {\n DISABLED : 'disabled',\n SHOW : 'show',\n DROPUP : 'dropup',\n DROPRIGHT : 'dropright',\n DROPLEFT : 'dropleft',\n MENURIGHT : 'dropdown-menu-right',\n MENULEFT : 'dropdown-menu-left',\n POSITION\_STATIC : 'position-static'\n }\n\n const Selector = {\n DATA\_TOGGLE : '[data-toggle=\"dropdown\"]',\n FORM\_CHILD : '.dropdown form',\n MENU : '.dropdown-menu',\n NAVBAR\_NAV : '.navbar-nav',\n VISIBLE\_ITEMS : '.dropdown-menu .dropdown-item:not(.disabled)'\n }\n\n const AttachmentMap = {\n TOP : 'top-start',\n TOPEND : 'top-end',\n BOTTOM : 'bottom-start',\n BOTTOMEND : 'bottom-end',\n RIGHT : 'right-start',\n RIGHTEND : 'right-end',\n LEFT : 'left-start',\n LEFTEND : 'left-end'\n }\n\n const Default = {\n offset : 0,\n flip : true,\n boundary : 'scrollParent'\n }\n\n const DefaultType = {\n offset : '(number|string|function)',\n flip : 'boolean',\n boundary : '(string|element)'\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Class Definition\n \* ------------------------------------------------------------------------\n \*/\n\n class Dropdown {\n constructor(element, config) {\n this.\_element = element\n this.\_popper = null\n this.\_config = this.\_getConfig(config)\n this.\_menu = this.\_getMenuElement()\n this.\_inNavbar = this.\_detectNavbar()\n\n this.\_addEventListeners()\n }\n\n // Getters\n\n static get VERSION() {\n return VERSION\n }\n\n static get Default() {\n return Default\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n // Public\n\n toggle() {\n if (this.\_element.disabled || $(this.\_element).hasClass(ClassName.DISABLED)) {\n return\n }\n\n const parent = Dropdown.\_getParentFromElement(this.\_element)\n const isActive = $(this.\_menu).hasClass(ClassName.SHOW)\n\n Dropdown.\_clearMenus()\n\n if (isActive) {\n return\n }\n\n const relatedTarget = {\n relatedTarget: this.\_element\n }\n const showEvent = $.Event(Event.SHOW, relatedTarget)\n\n $(parent).trigger(showEvent)\n\n if (showEvent.isDefaultPrevented()) {\n return\n }\n\n // Disable totally Popper.js for Dropdown in Navbar\n if (!this.\_inNavbar) {\n /\*\*\n \* Check for Popper dependency\n \* Popper - https://popper.js.org\n \*/\n if (typeof Popper === 'undefined') {\n throw new TypeError('Bootstrap dropdown require Popper.js (https://popper.js.org)')\n }\n let element = this.\_element\n // For dropup with alignment we use the parent as popper container\n if ($(parent).hasClass(ClassName.DROPUP)) {\n if ($(this.\_menu).hasClass(ClassName.MENULEFT) || $(this.\_menu).hasClass(ClassName.MENURIGHT)) {\n element = parent\n }\n }\n // If boundary is not `scrollParent`, then set position to `static`\n // to allow the menu to \"escape\" the scroll parent's boundaries\n // https://github.com/twbs/bootstrap/issues/24251\n if (this.\_config.boundary !== 'scrollParent') {\n $(parent).addClass(ClassName.POSITION\_STATIC)\n }\n this.\_popper = new Popper(element, this.\_menu, this.\_getPopperConfig())\n }\n\n // If this is a touch-enabled device we add extra\n // empty mouseover listeners to the body's immediate children;\n // only needed because of broken event delegation on iOS\n // https://www.quirksmode.org/blog/archives/2014/02/mouse\_event\_bub.html\n if ('ontouchstart' in document.documentElement &&\n $(parent).closest(Selector.NAVBAR\_NAV).length === 0) {\n $('body').children().on('mouseover', null, $.noop)\n }\n\n this.\_element.focus()\n this.\_element.setAttribute('aria-expanded', true)\n\n $(this.\_menu).toggleClass(ClassName.SHOW)\n $(parent)\n .toggleClass(ClassName.SHOW)\n .trigger($.Event(Event.SHOWN, relatedTarget))\n }\n\n dispose() {\n $.removeData(this.\_element, DATA\_KEY)\n $(this.\_element).off(EVENT\_KEY)\n this.\_element = null\n this.\_menu = null\n if (this.\_popper !== null) {\n this.\_popper.destroy()\n this.\_popper = null\n }\n }\n\n update() {\n this.\_inNavbar = this.\_detectNavbar()\n if (this.\_popper !== null) {\n this.\_popper.scheduleUpdate()\n }\n }\n\n // Private\n\n \_addEventListeners() {\n $(this.\_element).on(Event.CLICK, (event) => {\n event.preventDefault()\n event.stopPropagation()\n this.toggle()\n })\n }\n\n \_getConfig(config) {\n config = {\n ...this.constructor.Default,\n ...$(this.\_element).data(),\n ...config\n }\n\n Util.typeCheckConfig(\n NAME,\n config,\n this.constructor.DefaultType\n )\n\n return config\n }\n\n \_getMenuElement() {\n if (!this.\_menu) {\n const parent = Dropdown.\_getParentFromElement(this.\_element)\n this.\_menu = $(parent).find(Selector.MENU)[0]\n }\n return this.\_menu\n }\n\n \_getPlacement() {\n const $parentDropdown = $(this.\_element).parent()\n let placement = AttachmentMap.BOTTOM\n\n // Handle dropup\n if ($parentDropdown.hasClass(ClassName.DROPUP)) {\n placement = AttachmentMap.TOP\n if ($(this.\_menu).hasClass(ClassName.MENURIGHT)) {\n placement = AttachmentMap.TOPEND\n }\n } else if ($parentDropdown.hasClass(ClassName.DROPRIGHT)) {\n placement = AttachmentMap.RIGHT\n } else if ($parentDropdown.hasClass(ClassName.DROPLEFT)) {\n placement = AttachmentMap.LEFT\n } else if ($(this.\_menu).hasClass(ClassName.MENURIGHT)) {\n placement = AttachmentMap.BOTTOMEND\n }\n return placement\n }\n\n \_detectNavbar() {\n return $(this.\_element).closest('.navbar').length > 0\n }\n\n \_getPopperConfig() {\n const offsetConf = {}\n if (typeof this.\_config.offset === 'function') {\n offsetConf.fn = (data) => {\n data.offsets = {\n ...data.offsets,\n ...this.\_config.offset(data.offsets) || {}\n }\n return data\n }\n } else {\n offsetConf.offset = this.\_config.offset\n }\n const popperConfig = {\n placement: this.\_getPlacement(),\n modifiers: {\n offset: offsetConf,\n flip: {\n enabled: this.\_config.flip\n },\n preventOverflow: {\n boundariesElement: this.\_config.boundary\n }\n }\n }\n\n return popperConfig\n }\n\n // Static\n\n static \_jQueryInterface(config) {\n return this.each(function () {\n let data = $(this).data(DATA\_KEY)\n const \_config = typeof config === 'object' ? config : null\n\n if (!data) {\n data = new Dropdown(this, \_config)\n $(this).data(DATA\_KEY, data)\n }\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n data[config]()\n }\n })\n }\n\n static \_clearMenus(event) {\n if (event && (event.which === RIGHT\_MOUSE\_BUTTON\_WHICH ||\n event.type === 'keyup' && event.which !== TAB\_KEYCODE)) {\n return\n }\n\n const toggles = $.makeArray($(Selector.DATA\_TOGGLE))\n for (let i = 0; i < toggles.length; i++) {\n const parent = Dropdown.\_getParentFromElement(toggles[i])\n const context = $(toggles[i]).data(DATA\_KEY)\n const relatedTarget = {\n relatedTarget: toggles[i]\n }\n\n if (!context) {\n continue\n }\n\n const dropdownMenu = context.\_menu\n if (!$(parent).hasClass(ClassName.SHOW)) {\n continue\n }\n\n if (event && (event.type === 'click' &&\n /input|textarea/i.test(event.target.tagName) || event.type === 'keyup' && event.which === TAB\_KEYCODE) &&\n $.contains(parent, event.target)) {\n continue\n }\n\n const hideEvent = $.Event(Event.HIDE, relatedTarget)\n $(parent).trigger(hideEvent)\n if (hideEvent.isDefaultPrevented()) {\n continue\n }\n\n // If this is a touch-enabled device we remove the extra\n // empty mouseover listeners we added for iOS support\n if ('ontouchstart' in document.documentElement) {\n $('body').children().off('mouseover', null, $.noop)\n }\n\n toggles[i].setAttribute('aria-expanded', 'false')\n\n $(dropdownMenu).removeClass(ClassName.SHOW)\n $(parent)\n .removeClass(ClassName.SHOW)\n .trigger($.Event(Event.HIDDEN, relatedTarget))\n }\n }\n\n static \_getParentFromElement(element) {\n let parent\n const selector = Util.getSelectorFromElement(element)\n\n if (selector) {\n parent = $(selector)[0]\n }\n\n return parent || element.parentNode\n }\n\n // eslint-disable-next-line complexity\n static \_dataApiKeydownHandler(event) {\n // If not input/textarea:\n // - And not a key in REGEXP\_KEYDOWN => not a dropdown command\n // If input/textarea:\n // - If space key => not a dropdown command\n // - If key is other than escape\n // - If key is not up or down => not a dropdown command\n // - If trigger inside the menu => not a dropdown command\n if (/input|textarea/i.test(event.target.tagName)\n ? event.which === SPACE\_KEYCODE || event.which !== ESCAPE\_KEYCODE &&\n (event.which !== ARROW\_DOWN\_KEYCODE && event.which !== ARROW\_UP\_KEYCODE ||\n $(event.target).closest(Selector.MENU).length) : !REGEXP\_KEYDOWN.test(event.which)) {\n return\n }\n\n event.preventDefault()\n event.stopPropagation()\n\n if (this.disabled || $(this).hasClass(ClassName.DISABLED)) {\n return\n }\n\n const parent = Dropdown.\_getParentFromElement(this)\n const isActive = $(parent).hasClass(ClassName.SHOW)\n\n if (!isActive && (event.which !== ESCAPE\_KEYCODE || event.which !== SPACE\_KEYCODE) ||\n isActive && (event.which === ESCAPE\_KEYCODE || event.which === SPACE\_KEYCODE)) {\n if (event.which === ESCAPE\_KEYCODE) {\n const toggle = $(parent).find(Selector.DATA\_TOGGLE)[0]\n $(toggle).trigger('focus')\n }\n\n $(this).trigger('click')\n return\n }\n\n const items = $(parent).find(Selector.VISIBLE\_ITEMS).get()\n\n if (items.length === 0) {\n return\n }\n\n let index = items.indexOf(event.target)\n\n if (event.which === ARROW\_UP\_KEYCODE && index > 0) { // Up\n index--\n }\n\n if (event.which === ARROW\_DOWN\_KEYCODE && index < items.length - 1) { // Down\n index++\n }\n\n if (index < 0) {\n index = 0\n }\n\n items[index].focus()\n }\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Data Api implementation\n \* ------------------------------------------------------------------------\n \*/\n\n $(document)\n .on(Event.KEYDOWN\_DATA\_API, Selector.DATA\_TOGGLE, Dropdown.\_dataApiKeydownHandler)\n .on(Event.KEYDOWN\_DATA\_API, Selector.MENU, Dropdown.\_dataApiKeydownHandler)\n .on(`${Event.CLICK\_DATA\_API} ${Event.KEYUP\_DATA\_API}`, Dropdown.\_clearMenus)\n .on(Event.CLICK\_DATA\_API, Selector.DATA\_TOGGLE, function (event) {\n event.preventDefault()\n event.stopPropagation()\n Dropdown.\_jQueryInterface.call($(this), 'toggle')\n })\n .on(Event.CLICK\_DATA\_API, Selector.FORM\_CHILD, (e) => {\n e.stopPropagation()\n })\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* jQuery\n \* ------------------------------------------------------------------------\n \*/\n\n $.fn[NAME] = Dropdown.\_jQueryInterface\n $.fn[NAME].Constructor = Dropdown\n $.fn[NAME].noConflict = function () {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Dropdown.\_jQueryInterface\n }\n\n return Dropdown\n})($, Popper)\n\nexport default Dropdown\n","import $ from 'jquery'\nimport Util from './util'\n\n/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.0.0): modal.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Modal = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'modal'\n const VERSION = '4.0.0'\n const DATA\_KEY = 'bs.modal'\n const EVENT\_KEY = `.${DATA\_KEY}`\n const DATA\_API\_KEY = '.data-api'\n const JQUERY\_NO\_CONFLICT = $.fn[NAME]\n const TRANSITION\_DURATION = 300\n const BACKDROP\_TRANSITION\_DURATION = 150\n const ESCAPE\_KEYCODE = 27 // KeyboardEvent.which value for Escape (Esc) key\n\n const Default = {\n backdrop : true,\n keyboard : true,\n focus : true,\n show : true\n }\n\n const DefaultType = {\n backdrop : '(boolean|string)',\n keyboard : 'boolean',\n focus : 'boolean',\n show : 'boolean'\n }\n\n const Event = {\n HIDE : `hide${EVENT\_KEY}`,\n HIDDEN : `hidden${EVENT\_KEY}`,\n SHOW : `show${EVENT\_KEY}`,\n SHOWN : `shown${EVENT\_KEY}`,\n FOCUSIN : `focusin${EVENT\_KEY}`,\n RESIZE : `resize${EVENT\_KEY}`,\n CLICK\_DISMISS : `click.dismiss${EVENT\_KEY}`,\n KEYDOWN\_DISMISS : `keydown.dismiss${EVENT\_KEY}`,\n MOUSEUP\_DISMISS : `mouseup.dismiss${EVENT\_KEY}`,\n MOUSEDOWN\_DISMISS : `mousedown.dismiss${EVENT\_KEY}`,\n CLICK\_DATA\_API : `click${EVENT\_KEY}${DATA\_API\_KEY}`\n }\n\n const ClassName = {\n SCROLLBAR\_MEASURER : 'modal-scrollbar-measure',\n BACKDROP : 'modal-backdrop',\n OPEN : 'modal-open',\n FADE : 'fade',\n SHOW : 'show'\n }\n\n const Selector = {\n DIALOG : '.modal-dialog',\n DATA\_TOGGLE : '[data-toggle=\"modal\"]',\n DATA\_DISMISS : '[data-dismiss=\"modal\"]',\n FIXED\_CONTENT : '.fixed-top, .fixed-bottom, .is-fixed, .sticky-top',\n STICKY\_CONTENT : '.sticky-top',\n NAVBAR\_TOGGLER : '.navbar-toggler'\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Class Definition\n \* ------------------------------------------------------------------------\n \*/\n\n class Modal {\n constructor(element, config) {\n this.\_config = this.\_getConfig(config)\n this.\_element = element\n this.\_dialog = $(element).find(Selector.DIALOG)[0]\n this.\_backdrop = null\n this.\_isShown = false\n this.\_isBodyOverflowing = false\n this.\_ignoreBackdropClick = false\n this.\_originalBodyPadding = 0\n this.\_scrollbarWidth = 0\n }\n\n // Getters\n\n static get VERSION() {\n return VERSION\n }\n\n static get Default() {\n return Default\n }\n\n // Public\n\n toggle(relatedTarget) {\n return this.\_isShown ? this.hide() : this.show(relatedTarget)\n }\n\n show(relatedTarget) {\n if (this.\_isTransitioning || this.\_isShown) {\n return\n }\n\n if (Util.supportsTransitionEnd() && $(this.\_element).hasClass(ClassName.FADE)) {\n this.\_isTransitioning = true\n }\n\n const showEvent = $.Event(Event.SHOW, {\n relatedTarget\n })\n\n $(this.\_element).trigger(showEvent)\n\n if (this.\_isShown || showEvent.isDefaultPrevented()) {\n return\n }\n\n this.\_isShown = true\n\n this.\_checkScrollbar()\n this.\_setScrollbar()\n\n this.\_adjustDialog()\n\n $(document.body).addClass(ClassName.OPEN)\n\n this.\_setEscapeEvent()\n this.\_setResizeEvent()\n\n $(this.\_element).on(\n Event.CLICK\_DISMISS,\n Selector.DATA\_DISMISS,\n (event) => this.hide(event)\n )\n\n $(this.\_dialog).on(Event.MOUSEDOWN\_DISMISS, () => {\n $(this.\_element).one(Event.MOUSEUP\_DISMISS, (event) => {\n if ($(event.target).is(this.\_element)) {\n this.\_ignoreBackdropClick = true\n }\n })\n })\n\n this.\_showBackdrop(() => this.\_showElement(relatedTarget))\n }\n\n hide(event) {\n if (event) {\n event.preventDefault()\n }\n\n if (this.\_isTransitioning || !this.\_isShown) {\n return\n }\n\n const hideEvent = $.Event(Event.HIDE)\n\n $(this.\_element).trigger(hideEvent)\n\n if (!this.\_isShown || hideEvent.isDefaultPrevented()) {\n return\n }\n\n this.\_isShown = false\n\n const transition = Util.supportsTransitionEnd() && $(this.\_element).hasClass(ClassName.FADE)\n\n if (transition) {\n this.\_isTransitioning = true\n }\n\n this.\_setEscapeEvent()\n this.\_setResizeEvent()\n\n $(document).off(Event.FOCUSIN)\n\n $(this.\_element).removeClass(ClassName.SHOW)\n\n $(this.\_element).off(Event.CLICK\_DISMISS)\n $(this.\_dialog).off(Event.MOUSEDOWN\_DISMISS)\n\n if (transition) {\n $(this.\_element)\n .one(Util.TRANSITION\_END, (event) => this.\_hideModal(event))\n .emulateTransitionEnd(TRANSITION\_DURATION)\n } else {\n this.\_hideModal()\n }\n }\n\n dispose() {\n $.removeData(this.\_element, DATA\_KEY)\n\n $(window, document, this.\_element, this.\_backdrop).off(EVENT\_KEY)\n\n this.\_config = null\n this.\_element = null\n this.\_dialog = null\n this.\_backdrop = null\n this.\_isShown = null\n this.\_isBodyOverflowing = null\n this.\_ignoreBackdropClick = null\n this.\_scrollbarWidth = null\n }\n\n handleUpdate() {\n this.\_adjustDialog()\n }\n\n // Private\n\n \_getConfig(config) {\n config = {\n ...Default,\n ...config\n }\n Util.typeCheckConfig(NAME, config, DefaultType)\n return config\n }\n\n \_showElement(relatedTarget) {\n const transition = Util.supportsTransitionEnd() &&\n $(this.\_element).hasClass(ClassName.FADE)\n\n if (!this.\_element.parentNode ||\n this.\_element.parentNode.nodeType !== Node.ELEMENT\_NODE) {\n // Don't move modal's DOM position\n document.body.appendChild(this.\_element)\n }\n\n this.\_element.style.display = 'block'\n this.\_element.removeAttribute('aria-hidden')\n this.\_element.scrollTop = 0\n\n if (transition) {\n Util.reflow(this.\_element)\n }\n\n $(this.\_element).addClass(ClassName.SHOW)\n\n if (this.\_config.focus) {\n this.\_enforceFocus()\n }\n\n const shownEvent = $.Event(Event.SHOWN, {\n relatedTarget\n })\n\n const transitionComplete = () => {\n if (this.\_config.focus) {\n this.\_element.focus()\n }\n this.\_isTransitioning = false\n $(this.\_element).trigger(shownEvent)\n }\n\n if (transition) {\n $(this.\_dialog)\n .one(Util.TRANSITION\_END, transitionComplete)\n .emulateTransitionEnd(TRANSITION\_DURATION)\n } else {\n transitionComplete()\n }\n }\n\n \_enforceFocus() {\n $(document)\n .off(Event.FOCUSIN) // Guard against infinite focus loop\n .on(Event.FOCUSIN, (event) => {\n if (document !== event.target &&\n this.\_element !== event.target &&\n $(this.\_element).has(event.target).length === 0) {\n this.\_element.focus()\n }\n })\n }\n\n \_setEscapeEvent() {\n if (this.\_isShown && this.\_config.keyboard) {\n $(this.\_element).on(Event.KEYDOWN\_DISMISS, (event) => {\n if (event.which === ESCAPE\_KEYCODE) {\n event.preventDefault()\n this.hide()\n }\n })\n } else if (!this.\_isShown) {\n $(this.\_element).off(Event.KEYDOWN\_DISMISS)\n }\n }\n\n \_setResizeEvent() {\n if (this.\_isShown) {\n $(window).on(Event.RESIZE, (event) => this.handleUpdate(event))\n } else {\n $(window).off(Event.RESIZE)\n }\n }\n\n \_hideModal() {\n this.\_element.style.display = 'none'\n this.\_element.setAttribute('aria-hidden', true)\n this.\_isTransitioning = false\n this.\_showBackdrop(() => {\n $(document.body).removeClass(ClassName.OPEN)\n this.\_resetAdjustments()\n this.\_resetScrollbar()\n $(this.\_element).trigger(Event.HIDDEN)\n })\n }\n\n \_removeBackdrop() {\n if (this.\_backdrop) {\n $(this.\_backdrop).remove()\n this.\_backdrop = null\n }\n }\n\n \_showBackdrop(callback) {\n const animate = $(this.\_element).hasClass(ClassName.FADE)\n ? ClassName.FADE : ''\n\n if (this.\_isShown && this.\_config.backdrop) {\n const doAnimate = Util.supportsTransitionEnd() && animate\n\n this.\_backdrop = document.createElement('div')\n this.\_backdrop.className = ClassName.BACKDROP\n\n if (animate) {\n $(this.\_backdrop).addClass(animate)\n }\n\n $(this.\_backdrop).appendTo(document.body)\n\n $(this.\_element).on(Event.CLICK\_DISMISS, (event) => {\n if (this.\_ignoreBackdropClick) {\n this.\_ignoreBackdropClick = false\n return\n }\n if (event.target !== event.currentTarget) {\n return\n }\n if (this.\_config.backdrop === 'static') {\n this.\_element.focus()\n } else {\n this.hide()\n }\n })\n\n if (doAnimate) {\n Util.reflow(this.\_backdrop)\n }\n\n $(this.\_backdrop).addClass(ClassName.SHOW)\n\n if (!callback) {\n return\n }\n\n if (!doAnimate) {\n callback()\n return\n }\n\n $(this.\_backdrop)\n .one(Util.TRANSITION\_END, callback)\n .emulateTransitionEnd(BACKDROP\_TRANSITION\_DURATION)\n } else if (!this.\_isShown && this.\_backdrop) {\n $(this.\_backdrop).removeClass(ClassName.SHOW)\n\n const callbackRemove = () => {\n this.\_removeBackdrop()\n if (callback) {\n callback()\n }\n }\n\n if (Util.supportsTransitionEnd() &&\n $(this.\_element).hasClass(ClassName.FADE)) {\n $(this.\_backdrop)\n .one(Util.TRANSITION\_END, callbackRemove)\n .emulateTransitionEnd(BACKDROP\_TRANSITION\_DURATION)\n } else {\n callbackRemove()\n }\n } else if (callback) {\n callback()\n }\n }\n\n // ----------------------------------------------------------------------\n // the following methods are used to handle overflowing modals\n // todo (fat): these should probably be refactored out of modal.js\n // ----------------------------------------------------------------------\n\n \_adjustDialog() {\n const isModalOverflowing =\n this.\_element.scrollHeight > document.documentElement.clientHeight\n\n if (!this.\_isBodyOverflowing && isModalOverflowing) {\n this.\_element.style.paddingLeft = `${this.\_scrollbarWidth}px`\n }\n\n if (this.\_isBodyOverflowing && !isModalOverflowing) {\n this.\_element.style.paddingRight = `${this.\_scrollbarWidth}px`\n }\n }\n\n \_resetAdjustments() {\n this.\_element.style.paddingLeft = ''\n this.\_element.style.paddingRight = ''\n }\n\n \_checkScrollbar() {\n const rect = document.body.getBoundingClientRect()\n this.\_isBodyOverflowing = rect.left + rect.right < window.innerWidth\n this.\_scrollbarWidth = this.\_getScrollbarWidth()\n }\n\n \_setScrollbar() {\n if (this.\_isBodyOverflowing) {\n // Note: DOMNode.style.paddingRight returns the actual value or '' if not set\n // while $(DOMNode).css('padding-right') returns the calculated value or 0 if not set\n\n // Adjust fixed content padding\n $(Selector.FIXED\_CONTENT).each((index, element) => {\n const actualPadding = $(element)[0].style.paddingRight\n const calculatedPadding = $(element).css('padding-right')\n $(element).data('padding-right', actualPadding).css('padding-right', `${parseFloat(calculatedPadding) + this.\_scrollbarWidth}px`)\n })\n\n // Adjust sticky content margin\n $(Selector.STICKY\_CONTENT).each((index, element) => {\n const actualMargin = $(element)[0].style.marginRight\n const calculatedMargin = $(element).css('margin-right')\n $(element).data('margin-right', actualMargin).css('margin-right', `${parseFloat(calculatedMargin) - this.\_scrollbarWidth}px`)\n })\n\n // Adjust navbar-toggler margin\n $(Selector.NAVBAR\_TOGGLER).each((index, element) => {\n const actualMargin = $(element)[0].style.marginRight\n const calculatedMargin = $(element).css('margin-right')\n $(element).data('margin-right', actualMargin).css('margin-right', `${parseFloat(calculatedMargin) + this.\_scrollbarWidth}px`)\n })\n\n // Adjust body padding\n const actualPadding = document.body.style.paddingRight\n const calculatedPadding = $('body').css('padding-right')\n $('body').data('padding-right', actualPadding).css('padding-right', `${parseFloat(calculatedPadding) + this.\_scrollbarWidth}px`)\n }\n }\n\n \_resetScrollbar() {\n // Restore fixed content padding\n $(Selector.FIXED\_CONTENT).each((index, element) => {\n const padding = $(element).data('padding-right')\n if (typeof padding !== 'undefined') {\n $(element).css('padding-right', padding).removeData('padding-right')\n }\n })\n\n // Restore sticky content and navbar-toggler margin\n $(`${Selector.STICKY\_CONTENT}, ${Selector.NAVBAR\_TOGGLER}`).each((index, element) => {\n const margin = $(element).data('margin-right')\n if (typeof margin !== 'undefined') {\n $(element).css('margin-right', margin).removeData('margin-right')\n }\n })\n\n // Restore body padding\n const padding = $('body').data('padding-right')\n if (typeof padding !== 'undefined') {\n $('body').css('padding-right', padding).removeData('padding-right')\n }\n }\n\n \_getScrollbarWidth() { // thx d.walsh\n const scrollDiv = document.createElement('div')\n scrollDiv.className = ClassName.SCROLLBAR\_MEASURER\n document.body.appendChild(scrollDiv)\n const scrollbarWidth = scrollDiv.getBoundingClientRect().width - scrollDiv.clientWidth\n document.body.removeChild(scrollDiv)\n return scrollbarWidth\n }\n\n // Static\n\n static \_jQueryInterface(config, relatedTarget) {\n return this.each(function () {\n let data = $(this).data(DATA\_KEY)\n const \_config = {\n ...Modal.Default,\n ...$(this).data(),\n ...typeof config === 'object' && config\n }\n\n if (!data) {\n data = new Modal(this, \_config)\n $(this).data(DATA\_KEY, data)\n }\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n data[config](relatedTarget)\n } else if (\_config.show) {\n data.show(relatedTarget)\n }\n })\n }\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Data Api implementation\n \* ------------------------------------------------------------------------\n \*/\n\n $(document).on(Event.CLICK\_DATA\_API, Selector.DATA\_TOGGLE, function (event) {\n let target\n const selector = Util.getSelectorFromElement(this)\n\n if (selector) {\n target = $(selector)[0]\n }\n\n const config = $(target).data(DATA\_KEY)\n ? 'toggle' : {\n ...$(target).data(),\n ...$(this).data()\n }\n\n if (this.tagName === 'A' || this.tagName === 'AREA') {\n event.preventDefault()\n }\n\n const $target = $(target).one(Event.SHOW, (showEvent) => {\n if (showEvent.isDefaultPrevented()) {\n // Only register focus restorer if modal will actually get shown\n return\n }\n\n $target.one(Event.HIDDEN, () => {\n if ($(this).is(':visible')) {\n this.focus()\n }\n })\n })\n\n Modal.\_jQueryInterface.call($(target), config, this)\n })\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* jQuery\n \* ------------------------------------------------------------------------\n \*/\n\n $.fn[NAME] = Modal.\_jQueryInterface\n $.fn[NAME].Constructor = Modal\n $.fn[NAME].noConflict = function () {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Modal.\_jQueryInterface\n }\n\n return Modal\n})($)\n\nexport default Modal\n","import $ from 'jquery'\nimport Popper from 'popper.js'\nimport Util from './util'\n\n/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.0.0): tooltip.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Tooltip = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'tooltip'\n const VERSION = '4.0.0'\n const DATA\_KEY = 'bs.tooltip'\n const EVENT\_KEY = `.${DATA\_KEY}`\n const JQUERY\_NO\_CONFLICT = $.fn[NAME]\n const TRANSITION\_DURATION = 150\n const CLASS\_PREFIX = 'bs-tooltip'\n const BSCLS\_PREFIX\_REGEX = new RegExp(`(^|\\\\s)${CLASS\_PREFIX}\\\\S+`, 'g')\n\n const DefaultType = {\n animation : 'boolean',\n template : 'string',\n title : '(string|element|function)',\n trigger : 'string',\n delay : '(number|object)',\n html : 'boolean',\n selector : '(string|boolean)',\n placement : '(string|function)',\n offset : '(number|string)',\n container : '(string|element|boolean)',\n fallbackPlacement : '(string|array)',\n boundary : '(string|element)'\n }\n\n const AttachmentMap = {\n AUTO : 'auto',\n TOP : 'top',\n RIGHT : 'right',\n BOTTOM : 'bottom',\n LEFT : 'left'\n }\n\n const Default = {\n animation : true,\n template : '<div class=\"tooltip\" role=\"tooltip\">' +\n '<div class=\"arrow\"></div>' +\n '<div class=\"tooltip-inner\"></div></div>',\n trigger : 'hover focus',\n title : '',\n delay : 0,\n html : false,\n selector : false,\n placement : 'top',\n offset : 0,\n container : false,\n fallbackPlacement : 'flip',\n boundary : 'scrollParent'\n }\n\n const HoverState = {\n SHOW : 'show',\n OUT : 'out'\n }\n\n const Event = {\n HIDE : `hide${EVENT\_KEY}`,\n HIDDEN : `hidden${EVENT\_KEY}`,\n SHOW : `show${EVENT\_KEY}`,\n SHOWN : `shown${EVENT\_KEY}`,\n INSERTED : `inserted${EVENT\_KEY}`,\n CLICK : `click${EVENT\_KEY}`,\n FOCUSIN : `focusin${EVENT\_KEY}`,\n FOCUSOUT : `focusout${EVENT\_KEY}`,\n MOUSEENTER : `mouseenter${EVENT\_KEY}`,\n MOUSELEAVE : `mouseleave${EVENT\_KEY}`\n }\n\n const ClassName = {\n FADE : 'fade',\n SHOW : 'show'\n }\n\n const Selector = {\n TOOLTIP : '.tooltip',\n TOOLTIP\_INNER : '.tooltip-inner',\n ARROW : '.arrow'\n }\n\n const Trigger = {\n HOVER : 'hover',\n FOCUS : 'focus',\n CLICK : 'click',\n MANUAL : 'manual'\n }\n\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Class Definition\n \* ------------------------------------------------------------------------\n \*/\n\n class Tooltip {\n constructor(element, config) {\n /\*\*\n \* Check for Popper dependency\n \* Popper - https://popper.js.org\n \*/\n if (typeof Popper === 'undefined') {\n throw new TypeError('Bootstrap tooltips require Popper.js (https://popper.js.org)')\n }\n\n // private\n this.\_isEnabled = true\n this.\_timeout = 0\n this.\_hoverState = ''\n this.\_activeTrigger = {}\n this.\_popper = null\n\n // Protected\n this.element = element\n this.config = this.\_getConfig(config)\n this.tip = null\n\n this.\_setListeners()\n }\n\n // Getters\n\n static get VERSION() {\n return VERSION\n }\n\n static get Default() {\n return Default\n }\n\n static get NAME() {\n return NAME\n }\n\n static get DATA\_KEY() {\n return DATA\_KEY\n }\n\n static get Event() {\n return Event\n }\n\n static get EVENT\_KEY() {\n return EVENT\_KEY\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n // Public\n\n enable() {\n this.\_isEnabled = true\n }\n\n disable() {\n this.\_isEnabled = false\n }\n\n toggleEnabled() {\n this.\_isEnabled = !this.\_isEnabled\n }\n\n toggle(event) {\n if (!this.\_isEnabled) {\n return\n }\n\n if (event) {\n const dataKey = this.constructor.DATA\_KEY\n let context = $(event.currentTarget).data(dataKey)\n\n if (!context) {\n context = new this.constructor(\n event.currentTarget,\n this.\_getDelegateConfig()\n )\n $(event.currentTarget).data(dataKey, context)\n }\n\n context.\_activeTrigger.click = !context.\_activeTrigger.click\n\n if (context.\_isWithActiveTrigger()) {\n context.\_enter(null, context)\n } else {\n context.\_leave(null, context)\n }\n } else {\n if ($(this.getTipElement()).hasClass(ClassName.SHOW)) {\n this.\_leave(null, this)\n return\n }\n\n this.\_enter(null, this)\n }\n }\n\n dispose() {\n clearTimeout(this.\_timeout)\n\n $.removeData(this.element, this.constructor.DATA\_KEY)\n\n $(this.element).off(this.constructor.EVENT\_KEY)\n $(this.element).closest('.modal').off('hide.bs.modal')\n\n if (this.tip) {\n $(this.tip).remove()\n }\n\n this.\_isEnabled = null\n this.\_timeout = null\n this.\_hoverState = null\n this.\_activeTrigger = null\n if (this.\_popper !== null) {\n this.\_popper.destroy()\n }\n\n this.\_popper = null\n this.element = null\n this.config = null\n this.tip = null\n }\n\n show() {\n if ($(this.element).css('display') === 'none') {\n throw new Error('Please use show on visible elements')\n }\n\n const showEvent = $.Event(this.constructor.Event.SHOW)\n if (this.isWithContent() && this.\_isEnabled) {\n $(this.element).trigger(showEvent)\n\n const isInTheDom = $.contains(\n this.element.ownerDocument.documentElement,\n this.element\n )\n\n if (showEvent.isDefaultPrevented() || !isInTheDom) {\n return\n }\n\n const tip = this.getTipElement()\n const tipId = Util.getUID(this.constructor.NAME)\n\n tip.setAttribute('id', tipId)\n this.element.setAttribute('aria-describedby', tipId)\n\n this.setContent()\n\n if (this.config.animation) {\n $(tip).addClass(ClassName.FADE)\n }\n\n const placement = typeof this.config.placement === 'function'\n ? this.config.placement.call(this, tip, this.element)\n : this.config.placement\n\n const attachment = this.\_getAttachment(placement)\n this.addAttachmentClass(attachment)\n\n const container = this.config.container === false ? document.body : $(this.config.container)\n\n $(tip).data(this.constructor.DATA\_KEY, this)\n\n if (!$.contains(this.element.ownerDocument.documentElement, this.tip)) {\n $(tip).appendTo(container)\n }\n\n $(this.element).trigger(this.constructor.Event.INSERTED)\n\n this.\_popper = new Popper(this.element, tip, {\n placement: attachment,\n modifiers: {\n offset: {\n offset: this.config.offset\n },\n flip: {\n behavior: this.config.fallbackPlacement\n },\n arrow: {\n element: Selector.ARROW\n },\n preventOverflow: {\n boundariesElement: this.config.boundary\n }\n },\n onCreate: (data) => {\n if (data.originalPlacement !== data.placement) {\n this.\_handlePopperPlacementChange(data)\n }\n },\n onUpdate: (data) => {\n this.\_handlePopperPlacementChange(data)\n }\n })\n\n $(tip).addClass(ClassName.SHOW)\n\n // If this is a touch-enabled device we add extra\n // empty mouseover listeners to the body's immediate children;\n // only needed because of broken event delegation on iOS\n // https://www.quirksmode.org/blog/archives/2014/02/mouse\_event\_bub.html\n if ('ontouchstart' in document.documentElement) {\n $('body').children().on('mouseover', null, $.noop)\n }\n\n const complete = () => {\n if (this.config.animation) {\n this.\_fixTransition()\n }\n const prevHoverState = this.\_hoverState\n this.\_hoverState = null\n\n $(this.element).trigger(this.constructor.Event.SHOWN)\n\n if (prevHoverState === HoverState.OUT) {\n this.\_leave(null, this)\n }\n }\n\n if (Util.supportsTransitionEnd() && $(this.tip).hasClass(ClassName.FADE)) {\n $(this.tip)\n .one(Util.TRANSITION\_END, complete)\n .emulateTransitionEnd(Tooltip.\_TRANSITION\_DURATION)\n } else {\n complete()\n }\n }\n }\n\n hide(callback) {\n const tip = this.getTipElement()\n const hideEvent = $.Event(this.constructor.Event.HIDE)\n const complete = () => {\n if (this.\_hoverState !== HoverState.SHOW && tip.parentNode) {\n tip.parentNode.removeChild(tip)\n }\n\n this.\_cleanTipClass()\n this.element.removeAttribute('aria-describedby')\n $(this.element).trigger(this.constructor.Event.HIDDEN)\n if (this.\_popper !== null) {\n this.\_popper.destroy()\n }\n\n if (callback) {\n callback()\n }\n }\n\n $(this.element).trigger(hideEvent)\n\n if (hideEvent.isDefaultPrevented()) {\n return\n }\n\n $(tip).removeClass(ClassName.SHOW)\n\n // If this is a touch-enabled device we remove the extra\n // empty mouseover listeners we added for iOS support\n if ('ontouchstart' in document.documentElement) {\n $('body').children().off('mouseover', null, $.noop)\n }\n\n this.\_activeTrigger[Trigger.CLICK] = false\n this.\_activeTrigger[Trigger.FOCUS] = false\n this.\_activeTrigger[Trigger.HOVER] = false\n\n if (Util.supportsTransitionEnd() &&\n $(this.tip).hasClass(ClassName.FADE)) {\n $(tip)\n .one(Util.TRANSITION\_END, complete)\n .emulateTransitionEnd(TRANSITION\_DURATION)\n } else {\n complete()\n }\n\n this.\_hoverState = ''\n }\n\n update() {\n if (this.\_popper !== null) {\n this.\_popper.scheduleUpdate()\n }\n }\n\n // Protected\n\n isWithContent() {\n return Boolean(this.getTitle())\n }\n\n addAttachmentClass(attachment) {\n $(this.getTipElement()).addClass(`${CLASS\_PREFIX}-${attachment}`)\n }\n\n getTipElement() {\n this.tip = this.tip || $(this.config.template)[0]\n return this.tip\n }\n\n setContent() {\n const $tip = $(this.getTipElement())\n this.setElementContent($tip.find(Selector.TOOLTIP\_INNER), this.getTitle())\n $tip.removeClass(`${ClassName.FADE} ${ClassName.SHOW}`)\n }\n\n setElementContent($element, content) {\n const html = this.config.html\n if (typeof content === 'object' && (content.nodeType || content.jquery)) {\n // Content is a DOM node or a jQuery\n if (html) {\n if (!$(content).parent().is($element)) {\n $element.empty().append(content)\n }\n } else {\n $element.text($(content).text())\n }\n } else {\n $element[html ? 'html' : 'text'](content)\n }\n }\n\n getTitle() {\n let title = this.element.getAttribute('data-original-title')\n\n if (!title) {\n title = typeof this.config.title === 'function'\n ? this.config.title.call(this.element)\n : this.config.title\n }\n\n return title\n }\n\n // Private\n\n \_getAttachment(placement) {\n return AttachmentMap[placement.toUpperCase()]\n }\n\n \_setListeners() {\n const triggers = this.config.trigger.split(' ')\n\n triggers.forEach((trigger) => {\n if (trigger === 'click') {\n $(this.element).on(\n this.constructor.Event.CLICK,\n this.config.selector,\n (event) => this.toggle(event)\n )\n } else if (trigger !== Trigger.MANUAL) {\n const eventIn = trigger === Trigger.HOVER\n ? this.constructor.Event.MOUSEENTER\n : this.constructor.Event.FOCUSIN\n const eventOut = trigger === Trigger.HOVER\n ? this.constructor.Event.MOUSELEAVE\n : this.constructor.Event.FOCUSOUT\n\n $(this.element)\n .on(\n eventIn,\n this.config.selector,\n (event) => this.\_enter(event)\n )\n .on(\n eventOut,\n this.config.selector,\n (event) => this.\_leave(event)\n )\n }\n\n $(this.element).closest('.modal').on(\n 'hide.bs.modal',\n () => this.hide()\n )\n })\n\n if (this.config.selector) {\n this.config = {\n ...this.config,\n trigger: 'manual',\n selector: ''\n }\n } else {\n this.\_fixTitle()\n }\n }\n\n \_fixTitle() {\n const titleType = typeof this.element.getAttribute('data-original-title')\n if (this.element.getAttribute('title') ||\n titleType !== 'string') {\n this.element.setAttribute(\n 'data-original-title',\n this.element.getAttribute('title') || ''\n )\n this.element.setAttribute('title', '')\n }\n }\n\n \_enter(event, context) {\n const dataKey = this.constructor.DATA\_KEY\n\n context = context || $(event.currentTarget).data(dataKey)\n\n if (!context) {\n context = new this.constructor(\n event.currentTarget,\n this.\_getDelegateConfig()\n )\n $(event.currentTarget).data(dataKey, context)\n }\n\n if (event) {\n context.\_activeTrigger[\n event.type === 'focusin' ? Trigger.FOCUS : Trigger.HOVER\n ] = true\n }\n\n if ($(context.getTipElement()).hasClass(ClassName.SHOW) ||\n context.\_hoverState === HoverState.SHOW) {\n context.\_hoverState = HoverState.SHOW\n return\n }\n\n clearTimeout(context.\_timeout)\n\n context.\_hoverState = HoverState.SHOW\n\n if (!context.config.delay || !context.config.delay.show) {\n context.show()\n return\n }\n\n context.\_timeout = setTimeout(() => {\n if (context.\_hoverState === HoverState.SHOW) {\n context.show()\n }\n }, context.config.delay.show)\n }\n\n \_leave(event, context) {\n const dataKey = this.constructor.DATA\_KEY\n\n context = context || $(event.currentTarget).data(dataKey)\n\n if (!context) {\n context = new this.constructor(\n event.currentTarget,\n this.\_getDelegateConfig()\n )\n $(event.currentTarget).data(dataKey, context)\n }\n\n if (event) {\n context.\_activeTrigger[\n event.type === 'focusout' ? Trigger.FOCUS : Trigger.HOVER\n ] = false\n }\n\n if (context.\_isWithActiveTrigger()) {\n return\n }\n\n clearTimeout(context.\_timeout)\n\n context.\_hoverState = HoverState.OUT\n\n if (!context.config.delay || !context.config.delay.hide) {\n context.hide()\n return\n }\n\n context.\_timeout = setTimeout(() => {\n if (context.\_hoverState === HoverState.OUT) {\n context.hide()\n }\n }, context.config.delay.hide)\n }\n\n \_isWithActiveTrigger() {\n for (const trigger in this.\_activeTrigger) {\n if (this.\_activeTrigger[trigger]) {\n return true\n }\n }\n\n return false\n }\n\n \_getConfig(config) {\n config = {\n ...this.constructor.Default,\n ...$(this.element).data(),\n ...config\n }\n\n if (typeof config.delay === 'number') {\n config.delay = {\n show: config.delay,\n hide: config.delay\n }\n }\n\n if (typeof config.title === 'number') {\n config.title = config.title.toString()\n }\n\n if (typeof config.content === 'number') {\n config.content = config.content.toString()\n }\n\n Util.typeCheckConfig(\n NAME,\n config,\n this.constructor.DefaultType\n )\n\n return config\n }\n\n \_getDelegateConfig() {\n const config = {}\n\n if (this.config) {\n for (const key in this.config) {\n if (this.constructor.Default[key] !== this.config[key]) {\n config[key] = this.config[key]\n }\n }\n }\n\n return config\n }\n\n \_cleanTipClass() {\n const $tip = $(this.getTipElement())\n const tabClass = $tip.attr('class').match(BSCLS\_PREFIX\_REGEX)\n if (tabClass !== null && tabClass.length > 0) {\n $tip.removeClass(tabClass.join(''))\n }\n }\n\n \_handlePopperPlacementChange(data) {\n this.\_cleanTipClass()\n this.addAttachmentClass(this.\_getAttachment(data.placement))\n }\n\n \_fixTransition() {\n const tip = this.getTipElement()\n const initConfigAnimation = this.config.animation\n if (tip.getAttribute('x-placement') !== null) {\n return\n }\n $(tip).removeClass(ClassName.FADE)\n this.config.animation = false\n this.hide()\n this.show()\n this.config.animation = initConfigAnimation\n }\n\n // Static\n\n static \_jQueryInterface(config) {\n return this.each(function () {\n let data = $(this).data(DATA\_KEY)\n const \_config = typeof config === 'object' && config\n\n if (!data && /dispose|hide/.test(config)) {\n return\n }\n\n if (!data) {\n data = new Tooltip(this, \_config)\n $(this).data(DATA\_KEY, data)\n }\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n data[config]()\n }\n })\n }\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* jQuery\n \* ------------------------------------------------------------------------\n \*/\n\n $.fn[NAME] = Tooltip.\_jQueryInterface\n $.fn[NAME].Constructor = Tooltip\n $.fn[NAME].noConflict = function () {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Tooltip.\_jQueryInterface\n }\n\n return Tooltip\n})($, Popper)\n\nexport default Tooltip\n","import $ from 'jquery'\nimport Tooltip from './tooltip'\n\n/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.0.0): popover.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Popover = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'popover'\n const VERSION = '4.0.0'\n const DATA\_KEY = 'bs.popover'\n const EVENT\_KEY = `.${DATA\_KEY}`\n const JQUERY\_NO\_CONFLICT = $.fn[NAME]\n const CLASS\_PREFIX = 'bs-popover'\n const BSCLS\_PREFIX\_REGEX = new RegExp(`(^|\\\\s)${CLASS\_PREFIX}\\\\S+`, 'g')\n\n const Default = {\n ...Tooltip.Default,\n placement : 'right',\n trigger : 'click',\n content : '',\n template : '<div class=\"popover\" role=\"tooltip\">' +\n '<div class=\"arrow\"></div>' +\n '<h3 class=\"popover-header\"></h3>' +\n '<div class=\"popover-body\"></div></div>'\n }\n\n const DefaultType = {\n ...Tooltip.DefaultType,\n content : '(string|element|function)'\n }\n\n const ClassName = {\n FADE : 'fade',\n SHOW : 'show'\n }\n\n const Selector = {\n TITLE : '.popover-header',\n CONTENT : '.popover-body'\n }\n\n const Event = {\n HIDE : `hide${EVENT\_KEY}`,\n HIDDEN : `hidden${EVENT\_KEY}`,\n SHOW : `show${EVENT\_KEY}`,\n SHOWN : `shown${EVENT\_KEY}`,\n INSERTED : `inserted${EVENT\_KEY}`,\n CLICK : `click${EVENT\_KEY}`,\n FOCUSIN : `focusin${EVENT\_KEY}`,\n FOCUSOUT : `focusout${EVENT\_KEY}`,\n MOUSEENTER : `mouseenter${EVENT\_KEY}`,\n MOUSELEAVE : `mouseleave${EVENT\_KEY}`\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Class Definition\n \* ------------------------------------------------------------------------\n \*/\n\n class Popover extends Tooltip {\n // Getters\n\n static get VERSION() {\n return VERSION\n }\n\n static get Default() {\n return Default\n }\n\n static get NAME() {\n return NAME\n }\n\n static get DATA\_KEY() {\n return DATA\_KEY\n }\n\n static get Event() {\n return Event\n }\n\n static get EVENT\_KEY() {\n return EVENT\_KEY\n }\n\n static get DefaultType() {\n return DefaultType\n }\n\n // Overrides\n\n isWithContent() {\n return this.getTitle() || this.\_getContent()\n }\n\n addAttachmentClass(attachment) {\n $(this.getTipElement()).addClass(`${CLASS\_PREFIX}-${attachment}`)\n }\n\n getTipElement() {\n this.tip = this.tip || $(this.config.template)[0]\n return this.tip\n }\n\n setContent() {\n const $tip = $(this.getTipElement())\n\n // We use append for html objects to maintain js events\n this.setElementContent($tip.find(Selector.TITLE), this.getTitle())\n let content = this.\_getContent()\n if (typeof content === 'function') {\n content = content.call(this.element)\n }\n this.setElementContent($tip.find(Selector.CONTENT), content)\n\n $tip.removeClass(`${ClassName.FADE} ${ClassName.SHOW}`)\n }\n\n // Private\n\n \_getContent() {\n return this.element.getAttribute('data-content') ||\n this.config.content\n }\n\n \_cleanTipClass() {\n const $tip = $(this.getTipElement())\n const tabClass = $tip.attr('class').match(BSCLS\_PREFIX\_REGEX)\n if (tabClass !== null && tabClass.length > 0) {\n $tip.removeClass(tabClass.join(''))\n }\n }\n\n // Static\n\n static \_jQueryInterface(config) {\n return this.each(function () {\n let data = $(this).data(DATA\_KEY)\n const \_config = typeof config === 'object' ? config : null\n\n if (!data && /destroy|hide/.test(config)) {\n return\n }\n\n if (!data) {\n data = new Popover(this, \_config)\n $(this).data(DATA\_KEY, data)\n }\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n data[config]()\n }\n })\n }\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* jQuery\n \* ------------------------------------------------------------------------\n \*/\n\n $.fn[NAME] = Popover.\_jQueryInterface\n $.fn[NAME].Constructor = Popover\n $.fn[NAME].noConflict = function () {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Popover.\_jQueryInterface\n }\n\n return Popover\n})($)\n\nexport default Popover\n","import $ from 'jquery'\nimport Util from './util'\n\n/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.0.0): scrollspy.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst ScrollSpy = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'scrollspy'\n const VERSION = '4.0.0'\n const DATA\_KEY = 'bs.scrollspy'\n const EVENT\_KEY = `.${DATA\_KEY}`\n const DATA\_API\_KEY = '.data-api'\n const JQUERY\_NO\_CONFLICT = $.fn[NAME]\n\n const Default = {\n offset : 10,\n method : 'auto',\n target : ''\n }\n\n const DefaultType = {\n offset : 'number',\n method : 'string',\n target : '(string|element)'\n }\n\n const Event = {\n ACTIVATE : `activate${EVENT\_KEY}`,\n SCROLL : `scroll${EVENT\_KEY}`,\n LOAD\_DATA\_API : `load${EVENT\_KEY}${DATA\_API\_KEY}`\n }\n\n const ClassName = {\n DROPDOWN\_ITEM : 'dropdown-item',\n DROPDOWN\_MENU : 'dropdown-menu',\n ACTIVE : 'active'\n }\n\n const Selector = {\n DATA\_SPY : '[data-spy=\"scroll\"]',\n ACTIVE : '.active',\n NAV\_LIST\_GROUP : '.nav, .list-group',\n NAV\_LINKS : '.nav-link',\n NAV\_ITEMS : '.nav-item',\n LIST\_ITEMS : '.list-group-item',\n DROPDOWN : '.dropdown',\n DROPDOWN\_ITEMS : '.dropdown-item',\n DROPDOWN\_TOGGLE : '.dropdown-toggle'\n }\n\n const OffsetMethod = {\n OFFSET : 'offset',\n POSITION : 'position'\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Class Definition\n \* ------------------------------------------------------------------------\n \*/\n\n class ScrollSpy {\n constructor(element, config) {\n this.\_element = element\n this.\_scrollElement = element.tagName === 'BODY' ? window : element\n this.\_config = this.\_getConfig(config)\n this.\_selector = `${this.\_config.target} ${Selector.NAV\_LINKS},` +\n `${this.\_config.target} ${Selector.LIST\_ITEMS},` +\n `${this.\_config.target} ${Selector.DROPDOWN\_ITEMS}`\n this.\_offsets = []\n this.\_targets = []\n this.\_activeTarget = null\n this.\_scrollHeight = 0\n\n $(this.\_scrollElement).on(Event.SCROLL, (event) => this.\_process(event))\n\n this.refresh()\n this.\_process()\n }\n\n // Getters\n\n static get VERSION() {\n return VERSION\n }\n\n static get Default() {\n return Default\n }\n\n // Public\n\n refresh() {\n const autoMethod = this.\_scrollElement === this.\_scrollElement.window\n ? OffsetMethod.OFFSET : OffsetMethod.POSITION\n\n const offsetMethod = this.\_config.method === 'auto'\n ? autoMethod : this.\_config.method\n\n const offsetBase = offsetMethod === OffsetMethod.POSITION\n ? this.\_getScrollTop() : 0\n\n this.\_offsets = []\n this.\_targets = []\n\n this.\_scrollHeight = this.\_getScrollHeight()\n\n const targets = $.makeArray($(this.\_selector))\n\n targets\n .map((element) => {\n let target\n const targetSelector = Util.getSelectorFromElement(element)\n\n if (targetSelector) {\n target = $(targetSelector)[0]\n }\n\n if (target) {\n const targetBCR = target.getBoundingClientRect()\n if (targetBCR.width || targetBCR.height) {\n // TODO (fat): remove sketch reliance on jQuery position/offset\n return [\n $(target)[offsetMethod]().top + offsetBase,\n targetSelector\n ]\n }\n }\n return null\n })\n .filter((item) => item)\n .sort((a, b) => a[0] - b[0])\n .forEach((item) => {\n this.\_offsets.push(item[0])\n this.\_targets.push(item[1])\n })\n }\n\n dispose() {\n $.removeData(this.\_element, DATA\_KEY)\n $(this.\_scrollElement).off(EVENT\_KEY)\n\n this.\_element = null\n this.\_scrollElement = null\n this.\_config = null\n this.\_selector = null\n this.\_offsets = null\n this.\_targets = null\n this.\_activeTarget = null\n this.\_scrollHeight = null\n }\n\n // Private\n\n \_getConfig(config) {\n config = {\n ...Default,\n ...config\n }\n\n if (typeof config.target !== 'string') {\n let id = $(config.target).attr('id')\n if (!id) {\n id = Util.getUID(NAME)\n $(config.target).attr('id', id)\n }\n config.target = `#${id}`\n }\n\n Util.typeCheckConfig(NAME, config, DefaultType)\n\n return config\n }\n\n \_getScrollTop() {\n return this.\_scrollElement === window\n ? this.\_scrollElement.pageYOffset : this.\_scrollElement.scrollTop\n }\n\n \_getScrollHeight() {\n return this.\_scrollElement.scrollHeight || Math.max(\n document.body.scrollHeight,\n document.documentElement.scrollHeight\n )\n }\n\n \_getOffsetHeight() {\n return this.\_scrollElement === window\n ? window.innerHeight : this.\_scrollElement.getBoundingClientRect().height\n }\n\n \_process() {\n const scrollTop = this.\_getScrollTop() + this.\_config.offset\n const scrollHeight = this.\_getScrollHeight()\n const maxScroll = this.\_config.offset +\n scrollHeight -\n this.\_getOffsetHeight()\n\n if (this.\_scrollHeight !== scrollHeight) {\n this.refresh()\n }\n\n if (scrollTop >= maxScroll) {\n const target = this.\_targets[this.\_targets.length - 1]\n\n if (this.\_activeTarget !== target) {\n this.\_activate(target)\n }\n return\n }\n\n if (this.\_activeTarget && scrollTop < this.\_offsets[0] && this.\_offsets[0] > 0) {\n this.\_activeTarget = null\n this.\_clear()\n return\n }\n\n for (let i = this.\_offsets.length; i--;) {\n const isActiveTarget = this.\_activeTarget !== this.\_targets[i] &&\n scrollTop >= this.\_offsets[i] &&\n (typeof this.\_offsets[i + 1] === 'undefined' ||\n scrollTop < this.\_offsets[i + 1])\n\n if (isActiveTarget) {\n this.\_activate(this.\_targets[i])\n }\n }\n }\n\n \_activate(target) {\n this.\_activeTarget = target\n\n this.\_clear()\n\n let queries = this.\_selector.split(',')\n // eslint-disable-next-line arrow-body-style\n queries = queries.map((selector) => {\n return `${selector}[data-target=\"${target}\"],` +\n `${selector}[href=\"${target}\"]`\n })\n\n const $link = $(queries.join(','))\n\n if ($link.hasClass(ClassName.DROPDOWN\_ITEM)) {\n $link.closest(Selector.DROPDOWN).find(Selector.DROPDOWN\_TOGGLE).addClass(ClassName.ACTIVE)\n $link.addClass(ClassName.ACTIVE)\n } else {\n // Set triggered link as active\n $link.addClass(ClassName.ACTIVE)\n // Set triggered links parents as active\n // With both <ul> and <nav> markup a parent is the previous sibling of any nav ancestor\n $link.parents(Selector.NAV\_LIST\_GROUP).prev(`${Selector.NAV\_LINKS}, ${Selector.LIST\_ITEMS}`).addClass(ClassName.ACTIVE)\n // Handle special case when .nav-link is inside .nav-item\n $link.parents(Selector.NAV\_LIST\_GROUP).prev(Selector.NAV\_ITEMS).children(Selector.NAV\_LINKS).addClass(ClassName.ACTIVE)\n }\n\n $(this.\_scrollElement).trigger(Event.ACTIVATE, {\n relatedTarget: target\n })\n }\n\n \_clear() {\n $(this.\_selector).filter(Selector.ACTIVE).removeClass(ClassName.ACTIVE)\n }\n\n // Static\n\n static \_jQueryInterface(config) {\n return this.each(function () {\n let data = $(this).data(DATA\_KEY)\n const \_config = typeof config === 'object' && config\n\n if (!data) {\n data = new ScrollSpy(this, \_config)\n $(this).data(DATA\_KEY, data)\n }\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n data[config]()\n }\n })\n }\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Data Api implementation\n \* ------------------------------------------------------------------------\n \*/\n\n $(window).on(Event.LOAD\_DATA\_API, () => {\n const scrollSpys = $.makeArray($(Selector.DATA\_SPY))\n\n for (let i = scrollSpys.length; i--;) {\n const $spy = $(scrollSpys[i])\n ScrollSpy.\_jQueryInterface.call($spy, $spy.data())\n }\n })\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* jQuery\n \* ------------------------------------------------------------------------\n \*/\n\n $.fn[NAME] = ScrollSpy.\_jQueryInterface\n $.fn[NAME].Constructor = ScrollSpy\n $.fn[NAME].noConflict = function () {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return ScrollSpy.\_jQueryInterface\n }\n\n return ScrollSpy\n})($)\n\nexport default ScrollSpy\n","import $ from 'jquery'\nimport Util from './util'\n\n/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.0.0): tab.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Tab = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'tab'\n const VERSION = '4.0.0'\n const DATA\_KEY = 'bs.tab'\n const EVENT\_KEY = `.${DATA\_KEY}`\n const DATA\_API\_KEY = '.data-api'\n const JQUERY\_NO\_CONFLICT = $.fn[NAME]\n const TRANSITION\_DURATION = 150\n\n const Event = {\n HIDE : `hide${EVENT\_KEY}`,\n HIDDEN : `hidden${EVENT\_KEY}`,\n SHOW : `show${EVENT\_KEY}`,\n SHOWN : `shown${EVENT\_KEY}`,\n CLICK\_DATA\_API : `click${EVENT\_KEY}${DATA\_API\_KEY}`\n }\n\n const ClassName = {\n DROPDOWN\_MENU : 'dropdown-menu',\n ACTIVE : 'active',\n DISABLED : 'disabled',\n FADE : 'fade',\n SHOW : 'show'\n }\n\n const Selector = {\n DROPDOWN : '.dropdown',\n NAV\_LIST\_GROUP : '.nav, .list-group',\n ACTIVE : '.active',\n ACTIVE\_UL : '> li > .active',\n DATA\_TOGGLE : '[data-toggle=\"tab\"], [data-toggle=\"pill\"], [data-toggle=\"list\"]',\n DROPDOWN\_TOGGLE : '.dropdown-toggle',\n DROPDOWN\_ACTIVE\_CHILD : '> .dropdown-menu .active'\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Class Definition\n \* ------------------------------------------------------------------------\n \*/\n\n class Tab {\n constructor(element) {\n this.\_element = element\n }\n\n // Getters\n\n static get VERSION() {\n return VERSION\n }\n\n // Public\n\n show() {\n if (this.\_element.parentNode &&\n this.\_element.parentNode.nodeType === Node.ELEMENT\_NODE &&\n $(this.\_element).hasClass(ClassName.ACTIVE) ||\n $(this.\_element).hasClass(ClassName.DISABLED)) {\n return\n }\n\n let target\n let previous\n const listElement = $(this.\_element).closest(Selector.NAV\_LIST\_GROUP)[0]\n const selector = Util.getSelectorFromElement(this.\_element)\n\n if (listElement) {\n const itemSelector = listElement.nodeName === 'UL' ? Selector.ACTIVE\_UL : Selector.ACTIVE\n previous = $.makeArray($(listElement).find(itemSelector))\n previous = previous[previous.length - 1]\n }\n\n const hideEvent = $.Event(Event.HIDE, {\n relatedTarget: this.\_element\n })\n\n const showEvent = $.Event(Event.SHOW, {\n relatedTarget: previous\n })\n\n if (previous) {\n $(previous).trigger(hideEvent)\n }\n\n $(this.\_element).trigger(showEvent)\n\n if (showEvent.isDefaultPrevented() ||\n hideEvent.isDefaultPrevented()) {\n return\n }\n\n if (selector) {\n target = $(selector)[0]\n }\n\n this.\_activate(\n this.\_element,\n listElement\n )\n\n const complete = () => {\n const hiddenEvent = $.Event(Event.HIDDEN, {\n relatedTarget: this.\_element\n })\n\n const shownEvent = $.Event(Event.SHOWN, {\n relatedTarget: previous\n })\n\n $(previous).trigger(hiddenEvent)\n $(this.\_element).trigger(shownEvent)\n }\n\n if (target) {\n this.\_activate(target, target.parentNode, complete)\n } else {\n complete()\n }\n }\n\n dispose() {\n $.removeData(this.\_element, DATA\_KEY)\n this.\_element = null\n }\n\n // Private\n\n \_activate(element, container, callback) {\n let activeElements\n if (container.nodeName === 'UL') {\n activeElements = $(container).find(Selector.ACTIVE\_UL)\n } else {\n activeElements = $(container).children(Selector.ACTIVE)\n }\n\n const active = activeElements[0]\n const isTransitioning = callback &&\n Util.supportsTransitionEnd() &&\n (active && $(active).hasClass(ClassName.FADE))\n\n const complete = () => this.\_transitionComplete(\n element,\n active,\n callback\n )\n\n if (active && isTransitioning) {\n $(active)\n .one(Util.TRANSITION\_END, complete)\n .emulateTransitionEnd(TRANSITION\_DURATION)\n } else {\n complete()\n }\n }\n\n \_transitionComplete(element, active, callback) {\n if (active) {\n $(active).removeClass(`${ClassName.SHOW} ${ClassName.ACTIVE}`)\n\n const dropdownChild = $(active.parentNode).find(\n Selector.DROPDOWN\_ACTIVE\_CHILD\n )[0]\n\n if (dropdownChild) {\n $(dropdownChild).removeClass(ClassName.ACTIVE)\n }\n\n if (active.getAttribute('role') === 'tab') {\n active.setAttribute('aria-selected', false)\n }\n }\n\n $(element).addClass(ClassName.ACTIVE)\n if (element.getAttribute('role') === 'tab') {\n element.setAttribute('aria-selected', true)\n }\n\n Util.reflow(element)\n $(element).addClass(ClassName.SHOW)\n\n if (element.parentNode &&\n $(element.parentNode).hasClass(ClassName.DROPDOWN\_MENU)) {\n const dropdownElement = $(element).closest(Selector.DROPDOWN)[0]\n if (dropdownElement) {\n $(dropdownElement).find(Selector.DROPDOWN\_TOGGLE).addClass(ClassName.ACTIVE)\n }\n\n element.setAttribute('aria-expanded', true)\n }\n\n if (callback) {\n callback()\n }\n }\n\n // Static\n\n static \_jQueryInterface(config) {\n return this.each(function () {\n const $this = $(this)\n let data = $this.data(DATA\_KEY)\n\n if (!data) {\n data = new Tab(this)\n $this.data(DATA\_KEY, data)\n }\n\n if (typeof config === 'string') {\n if (typeof data[config] === 'undefined') {\n throw new TypeError(`No method named \"${config}\"`)\n }\n data[config]()\n }\n })\n }\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Data Api implementation\n \* ------------------------------------------------------------------------\n \*/\n\n $(document)\n .on(Event.CLICK\_DATA\_API, Selector.DATA\_TOGGLE, function (event) {\n event.preventDefault()\n Tab.\_jQueryInterface.call($(this), 'show')\n })\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* jQuery\n \* ------------------------------------------------------------------------\n \*/\n\n $.fn[NAME] = Tab.\_jQueryInterface\n $.fn[NAME].Constructor = Tab\n $.fn[NAME].noConflict = function () {\n $.fn[NAME] = JQUERY\_NO\_CONFLICT\n return Tab.\_jQueryInterface\n }\n\n return Tab\n})($)\n\nexport default Tab\n","import $ from 'jquery'\nimport Alert from './alert'\nimport Button from './button'\nimport Carousel from './carousel'\nimport Collapse from './collapse'\nimport Dropdown from './dropdown'\nimport Modal from './modal'\nimport Popover from './popover'\nimport Scrollspy from './scrollspy'\nimport Tab from './tab'\nimport Tooltip from './tooltip'\nimport Util from './util'\n\n/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.0.0-alpha.6): index.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\n(($) => {\n if (typeof $ === 'undefined') {\n throw new TypeError('Bootstrap\\'s JavaScript requires jQuery. jQuery must be included before Bootstrap\\'s JavaScript.')\n }\n\n const version = $.fn.jquery.split(' ')[0].split('.')\n const minMajor = 1\n const ltMajor = 2\n const minMinor = 9\n const minPatch = 1\n const maxMajor = 4\n\n if (version[0] < ltMajor && version[1] < minMinor || version[0] === minMajor && version[1] === minMinor && version[2] < minPatch || version[0] >= maxMajor) {\n throw new Error('Bootstrap\\'s JavaScript requires at least jQuery v1.9.1 but less than v4.0.0')\n }\n})($)\n\nexport {\n Util,\n Alert,\n Button,\n Carousel,\n Collapse,\n Dropdown,\n Modal,\n Popover,\n Scrollspy,\n Tab,\n Tooltip\n}\n"]}