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,EAASnE,GAAE2F,GAAQ8B,KAAKvH,IAC1B,SADW+S,EAAA,GAERjT,GAAE2F,GAAQ8B,OACVzH,GAAEmC,MAAMsF,QAGM,MAAjBtF,KAAK0J,SAAoC,SAAjB1J,KAAK0J,SAC/BvG,EAAMsC,iBAGR,IAAMkJ,EAAU9Q,GAAE2F,GAAQtD,IAAIhC,GAAMgO,KAAM,SAAC4D,GACrCA,EAAUvL,sBAKdoK,EAAQzO,IAAIhC,GAAMmO,OAAQ,WACpBxO,GAAE0Y,GAAM9S,GAAG,aACb8S,EAAK5P,YAKX1H,GAAMkG,iBAAiB7C,KAAKzE,GAAE2F,GAASxB,EAAQhC,QASjDnC,GAAEoF,GAAGnF,IAAQmB,GAAMkG,iBACnBtH,GAAEoF,GAAGnF,IAAMgI,YAAc7G,GACzBpB,GAAEoF,GAAGnF,IAAMiI,WAAa,WAEtB,OADAlI,GAAEoF,GAAGnF,IAAQG,GACNgB,GAAMkG,kBAGRlG,ICpjBHK,IAOExB,GAAqB,UAGrBE,GAAAA,KADAD,GAAqB,cAErBE,IAXUJ,GAusBfA,GA5rB4BoF,GAAGnF,IAC1BoB,GAAqB,aACrBC,GAAqB,IAAI0D,OAAJ,UAAqB3D,GAArB,OAAyC,KAyB9DV,GAAU,CACdgY,WAAsB,EACtBC,SAAsB,uGAGtBjV,QAAsB,cACtBkV,MAAsB,GACtBC,MAAsB,EACtBC,OAhBI7X,GAAgB,CACpB8X,KAAS,OACTC,IAAS,MACTC,MAAS,QACTC,OAAS,SACTC,KAAS,SAYTpW,WAhCIpC,GAAc,CAClB+X,UAAsB,UACtBC,SAAsB,SACtBC,MAAsB,4BACtBlV,QAAsB,SACtBmV,MAAsB,kBACtBC,KAAsB,UACtB/V,SAAsB,mBACtB8P,UAAsB,oBACtB3B,OAAsB,kBACtBkI,UAAsB,2BACtBC,kBAAsB,iBACtBjI,SAAsB,qBAqBtByB,UAAsB,MACtB3B,OAAsB,EACtBkI,WAAsB,EACtBC,kBAAsB,OACtBjI,SAAsB,gBAGlB9P,GAEG,MAGHlB,GAAQ,CACZkO,KAAAA,OAAoBpO,GACpBqO,OAAAA,SAAsBrO,GACtBkO,MARI9M,GACG,QAOapB,GACpBmO,MAAAA,QAAqBnO,GACrBoZ,SAAAA,WAAwBpZ,GACxB6Q,MAAAA,QAAqB7Q,GACrB8T,QAAAA,UAAuB9T,GACvBqZ,SAAAA,WAAwBrZ,GACxBuJ,WAAAA,aAA0BvJ,GAC1BwJ,WAAAA,aAA0BxJ,IAGtBG,GACG,OADHA,GAEG,OAGHG,GAEY,iBAFZA,GAGY,SAGZe,GACK,QADLA,GAEK,QAFLA,GAGK,QAHLA,GAIK,SAULC,GAlGgB,WAmGpB,SAAAA,EAAYsB,EAASoB,GAKnB,GAAsB,oBAAX+N,EACT,MAAM,IAAIrE,UAAU,gEAItB1L,KAAKsX,YAAiB,EACtBtX,KAAKuX,SAAiB,EACtBvX,KAAKwX,YAAiB,GACtBxX,KAAKyX,eAAiB,GACtBzX,KAAKqP,QAAiB,KAGtBrP,KAAKY,QAAUA,EACfZ,KAAKgC,OAAUhC,KAAKkI,WAAWlG,GAC/BhC,KAAK0X,IAAU,KAEf1X,KAAK2X,gBAxHa,IAAAzT,EAAA5E,EAAA8C,UAAA,OAAA8B,EA2JpB0T,OA3JoB,WA4JlB5X,KAAKsX,YAAa,GA5JApT,EA+JpB2T,QA/JoB,WAgKlB7X,KAAKsX,YAAa,GAhKApT,EAmKpB4T,cAnKoB,WAoKlB9X,KAAKsX,YAActX,KAAKsX,YApKNpT,EAuKpB+B,OAvKoB,SAuKb9C,GACL,GAAKnD,KAAKsX,WAIV,GAAInU,EAAO,CACT,IAAM4U,EAAU/X,KAAKwQ,YAAYzS,SAC7BuT,EAAUzT,GAAEsF,EAAMqL,eAAelJ,KAAKyS,GAErCzG,IACHA,EAAU,IAAItR,KAAKwQ,YACjBrN,EAAMqL,cACNxO,KAAKgY,sBAEPna,GAAEsF,EAAMqL,eAAelJ,KAAKyS,EAASzG,IAGvCA,EAAQmG,eAAeQ,OAAS3G,EAAQmG,eAAeQ,MAEnD3G,EAAQ4G,uBACV5G,EAAQ6G,OAAO,KAAM7G,GAErBA,EAAQ8G,OAAO,KAAM9G,OAElB,CACL,GAAIzT,GAAEmC,KAAKqY,iBAAiBtT,SAAS5G,IAEnC,YADA6B,KAAKoY,OAAO,KAAMpY,MAIpBA,KAAKmY,OAAO,KAAMnY,QArMFkE,EAyMpBO,QAzMoB,WA0MlBgF,aAAazJ,KAAKuX,UAElB1Z,GAAE6G,WAAW1E,KAAKY,QAASZ,KAAKwQ,YAAYzS,UAE5CF,GAAEmC,KAAKY,SAASyI,IAAIrJ,KAAKwQ,YAAYxS,WACrCH,GAAEmC,KAAKY,SAASgE,QAAQ,UAAUyE,IAAI,iBAElCrJ,KAAK0X,KACP7Z,GAAEmC,KAAK0X,KAAKxS,SAGdlF,KAAKsX,WAAiB,KACtBtX,KAAKuX,SAAiB,KACtBvX,KAAKwX,YAAiB,MACtBxX,KAAKyX,eAAiB,QAClBzX,KAAKqP,SACPrP,KAAKqP,QAAQe,UAGfpQ,KAAKqP,QAAU,KACfrP,KAAKY,QAAU,KACfZ,KAAKgC,OAAU,KACfhC,KAAK0X,IAAU,MAhOGxT,EAmOpBmJ,KAnOoB,WAmOb,IAAAtN,EAAAC,KACL,GAAuC,SAAnCnC,GAAEmC,KAAKY,SAASO,IAAI,WACtB,MAAM,IAAI4B,MAAM,uCAGlB,IAAM+M,EAAYjS,GAAEK,MAAM8B,KAAKwQ,YAAYtS,MAAMgO,MACjD,GAAIlM,KAAKsY,iBAAmBtY,KAAKsX,WAAY,CAC3CzZ,GAAEmC,KAAKY,SAASY,QAAQsO,GAExB,IAAMyI,EAAa1a,GAAE2I,SACnBxG,KAAKY,QAAQ4X,cAAchP,gBAC3BxJ,KAAKY,SAGP,GAAIkP,EAAUvL,uBAAyBgU,EACrC,OAGF,IAAMb,EAAQ1X,KAAKqY,gBACbI,EAAQ9Y,GAAKU,OAAOL,KAAKwQ,YAAY1S,MAE3C4Z,EAAI9Q,aAAa,KAAM6R,GACvBzY,KAAKY,QAAQgG,aAAa,mBAAoB6R,GAE9CzY,KAAK0Y,aAED1Y,KAAKgC,OAAOwU,WACd3Y,GAAE6Z,GAAK1M,SAAS7M,IAGlB,IAAMwS,EAA8C,mBAA1B3Q,KAAKgC,OAAO2O,UAClC3Q,KAAKgC,OAAO2O,UAAUrO,KAAKtC,KAAM0X,EAAK1X,KAAKY,SAC3CZ,KAAKgC,OAAO2O,UAEVgI,EAAa3Y,KAAK4Y,eAAejI,GACvC3Q,KAAK6Y,mBAAmBF,GAExB,IAAMzB,GAAsC,IAA1BlX,KAAKgC,OAAOkV,UAAsBzW,SAASyP,KAAOrS,GAAE4C,UAAUqY,KAAK9Y,KAAKgC,OAAOkV,WAEjGrZ,GAAE6Z,GAAKpS,KAAKtF,KAAKwQ,YAAYzS,SAAUiC,MAElCnC,GAAE2I,SAASxG,KAAKY,QAAQ4X,cAAchP,gBAAiBxJ,KAAK0X,MAC/D7Z,GAAE6Z,GAAKhD,SAASwC,GAGlBrZ,GAAEmC,KAAKY,SAASY,QAAQxB,KAAKwQ,YAAYtS,MAAMkZ,UAE/CpX,KAAKqP,QAAU,IAAIU,EAAO/P,KAAKY,QAAS8W,EAAK,CAC3C/G,UAAWgI,EACX3H,UAAW,CACThC,OAAQ,CACNA,OAAQhP,KAAKgC,OAAOgN,QAEtBC,KAAM,CACJ8J,SAAU/Y,KAAKgC,OAAOmV,mBAExB6B,MAAO,CACLpY,QAAStC,IAEX4S,gBAAiB,CACfC,kBAAmBnR,KAAKgC,OAAOkN,WAGnC+J,SAAU,SAAC3T,GACLA,EAAK4T,oBAAsB5T,EAAKqL,WAClC5Q,EAAKoZ,6BAA6B7T,IAGtC8T,SAAU,SAAC9T,GACTvF,EAAKoZ,6BAA6B7T,MAItCzH,GAAE6Z,GAAK1M,SAAS7M,IAMZ,iBAAkBsC,SAAS+I,iBAC7B3L,GAAE4C,SAASyP,MAAMnF,WAAWlF,GAAG,YAAa,KAAMhI,GAAEsS,MAGtD,IAAMkJ,EAAW,WACXtZ,EAAKiC,OAAOwU,WACdzW,EAAKuZ,iBAEP,IAAMC,EAAiBxZ,EAAKyX,YAC5BzX,EAAKyX,YAAkB,KAEvB3Z,GAAEkC,EAAKa,SAASY,QAAQzB,EAAKyQ,YAAYtS,MAAMiO,OAE3CoN,IAAmBna,IACrBW,EAAKqY,OAAO,KAAMrY,IAItB,GAAIlC,GAAEmC,KAAK0X,KAAK3S,SAAS5G,IAAiB,CACxC,IAAM+C,EAAqBvB,GAAKsB,iCAAiCjB,KAAK0X,KAEtE7Z,GAAEmC,KAAK0X,KACJxX,IAAIP,GAAKC,eAAgByZ,GACzBnW,qBAAqBhC,QAExBmY,MA3UcnV,EAgVpBkJ,KAhVoB,SAgVfgH,GAAU,IAAA9K,EAAAtJ,KACP0X,EAAY1X,KAAKqY,gBACjB5G,EAAY5T,GAAEK,MAAM8B,KAAKwQ,YAAYtS,MAAMkO,MAC3CiN,EAAW,WACX/P,EAAKkO,cAAgBpY,IAAmBsY,EAAI9N,YAC9C8N,EAAI9N,WAAW0M,YAAYoB,GAG7BpO,EAAKkQ,iBACLlQ,EAAK1I,QAAQ2S,gBAAgB,oBAC7B1V,GAAEyL,EAAK1I,SAASY,QAAQ8H,EAAKkH,YAAYtS,MAAMmO,QAC1B,OAAjB/C,EAAK+F,SACP/F,EAAK+F,QAAQe,UAGXgE,GACFA,KAMJ,GAFAvW,GAAEmC,KAAKY,SAASY,QAAQiQ,IAEpBA,EAAUlN,qBAAd,CAgBA,GAZA1G,GAAE6Z,GAAK5S,YAAY3G,IAIf,iBAAkBsC,SAAS+I,iBAC7B3L,GAAE4C,SAASyP,MAAMnF,WAAW1B,IAAI,YAAa,KAAMxL,GAAEsS,MAGvDnQ,KAAKyX,eAAepY,KAAiB,EACrCW,KAAKyX,eAAepY,KAAiB,EACrCW,KAAKyX,eAAepY,KAAiB,EAEjCxB,GAAEmC,KAAK0X,KAAK3S,SAAS5G,IAAiB,CACxC,IAAM+C,EAAqBvB,GAAKsB,iCAAiCyW,GAEjE7Z,GAAE6Z,GACCxX,IAAIP,GAAKC,eAAgByZ,GACzBnW,qBAAqBhC,QAExBmY,IAGFrZ,KAAKwX,YAAc,KAhYDtT,EAmYpBmM,OAnYoB,WAoYG,OAAjBrQ,KAAKqP,SACPrP,KAAKqP,QAAQiB,kBArYGpM,EA2YpBoU,cA3YoB,WA4YlB,OAAO5W,QAAQ1B,KAAKyZ,aA5YFvV,EA+YpB2U,mBA/YoB,SA+YDF,GACjB9a,GAAEmC,KAAKqY,iBAAiBrN,SAAY9L,GAApC,IAAoDyZ,IAhZlCzU,EAmZpBmU,cAnZoB,WAqZlB,OADArY,KAAK0X,IAAM1X,KAAK0X,KAAO7Z,GAAEmC,KAAKgC,OAAOyU,UAAU,GACxCzW,KAAK0X,KArZMxT,EAwZpBwU,WAxZoB,WAyZlB,IAAMhB,EAAM1X,KAAKqY,gBACjBrY,KAAK0Z,kBAAkB7b,GAAE6Z,EAAI5N,iBAAiBxL,KAA0B0B,KAAKyZ,YAC7E5b,GAAE6Z,GAAK5S,YAAe3G,GAAtB,IAAwCA,KA3ZtB+F,EA8ZpBwV,kBA9ZoB,SA8ZFrU,EAAUsU,GAC1B,IAAM/C,EAAO5W,KAAKgC,OAAO4U,KACF,iBAAZ+C,IAAyBA,EAAQ9X,UAAY8X,EAAQxL,QAE1DyI,EACG/Y,GAAE8b,GAAShV,SAASlB,GAAG4B,IAC1BA,EAASuU,QAAQC,OAAOF,GAG1BtU,EAASyU,KAAKjc,GAAE8b,GAASG,QAG3BzU,EAASuR,EAAO,OAAS,QAAQ+C,IA1ajBzV,EA8apBuV,SA9aoB,WA+alB,IAAI/C,EAAQ1W,KAAKY,QAAQE,aAAa,uBAQtC,OANK4V,IACHA,EAAqC,mBAAtB1W,KAAKgC,OAAO0U,MACvB1W,KAAKgC,OAAO0U,MAAMpU,KAAKtC,KAAKY,SAC5BZ,KAAKgC,OAAO0U,OAGXA,GAvbWxS,EA4bpB0U,eA5boB,SA4bLjI,GACb,OAAO5R,GAAc4R,EAAU3N,gBA7bbkB,EAgcpByT,cAhcoB,WAgcJ,IAAAxM,EAAAnL,KACGA,KAAKgC,OAAOR,QAAQH,MAAM,KAElC0Y,QAAQ,SAACvY,GAChB,GAAgB,UAAZA,EACF3D,GAAEsN,EAAKvK,SAASiF,GACdsF,EAAKqF,YAAYtS,MAAM2Q,MACvB1D,EAAKnJ,OAAOnB,SACZ,SAACsC,GAAD,OAAWgI,EAAKlF,OAAO9C,UAEpB,GAAI3B,IAAYnC,GAAgB,CACrC,IAAM2a,EAAUxY,IAAYnC,GACxB8L,EAAKqF,YAAYtS,MAAMqJ,WACvB4D,EAAKqF,YAAYtS,MAAM4T,QACrBmI,EAAWzY,IAAYnC,GACzB8L,EAAKqF,YAAYtS,MAAMsJ,WACvB2D,EAAKqF,YAAYtS,MAAMmZ,SAE3BxZ,GAAEsN,EAAKvK,SACJiF,GACCmU,EACA7O,EAAKnJ,OAAOnB,SACZ,SAACsC,GAAD,OAAWgI,EAAKgN,OAAOhV,KAExB0C,GACCoU,EACA9O,EAAKnJ,OAAOnB,SACZ,SAACsC,GAAD,OAAWgI,EAAKiN,OAAOjV,KAI7BtF,GAAEsN,EAAKvK,SAASgE,QAAQ,UAAUiB,GAChC,gBACA,WAAA,OAAMsF,EAAKiC,WAIXpN,KAAKgC,OAAOnB,SACdb,KAAKgC,OAAL8O,EAAA,GACK9Q,KAAKgC,OADV,CAEER,QAAS,SACTX,SAAU,KAGZb,KAAKka,aA5eWhW,EAgfpBgW,UAhfoB,WAiflB,IAAMC,SAAmBna,KAAKY,QAAQE,aAAa,wBAC/Cd,KAAKY,QAAQE,aAAa,UACb,WAAdqZ,KACDna,KAAKY,QAAQgG,aACX,sBACA5G,KAAKY,QAAQE,aAAa,UAAY,IAExCd,KAAKY,QAAQgG,aAAa,QAAS,MAxfnB1C,EA4fpBiU,OA5foB,SA4fbhV,EAAOmO,GACZ,IAAMyG,EAAU/X,KAAKwQ,YAAYzS,UAEjCuT,EAAUA,GAAWzT,GAAEsF,EAAMqL,eAAelJ,KAAKyS,MAG/CzG,EAAU,IAAItR,KAAKwQ,YACjBrN,EAAMqL,cACNxO,KAAKgY,sBAEPna,GAAEsF,EAAMqL,eAAelJ,KAAKyS,EAASzG,IAGnCnO,IACFmO,EAAQmG,eACS,YAAftU,EAAMkD,KAAqBhH,GAAgBA,KACzC,GAGFxB,GAAEyT,EAAQ+G,iBAAiBtT,SAAS5G,KACrCmT,EAAQkG,cAAgBpY,GACzBkS,EAAQkG,YAAcpY,IAIxBqK,aAAa6H,EAAQiG,UAErBjG,EAAQkG,YAAcpY,GAEjBkS,EAAQtP,OAAO2U,OAAUrF,EAAQtP,OAAO2U,MAAMtJ,KAKnDiE,EAAQiG,SAAWpX,WAAW,WACxBmR,EAAQkG,cAAgBpY,IAC1BkS,EAAQjE,QAETiE,EAAQtP,OAAO2U,MAAMtJ,MARtBiE,EAAQjE,SA1hBQnJ,EAqiBpBkU,OAriBoB,SAqiBbjV,EAAOmO,GACZ,IAAMyG,EAAU/X,KAAKwQ,YAAYzS,UAEjCuT,EAAUA,GAAWzT,GAAEsF,EAAMqL,eAAelJ,KAAKyS,MAG/CzG,EAAU,IAAItR,KAAKwQ,YACjBrN,EAAMqL,cACNxO,KAAKgY,sBAEPna,GAAEsF,EAAMqL,eAAelJ,KAAKyS,EAASzG,IAGnCnO,IACFmO,EAAQmG,eACS,aAAftU,EAAMkD,KAAsBhH,GAAgBA,KAC1C,GAGFiS,EAAQ4G,yBAIZzO,aAAa6H,EAAQiG,UAErBjG,EAAQkG,YAAcpY,GAEjBkS,EAAQtP,OAAO2U,OAAUrF,EAAQtP,OAAO2U,MAAMvJ,KAKnDkE,EAAQiG,SAAWpX,WAAW,WACxBmR,EAAQkG,cAAgBpY,IAC1BkS,EAAQlE,QAETkE,EAAQtP,OAAO2U,MAAMvJ,MARtBkE,EAAQlE,SAjkBQlJ,EA4kBpBgU,qBA5kBoB,WA6kBlB,IAAK,IAAM1W,KAAWxB,KAAKyX,eACzB,GAAIzX,KAAKyX,eAAejW,GACtB,OAAO,EAIX,OAAO,GAnlBW0C,EAslBpBgE,WAtlBoB,SAslBTlG,GA4BT,MArB4B,iBAN5BA,EAAAA,EAAAA,GACKhC,KAAKwQ,YAAYhS,QACjBX,GAAEmC,KAAKY,SAAS0E,OACE,iBAAXtD,GAAuBA,EAASA,EAAS,KAGnC2U,QAChB3U,EAAO2U,MAAQ,CACbtJ,KAAMrL,EAAO2U,MACbvJ,KAAMpL,EAAO2U,QAIW,iBAAjB3U,EAAO0U,QAChB1U,EAAO0U,MAAQ1U,EAAO0U,MAAMhU,YAGA,iBAAnBV,EAAO2X,UAChB3X,EAAO2X,QAAU3X,EAAO2X,QAAQjX,YAGlC/C,GAAKmC,gBACHhE,GACAkE,EACAhC,KAAKwQ,YAAY/R,aAGZuD,GAlnBWkC,EAqnBpB8T,mBArnBoB,WAsnBlB,IAAMhW,EAAS,GAEf,GAAIhC,KAAKgC,OACP,IAAK,IAAM2D,KAAO3F,KAAKgC,OACjBhC,KAAKwQ,YAAYhS,QAAQmH,KAAS3F,KAAKgC,OAAO2D,KAChD3D,EAAO2D,GAAO3F,KAAKgC,OAAO2D,IAKhC,OAAO3D,GAhoBWkC,EAmoBpBsV,eAnoBoB,WAooBlB,IAAMY,EAAOvc,GAAEmC,KAAKqY,iBACdgC,EAAWD,EAAKvM,KAAK,SAASlL,MAAMxD,IACzB,OAAbkb,GAAqBA,EAASlR,QAChCiR,EAAKtV,YAAYuV,EAASC,KAAK,MAvoBfpW,EA2oBpBiV,6BA3oBoB,SA2oBSoB,GAC3B,IAAMC,EAAiBD,EAAWE,SAClCza,KAAK0X,IAAM8C,EAAeE,OAC1B1a,KAAKwZ,iBACLxZ,KAAK6Y,mBAAmB7Y,KAAK4Y,eAAe2B,EAAW5J,aA/oBrCzM,EAkpBpBoV,eAlpBoB,WAmpBlB,IAAM5B,EAAM1X,KAAKqY,gBACXsC,EAAsB3a,KAAKgC,OAAOwU,UACA,OAApCkB,EAAI5W,aAAa,iBAGrBjD,GAAE6Z,GAAK5S,YAAY3G,IACnB6B,KAAKgC,OAAOwU,WAAY,EACxBxW,KAAKoN,OACLpN,KAAKqN,OACLrN,KAAKgC,OAAOwU,UAAYmE,IA5pBNrb,EAiqBb6F,iBAjqBa,SAiqBInD,GACtB,OAAOhC,KAAKoF,KAAK,WACf,IAAIE,EAAOzH,GAAEmC,MAAMsF,KAAKvH,IAClBkK,EAA4B,iBAAXjG,GAAuBA,EAE9C,IAAKsD,IAAQ,eAAexC,KAAKd,MAI5BsD,IACHA,EAAO,IAAIhG,EAAQU,KAAMiI,GACzBpK,GAAEmC,MAAMsF,KAAKvH,GAAUuH,IAGH,iBAAXtD,GAAqB,CAC9B,GAA4B,oBAAjBsD,EAAKtD,GACd,MAAM,IAAI0J,UAAJ,oBAAkC1J,EAAlC,KAERsD,EAAKtD,SAnrBS0D,EAAApG,EAAA,KAAA,CAAA,CAAAqG,IAAA,UAAAC,IAAA,WA8HlB,MAtHuB,UARL,CAAAD,IAAA,UAAAC,IAAA,WAkIlB,OAAOpH,KAlIW,CAAAmH,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tB0X,iBAnLsB,WAoLpB,OAAO5b,KAAKib,eAAenG,cAAgBvU,KAAKgc,IAC9C9b,SAASyP,KAAK4E,aACdrU,SAAS+I,gBAAgBsL,eAtLP5Q,EA0LtBsY,iBA1LsB,WA2LpB,OAAOxc,KAAKib,iBAAmBpP,OAC3BA,OAAO4Q,YAAczc,KAAKib,eAAejN,wBAAwBgO,QA5LjD9X,EA+LtBoX,SA/LsB,WAgMpB,IAAM9H,EAAexT,KAAK2b,gBAAkB3b,KAAKiI,QAAQ+G,OACnD8F,EAAe9U,KAAK4b,mBACpBc,EAAe1c,KAAKiI,QAAQ+G,OAChC8F,EACA9U,KAAKwc,mBAMP,GAJIxc,KAAKqb,gBAAkBvG,GACzB9U,KAAKub,UAGUmB,GAAblJ,EAAJ,CACE,IAAMhQ,EAASxD,KAAKmb,SAASnb,KAAKmb,SAAShS,OAAS,GAEhDnJ,KAAKob,gBAAkB5X,GACzBxD,KAAK2c,UAAUnZ,OAJnB,CASA,GAAIxD,KAAKob,eAAiB5H,EAAYxT,KAAKkb,SAAS,IAAyB,EAAnBlb,KAAKkb,SAAS,GAGtE,OAFAlb,KAAKob,cAAgB,UACrBpb,KAAK4c,SAKP,IADA,IACS7Q,EADY/L,KAAKkb,SAAS/R,OACR4C,KAAM,CACR/L,KAAKob,gBAAkBpb,KAAKmb,SAASpP,IACxDyH,GAAaxT,KAAKkb,SAASnP,KACM,oBAAzB/L,KAAKkb,SAASnP,EAAI,IACtByH,EAAYxT,KAAKkb,SAASnP,EAAI,KAGpC/L,KAAK2c,UAAU3c,KAAKmb,SAASpP,OAjOb7H,EAsOtByY,UAtOsB,SAsOZnZ,GACRxD,KAAKob,cAAgB5X,EAErBxD,KAAK4c,SAEL,IAAIC,EAAU7c,KAAK+M,UAAU1L,MAAM,KAEnCwb,EAAUA,EAAQhB,IAAI,SAAChb,GACrB,OAAUA,EAAH,iBAA4B2C,EAA5B,MACG3C,EADH,UACqB2C,EADrB,OAIT,IAAMsZ,EAAQjf,GAAE,GAAGgM,MAAMvH,KAAK7B,SAASqJ,iBAAiB+S,EAAQvC,KAAK,QAEjEwC,EAAM/X,SAAS5G,KACjB2e,EAAMlY,QAAQtG,IAAmBwa,KAAKxa,IAA0B0M,SAAS7M,IACzE2e,EAAM9R,SAAS7M,MAGf2e,EAAM9R,SAAS7M,IAGf2e,EAAMC,QAAQze,IAAyBmK,KAAQnK,GAA/C,KAAsEA,IAAuB0M,SAAS7M,IAEtG2e,EAAMC,QAAQze,IAAyBmK,KAAKnK,IAAoByM,SAASzM,IAAoB0M,SAAS7M,KAGxGN,GAAEmC,KAAKib,gBAAgBzZ,QAAQtD,GAAM6c,SAAU,CAC7CzQ,cAAe9G,KAlQGU,EAsQtB0Y,OAtQsB,WAuQpB,IAAMI,EAAQ,GAAGnT,MAAMvH,KAAK7B,SAASqJ,iBAAiB9J,KAAK+M,YAC3DlP,GAAEmf,GAAOnQ,OAAOvO,IAAiBwG,YAAY3G,KAxQzBsB,EA6Qf0F,iBA7Qe,SA6QEnD,GACtB,OAAOhC,KAAKoF,KAAK,WACf,IAAIE,EAAOzH,GAAEmC,MAAMsF,KAAKvH,IAQxB,GALKuH,IACHA,EAAO,IAAI7F,EAAUO,KAHW,iBAAXgC,GAAuBA,GAI5CnE,GAAEmC,MAAMsF,KAAKvH,GAAUuH,IAGH,iBAAXtD,EAAqB,CAC9B,GAA4B,oBAAjBsD,EAAKtD,GACd,MAAM,IAAI0J,UAAJ,oBAAkC1J,EAAlC,KAERsD,EAAKtD,SA3RW0D,EAAAjG,EAAA,KAAA,CAAA,CAAAkG,IAAA,UAAAC,IAAA,WAmFpB,MA3EuB,UARH,CAAAD,IAAA,UAAAC,IAAA,WAuFpB,OAAOpH,OAvFaiB,EAAA,GAuSxB5B,GAAEgO,QAAQhG,GAAG3H,GAAMwJ,cAAe,WAIhC,IAHA,IAAMuV,EAAa,GAAGpT,MAAMvH,KAAK7B,SAASqJ,iBAAiBxL,KAGlDyN,EADgBkR,EAAW9T,OACL4C,KAAM,CACnC,IAAMmR,EAAOrf,GAAEof,EAAWlR,IAC1BtM,GAAU0F,iBAAiB7C,KAAK4a,EAAMA,EAAK5X,WAU/CzH,GAAEoF,GAAGnF,IAAQ2B,GAAU0F,iBACvBtH,GAAEoF,GAAGnF,IAAMgI,YAAcrG,GACzB5B,GAAEoF,GAAGnF,IAAMiI,WAAa,WAEtB,OADAlI,GAAEoF,GAAGnF,IAAQG,GACNwB,GAAU0F,kBAGZ1F,IC9THC,IAUE1B,GAAAA,KADAD,GAAqB,UAGrBE,IAZMJ,GA2PXA,GA/O4BoF,GAAF,IAErB/E,GAAQ,CACZkO,KAAAA,OAAwBpO,GACxBqO,OAAAA,SAA0BrO,GAC1BkO,KAAAA,OAAwBlO,GACxBmO,MAAAA,QAAyBnO,GACzBgG,eAAAA,QAAyBhG,GARA,aAWrBG,GACY,gBADZA,GAEY,SAFZA,GAGY,WAHZA,GAIY,OAJZA,GAKY,OAGZG,GACoB,YADpBA,GAEoB,oBAFpBA,GAGoB,UAHpBA,GAIoB,iBAJpBA,GAKoB,kEALpBA,GAMoB,mBANpBA,GAOoB,2BASpBoB,GA9CY,WA+ChB,SAAAA,EAAYkB,GACVZ,KAAKiE,SAAWrD,EAhDF,IAAAsD,EAAAxE,EAAA0C,UAAA,OAAA8B,EA2DhBmJ,KA3DgB,WA2DT,IAAAtN,EAAAC,KACL,KAAIA,KAAKiE,SAAS2F,YACd5J,KAAKiE,SAAS2F,WAAW/H,WAAauR,KAAKC,cAC3CxV,GAAEmC,KAAKiE,UAAUc,SAAS5G,KAC1BN,GAAEmC,KAAKiE,UAAUc,SAAS5G,KAH9B,CAOA,IAAIqF,EACA2Z,EACEC,EAAcvf,GAAEmC,KAAKiE,UAAUW,QAAQtG,IAAyB,GAChEuC,EAAWlB,GAAKgB,uBAAuBX,KAAKiE,UAElD,GAAImZ,EAAa,CACf,IAAMC,EAAwC,OAAzBD,EAAYE,SAAoBhf,GAAqBA,GAE1E6e,GADAA,EAAWtf,GAAE2O,UAAU3O,GAAEuf,GAAatE,KAAKuE,KACvBF,EAAShU,OAAS,GAGxC,IAAMsI,EAAY5T,GAAEK,MAAMA,GAAMkO,KAAM,CACpC9B,cAAetK,KAAKiE,WAGhB6L,EAAYjS,GAAEK,MAAMA,GAAMgO,KAAM,CACpC5B,cAAe6S,IASjB,GANIA,GACFtf,GAAEsf,GAAU3b,QAAQiQ,GAGtB5T,GAAEmC,KAAKiE,UAAUzC,QAAQsO,IAErBA,EAAUvL,uBACXkN,EAAUlN,qBADb,CAKI1D,IACF2C,EAAS/C,SAASM,cAAcF,IAGlCb,KAAK2c,UACH3c,KAAKiE,SACLmZ,GAGF,IAAM/D,EAAW,WACf,IAAMkE,EAAc1f,GAAEK,MAAMA,GAAMmO,OAAQ,CACxC/B,cAAevK,EAAKkE,WAGhByP,EAAa7V,GAAEK,MAAMA,GAAMiO,MAAO,CACtC7B,cAAe6S,IAGjBtf,GAAEsf,GAAU3b,QAAQ+b,GACpB1f,GAAEkC,EAAKkE,UAAUzC,QAAQkS,IAGvBlQ,EACFxD,KAAK2c,UAAUnZ,EAAQA,EAAOoG,WAAYyP,GAE1CA,OA1HYnV,EA8HhBO,QA9HgB,WA+Hd5G,GAAE6G,WAAW1E,KAAKiE,SAAUlG,IAC5BiC,KAAKiE,SAAW,MAhIFC,EAqIhByY,UArIgB,SAqIN/b,EAASsW,EAAW9C,GAAU,IAAA9K,EAAAtJ,KAQhCwd,GANqB,OAAvBtG,EAAUoG,SACKzf,GAAEqZ,GAAW4B,KAAKxa,IAElBT,GAAEqZ,GAAWnM,SAASzM,KAGX,GACxB4P,EAAkBkG,GACrBoJ,GAAU3f,GAAE2f,GAAQzY,SAAS5G,IAE1Bkb,EAAW,WAAA,OAAM/P,EAAKmU,oBAC1B7c,EACA4c,EACApJ,IAGF,GAAIoJ,GAAUtP,EAAiB,CAC7B,IAAMhN,EAAqBvB,GAAKsB,iCAAiCuc,GAEjE3f,GAAE2f,GACCtd,IAAIP,GAAKC,eAAgByZ,GACzBnW,qBAAqBhC,QAExBmY,KA9JYnV,EAkKhBuZ,oBAlKgB,SAkKI7c,EAAS4c,EAAQpJ,GACnC,GAAIoJ,EAAQ,CACV3f,GAAE2f,GAAQ1Y,YAAe3G,GAAzB,IAA2CA,IAE3C,IAAMuf,EAAgB7f,GAAE2f,EAAO5T,YAAYkP,KACzCxa,IACA,GAEEof,GACF7f,GAAE6f,GAAe5Y,YAAY3G,IAGK,QAAhCqf,EAAO1c,aAAa,SACtB0c,EAAO5W,aAAa,iBAAiB,GAYzC,GARA/I,GAAE+C,GAASoK,SAAS7M,IACiB,QAAjCyC,EAAQE,aAAa,SACvBF,EAAQgG,aAAa,iBAAiB,GAGxCjH,GAAK2B,OAAOV,GACZ/C,GAAE+C,GAASoK,SAAS7M,IAEhByC,EAAQgJ,YACR/L,GAAE+C,EAAQgJ,YAAY7E,SAAS5G,IAA0B,CAC3D,IAAMwf,EAAkB9f,GAAE+C,GAASgE,QAAQtG,IAAmB,GAC9D,GAAIqf,EAAiB,CACnB,IAAMC,EAAqB,GAAG/T,MAAMvH,KAAKqb,EAAgB7T,iBAAiBxL,KAC1ET,GAAE+f,GAAoB5S,SAAS7M,IAGjCyC,EAAQgG,aAAa,iBAAiB,GAGpCwN,GACFA,KAvMY1U,EA6MTyF,iBA7MS,SA6MQnD,GACtB,OAAOhC,KAAKoF,KAAK,WACf,IAAMmJ,EAAQ1Q,GAAEmC,MACZsF,EAAOiJ,EAAMjJ,KAAKvH,IAOtB,GALKuH,IACHA,EAAO,IAAI5F,EAAIM,MACfuO,EAAMjJ,KAAKvH,GAAUuH,IAGD,iBAAXtD,EAAqB,CAC9B,GAA4B,oBAAjBsD,EAAKtD,GACd,MAAM,IAAI0J,UAAJ,oBAAkC1J,EAAlC,KAERsD,EAAKtD,SA3NK0D,EAAAhG,EAAA,KAAA,CAAA,CAAAiG,IAAA,UAAAC,IAAA,WAsDd,MA9CuB,YARTlG,EAAA,GAuOlB7B,GAAE4C,UACCoF,GAAG3H,GAAM8F,eAAgB1F,GAAsB,SAAU6E,GACxDA,EAAMsC,iBACN/F,GAAIyF,iBAAiB7C,KAAKzE,GAAEmC,MAAO,UASvCnC,GAAEoF,GAAF,IAAavD,GAAIyF,iBACjBtH,GAAEoF,GAAF,IAAW6C,YAAcpG,GACzB7B,GAAEoF,GAAF,IAAW8C,WAAa,WAEtB,OADAlI,GAAEoF,GAAF,IAAahF,GACNyB,GAAIyF,kBAGNzF,KChPT,SAAE7B,GACA,GAAiB,oBAANA,EACT,MAAM,IAAI6N,UAAU,kGAGtB,IAAMmS,EAAUhgB,EAAEoF,GAAGkL,OAAO9M,MAAM,KAAK,GAAGA,MAAM,KAOhD,GAAIwc,EAAQ,GALI,GAKYA,EAAQ,GAJnB,GAFA,IAMoCA,EAAQ,IAJ5C,IAI+DA,EAAQ,IAAmBA,EAAQ,GAHlG,GACA,GAEmHA,EAAQ,GAC1I,MAAM,IAAI9a,MAAM,+EAbpB,CAeGlF","sourcesContent":["import $ from 'jquery'\n\n/\*\*\n \* --------------------------------------------------------------------------\n \* Bootstrap (v4.1.2): util.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Util = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Private TransitionEnd Helpers\n \* ------------------------------------------------------------------------\n \*/\n\n const TRANSITION\_END = 'transitionend'\n const MAX\_UID = 1000000\n const MILLISECONDS\_MULTIPLIER = 1000\n\n // Shoutout AngusCroll (https://goo.gl/pxwQGp)\n function toType(obj) {\n return {}.toString.call(obj).match(/\\s([a-z]+)/i)[1].toLowerCase()\n }\n\n function getSpecialTransitionEndEvent() {\n return {\n bindType: TRANSITION\_END,\n delegateType: TRANSITION\_END,\n handle(event) {\n if ($(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 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 $.fn.emulateTransitionEnd = transitionEndEmulator\n $.event.special[Util.TRANSITION\_END] = getSpecialTransitionEndEvent()\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 try {\n return document.querySelector(selector) ? selector : null\n } catch (err) {\n return null\n }\n },\n\n getTransitionDurationFromElement(element) {\n if (!element) {\n return 0\n }\n\n // Get transition-duration of the element\n let transitionDuration = $(element).css('transition-duration')\n const floatTransitionDuration = parseFloat(transitionDuration)\n\n // Return 0 if element or transition duration is not found\n if (!floatTransitionDuration) {\n return 0\n }\n\n // If multiple durations are defined, take the first\n transitionDuration = transitionDuration.split(',')[0]\n\n return parseFloat(transitionDuration) \* MILLISECONDS\_MULTIPLIER\n },\n\n reflow(element) {\n return element.offsetHeight\n },\n\n triggerTransitionEnd(element) {\n $(element).trigger(TRANSITION\_END)\n },\n\n // TODO: Remove in v5\n supportsTransitionEnd() {\n return Boolean(TRANSITION\_END)\n },\n\n isElement(obj) {\n return (obj[0] || obj).nodeType\n },\n\n typeCheckConfig(componentName, config, configTypes) {\n for (const property in configTypes) {\n if (Object.prototype.hasOwnProperty.call(configTypes, property)) {\n const expectedTypes = configTypes[property]\n const value = config[property]\n const valueType = value && Util.isElement(value)\n ? 'element' : toType(value)\n\n if (!new RegExp(expectedTypes).test(valueType)) {\n throw new Error(\n `${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 (v4.1.2): alert.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Alert = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'alert'\n const VERSION = '4.1.2'\n const DATA\_KEY = 'bs.alert'\n const EVENT\_KEY = `.${DATA\_KEY}`\n const DATA\_API\_KEY = '.data-api'\n const JQUERY\_NO\_CONFLICT = $.fn[NAME]\n\n const Selector = {\n DISMISS : '[data-dismiss=\"alert\"]'\n }\n\n const Event = {\n CLOSE : `close${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 let rootElement = this.\_element\n if (element) {\n rootElement = this.\_getRootElement(element)\n }\n\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 = document.querySelector(selector)\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 $(element).removeClass(ClassName.SHOW)\n\n if (!$(element).hasClass(ClassName.FADE)) {\n this.\_destroyElement(element)\n return\n }\n\n const transitionDuration = Util.getTransitionDurationFromElement(element)\n\n $(element)\n .one(Util.TRANSITION\_END, (event) => this.\_destroyElement(element, event))\n .emulateTransitionEnd(transitionDuration)\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 (v4.1.2): button.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Button = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'button'\n const VERSION = '4.1.2'\n const DATA\_KEY = 'bs.button'\n const EVENT\_KEY = `.${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.querySelector(Selector.INPUT)\n\n if (input) {\n if (input.type === 'radio') {\n if (input.checked &&\n this.\_element.classList.contains(ClassName.ACTIVE)) {\n triggerChangeEvent = false\n } else {\n const activeElement = rootElement.querySelector(Selector.ACTIVE)\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.classList.contains(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.classList.contains(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 (v4.1.2): carousel.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Carousel = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'carousel'\n const VERSION = '4.1.2'\n const DATA\_KEY = 'bs.carousel'\n const EVENT\_KEY = `.${DATA\_KEY}`\n const DATA\_API\_KEY = '.data-api'\n const JQUERY\_NO\_CONFLICT = $.fn[NAME]\n const ARROW\_LEFT\_KEYCODE = 37 // KeyboardEvent.which value for left arrow key\n const ARROW\_RIGHT\_KEYCODE = 39 // KeyboardEvent.which value for right arrow key\n const TOUCHEVENT\_COMPAT\_WAIT = 500 // Time for mouse compat events to fire after touch\n\n const Default = {\n interval : 5000,\n keyboard : true,\n slide : false,\n pause : 'hover',\n wrap : true\n }\n\n const DefaultType = {\n interval : '(number|boolean)',\n keyboard : 'boolean',\n slide : '(boolean|string)',\n pause : '(string|boolean)',\n wrap : 'boolean'\n }\n\n const Direction = {\n NEXT : 'next',\n PREV : 'prev',\n LEFT : 'left',\n RIGHT : 'right'\n }\n\n const Event = {\n SLIDE : `slide${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 = $(element)[0]\n this.\_indicatorsElement = this.\_element.querySelector(Selector.INDICATORS)\n\n this.\_addEventListeners()\n }\n\n // Getters\n\n static get VERSION() {\n return VERSION\n }\n\n static get Default() {\n return Default\n }\n\n // Public\n\n next() {\n if (!this.\_isSliding) {\n this.\_slide(Direction.NEXT)\n }\n }\n\n nextWhenVisible() {\n // Don't call next when the page isn't visible\n // or the carousel or its parent isn't visible\n if (!document.hidden &&\n ($(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.querySelector(Selector.NEXT\_PREV)) {\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.querySelector(Selector.ACTIVE\_ITEM)\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 = element && element.parentNode\n ? [].slice.call(element.parentNode.querySelectorAll(Selector.ITEM))\n : []\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.querySelector(Selector.ACTIVE\_ITEM))\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 const indicators = [].slice.call(this.\_indicatorsElement.querySelectorAll(Selector.ACTIVE))\n $(indicators)\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.querySelector(Selector.ACTIVE\_ITEM)\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 = $.Event(Event.SLID, {\n relatedTarget: nextElement,\n direction: eventDirectionName,\n from: activeElementIndex,\n to: nextElementIndex\n })\n\n if ($(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 const transitionDuration = Util.getTransitionDurationFromElement(activeElement)\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(transitionDuration)\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 const carousels = [].slice.call(document.querySelectorAll(Selector.DATA\_RIDE))\n for (let i = 0, len = carousels.length; i < len; i++) {\n const $carousel = $(carousels[i])\n Carousel.\_jQueryInterface.call($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 (v4.1.2): collapse.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Collapse = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'collapse'\n const VERSION = '4.1.2'\n const DATA\_KEY = 'bs.collapse'\n const EVENT\_KEY = `.${DATA\_KEY}`\n const DATA\_API\_KEY = '.data-api'\n const JQUERY\_NO\_CONFLICT = $.fn[NAME]\n\n const Default = {\n toggle : true,\n parent : ''\n }\n\n const DefaultType = {\n toggle : 'boolean',\n parent : '(string|element)'\n }\n\n const Event = {\n SHOW : `show${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 = $.makeArray(document.querySelectorAll(\n `[data-toggle=\"collapse\"][href=\"#${element.id}\"],` +\n `[data-toggle=\"collapse\"][data-target=\"#${element.id}\"]`\n ))\n const toggleList = [].slice.call(document.querySelectorAll(Selector.DATA\_TOGGLE))\n for (let i = 0, len = toggleList.length; i < len; i++) {\n const elem = toggleList[i]\n const selector = Util.getSelectorFromElement(elem)\n const filterElement = [].slice.call(document.querySelectorAll(selector))\n .filter((foundElem) => foundElem === element)\n\n if (selector !== null && filterElement.length > 0) {\n this.\_selector = selector\n this.\_triggerArray.push(elem)\n }\n }\n\n this.\_parent = this.\_config.parent ? this.\_getParent() : null\n\n if (!this.\_config.parent) {\n this.\_addAriaAndCollapsedClass(this.\_element, this.\_triggerArray)\n }\n\n if (this.\_config.toggle) {\n this.toggle()\n }\n }\n\n // Getters\n\n static get VERSION() {\n return VERSION\n }\n\n static get Default() {\n return Default\n }\n\n // Public\n\n toggle() {\n if ($(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 = [].slice.call(this.\_parent.querySelectorAll(Selector.ACTIVES))\n .filter((elem) => elem.getAttribute('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) {\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 $(this.\_element).trigger(Event.SHOWN)\n }\n\n const capitalizedDimension = dimension[0].toUpperCase() + dimension.slice(1)\n const scrollSize = `scroll${capitalizedDimension}`\n const transitionDuration = Util.getTransitionDurationFromElement(this.\_element)\n\n $(this.\_element)\n .one(Util.TRANSITION\_END, complete)\n .emulateTransitionEnd(transitionDuration)\n\n this.\_element.style[dimension] = `${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 const triggerArrayLength = this.\_triggerArray.length\n if (triggerArrayLength > 0) {\n for (let i = 0; i < triggerArrayLength; i++) {\n const trigger = this.\_triggerArray[i]\n const selector = Util.getSelectorFromElement(trigger)\n if (selector !== null) {\n const $elem = $([].slice.call(document.querySelectorAll(selector)))\n if (!$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 const transitionDuration = Util.getTransitionDurationFromElement(this.\_element)\n\n $(this.\_element)\n .one(Util.TRANSITION\_END, complete)\n .emulateTransitionEnd(transitionDuration)\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 = $(this.\_element).hasClass(Dimension.WIDTH)\n return hasWidth ? Dimension.WIDTH : Dimension.HEIGHT\n }\n\n \_getParent() {\n let parent = null\n if (Util.isElement(this.\_config.parent)) {\n parent = this.\_config.parent\n\n // It's a jQuery object\n if (typeof this.\_config.parent.jquery !== 'undefined') {\n parent = this.\_config.parent[0]\n }\n } else {\n parent = document.querySelector(this.\_config.parent)\n }\n\n const selector =\n `[data-toggle=\"collapse\"][data-parent=\"${this.\_config.parent}\"]`\n\n const children = [].slice.call(parent.querySelectorAll(selector))\n $(children).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) {\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 ? document.querySelector(selector) : 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 ? 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 const selectors = [].slice.call(document.querySelectorAll(selector))\n $(selectors).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 (v4.1.2): dropdown.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Dropdown = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'dropdown'\n const VERSION = '4.1.2'\n const DATA\_KEY = 'bs.dropdown'\n const EVENT\_KEY = `.${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):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 reference : 'toggle',\n display : 'dynamic'\n }\n\n const DefaultType = {\n offset : '(number|string|function)',\n flip : 'boolean',\n boundary : '(string|element)',\n reference : '(string|element)',\n display : 'string'\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\n let referenceElement = this.\_element\n\n if (this.\_config.reference === 'parent') {\n referenceElement = parent\n } else if (Util.isElement(this.\_config.reference)) {\n referenceElement = this.\_config.reference\n\n // Check if it's jQuery element\n if (typeof this.\_config.reference.jquery !== 'undefined') {\n referenceElement = this.\_config.reference[0]\n }\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(referenceElement, 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 $(document.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 if (parent) {\n this.\_menu = parent.querySelector(Selector.MENU)\n }\n }\n return this.\_menu\n }\n\n \_getPlacement() {\n const $parentDropdown = $(this.\_element.parentNode)\n let placement = AttachmentMap.BOTTOM\n\n // Handle dropup\n if ($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\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 // Disable Popper.js if we have a static display\n if (this.\_config.display === 'static') {\n popperConfig.modifiers.applyStyle = {\n enabled: false\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 = [].slice.call(document.querySelectorAll(Selector.DATA\_TOGGLE))\n for (let i = 0, len = toggles.length; i < len; i++) {\n const parent = Dropdown.\_getParentFromElement(toggles[i])\n const context = $(toggles[i]).data(DATA\_KEY)\n const relatedTarget = {\n relatedTarget: toggles[i]\n }\n\n if (event && event.type === 'click') {\n relatedTarget.clickEvent = event\n }\n\n if (!context) {\n continue\n }\n\n const dropdownMenu = context.\_menu\n if (!$(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 $(document.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 = document.querySelector(selector)\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.querySelector(Selector.DATA\_TOGGLE)\n $(toggle).trigger('focus')\n }\n\n $(this).trigger('click')\n return\n }\n\n const items = [].slice.call(parent.querySelectorAll(Selector.VISIBLE\_ITEMS))\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 (v4.1.2): modal.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Modal = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'modal'\n const VERSION = '4.1.2'\n const DATA\_KEY = 'bs.modal'\n const EVENT\_KEY = `.${DATA\_KEY}`\n const DATA\_API\_KEY = '.data-api'\n const JQUERY\_NO\_CONFLICT = $.fn[NAME]\n const ESCAPE\_KEYCODE = 27 // KeyboardEvent.which value for Escape (Esc) key\n\n const Default = {\n backdrop : true,\n keyboard : true,\n focus : true,\n show : true\n }\n\n const DefaultType = {\n backdrop : '(boolean|string)',\n keyboard : 'boolean',\n focus : 'boolean',\n show : 'boolean'\n }\n\n const Event = {\n HIDE : `hide${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}${DATA\_API\_KEY}`\n }\n\n const ClassName = {\n SCROLLBAR\_MEASURER : 'modal-scrollbar-measure',\n BACKDROP : 'modal-backdrop',\n OPEN : 'modal-open',\n FADE : 'fade',\n SHOW : 'show'\n }\n\n const Selector = {\n DIALOG : '.modal-dialog',\n DATA\_TOGGLE : '[data-toggle=\"modal\"]',\n DATA\_DISMISS : '[data-dismiss=\"modal\"]',\n FIXED\_CONTENT : '.fixed-top, .fixed-bottom, .is-fixed, .sticky-top',\n STICKY\_CONTENT : '.sticky-top'\n }\n\n /\*\*\n \* ------------------------------------------------------------------------\n \* Class Definition\n \* ------------------------------------------------------------------------\n \*/\n\n class Modal {\n constructor(element, config) {\n this.\_config = this.\_getConfig(config)\n this.\_element = element\n this.\_dialog = element.querySelector(Selector.DIALOG)\n this.\_backdrop = null\n this.\_isShown = false\n this.\_isBodyOverflowing = false\n this.\_ignoreBackdropClick = false\n this.\_scrollbarWidth = 0\n }\n\n // Getters\n\n static get VERSION() {\n return VERSION\n }\n\n static get Default() {\n return Default\n }\n\n // Public\n\n toggle(relatedTarget) {\n return this.\_isShown ? this.hide() : this.show(relatedTarget)\n }\n\n show(relatedTarget) {\n if (this.\_isTransitioning || this.\_isShown) {\n return\n }\n\n if ($(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 const transition = $(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\n if (transition) {\n const transitionDuration = Util.getTransitionDurationFromElement(this.\_element)\n\n $(this.\_element)\n .one(Util.TRANSITION\_END, (event) => this.\_hideModal(event))\n .emulateTransitionEnd(transitionDuration)\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 = $(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 const transitionDuration = Util.getTransitionDurationFromElement(this.\_element)\n\n $(this.\_dialog)\n .one(Util.TRANSITION\_END, transitionComplete)\n .emulateTransitionEnd(transitionDuration)\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 this.\_backdrop = document.createElement('div')\n this.\_backdrop.className = ClassName.BACKDROP\n\n if (animate) {\n this.\_backdrop.classList.add(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 (animate) {\n Util.reflow(this.\_backdrop)\n }\n\n $(this.\_backdrop).addClass(ClassName.SHOW)\n\n if (!callback) {\n return\n }\n\n if (!animate) {\n callback()\n return\n }\n\n const backdropTransitionDuration = Util.getTransitionDurationFromElement(this.\_backdrop)\n\n $(this.\_backdrop)\n .one(Util.TRANSITION\_END, callback)\n .emulateTransitionEnd(backdropTransitionDuration)\n } else if (!this.\_isShown && this.\_backdrop) {\n $(this.\_backdrop).removeClass(ClassName.SHOW)\n\n const callbackRemove = () => {\n this.\_removeBackdrop()\n if (callback) {\n callback()\n }\n }\n\n if ($(this.\_element).hasClass(ClassName.FADE)) {\n const backdropTransitionDuration = Util.getTransitionDurationFromElement(this.\_backdrop)\n\n $(this.\_backdrop)\n .one(Util.TRANSITION\_END, callbackRemove)\n .emulateTransitionEnd(backdropTransitionDuration)\n } else {\n callbackRemove()\n }\n } else if (callback) {\n callback()\n }\n }\n\n // ----------------------------------------------------------------------\n // the following methods are used to handle overflowing modals\n // todo (fat): these should probably be refactored out of modal.js\n // ----------------------------------------------------------------------\n\n \_adjustDialog() {\n const isModalOverflowing =\n this.\_element.scrollHeight > document.documentElement.clientHeight\n\n if (!this.\_isBodyOverflowing && isModalOverflowing) {\n this.\_element.style.paddingLeft = `${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 const fixedContent = [].slice.call(document.querySelectorAll(Selector.FIXED\_CONTENT))\n const stickyContent = [].slice.call(document.querySelectorAll(Selector.STICKY\_CONTENT))\n\n // Adjust fixed content padding\n $(fixedContent).each((index, element) => {\n const actualPadding = element.style.paddingRight\n const calculatedPadding = $(element).css('padding-right')\n $(element)\n .data('padding-right', actualPadding)\n .css('padding-right', `${parseFloat(calculatedPadding) + this.\_scrollbarWidth}px`)\n })\n\n // Adjust sticky content margin\n $(stickyContent).each((index, element) => {\n const actualMargin = element.style.marginRight\n const calculatedMargin = $(element).css('margin-right')\n $(element)\n .data('margin-right', actualMargin)\n .css('margin-right', `${parseFloat(calculatedMargin) - this.\_scrollbarWidth}px`)\n })\n\n // Adjust body padding\n const actualPadding = document.body.style.paddingRight\n const calculatedPadding = $(document.body).css('padding-right')\n $(document.body)\n .data('padding-right', actualPadding)\n .css('padding-right', `${parseFloat(calculatedPadding) + this.\_scrollbarWidth}px`)\n }\n }\n\n \_resetScrollbar() {\n // Restore fixed content padding\n const fixedContent = [].slice.call(document.querySelectorAll(Selector.FIXED\_CONTENT))\n $(fixedContent).each((index, element) => {\n const padding = $(element).data('padding-right')\n $(element).removeData('padding-right')\n element.style.paddingRight = padding ? padding : ''\n })\n\n // Restore sticky content\n const elements = [].slice.call(document.querySelectorAll(`${Selector.STICKY\_CONTENT}`))\n $(elements).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 = $(document.body).data('padding-right')\n $(document.body).removeData('padding-right')\n document.body.style.paddingRight = padding ? padding : ''\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 = $(this).data(DATA\_KEY)\n const \_config = {\n ...Default,\n ...$(this).data(),\n ...typeof config === 'object' && config ? 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 = document.querySelector(selector)\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 (v4.1.2): tooltip.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Tooltip = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'tooltip'\n const VERSION = '4.1.2'\n const DATA\_KEY = 'bs.tooltip'\n const EVENT\_KEY = `.${DATA\_KEY}`\n const JQUERY\_NO\_CONFLICT = $.fn[NAME]\n const CLASS\_PREFIX = 'bs-tooltip'\n const BSCLS\_PREFIX\_REGEX = new RegExp(`(^|\\\\s)${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 : $(document).find(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 $(document.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 $(this.element).trigger(this.constructor.Event.SHOWN)\n\n if (prevHoverState === HoverState.OUT) {\n this.\_leave(null, this)\n }\n }\n\n if ($(this.tip).hasClass(ClassName.FADE)) {\n const transitionDuration = Util.getTransitionDurationFromElement(this.tip)\n\n $(this.tip)\n .one(Util.TRANSITION\_END, complete)\n .emulateTransitionEnd(transitionDuration)\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 $(document.body).children().off('mouseover', null, $.noop)\n }\n\n this.\_activeTrigger[Trigger.CLICK] = false\n this.\_activeTrigger[Trigger.FOCUS] = false\n this.\_activeTrigger[Trigger.HOVER] = false\n\n if ($(this.tip).hasClass(ClassName.FADE)) {\n const transitionDuration = Util.getTransitionDurationFromElement(tip)\n\n $(tip)\n .one(Util.TRANSITION\_END, complete)\n .emulateTransitionEnd(transitionDuration)\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.querySelectorAll(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 ...typeof config === 'object' && config ? 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) {\n $tip.removeClass(tabClass.join(''))\n }\n }\n\n \_handlePopperPlacementChange(popperData) {\n const popperInstance = popperData.instance\n this.tip = popperInstance.popper\n this.\_cleanTipClass()\n this.addAttachmentClass(this.\_getAttachment(popperData.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 (v4.1.2): popover.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Popover = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'popover'\n const VERSION = '4.1.2'\n const DATA\_KEY = 'bs.popover'\n const EVENT\_KEY = `.${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 (v4.1.2): scrollspy.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst ScrollSpy = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'scrollspy'\n const VERSION = '4.1.2'\n const DATA\_KEY = 'bs.scrollspy'\n const EVENT\_KEY = `.${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 = [].slice.call(document.querySelectorAll(this.\_selector))\n\n targets\n .map((element) => {\n let target\n const targetSelector = Util.getSelectorFromElement(element)\n\n if (targetSelector) {\n target = document.querySelector(targetSelector)\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 ...typeof config === 'object' && config ? 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 const offsetLength = this.\_offsets.length\n for (let i = offsetLength; 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 = $([].slice.call(document.querySelectorAll(queries.join(','))))\n\n if ($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 const nodes = [].slice.call(document.querySelectorAll(this.\_selector))\n $(nodes).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 = [].slice.call(document.querySelectorAll(Selector.DATA\_SPY))\n\n const scrollSpysLength = scrollSpys.length\n for (let i = scrollSpysLength; 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 (v4.1.2): tab.js\n \* Licensed under MIT (https://github.com/twbs/bootstrap/blob/master/LICENSE)\n \* --------------------------------------------------------------------------\n \*/\n\nconst Tab = (($) => {\n /\*\*\n \* ------------------------------------------------------------------------\n \* Constants\n \* ------------------------------------------------------------------------\n \*/\n\n const NAME = 'tab'\n const VERSION = '4.1.2'\n const DATA\_KEY = 'bs.tab'\n const EVENT\_KEY = `.${DATA\_KEY}`\n const DATA\_API\_KEY = '.data-api'\n const JQUERY\_NO\_CONFLICT = $.fn[NAME]\n\n const Event = {\n HIDE : `hide${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 = document.querySelector(selector)\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 (active && $(active).hasClass(ClassName.FADE))\n\n const complete = () => this.\_transitionComplete(\n element,\n active,\n callback\n )\n\n if (active && isTransitioning) {\n const transitionDuration = Util.getTransitionDurationFromElement(active)\n\n $(active)\n .one(Util.TRANSITION\_END, complete)\n .emulateTransitionEnd(transitionDuration)\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 const dropdownToggleList = [].slice.call(dropdownElement.querySelectorAll(Selector.DROPDOWN\_TOGGLE))\n $(dropdownToggleList).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 (v4.1.2): 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"]}