{"version":3,"file":"bootstrap.bundle.js","sources":["../../js/src/util.js","../../js/src/alert.js","../../js/src/button.js","../../js/src/carousel.js","../../js/src/collapse.js","../../node\_modules/popper.js/dist/esm/popper.js","../../js/src/dropdown.js","../../js/src/modal.js","../../js/src/tooltip.js","../../js/src/popover.js","../../js/src/scrollspy.js","../../js/src/tab.js","../../js/src/index.js"],"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","/\*\*!\n \* @fileOverview Kickass library to create and place poppers near their reference elements.\n \* @version 1.14.3\n \* @license\n \* Copyright (c) 2016 Federico Zivolo and contributors\n \*\n \* Permission is hereby granted, free of charge, to any person obtaining a copy\n \* of this software and associated documentation files (the \"Software\"), to deal\n \* in the Software without restriction, including without limitation the rights\n \* to use, copy, modify, merge, publish, distribute, sublicense, and/or sell\n \* copies of the Software, and to permit persons to whom the Software is\n \* furnished to do so, subject to the following conditions:\n \*\n \* The above copyright notice and this permission notice shall be included in all\n \* copies or substantial portions of the Software.\n \*\n \* THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR\n \* IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,\n \* FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE\n \* AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER\n \* LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,\n \* OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE\n \* SOFTWARE.\n \*/\nvar isBrowser = typeof window !== 'undefined' && typeof document !== 'undefined';\n\nvar longerTimeoutBrowsers = ['Edge', 'Trident', 'Firefox'];\nvar timeoutDuration = 0;\nfor (var i = 0; i < longerTimeoutBrowsers.length; i += 1) {\n if (isBrowser && navigator.userAgent.indexOf(longerTimeoutBrowsers[i]) >= 0) {\n timeoutDuration = 1;\n break;\n }\n}\n\nfunction microtaskDebounce(fn) {\n var called = false;\n return function () {\n if (called) {\n return;\n }\n called = true;\n window.Promise.resolve().then(function () {\n called = false;\n fn();\n });\n };\n}\n\nfunction taskDebounce(fn) {\n var scheduled = false;\n return function () {\n if (!scheduled) {\n scheduled = true;\n setTimeout(function () {\n scheduled = false;\n fn();\n }, timeoutDuration);\n }\n };\n}\n\nvar supportsMicroTasks = isBrowser && window.Promise;\n\n/\*\*\n\* Create a debounced version of a method, that's asynchronously deferred\n\* but called in the minimum time possible.\n\*\n\* @method\n\* @memberof Popper.Utils\n\* @argument {Function} fn\n\* @returns {Function}\n\*/\nvar debounce = supportsMicroTasks ? microtaskDebounce : taskDebounce;\n\n/\*\*\n \* Check if the given variable is a function\n \* @method\n \* @memberof Popper.Utils\n \* @argument {Any} functionToCheck - variable to check\n \* @returns {Boolean} answer to: is a function?\n \*/\nfunction isFunction(functionToCheck) {\n var getType = {};\n return functionToCheck && getType.toString.call(functionToCheck) === '[object Function]';\n}\n\n/\*\*\n \* Get CSS computed property of the given element\n \* @method\n \* @memberof Popper.Utils\n \* @argument {Eement} element\n \* @argument {String} property\n \*/\nfunction getStyleComputedProperty(element, property) {\n if (element.nodeType !== 1) {\n return [];\n }\n // NOTE: 1 DOM access here\n var css = getComputedStyle(element, null);\n return property ? css[property] : css;\n}\n\n/\*\*\n \* Returns the parentNode or the host of the element\n \* @method\n \* @memberof Popper.Utils\n \* @argument {Element} element\n \* @returns {Element} parent\n \*/\nfunction getParentNode(element) {\n if (element.nodeName === 'HTML') {\n return element;\n }\n return element.parentNode || element.host;\n}\n\n/\*\*\n \* Returns the scrolling parent of the given element\n \* @method\n \* @memberof Popper.Utils\n \* @argument {Element} element\n \* @returns {Element} scroll parent\n \*/\nfunction getScrollParent(element) {\n // Return body, `getScroll` will take care to get the correct `scrollTop` from it\n if (!element) {\n return document.body;\n }\n\n switch (element.nodeName) {\n case 'HTML':\n case 'BODY':\n return element.ownerDocument.body;\n case '#document':\n return element.body;\n }\n\n // Firefox want us to check `-x` and `-y` variations as well\n\n var \_getStyleComputedProp = getStyleComputedProperty(element),\n overflow = \_getStyleComputedProp.overflow,\n overflowX = \_getStyleComputedProp.overflowX,\n overflowY = \_getStyleComputedProp.overflowY;\n\n if (/(auto|scroll|overlay)/.test(overflow + overflowY + overflowX)) {\n return element;\n }\n\n return getScrollParent(getParentNode(element));\n}\n\nvar isIE11 = isBrowser && !!(window.MSInputMethodContext && document.documentMode);\nvar isIE10 = isBrowser && /MSIE 10/.test(navigator.userAgent);\n\n/\*\*\n \* Determines if the browser is Internet Explorer\n \* @method\n \* @memberof Popper.Utils\n \* @param {Number} version to check\n \* @returns {Boolean} isIE\n \*/\nfunction isIE(version) {\n if (version === 11) {\n return isIE11;\n }\n if (version === 10) {\n return isIE10;\n }\n return isIE11 || isIE10;\n}\n\n/\*\*\n \* Returns the offset parent of the given element\n \* @method\n \* @memberof Popper.Utils\n \* @argument {Element} element\n \* @returns {Element} offset parent\n \*/\nfunction getOffsetParent(element) {\n if (!element) {\n return document.documentElement;\n }\n\n var noOffsetParent = isIE(10) ? document.body : null;\n\n // NOTE: 1 DOM access here\n var offsetParent = element.offsetParent;\n // Skip hidden elements which don't have an offsetParent\n while (offsetParent === noOffsetParent && element.nextElementSibling) {\n offsetParent = (element = element.nextElementSibling).offsetParent;\n }\n\n var nodeName = offsetParent && offsetParent.nodeName;\n\n if (!nodeName || nodeName === 'BODY' || nodeName === 'HTML') {\n return element ? element.ownerDocument.documentElement : document.documentElement;\n }\n\n // .offsetParent will return the closest TD or TABLE in case\n // no offsetParent is present, I hate this job...\n if (['TD', 'TABLE'].indexOf(offsetParent.nodeName) !== -1 && getStyleComputedProperty(offsetParent, 'position') === 'static') {\n return getOffsetParent(offsetParent);\n }\n\n return offsetParent;\n}\n\nfunction isOffsetContainer(element) {\n var nodeName = element.nodeName;\n\n if (nodeName === 'BODY') {\n return false;\n }\n return nodeName === 'HTML' || getOffsetParent(element.firstElementChild) === element;\n}\n\n/\*\*\n \* Finds the root node (document, shadowDOM root) of the given element\n \* @method\n \* @memberof Popper.Utils\n \* @argument {Element} node\n \* @returns {Element} root node\n \*/\nfunction getRoot(node) {\n if (node.parentNode !== null) {\n return getRoot(node.parentNode);\n }\n\n return node;\n}\n\n/\*\*\n \* Finds the offset parent common to the two provided nodes\n \* @method\n \* @memberof Popper.Utils\n \* @argument {Element} element1\n \* @argument {Element} element2\n \* @returns {Element} common offset parent\n \*/\nfunction findCommonOffsetParent(element1, element2) {\n // This check is needed to avoid errors in case one of the elements isn't defined for any reason\n if (!element1 || !element1.nodeType || !element2 || !element2.nodeType) {\n return document.documentElement;\n }\n\n // Here we make sure to give as \"start\" the element that comes first in the DOM\n var order = element1.compareDocumentPosition(element2) & Node.DOCUMENT\_POSITION\_FOLLOWING;\n var start = order ? element1 : element2;\n var end = order ? element2 : element1;\n\n // Get common ancestor container\n var range = document.createRange();\n range.setStart(start, 0);\n range.setEnd(end, 0);\n var commonAncestorContainer = range.commonAncestorContainer;\n\n // Both nodes are inside #document\n\n if (element1 !== commonAncestorContainer && element2 !== commonAncestorContainer || start.contains(end)) {\n if (isOffsetContainer(commonAncestorContainer)) {\n return commonAncestorContainer;\n }\n\n return getOffsetParent(commonAncestorContainer);\n }\n\n // one of the nodes is inside shadowDOM, find which one\n var element1root = getRoot(element1);\n if (element1root.host) {\n return findCommonOffsetParent(element1root.host, element2);\n } else {\n return findCommonOffsetParent(element1, getRoot(element2).host);\n }\n}\n\n/\*\*\n \* Gets the scroll value of the given element in the given side (top and left)\n \* @method\n \* @memberof Popper.Utils\n \* @argument {Element} element\n \* @argument {String} side `top` or `left`\n \* @returns {number} amount of scrolled pixels\n \*/\nfunction getScroll(element) {\n var side = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : 'top';\n\n var upperSide = side === 'top' ? 'scrollTop' : 'scrollLeft';\n var nodeName = element.nodeName;\n\n if (nodeName === 'BODY' || nodeName === 'HTML') {\n var html = element.ownerDocument.documentElement;\n var scrollingElement = element.ownerDocument.scrollingElement || html;\n return scrollingElement[upperSide];\n }\n\n return element[upperSide];\n}\n\n/\*\n \* Sum or subtract the element scroll values (left and top) from a given rect object\n \* @method\n \* @memberof Popper.Utils\n \* @param {Object} rect - Rect object you want to change\n \* @param {HTMLElement} element - The element from the function reads the scroll values\n \* @param {Boolean} subtract - set to true if you want to subtract the scroll values\n \* @return {Object} rect - The modifier rect object\n \*/\nfunction includeScroll(rect, element) {\n var subtract = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : false;\n\n var scrollTop = getScroll(element, 'top');\n var scrollLeft = getScroll(element, 'left');\n var modifier = subtract ? -1 : 1;\n rect.top += scrollTop \* modifier;\n rect.bottom += scrollTop \* modifier;\n rect.left += scrollLeft \* modifier;\n rect.right += scrollLeft \* modifier;\n return rect;\n}\n\n/\*\n \* Helper to detect borders of a given element\n \* @method\n \* @memberof Popper.Utils\n \* @param {CSSStyleDeclaration} styles\n \* Result of `getStyleComputedProperty` on the given element\n \* @param {String} axis - `x` or `y`\n \* @return {number} borders - The borders size of the given axis\n \*/\n\nfunction getBordersSize(styles, axis) {\n var sideA = axis === 'x' ? 'Left' : 'Top';\n var sideB = sideA === 'Left' ? 'Right' : 'Bottom';\n\n return parseFloat(styles['border' + sideA + 'Width'], 10) + parseFloat(styles['border' + sideB + 'Width'], 10);\n}\n\nfunction getSize(axis, body, html, computedStyle) {\n return Math.max(body['offset' + axis], body['scroll' + axis], html['client' + axis], html['offset' + axis], html['scroll' + axis], isIE(10) ? html['offset' + axis] + computedStyle['margin' + (axis === 'Height' ? 'Top' : 'Left')] + computedStyle['margin' + (axis === 'Height' ? 'Bottom' : 'Right')] : 0);\n}\n\nfunction getWindowSizes() {\n var body = document.body;\n var html = document.documentElement;\n var computedStyle = isIE(10) && getComputedStyle(html);\n\n return {\n height: getSize('Height', body, html, computedStyle),\n width: getSize('Width', body, html, computedStyle)\n };\n}\n\nvar classCallCheck = function (instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n }\n};\n\nvar createClass = function () {\n function defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key, descriptor);\n }\n }\n\n return function (Constructor, protoProps, staticProps) {\n if (protoProps) defineProperties(Constructor.prototype, protoProps);\n if (staticProps) defineProperties(Constructor, staticProps);\n return Constructor;\n };\n}();\n\n\n\n\n\nvar defineProperty = function (obj, key, value) {\n if (key in obj) {\n Object.defineProperty(obj, key, {\n value: value,\n enumerable: true,\n configurable: true,\n writable: true\n });\n } else {\n obj[key] = value;\n }\n\n return obj;\n};\n\nvar \_extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};\n\n/\*\*\n \* Given element offsets, generate an output similar to getBoundingClientRect\n \* @method\n \* @memberof Popper.Utils\n \* @argument {Object} offsets\n \* @returns {Object} ClientRect like output\n \*/\nfunction getClientRect(offsets) {\n return \_extends({}, offsets, {\n right: offsets.left + offsets.width,\n bottom: offsets.top + offsets.height\n });\n}\n\n/\*\*\n \* Get bounding client rect of given element\n \* @method\n \* @memberof Popper.Utils\n \* @param {HTMLElement} element\n \* @return {Object} client rect\n \*/\nfunction getBoundingClientRect(element) {\n var rect = {};\n\n // IE10 10 FIX: Please, don't ask, the element isn't\n // considered in DOM in some circumstances...\n // This isn't reproducible in IE10 compatibility mode of IE11\n try {\n if (isIE(10)) {\n rect = element.getBoundingClientRect();\n var scrollTop = getScroll(element, 'top');\n var scrollLeft = getScroll(element, 'left');\n rect.top += scrollTop;\n rect.left += scrollLeft;\n rect.bottom += scrollTop;\n rect.right += scrollLeft;\n } else {\n rect = element.getBoundingClientRect();\n }\n } catch (e) {}\n\n var result = {\n left: rect.left,\n top: rect.top,\n width: rect.right - rect.left,\n height: rect.bottom - rect.top\n };\n\n // subtract scrollbar size from sizes\n var sizes = element.nodeName === 'HTML' ? getWindowSizes() : {};\n var width = sizes.width || element.clientWidth || result.right - result.left;\n var height = sizes.height || element.clientHeight || result.bottom - result.top;\n\n var horizScrollbar = element.offsetWidth - width;\n var vertScrollbar = element.offsetHeight - height;\n\n // if an hypothetical scrollbar is detected, we must be sure it's not a `border`\n // we make this check conditional for performance reasons\n if (horizScrollbar || vertScrollbar) {\n var styles = getStyleComputedProperty(element);\n horizScrollbar -= getBordersSize(styles, 'x');\n vertScrollbar -= getBordersSize(styles, 'y');\n\n result.width -= horizScrollbar;\n result.height -= vertScrollbar;\n }\n\n return getClientRect(result);\n}\n\nfunction getOffsetRectRelativeToArbitraryNode(children, parent) {\n var fixedPosition = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : false;\n\n var isIE10 = isIE(10);\n var isHTML = parent.nodeName === 'HTML';\n var childrenRect = getBoundingClientRect(children);\n var parentRect = getBoundingClientRect(parent);\n var scrollParent = getScrollParent(children);\n\n var styles = getStyleComputedProperty(parent);\n var borderTopWidth = parseFloat(styles.borderTopWidth, 10);\n var borderLeftWidth = parseFloat(styles.borderLeftWidth, 10);\n\n // In cases where the parent is fixed, we must ignore negative scroll in offset calc\n if (fixedPosition && parent.nodeName === 'HTML') {\n parentRect.top = Math.max(parentRect.top, 0);\n parentRect.left = Math.max(parentRect.left, 0);\n }\n var offsets = getClientRect({\n top: childrenRect.top - parentRect.top - borderTopWidth,\n left: childrenRect.left - parentRect.left - borderLeftWidth,\n width: childrenRect.width,\n height: childrenRect.height\n });\n offsets.marginTop = 0;\n offsets.marginLeft = 0;\n\n // Subtract margins of documentElement in case it's being used as parent\n // we do this only on HTML because it's the only element that behaves\n // differently when margins are applied to it. The margins are included in\n // the box of the documentElement, in the other cases not.\n if (!isIE10 && isHTML) {\n var marginTop = parseFloat(styles.marginTop, 10);\n var marginLeft = parseFloat(styles.marginLeft, 10);\n\n offsets.top -= borderTopWidth - marginTop;\n offsets.bottom -= borderTopWidth - marginTop;\n offsets.left -= borderLeftWidth - marginLeft;\n offsets.right -= borderLeftWidth - marginLeft;\n\n // Attach marginTop and marginLeft because in some circumstances we may need them\n offsets.marginTop = marginTop;\n offsets.marginLeft = marginLeft;\n }\n\n if (isIE10 && !fixedPosition ? parent.contains(scrollParent) : parent === scrollParent && scrollParent.nodeName !== 'BODY') {\n offsets = includeScroll(offsets, parent);\n }\n\n return offsets;\n}\n\nfunction getViewportOffsetRectRelativeToArtbitraryNode(element) {\n var excludeScroll = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : false;\n\n var html = element.ownerDocument.documentElement;\n var relativeOffset = getOffsetRectRelativeToArbitraryNode(element, html);\n var width = Math.max(html.clientWidth, window.innerWidth || 0);\n var height = Math.max(html.clientHeight, window.innerHeight || 0);\n\n var scrollTop = !excludeScroll ? getScroll(html) : 0;\n var scrollLeft = !excludeScroll ? getScroll(html, 'left') : 0;\n\n var offset = {\n top: scrollTop - relativeOffset.top + relativeOffset.marginTop,\n left: scrollLeft - relativeOffset.left + relativeOffset.marginLeft,\n width: width,\n height: height\n };\n\n return getClientRect(offset);\n}\n\n/\*\*\n \* Check if the given element is fixed or is inside a fixed parent\n \* @method\n \* @memberof Popper.Utils\n \* @argument {Element} element\n \* @argument {Element} customContainer\n \* @returns {Boolean} answer to \"isFixed?\"\n \*/\nfunction isFixed(element) {\n var nodeName = element.nodeName;\n if (nodeName === 'BODY' || nodeName === 'HTML') {\n return false;\n }\n if (getStyleComputedProperty(element, 'position') === 'fixed') {\n return true;\n }\n return isFixed(getParentNode(element));\n}\n\n/\*\*\n \* Finds the first parent of an element that has a transformed property defined\n \* @method\n \* @memberof Popper.Utils\n \* @argument {Element} element\n \* @returns {Element} first transformed parent or documentElement\n \*/\n\nfunction getFixedPositionOffsetParent(element) {\n // This check is needed to avoid errors in case one of the elements isn't defined for any reason\n if (!element || !element.parentElement || isIE()) {\n return document.documentElement;\n }\n var el = element.parentElement;\n while (el && getStyleComputedProperty(el, 'transform') === 'none') {\n el = el.parentElement;\n }\n return el || document.documentElement;\n}\n\n/\*\*\n \* Computed the boundaries limits and return them\n \* @method\n \* @memberof Popper.Utils\n \* @param {HTMLElement} popper\n \* @param {HTMLElement} reference\n \* @param {number} padding\n \* @param {HTMLElement} boundariesElement - Element used to define the boundaries\n \* @param {Boolean} fixedPosition - Is in fixed position mode\n \* @returns {Object} Coordinates of the boundaries\n \*/\nfunction getBoundaries(popper, reference, padding, boundariesElement) {\n var fixedPosition = arguments.length > 4 && arguments[4] !== undefined ? arguments[4] : false;\n\n // NOTE: 1 DOM access here\n\n var boundaries = { top: 0, left: 0 };\n var offsetParent = fixedPosition ? getFixedPositionOffsetParent(popper) : findCommonOffsetParent(popper, reference);\n\n // Handle viewport case\n if (boundariesElement === 'viewport') {\n boundaries = getViewportOffsetRectRelativeToArtbitraryNode(offsetParent, fixedPosition);\n } else {\n // Handle other cases based on DOM element used as boundaries\n var boundariesNode = void 0;\n if (boundariesElement === 'scrollParent') {\n boundariesNode = getScrollParent(getParentNode(reference));\n if (boundariesNode.nodeName === 'BODY') {\n boundariesNode = popper.ownerDocument.documentElement;\n }\n } else if (boundariesElement === 'window') {\n boundariesNode = popper.ownerDocument.documentElement;\n } else {\n boundariesNode = boundariesElement;\n }\n\n var offsets = getOffsetRectRelativeToArbitraryNode(boundariesNode, offsetParent, fixedPosition);\n\n // In case of HTML, we need a different computation\n if (boundariesNode.nodeName === 'HTML' && !isFixed(offsetParent)) {\n var \_getWindowSizes = getWindowSizes(),\n height = \_getWindowSizes.height,\n width = \_getWindowSizes.width;\n\n boundaries.top += offsets.top - offsets.marginTop;\n boundaries.bottom = height + offsets.top;\n boundaries.left += offsets.left - offsets.marginLeft;\n boundaries.right = width + offsets.left;\n } else {\n // for all the other DOM elements, this one is good\n boundaries = offsets;\n }\n }\n\n // Add paddings\n boundaries.left += padding;\n boundaries.top += padding;\n boundaries.right -= padding;\n boundaries.bottom -= padding;\n\n return boundaries;\n}\n\nfunction getArea(\_ref) {\n var width = \_ref.width,\n height = \_ref.height;\n\n return width \* height;\n}\n\n/\*\*\n \* Utility used to transform the `auto` placement to the placement with more\n \* available space.\n \* @method\n \* @memberof Popper.Utils\n \* @argument {Object} data - The data object generated by update method\n \* @argument {Object} options - Modifiers configuration and options\n \* @returns {Object} The data object, properly modified\n \*/\nfunction computeAutoPlacement(placement, refRect, popper, reference, boundariesElement) {\n var padding = arguments.length > 5 && arguments[5] !== undefined ? arguments[5] : 0;\n\n if (placement.indexOf('auto') === -1) {\n return placement;\n }\n\n var boundaries = getBoundaries(popper, reference, padding, boundariesElement);\n\n var rects = {\n top: {\n width: boundaries.width,\n height: refRect.top - boundaries.top\n },\n right: {\n width: boundaries.right - refRect.right,\n height: boundaries.height\n },\n bottom: {\n width: boundaries.width,\n height: boundaries.bottom - refRect.bottom\n },\n left: {\n width: refRect.left - boundaries.left,\n height: boundaries.height\n }\n };\n\n var sortedAreas = Object.keys(rects).map(function (key) {\n return \_extends({\n key: key\n }, rects[key], {\n area: getArea(rects[key])\n });\n }).sort(function (a, b) {\n return b.area - a.area;\n });\n\n var filteredAreas = sortedAreas.filter(function (\_ref2) {\n var width = \_ref2.width,\n height = \_ref2.height;\n return width >= popper.clientWidth && height >= popper.clientHeight;\n });\n\n var computedPlacement = filteredAreas.length > 0 ? filteredAreas[0].key : sortedAreas[0].key;\n\n var variation = placement.split('-')[1];\n\n return computedPlacement + (variation ? '-' + variation : '');\n}\n\n/\*\*\n \* Get offsets to the reference element\n \* @method\n \* @memberof Popper.Utils\n \* @param {Object} state\n \* @param {Element} popper - the popper element\n \* @param {Element} reference - the reference element (the popper will be relative to this)\n \* @param {Element} fixedPosition - is in fixed position mode\n \* @returns {Object} An object containing the offsets which will be applied to the popper\n \*/\nfunction getReferenceOffsets(state, popper, reference) {\n var fixedPosition = arguments.length > 3 && arguments[3] !== undefined ? arguments[3] : null;\n\n var commonOffsetParent = fixedPosition ? getFixedPositionOffsetParent(popper) : findCommonOffsetParent(popper, reference);\n return getOffsetRectRelativeToArbitraryNode(reference, commonOffsetParent, fixedPosition);\n}\n\n/\*\*\n \* Get the outer sizes of the given element (offset size + margins)\n \* @method\n \* @memberof Popper.Utils\n \* @argument {Element} element\n \* @returns {Object} object containing width and height properties\n \*/\nfunction getOuterSizes(element) {\n var styles = getComputedStyle(element);\n var x = parseFloat(styles.marginTop) + parseFloat(styles.marginBottom);\n var y = parseFloat(styles.marginLeft) + parseFloat(styles.marginRight);\n var result = {\n width: element.offsetWidth + y,\n height: element.offsetHeight + x\n };\n return result;\n}\n\n/\*\*\n \* Get the opposite placement of the given one\n \* @method\n \* @memberof Popper.Utils\n \* @argument {String} placement\n \* @returns {String} flipped placement\n \*/\nfunction getOppositePlacement(placement) {\n var hash = { left: 'right', right: 'left', bottom: 'top', top: 'bottom' };\n return placement.replace(/left|right|bottom|top/g, function (matched) {\n return hash[matched];\n });\n}\n\n/\*\*\n \* Get offsets to the popper\n \* @method\n \* @memberof Popper.Utils\n \* @param {Object} position - CSS position the Popper will get applied\n \* @param {HTMLElement} popper - the popper element\n \* @param {Object} referenceOffsets - the reference offsets (the popper will be relative to this)\n \* @param {String} placement - one of the valid placement options\n \* @returns {Object} popperOffsets - An object containing the offsets which will be applied to the popper\n \*/\nfunction getPopperOffsets(popper, referenceOffsets, placement) {\n placement = placement.split('-')[0];\n\n // Get popper node sizes\n var popperRect = getOuterSizes(popper);\n\n // Add position, width and height to our offsets object\n var popperOffsets = {\n width: popperRect.width,\n height: popperRect.height\n };\n\n // depending by the popper placement we have to compute its offsets slightly differently\n var isHoriz = ['right', 'left'].indexOf(placement) !== -1;\n var mainSide = isHoriz ? 'top' : 'left';\n var secondarySide = isHoriz ? 'left' : 'top';\n var measurement = isHoriz ? 'height' : 'width';\n var secondaryMeasurement = !isHoriz ? 'height' : 'width';\n\n popperOffsets[mainSide] = referenceOffsets[mainSide] + referenceOffsets[measurement] / 2 - popperRect[measurement] / 2;\n if (placement === secondarySide) {\n popperOffsets[secondarySide] = referenceOffsets[secondarySide] - popperRect[secondaryMeasurement];\n } else {\n popperOffsets[secondarySide] = referenceOffsets[getOppositePlacement(secondarySide)];\n }\n\n return popperOffsets;\n}\n\n/\*\*\n \* Mimics the `find` method of Array\n \* @method\n \* @memberof Popper.Utils\n \* @argument {Array} arr\n \* @argument prop\n \* @argument value\n \* @returns index or -1\n \*/\nfunction find(arr, check) {\n // use native find if supported\n if (Array.prototype.find) {\n return arr.find(check);\n }\n\n // use `filter` to obtain the same behavior of `find`\n return arr.filter(check)[0];\n}\n\n/\*\*\n \* Return the index of the matching object\n \* @method\n \* @memberof Popper.Utils\n \* @argument {Array} arr\n \* @argument prop\n \* @argument value\n \* @returns index or -1\n \*/\nfunction findIndex(arr, prop, value) {\n // use native findIndex if supported\n if (Array.prototype.findIndex) {\n return arr.findIndex(function (cur) {\n return cur[prop] === value;\n });\n }\n\n // use `find` + `indexOf` if `findIndex` isn't supported\n var match = find(arr, function (obj) {\n return obj[prop] === value;\n });\n return arr.indexOf(match);\n}\n\n/\*\*\n \* Loop trough the list of modifiers and run them in order,\n \* each of them will then edit the data object.\n \* @method\n \* @memberof Popper.Utils\n \* @param {dataObject} data\n \* @param {Array} modifiers\n \* @param {String} ends - Optional modifier name used as stopper\n \* @returns {dataObject}\n \*/\nfunction runModifiers(modifiers, data, ends) {\n var modifiersToRun = ends === undefined ? modifiers : modifiers.slice(0, findIndex(modifiers, 'name', ends));\n\n modifiersToRun.forEach(function (modifier) {\n if (modifier['function']) {\n // eslint-disable-line dot-notation\n console.warn('`modifier.function` is deprecated, use `modifier.fn`!');\n }\n var fn = modifier['function'] || modifier.fn; // eslint-disable-line dot-notation\n if (modifier.enabled && isFunction(fn)) {\n // Add properties to offsets to make them a complete clientRect object\n // we do this before each modifier to make sure the previous one doesn't\n // mess with these values\n data.offsets.popper = getClientRect(data.offsets.popper);\n data.offsets.reference = getClientRect(data.offsets.reference);\n\n data = fn(data, modifier);\n }\n });\n\n return data;\n}\n\n/\*\*\n \* Updates the position of the popper, computing the new offsets and applying\n \* the new style.<br />\n \* Prefer `scheduleUpdate` over `update` because of performance reasons.\n \* @method\n \* @memberof Popper\n \*/\nfunction update() {\n // if popper is destroyed, don't perform any further update\n if (this.state.isDestroyed) {\n return;\n }\n\n var data = {\n instance: this,\n styles: {},\n arrowStyles: {},\n attributes: {},\n flipped: false,\n offsets: {}\n };\n\n // compute reference element offsets\n data.offsets.reference = getReferenceOffsets(this.state, this.popper, this.reference, this.options.positionFixed);\n\n // compute auto placement, store placement inside the data object,\n // modifiers will be able to edit `placement` if needed\n // and refer to originalPlacement to know the original value\n data.placement = computeAutoPlacement(this.options.placement, data.offsets.reference, this.popper, this.reference, this.options.modifiers.flip.boundariesElement, this.options.modifiers.flip.padding);\n\n // store the computed placement inside `originalPlacement`\n data.originalPlacement = data.placement;\n\n data.positionFixed = this.options.positionFixed;\n\n // compute the popper offsets\n data.offsets.popper = getPopperOffsets(this.popper, data.offsets.reference, data.placement);\n\n data.offsets.popper.position = this.options.positionFixed ? 'fixed' : 'absolute';\n\n // run the modifiers\n data = runModifiers(this.modifiers, data);\n\n // the first `update` will call `onCreate` callback\n // the other ones will call `onUpdate` callback\n if (!this.state.isCreated) {\n this.state.isCreated = true;\n this.options.onCreate(data);\n } else {\n this.options.onUpdate(data);\n }\n}\n\n/\*\*\n \* Helper used to know if the given modifier is enabled.\n \* @method\n \* @memberof Popper.Utils\n \* @returns {Boolean}\n \*/\nfunction isModifierEnabled(modifiers, modifierName) {\n return modifiers.some(function (\_ref) {\n var name = \_ref.name,\n enabled = \_ref.enabled;\n return enabled && name === modifierName;\n });\n}\n\n/\*\*\n \* Get the prefixed supported property name\n \* @method\n \* @memberof Popper.Utils\n \* @argument {String} property (camelCase)\n \* @returns {String} prefixed property (camelCase or PascalCase, depending on the vendor prefix)\n \*/\nfunction getSupportedPropertyName(property) {\n var prefixes = [false, 'ms', 'Webkit', 'Moz', 'O'];\n var upperProp = property.charAt(0).toUpperCase() + property.slice(1);\n\n for (var i = 0; i < prefixes.length; i++) {\n var prefix = prefixes[i];\n var toCheck = prefix ? '' + prefix + upperProp : property;\n if (typeof document.body.style[toCheck] !== 'undefined') {\n return toCheck;\n }\n }\n return null;\n}\n\n/\*\*\n \* Destroy the popper\n \* @method\n \* @memberof Popper\n \*/\nfunction destroy() {\n this.state.isDestroyed = true;\n\n // touch DOM only if `applyStyle` modifier is enabled\n if (isModifierEnabled(this.modifiers, 'applyStyle')) {\n this.popper.removeAttribute('x-placement');\n this.popper.style.position = '';\n this.popper.style.top = '';\n this.popper.style.left = '';\n this.popper.style.right = '';\n this.popper.style.bottom = '';\n this.popper.style.willChange = '';\n this.popper.style[getSupportedPropertyName('transform')] = '';\n }\n\n this.disableEventListeners();\n\n // remove the popper if user explicity asked for the deletion on destroy\n // do not use `remove` because IE11 doesn't support it\n if (this.options.removeOnDestroy) {\n this.popper.parentNode.removeChild(this.popper);\n }\n return this;\n}\n\n/\*\*\n \* Get the window associated with the element\n \* @argument {Element} element\n \* @returns {Window}\n \*/\nfunction getWindow(element) {\n var ownerDocument = element.ownerDocument;\n return ownerDocument ? ownerDocument.defaultView : window;\n}\n\nfunction attachToScrollParents(scrollParent, event, callback, scrollParents) {\n var isBody = scrollParent.nodeName === 'BODY';\n var target = isBody ? scrollParent.ownerDocument.defaultView : scrollParent;\n target.addEventListener(event, callback, { passive: true });\n\n if (!isBody) {\n attachToScrollParents(getScrollParent(target.parentNode), event, callback, scrollParents);\n }\n scrollParents.push(target);\n}\n\n/\*\*\n \* Setup needed event listeners used to update the popper position\n \* @method\n \* @memberof Popper.Utils\n \* @private\n \*/\nfunction setupEventListeners(reference, options, state, updateBound) {\n // Resize event listener on window\n state.updateBound = updateBound;\n getWindow(reference).addEventListener('resize', state.updateBound, { passive: true });\n\n // Scroll event listener on scroll parents\n var scrollElement = getScrollParent(reference);\n attachToScrollParents(scrollElement, 'scroll', state.updateBound, state.scrollParents);\n state.scrollElement = scrollElement;\n state.eventsEnabled = true;\n\n return state;\n}\n\n/\*\*\n \* It will add resize/scroll events and start recalculating\n \* position of the popper element when they are triggered.\n \* @method\n \* @memberof Popper\n \*/\nfunction enableEventListeners() {\n if (!this.state.eventsEnabled) {\n this.state = setupEventListeners(this.reference, this.options, this.state, this.scheduleUpdate);\n }\n}\n\n/\*\*\n \* Remove event listeners used to update the popper position\n \* @method\n \* @memberof Popper.Utils\n \* @private\n \*/\nfunction removeEventListeners(reference, state) {\n // Remove resize event listener on window\n getWindow(reference).removeEventListener('resize', state.updateBound);\n\n // Remove scroll event listener on scroll parents\n state.scrollParents.forEach(function (target) {\n target.removeEventListener('scroll', state.updateBound);\n });\n\n // Reset state\n state.updateBound = null;\n state.scrollParents = [];\n state.scrollElement = null;\n state.eventsEnabled = false;\n return state;\n}\n\n/\*\*\n \* It will remove resize/scroll events and won't recalculate popper position\n \* when they are triggered. It also won't trigger onUpdate callback anymore,\n \* unless you call `update` method manually.\n \* @method\n \* @memberof Popper\n \*/\nfunction disableEventListeners() {\n if (this.state.eventsEnabled) {\n cancelAnimationFrame(this.scheduleUpdate);\n this.state = removeEventListeners(this.reference, this.state);\n }\n}\n\n/\*\*\n \* Tells if a given input is a number\n \* @method\n \* @memberof Popper.Utils\n \* @param {\*} input to check\n \* @return {Boolean}\n \*/\nfunction isNumeric(n) {\n return n !== '' && !isNaN(parseFloat(n)) && isFinite(n);\n}\n\n/\*\*\n \* Set the style to the given popper\n \* @method\n \* @memberof Popper.Utils\n \* @argument {Element} element - Element to apply the style to\n \* @argument {Object} styles\n \* Object with a list of properties and values which will be applied to the element\n \*/\nfunction setStyles(element, styles) {\n Object.keys(styles).forEach(function (prop) {\n var unit = '';\n // add unit if the value is numeric and is one of the following\n if (['width', 'height', 'top', 'right', 'bottom', 'left'].indexOf(prop) !== -1 && isNumeric(styles[prop])) {\n unit = 'px';\n }\n element.style[prop] = styles[prop] + unit;\n });\n}\n\n/\*\*\n \* Set the attributes to the given popper\n \* @method\n \* @memberof Popper.Utils\n \* @argument {Element} element - Element to apply the attributes to\n \* @argument {Object} styles\n \* Object with a list of properties and values which will be applied to the element\n \*/\nfunction setAttributes(element, attributes) {\n Object.keys(attributes).forEach(function (prop) {\n var value = attributes[prop];\n if (value !== false) {\n element.setAttribute(prop, attributes[prop]);\n } else {\n element.removeAttribute(prop);\n }\n });\n}\n\n/\*\*\n \* @function\n \* @memberof Modifiers\n \* @argument {Object} data - The data object generated by `update` method\n \* @argument {Object} data.styles - List of style properties - values to apply to popper element\n \* @argument {Object} data.attributes - List of attribute properties - values to apply to popper element\n \* @argument {Object} options - Modifiers configuration and options\n \* @returns {Object} The same data object\n \*/\nfunction applyStyle(data) {\n // any property present in `data.styles` will be applied to the popper,\n // in this way we can make the 3rd party modifiers add custom styles to it\n // Be aware, modifiers could override the properties defined in the previous\n // lines of this modifier!\n setStyles(data.instance.popper, data.styles);\n\n // any property present in `data.attributes` will be applied to the popper,\n // they will be set as HTML attributes of the element\n setAttributes(data.instance.popper, data.attributes);\n\n // if arrowElement is defined and arrowStyles has some properties\n if (data.arrowElement && Object.keys(data.arrowStyles).length) {\n setStyles(data.arrowElement, data.arrowStyles);\n }\n\n return data;\n}\n\n/\*\*\n \* Set the x-placement attribute before everything else because it could be used\n \* to add margins to the popper margins needs to be calculated to get the\n \* correct popper offsets.\n \* @method\n \* @memberof Popper.modifiers\n \* @param {HTMLElement} reference - The reference element used to position the popper\n \* @param {HTMLElement} popper - The HTML element used as popper\n \* @param {Object} options - Popper.js options\n \*/\nfunction applyStyleOnLoad(reference, popper, options, modifierOptions, state) {\n // compute reference element offsets\n var referenceOffsets = getReferenceOffsets(state, popper, reference, options.positionFixed);\n\n // compute auto placement, store placement inside the data object,\n // modifiers will be able to edit `placement` if needed\n // and refer to originalPlacement to know the original value\n var placement = computeAutoPlacement(options.placement, referenceOffsets, popper, reference, options.modifiers.flip.boundariesElement, options.modifiers.flip.padding);\n\n popper.setAttribute('x-placement', placement);\n\n // Apply `position` to popper before anything else because\n // without the position applied we can't guarantee correct computations\n setStyles(popper, { position: options.positionFixed ? 'fixed' : 'absolute' });\n\n return options;\n}\n\n/\*\*\n \* @function\n \* @memberof Modifiers\n \* @argument {Object} data - The data object generated by `update` method\n \* @argument {Object} options - Modifiers configuration and options\n \* @returns {Object} The data object, properly modified\n \*/\nfunction computeStyle(data, options) {\n var x = options.x,\n y = options.y;\n var popper = data.offsets.popper;\n\n // Remove this legacy support in Popper.js v2\n\n var legacyGpuAccelerationOption = find(data.instance.modifiers, function (modifier) {\n return modifier.name === 'applyStyle';\n }).gpuAcceleration;\n if (legacyGpuAccelerationOption !== undefined) {\n console.warn('WARNING: `gpuAcceleration` option moved to `computeStyle` modifier and will not be supported in future versions of Popper.js!');\n }\n var gpuAcceleration = legacyGpuAccelerationOption !== undefined ? legacyGpuAccelerationOption : options.gpuAcceleration;\n\n var offsetParent = getOffsetParent(data.instance.popper);\n var offsetParentRect = getBoundingClientRect(offsetParent);\n\n // Styles\n var styles = {\n position: popper.position\n };\n\n // Avoid blurry text by using full pixel integers.\n // For pixel-perfect positioning, top/bottom prefers rounded\n // values, while left/right prefers floored values.\n var offsets = {\n left: Math.floor(popper.left),\n top: Math.round(popper.top),\n bottom: Math.round(popper.bottom),\n right: Math.floor(popper.right)\n };\n\n var sideA = x === 'bottom' ? 'top' : 'bottom';\n var sideB = y === 'right' ? 'left' : 'right';\n\n // if gpuAcceleration is set to `true` and transform is supported,\n // we use `translate3d` to apply the position to the popper we\n // automatically use the supported prefixed version if needed\n var prefixedProperty = getSupportedPropertyName('transform');\n\n // now, let's make a step back and look at this code closely (wtf?)\n // If the content of the popper grows once it's been positioned, it\n // may happen that the popper gets misplaced because of the new content\n // overflowing its reference element\n // To avoid this problem, we provide two options (x and y), which allow\n // the consumer to define the offset origin.\n // If we position a popper on top of a reference element, we can set\n // `x` to `top` to make the popper grow towards its top instead of\n // its bottom.\n var left = void 0,\n top = void 0;\n if (sideA === 'bottom') {\n top = -offsetParentRect.height + offsets.bottom;\n } else {\n top = offsets.top;\n }\n if (sideB === 'right') {\n left = -offsetParentRect.width + offsets.right;\n } else {\n left = offsets.left;\n }\n if (gpuAcceleration && prefixedProperty) {\n styles[prefixedProperty] = 'translate3d(' + left + 'px, ' + top + 'px, 0)';\n styles[sideA] = 0;\n styles[sideB] = 0;\n styles.willChange = 'transform';\n } else {\n // othwerise, we use the standard `top`, `left`, `bottom` and `right` properties\n var invertTop = sideA === 'bottom' ? -1 : 1;\n var invertLeft = sideB === 'right' ? -1 : 1;\n styles[sideA] = top \* invertTop;\n styles[sideB] = left \* invertLeft;\n styles.willChange = sideA + ', ' + sideB;\n }\n\n // Attributes\n var attributes = {\n 'x-placement': data.placement\n };\n\n // Update `data` attributes, styles and arrowStyles\n data.attributes = \_extends({}, attributes, data.attributes);\n data.styles = \_extends({}, styles, data.styles);\n data.arrowStyles = \_extends({}, data.offsets.arrow, data.arrowStyles);\n\n return data;\n}\n\n/\*\*\n \* Helper used to know if the given modifier depends from another one.<br />\n \* It checks if the needed modifier is listed and enabled.\n \* @method\n \* @memberof Popper.Utils\n \* @param {Array} modifiers - list of modifiers\n \* @param {String} requestingName - name of requesting modifier\n \* @param {String} requestedName - name of requested modifier\n \* @returns {Boolean}\n \*/\nfunction isModifierRequired(modifiers, requestingName, requestedName) {\n var requesting = find(modifiers, function (\_ref) {\n var name = \_ref.name;\n return name === requestingName;\n });\n\n var isRequired = !!requesting && modifiers.some(function (modifier) {\n return modifier.name === requestedName && modifier.enabled && modifier.order < requesting.order;\n });\n\n if (!isRequired) {\n var \_requesting = '`' + requestingName + '`';\n var requested = '`' + requestedName + '`';\n console.warn(requested + ' modifier is required by ' + \_requesting + ' modifier in order to work, be sure to include it before ' + \_requesting + '!');\n }\n return isRequired;\n}\n\n/\*\*\n \* @function\n \* @memberof Modifiers\n \* @argument {Object} data - The data object generated by update method\n \* @argument {Object} options - Modifiers configuration and options\n \* @returns {Object} The data object, properly modified\n \*/\nfunction arrow(data, options) {\n var \_data$offsets$arrow;\n\n // arrow depends on keepTogether in order to work\n if (!isModifierRequired(data.instance.modifiers, 'arrow', 'keepTogether')) {\n return data;\n }\n\n var arrowElement = options.element;\n\n // if arrowElement is a string, suppose it's a CSS selector\n if (typeof arrowElement === 'string') {\n arrowElement = data.instance.popper.querySelector(arrowElement);\n\n // if arrowElement is not found, don't run the modifier\n if (!arrowElement) {\n return data;\n }\n } else {\n // if the arrowElement isn't a query selector we must check that the\n // provided DOM node is child of its popper node\n if (!data.instance.popper.contains(arrowElement)) {\n console.warn('WARNING: `arrow.element` must be child of its popper element!');\n return data;\n }\n }\n\n var placement = data.placement.split('-')[0];\n var \_data$offsets = data.offsets,\n popper = \_data$offsets.popper,\n reference = \_data$offsets.reference;\n\n var isVertical = ['left', 'right'].indexOf(placement) !== -1;\n\n var len = isVertical ? 'height' : 'width';\n var sideCapitalized = isVertical ? 'Top' : 'Left';\n var side = sideCapitalized.toLowerCase();\n var altSide = isVertical ? 'left' : 'top';\n var opSide = isVertical ? 'bottom' : 'right';\n var arrowElementSize = getOuterSizes(arrowElement)[len];\n\n //\n // extends keepTogether behavior making sure the popper and its\n // reference have enough pixels in conjuction\n //\n\n // top/left side\n if (reference[opSide] - arrowElementSize < popper[side]) {\n data.offsets.popper[side] -= popper[side] - (reference[opSide] - arrowElementSize);\n }\n // bottom/right side\n if (reference[side] + arrowElementSize > popper[opSide]) {\n data.offsets.popper[side] += reference[side] + arrowElementSize - popper[opSide];\n }\n data.offsets.popper = getClientRect(data.offsets.popper);\n\n // compute center of the popper\n var center = reference[side] + reference[len] / 2 - arrowElementSize / 2;\n\n // Compute the sideValue using the updated popper offsets\n // take popper margin in account because we don't have this info available\n var css = getStyleComputedProperty(data.instance.popper);\n var popperMarginSide = parseFloat(css['margin' + sideCapitalized], 10);\n var popperBorderSide = parseFloat(css['border' + sideCapitalized + 'Width'], 10);\n var sideValue = center - data.offsets.popper[side] - popperMarginSide - popperBorderSide;\n\n // prevent arrowElement from being placed not contiguously to its popper\n sideValue = Math.max(Math.min(popper[len] - arrowElementSize, sideValue), 0);\n\n data.arrowElement = arrowElement;\n data.offsets.arrow = (\_data$offsets$arrow = {}, defineProperty(\_data$offsets$arrow, side, Math.round(sideValue)), defineProperty(\_data$offsets$arrow, altSide, ''), \_data$offsets$arrow);\n\n return data;\n}\n\n/\*\*\n \* Get the opposite placement variation of the given one\n \* @method\n \* @memberof Popper.Utils\n \* @argument {String} placement variation\n \* @returns {String} flipped placement variation\n \*/\nfunction getOppositeVariation(variation) {\n if (variation === 'end') {\n return 'start';\n } else if (variation === 'start') {\n return 'end';\n }\n return variation;\n}\n\n/\*\*\n \* List of accepted placements to use as values of the `placement` option.<br />\n \* Valid placements are:\n \* - `auto`\n \* - `top`\n \* - `right`\n \* - `bottom`\n \* - `left`\n \*\n \* Each placement can have a variation from this list:\n \* - `-start`\n \* - `-end`\n \*\n \* Variations are interpreted easily if you think of them as the left to right\n \* written languages. Horizontally (`top` and `bottom`), `start` is left and `end`\n \* is right.<br />\n \* Vertically (`left` and `right`), `start` is top and `end` is bottom.\n \*\n \* Some valid examples are:\n \* - `top-end` (on top of reference, right aligned)\n \* - `right-start` (on right of reference, top aligned)\n \* - `bottom` (on bottom, centered)\n \* - `auto-right` (on the side with more space available, alignment depends by placement)\n \*\n \* @static\n \* @type {Array}\n \* @enum {String}\n \* @readonly\n \* @method placements\n \* @memberof Popper\n \*/\nvar placements = ['auto-start', 'auto', 'auto-end', 'top-start', 'top', 'top-end', 'right-start', 'right', 'right-end', 'bottom-end', 'bottom', 'bottom-start', 'left-end', 'left', 'left-start'];\n\n// Get rid of `auto` `auto-start` and `auto-end`\nvar validPlacements = placements.slice(3);\n\n/\*\*\n \* Given an initial placement, returns all the subsequent placements\n \* clockwise (or counter-clockwise).\n \*\n \* @method\n \* @memberof Popper.Utils\n \* @argument {String} placement - A valid placement (it accepts variations)\n \* @argument {Boolean} counter - Set to true to walk the placements counterclockwise\n \* @returns {Array} placements including their variations\n \*/\nfunction clockwise(placement) {\n var counter = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : false;\n\n var index = validPlacements.indexOf(placement);\n var arr = validPlacements.slice(index + 1).concat(validPlacements.slice(0, index));\n return counter ? arr.reverse() : arr;\n}\n\nvar BEHAVIORS = {\n FLIP: 'flip',\n CLOCKWISE: 'clockwise',\n COUNTERCLOCKWISE: 'counterclockwise'\n};\n\n/\*\*\n \* @function\n \* @memberof Modifiers\n \* @argument {Object} data - The data object generated by update method\n \* @argument {Object} options - Modifiers configuration and options\n \* @returns {Object} The data object, properly modified\n \*/\nfunction flip(data, options) {\n // if `inner` modifier is enabled, we can't use the `flip` modifier\n if (isModifierEnabled(data.instance.modifiers, 'inner')) {\n return data;\n }\n\n if (data.flipped && data.placement === data.originalPlacement) {\n // seems like flip is trying to loop, probably there's not enough space on any of the flippable sides\n return data;\n }\n\n var boundaries = getBoundaries(data.instance.popper, data.instance.reference, options.padding, options.boundariesElement, data.positionFixed);\n\n var placement = data.placement.split('-')[0];\n var placementOpposite = getOppositePlacement(placement);\n var variation = data.placement.split('-')[1] || '';\n\n var flipOrder = [];\n\n switch (options.behavior) {\n case BEHAVIORS.FLIP:\n flipOrder = [placement, placementOpposite];\n break;\n case BEHAVIORS.CLOCKWISE:\n flipOrder = clockwise(placement);\n break;\n case BEHAVIORS.COUNTERCLOCKWISE:\n flipOrder = clockwise(placement, true);\n break;\n default:\n flipOrder = options.behavior;\n }\n\n flipOrder.forEach(function (step, index) {\n if (placement !== step || flipOrder.length === index + 1) {\n return data;\n }\n\n placement = data.placement.split('-')[0];\n placementOpposite = getOppositePlacement(placement);\n\n var popperOffsets = data.offsets.popper;\n var refOffsets = data.offsets.reference;\n\n // using floor because the reference offsets may contain decimals we are not going to consider here\n var floor = Math.floor;\n var overlapsRef = placement === 'left' && floor(popperOffsets.right) > floor(refOffsets.left) || placement === 'right' && floor(popperOffsets.left) < floor(refOffsets.right) || placement === 'top' && floor(popperOffsets.bottom) > floor(refOffsets.top) || placement === 'bottom' && floor(popperOffsets.top) < floor(refOffsets.bottom);\n\n var overflowsLeft = floor(popperOffsets.left) < floor(boundaries.left);\n var overflowsRight = floor(popperOffsets.right) > floor(boundaries.right);\n var overflowsTop = floor(popperOffsets.top) < floor(boundaries.top);\n var overflowsBottom = floor(popperOffsets.bottom) > floor(boundaries.bottom);\n\n var overflowsBoundaries = placement === 'left' && overflowsLeft || placement === 'right' && overflowsRight || placement === 'top' && overflowsTop || placement === 'bottom' && overflowsBottom;\n\n // flip the variation if required\n var isVertical = ['top', 'bottom'].indexOf(placement) !== -1;\n var flippedVariation = !!options.flipVariations && (isVertical && variation === 'start' && overflowsLeft || isVertical && variation === 'end' && overflowsRight || !isVertical && variation === 'start' && overflowsTop || !isVertical && variation === 'end' && overflowsBottom);\n\n if (overlapsRef || overflowsBoundaries || flippedVariation) {\n // this boolean to detect any flip loop\n data.flipped = true;\n\n if (overlapsRef || overflowsBoundaries) {\n placement = flipOrder[index + 1];\n }\n\n if (flippedVariation) {\n variation = getOppositeVariation(variation);\n }\n\n data.placement = placement + (variation ? '-' + variation : '');\n\n // this object contains `position`, we want to preserve it along with\n // any additional property we may add in the future\n data.offsets.popper = \_extends({}, data.offsets.popper, getPopperOffsets(data.instance.popper, data.offsets.reference, data.placement));\n\n data = runModifiers(data.instance.modifiers, data, 'flip');\n }\n });\n return data;\n}\n\n/\*\*\n \* @function\n \* @memberof Modifiers\n \* @argument {Object} data - The data object generated by update method\n \* @argument {Object} options - Modifiers configuration and options\n \* @returns {Object} The data object, properly modified\n \*/\nfunction keepTogether(data) {\n var \_data$offsets = data.offsets,\n popper = \_data$offsets.popper,\n reference = \_data$offsets.reference;\n\n var placement = data.placement.split('-')[0];\n var floor = Math.floor;\n var isVertical = ['top', 'bottom'].indexOf(placement) !== -1;\n var side = isVertical ? 'right' : 'bottom';\n var opSide = isVertical ? 'left' : 'top';\n var measurement = isVertical ? 'width' : 'height';\n\n if (popper[side] < floor(reference[opSide])) {\n data.offsets.popper[opSide] = floor(reference[opSide]) - popper[measurement];\n }\n if (popper[opSide] > floor(reference[side])) {\n data.offsets.popper[opSide] = floor(reference[side]);\n }\n\n return data;\n}\n\n/\*\*\n \* Converts a string containing value + unit into a px value number\n \* @function\n \* @memberof {modifiers~offset}\n \* @private\n \* @argument {String} str - Value + unit string\n \* @argument {String} measurement - `height` or `width`\n \* @argument {Object} popperOffsets\n \* @argument {Object} referenceOffsets\n \* @returns {Number|String}\n \* Value in pixels, or original string if no values were extracted\n \*/\nfunction toValue(str, measurement, popperOffsets, referenceOffsets) {\n // separate value from unit\n var split = str.match(/((?:\\-|\\+)?\\d\*\\.?\\d\*)(.\*)/);\n var value = +split[1];\n var unit = split[2];\n\n // If it's not a number it's an operator, I guess\n if (!value) {\n return str;\n }\n\n if (unit.indexOf('%') === 0) {\n var element = void 0;\n switch (unit) {\n case '%p':\n element = popperOffsets;\n break;\n case '%':\n case '%r':\n default:\n element = referenceOffsets;\n }\n\n var rect = getClientRect(element);\n return rect[measurement] / 100 \* value;\n } else if (unit === 'vh' || unit === 'vw') {\n // if is a vh or vw, we calculate the size based on the viewport\n var size = void 0;\n if (unit === 'vh') {\n size = Math.max(document.documentElement.clientHeight, window.innerHeight || 0);\n } else {\n size = Math.max(document.documentElement.clientWidth, window.innerWidth || 0);\n }\n return size / 100 \* value;\n } else {\n // if is an explicit pixel unit, we get rid of the unit and keep the value\n // if is an implicit unit, it's px, and we return just the value\n return value;\n }\n}\n\n/\*\*\n \* Parse an `offset` string to extrapolate `x` and `y` numeric offsets.\n \* @function\n \* @memberof {modifiers~offset}\n \* @private\n \* @argument {String} offset\n \* @argument {Object} popperOffsets\n \* @argument {Object} referenceOffsets\n \* @argument {String} basePlacement\n \* @returns {Array} a two cells array with x and y offsets in numbers\n \*/\nfunction parseOffset(offset, popperOffsets, referenceOffsets, basePlacement) {\n var offsets = [0, 0];\n\n // Use height if placement is left or right and index is 0 otherwise use width\n // in this way the first offset will use an axis and the second one\n // will use the other one\n var useHeight = ['right', 'left'].indexOf(basePlacement) !== -1;\n\n // Split the offset string to obtain a list of values and operands\n // The regex addresses values with the plus or minus sign in front (+10, -20, etc)\n var fragments = offset.split(/(\\+|\\-)/).map(function (frag) {\n return frag.trim();\n });\n\n // Detect if the offset string contains a pair of values or a single one\n // they could be separated by comma or space\n var divider = fragments.indexOf(find(fragments, function (frag) {\n return frag.search(/,|\\s/) !== -1;\n }));\n\n if (fragments[divider] && fragments[divider].indexOf(',') === -1) {\n console.warn('Offsets separated by white space(s) are deprecated, use a comma (,) instead.');\n }\n\n // If divider is found, we divide the list of values and operands to divide\n // them by ofset X and Y.\n var splitRegex = /\\s\*,\\s\*|\\s+/;\n var ops = divider !== -1 ? [fragments.slice(0, divider).concat([fragments[divider].split(splitRegex)[0]]), [fragments[divider].split(splitRegex)[1]].concat(fragments.slice(divider + 1))] : [fragments];\n\n // Convert the values with units to absolute pixels to allow our computations\n ops = ops.map(function (op, index) {\n // Most of the units rely on the orientation of the popper\n var measurement = (index === 1 ? !useHeight : useHeight) ? 'height' : 'width';\n var mergeWithPrevious = false;\n return op\n // This aggregates any `+` or `-` sign that aren't considered operators\n // e.g.: 10 + +5 => [10, +, +5]\n .reduce(function (a, b) {\n if (a[a.length - 1] === '' && ['+', '-'].indexOf(b) !== -1) {\n a[a.length - 1] = b;\n mergeWithPrevious = true;\n return a;\n } else if (mergeWithPrevious) {\n a[a.length - 1] += b;\n mergeWithPrevious = false;\n return a;\n } else {\n return a.concat(b);\n }\n }, [])\n // Here we convert the string values into number values (in px)\n .map(function (str) {\n return toValue(str, measurement, popperOffsets, referenceOffsets);\n });\n });\n\n // Loop trough the offsets arrays and execute the operations\n ops.forEach(function (op, index) {\n op.forEach(function (frag, index2) {\n if (isNumeric(frag)) {\n offsets[index] += frag \* (op[index2 - 1] === '-' ? -1 : 1);\n }\n });\n });\n return offsets;\n}\n\n/\*\*\n \* @function\n \* @memberof Modifiers\n \* @argument {Object} data - The data object generated by update method\n \* @argument {Object} options - Modifiers configuration and options\n \* @argument {Number|String} options.offset=0\n \* The offset value as described in the modifier description\n \* @returns {Object} The data object, properly modified\n \*/\nfunction offset(data, \_ref) {\n var offset = \_ref.offset;\n var placement = data.placement,\n \_data$offsets = data.offsets,\n popper = \_data$offsets.popper,\n reference = \_data$offsets.reference;\n\n var basePlacement = placement.split('-')[0];\n\n var offsets = void 0;\n if (isNumeric(+offset)) {\n offsets = [+offset, 0];\n } else {\n offsets = parseOffset(offset, popper, reference, basePlacement);\n }\n\n if (basePlacement === 'left') {\n popper.top += offsets[0];\n popper.left -= offsets[1];\n } else if (basePlacement === 'right') {\n popper.top += offsets[0];\n popper.left += offsets[1];\n } else if (basePlacement === 'top') {\n popper.left += offsets[0];\n popper.top -= offsets[1];\n } else if (basePlacement === 'bottom') {\n popper.left += offsets[0];\n popper.top += offsets[1];\n }\n\n data.popper = popper;\n return data;\n}\n\n/\*\*\n \* @function\n \* @memberof Modifiers\n \* @argument {Object} data - The data object generated by `update` method\n \* @argument {Object} options - Modifiers configuration and options\n \* @returns {Object} The data object, properly modified\n \*/\nfunction preventOverflow(data, options) {\n var boundariesElement = options.boundariesElement || getOffsetParent(data.instance.popper);\n\n // If offsetParent is the reference element, we really want to\n // go one step up and use the next offsetParent as reference to\n // avoid to make this modifier completely useless and look like broken\n if (data.instance.reference === boundariesElement) {\n boundariesElement = getOffsetParent(boundariesElement);\n }\n\n // NOTE: DOM access here\n // resets the popper's position so that the document size can be calculated excluding\n // the size of the popper element itself\n var transformProp = getSupportedPropertyName('transform');\n var popperStyles = data.instance.popper.style; // assignment to help minification\n var top = popperStyles.top,\n left = popperStyles.left,\n transform = popperStyles[transformProp];\n\n popperStyles.top = '';\n popperStyles.left = '';\n popperStyles[transformProp] = '';\n\n var boundaries = getBoundaries(data.instance.popper, data.instance.reference, options.padding, boundariesElement, data.positionFixed);\n\n // NOTE: DOM access here\n // restores the original style properties after the offsets have been computed\n popperStyles.top = top;\n popperStyles.left = left;\n popperStyles[transformProp] = transform;\n\n options.boundaries = boundaries;\n\n var order = options.priority;\n var popper = data.offsets.popper;\n\n var check = {\n primary: function primary(placement) {\n var value = popper[placement];\n if (popper[placement] < boundaries[placement] && !options.escapeWithReference) {\n value = Math.max(popper[placement], boundaries[placement]);\n }\n return defineProperty({}, placement, value);\n },\n secondary: function secondary(placement) {\n var mainSide = placement === 'right' ? 'left' : 'top';\n var value = popper[mainSide];\n if (popper[placement] > boundaries[placement] && !options.escapeWithReference) {\n value = Math.min(popper[mainSide], boundaries[placement] - (placement === 'right' ? popper.width : popper.height));\n }\n return defineProperty({}, mainSide, value);\n }\n };\n\n order.forEach(function (placement) {\n var side = ['left', 'top'].indexOf(placement) !== -1 ? 'primary' : 'secondary';\n popper = \_extends({}, popper, check[side](placement));\n });\n\n data.offsets.popper = popper;\n\n return data;\n}\n\n/\*\*\n \* @function\n \* @memberof Modifiers\n \* @argument {Object} data - The data object generated by `update` method\n \* @argument {Object} options - Modifiers configuration and options\n \* @returns {Object} The data object, properly modified\n \*/\nfunction shift(data) {\n var placement = data.placement;\n var basePlacement = placement.split('-')[0];\n var shiftvariation = placement.split('-')[1];\n\n // if shift shiftvariation is specified, run the modifier\n if (shiftvariation) {\n var \_data$offsets = data.offsets,\n reference = \_data$offsets.reference,\n popper = \_data$offsets.popper;\n\n var isVertical = ['bottom', 'top'].indexOf(basePlacement) !== -1;\n var side = isVertical ? 'left' : 'top';\n var measurement = isVertical ? 'width' : 'height';\n\n var shiftOffsets = {\n start: defineProperty({}, side, reference[side]),\n end: defineProperty({}, side, reference[side] + reference[measurement] - popper[measurement])\n };\n\n data.offsets.popper = \_extends({}, popper, shiftOffsets[shiftvariation]);\n }\n\n return data;\n}\n\n/\*\*\n \* @function\n \* @memberof Modifiers\n \* @argument {Object} data - The data object generated by update method\n \* @argument {Object} options - Modifiers configuration and options\n \* @returns {Object} The data object, properly modified\n \*/\nfunction hide(data) {\n if (!isModifierRequired(data.instance.modifiers, 'hide', 'preventOverflow')) {\n return data;\n }\n\n var refRect = data.offsets.reference;\n var bound = find(data.instance.modifiers, function (modifier) {\n return modifier.name === 'preventOverflow';\n }).boundaries;\n\n if (refRect.bottom < bound.top || refRect.left > bound.right || refRect.top > bound.bottom || refRect.right < bound.left) {\n // Avoid unnecessary DOM access if visibility hasn't changed\n if (data.hide === true) {\n return data;\n }\n\n data.hide = true;\n data.attributes['x-out-of-boundaries'] = '';\n } else {\n // Avoid unnecessary DOM access if visibility hasn't changed\n if (data.hide === false) {\n return data;\n }\n\n data.hide = false;\n data.attributes['x-out-of-boundaries'] = false;\n }\n\n return data;\n}\n\n/\*\*\n \* @function\n \* @memberof Modifiers\n \* @argument {Object} data - The data object generated by `update` method\n \* @argument {Object} options - Modifiers configuration and options\n \* @returns {Object} The data object, properly modified\n \*/\nfunction inner(data) {\n var placement = data.placement;\n var basePlacement = placement.split('-')[0];\n var \_data$offsets = data.offsets,\n popper = \_data$offsets.popper,\n reference = \_data$offsets.reference;\n\n var isHoriz = ['left', 'right'].indexOf(basePlacement) !== -1;\n\n var subtractLength = ['top', 'left'].indexOf(basePlacement) === -1;\n\n popper[isHoriz ? 'left' : 'top'] = reference[basePlacement] - (subtractLength ? popper[isHoriz ? 'width' : 'height'] : 0);\n\n data.placement = getOppositePlacement(placement);\n data.offsets.popper = getClientRect(popper);\n\n return data;\n}\n\n/\*\*\n \* Modifier function, each modifier can have a function of this type assigned\n \* to its `fn` property.<br />\n \* These functions will be called on each update, this means that you must\n \* make sure they are performant enough to avoid performance bottlenecks.\n \*\n \* @function ModifierFn\n \* @argument {dataObject} data - The data object generated by `update` method\n \* @argument {Object} options - Modifiers configuration and options\n \* @returns {dataObject} The data object, properly modified\n \*/\n\n/\*\*\n \* Modifiers are plugins used to alter the behavior of your poppers.<br />\n \* Popper.js uses a set of 9 modifiers to provide all the basic functionalities\n \* needed by the library.\n \*\n \* Usually you don't want to override the `order`, `fn` and `onLoad` props.\n \* All the other properties are configurations that could be tweaked.\n \* @namespace modifiers\n \*/\nvar modifiers = {\n /\*\*\n \* Modifier used to shift the popper on the start or end of its reference\n \* element.<br />\n \* It will read the variation of the `placement` property.<br />\n \* It can be one either `-end` or `-start`.\n \* @memberof modifiers\n \* @inner\n \*/\n shift: {\n /\*\* @prop {number} order=100 - Index used to define the order of execution \*/\n order: 100,\n /\*\* @prop {Boolean} enabled=true - Whether the modifier is enabled or not \*/\n enabled: true,\n /\*\* @prop {ModifierFn} \*/\n fn: shift\n },\n\n /\*\*\n \* The `offset` modifier can shift your popper on both its axis.\n \*\n \* It accepts the following units:\n \* - `px` or unitless, interpreted as pixels\n \* - `%` or `%r`, percentage relative to the length of the reference element\n \* - `%p`, percentage relative to the length of the popper element\n \* - `vw`, CSS viewport width unit\n \* - `vh`, CSS viewport height unit\n \*\n \* For length is intended the main axis relative to the placement of the popper.<br />\n \* This means that if the placement is `top` or `bottom`, the length will be the\n \* `width`. In case of `left` or `right`, it will be the height.\n \*\n \* You can provide a single value (as `Number` or `String`), or a pair of values\n \* as `String` divided by a comma or one (or more) white spaces.<br />\n \* The latter is a deprecated method because it leads to confusion and will be\n \* removed in v2.<br />\n \* Additionally, it accepts additions and subtractions between different units.\n \* Note that multiplications and divisions aren't supported.\n \*\n \* Valid examples are:\n \* ```\n \* 10\n \* '10%'\n \* '10, 10'\n \* '10%, 10'\n \* '10 + 10%'\n \* '10 - 5vh + 3%'\n \* '-10px + 5vh, 5px - 6%'\n \* ```\n \* > \*\*NB\*\*: If you desire to apply offsets to your poppers in a way that may make them overlap\n \* > with their reference element, unfortunately, you will have to disable the `flip` modifier.\n \* > More on this [reading this issue](https://github.com/FezVrasta/popper.js/issues/373)\n \*\n \* @memberof modifiers\n \* @inner\n \*/\n offset: {\n /\*\* @prop {number} order=200 - Index used to define the order of execution \*/\n order: 200,\n /\*\* @prop {Boolean} enabled=true - Whether the modifier is enabled or not \*/\n enabled: true,\n /\*\* @prop {ModifierFn} \*/\n fn: offset,\n /\*\* @prop {Number|String} offset=0\n \* The offset value as described in the modifier description\n \*/\n offset: 0\n },\n\n /\*\*\n \* Modifier used to prevent the popper from being positioned outside the boundary.\n \*\n \* An scenario exists where the reference itself is not within the boundaries.<br />\n \* We can say it has \"escaped the boundaries\" — or just \"escaped\".<br />\n \* In this case we need to decide whether the popper should either:\n \*\n \* - detach from the reference and remain \"trapped\" in the boundaries, or\n \* - if it should ignore the boundary and \"escape with its reference\"\n \*\n \* When `escapeWithReference` is set to`true` and reference is completely\n \* outside its boundaries, the popper will overflow (or completely leave)\n \* the boundaries in order to remain attached to the edge of the reference.\n \*\n \* @memberof modifiers\n \* @inner\n \*/\n preventOverflow: {\n /\*\* @prop {number} order=300 - Index used to define the order of execution \*/\n order: 300,\n /\*\* @prop {Boolean} enabled=true - Whether the modifier is enabled or not \*/\n enabled: true,\n /\*\* @prop {ModifierFn} \*/\n fn: preventOverflow,\n /\*\*\n \* @prop {Array} [priority=['left','right','top','bottom']]\n \* Popper will try to prevent overflow following these priorities by default,\n \* then, it could overflow on the left and on top of the `boundariesElement`\n \*/\n priority: ['left', 'right', 'top', 'bottom'],\n /\*\*\n \* @prop {number} padding=5\n \* Amount of pixel used to define a minimum distance between the boundaries\n \* and the popper this makes sure the popper has always a little padding\n \* between the edges of its container\n \*/\n padding: 5,\n /\*\*\n \* @prop {String|HTMLElement} boundariesElement='scrollParent'\n \* Boundaries used by the modifier, can be `scrollParent`, `window`,\n \* `viewport` or any DOM element.\n \*/\n boundariesElement: 'scrollParent'\n },\n\n /\*\*\n \* Modifier used to make sure the reference and its popper stay near eachothers\n \* without leaving any gap between the two. Expecially useful when the arrow is\n \* enabled and you want to assure it to point to its reference element.\n \* It cares only about the first axis, you can still have poppers with margin\n \* between the popper and its reference element.\n \* @memberof modifiers\n \* @inner\n \*/\n keepTogether: {\n /\*\* @prop {number} order=400 - Index used to define the order of execution \*/\n order: 400,\n /\*\* @prop {Boolean} enabled=true - Whether the modifier is enabled or not \*/\n enabled: true,\n /\*\* @prop {ModifierFn} \*/\n fn: keepTogether\n },\n\n /\*\*\n \* This modifier is used to move the `arrowElement` of the popper to make\n \* sure it is positioned between the reference element and its popper element.\n \* It will read the outer size of the `arrowElement` node to detect how many\n \* pixels of conjuction are needed.\n \*\n \* It has no effect if no `arrowElement` is provided.\n \* @memberof modifiers\n \* @inner\n \*/\n arrow: {\n /\*\* @prop {number} order=500 - Index used to define the order of execution \*/\n order: 500,\n /\*\* @prop {Boolean} enabled=true - Whether the modifier is enabled or not \*/\n enabled: true,\n /\*\* @prop {ModifierFn} \*/\n fn: arrow,\n /\*\* @prop {String|HTMLElement} element='[x-arrow]' - Selector or node used as arrow \*/\n element: '[x-arrow]'\n },\n\n /\*\*\n \* Modifier used to flip the popper's placement when it starts to overlap its\n \* reference element.\n \*\n \* Requires the `preventOverflow` modifier before it in order to work.\n \*\n \* \*\*NOTE:\*\* this modifier will interrupt the current update cycle and will\n \* restart it if it detects the need to flip the placement.\n \* @memberof modifiers\n \* @inner\n \*/\n flip: {\n /\*\* @prop {number} order=600 - Index used to define the order of execution \*/\n order: 600,\n /\*\* @prop {Boolean} enabled=true - Whether the modifier is enabled or not \*/\n enabled: true,\n /\*\* @prop {ModifierFn} \*/\n fn: flip,\n /\*\*\n \* @prop {String|Array} behavior='flip'\n \* The behavior used to change the popper's placement. It can be one of\n \* `flip`, `clockwise`, `counterclockwise` or an array with a list of valid\n \* placements (with optional variations).\n \*/\n behavior: 'flip',\n /\*\*\n \* @prop {number} padding=5\n \* The popper will flip if it hits the edges of the `boundariesElement`\n \*/\n padding: 5,\n /\*\*\n \* @prop {String|HTMLElement} boundariesElement='viewport'\n \* The element which will define the boundaries of the popper position,\n \* the popper will never be placed outside of the defined boundaries\n \* (except if keepTogether is enabled)\n \*/\n boundariesElement: 'viewport'\n },\n\n /\*\*\n \* Modifier used to make the popper flow toward the inner of the reference element.\n \* By default, when this modifier is disabled, the popper will be placed outside\n \* the reference element.\n \* @memberof modifiers\n \* @inner\n \*/\n inner: {\n /\*\* @prop {number} order=700 - Index used to define the order of execution \*/\n order: 700,\n /\*\* @prop {Boolean} enabled=false - Whether the modifier is enabled or not \*/\n enabled: false,\n /\*\* @prop {ModifierFn} \*/\n fn: inner\n },\n\n /\*\*\n \* Modifier used to hide the popper when its reference element is outside of the\n \* popper boundaries. It will set a `x-out-of-boundaries` attribute which can\n \* be used to hide with a CSS selector the popper when its reference is\n \* out of boundaries.\n \*\n \* Requires the `preventOverflow` modifier before it in order to work.\n \* @memberof modifiers\n \* @inner\n \*/\n hide: {\n /\*\* @prop {number} order=800 - Index used to define the order of execution \*/\n order: 800,\n /\*\* @prop {Boolean} enabled=true - Whether the modifier is enabled or not \*/\n enabled: true,\n /\*\* @prop {ModifierFn} \*/\n fn: hide\n },\n\n /\*\*\n \* Computes the style that will be applied to the popper element to gets\n \* properly positioned.\n \*\n \* Note that this modifier will not touch the DOM, it just prepares the styles\n \* so that `applyStyle` modifier can apply it. This separation is useful\n \* in case you need to replace `applyStyle` with a custom implementation.\n \*\n \* This modifier has `850` as `order` value to maintain backward compatibility\n \* with previous versions of Popper.js. Expect the modifiers ordering method\n \* to change in future major versions of the library.\n \*\n \* @memberof modifiers\n \* @inner\n \*/\n computeStyle: {\n /\*\* @prop {number} order=850 - Index used to define the order of execution \*/\n order: 850,\n /\*\* @prop {Boolean} enabled=true - Whether the modifier is enabled or not \*/\n enabled: true,\n /\*\* @prop {ModifierFn} \*/\n fn: computeStyle,\n /\*\*\n \* @prop {Boolean} gpuAcceleration=true\n \* If true, it uses the CSS 3d transformation to position the popper.\n \* Otherwise, it will use the `top` and `left` properties.\n \*/\n gpuAcceleration: true,\n /\*\*\n \* @prop {string} [x='bottom']\n \* Where to anchor the X axis (`bottom` or `top`). AKA X offset origin.\n \* Change this if your popper should grow in a direction different from `bottom`\n \*/\n x: 'bottom',\n /\*\*\n \* @prop {string} [x='left']\n \* Where to anchor the Y axis (`left` or `right`). AKA Y offset origin.\n \* Change this if your popper should grow in a direction different from `right`\n \*/\n y: 'right'\n },\n\n /\*\*\n \* Applies the computed styles to the popper element.\n \*\n \* All the DOM manipulations are limited to this modifier. This is useful in case\n \* you want to integrate Popper.js inside a framework or view library and you\n \* want to delegate all the DOM manipulations to it.\n \*\n \* Note that if you disable this modifier, you must make sure the popper element\n \* has its position set to `absolute` before Popper.js can do its work!\n \*\n \* Just disable this modifier and define you own to achieve the desired effect.\n \*\n \* @memberof modifiers\n \* @inner\n \*/\n applyStyle: {\n /\*\* @prop {number} order=900 - Index used to define the order of execution \*/\n order: 900,\n /\*\* @prop {Boolean} enabled=true - Whether the modifier is enabled or not \*/\n enabled: true,\n /\*\* @prop {ModifierFn} \*/\n fn: applyStyle,\n /\*\* @prop {Function} \*/\n onLoad: applyStyleOnLoad,\n /\*\*\n \* @deprecated since version 1.10.0, the property moved to `computeStyle` modifier\n \* @prop {Boolean} gpuAcceleration=true\n \* If true, it uses the CSS 3d transformation to position the popper.\n \* Otherwise, it will use the `top` and `left` properties.\n \*/\n gpuAcceleration: undefined\n }\n};\n\n/\*\*\n \* The `dataObject` is an object containing all the informations used by Popper.js\n \* this object get passed to modifiers and to the `onCreate` and `onUpdate` callbacks.\n \* @name dataObject\n \* @property {Object} data.instance The Popper.js instance\n \* @property {String} data.placement Placement applied to popper\n \* @property {String} data.originalPlacement Placement originally defined on init\n \* @property {Boolean} data.flipped True if popper has been flipped by flip modifier\n \* @property {Boolean} data.hide True if the reference element is out of boundaries, useful to know when to hide the popper.\n \* @property {HTMLElement} data.arrowElement Node used as arrow by arrow modifier\n \* @property {Object} data.styles Any CSS property defined here will be applied to the popper, it expects the JavaScript nomenclature (eg. `marginBottom`)\n \* @property {Object} data.arrowStyles Any CSS property defined here will be applied to the popper arrow, it expects the JavaScript nomenclature (eg. `marginBottom`)\n \* @property {Object} data.boundaries Offsets of the popper boundaries\n \* @property {Object} data.offsets The measurements of popper, reference and arrow elements.\n \* @property {Object} data.offsets.popper `top`, `left`, `width`, `height` values\n \* @property {Object} data.offsets.reference `top`, `left`, `width`, `height` values\n \* @property {Object} data.offsets.arrow] `top` and `left` offsets, only one of them will be different from 0\n \*/\n\n/\*\*\n \* Default options provided to Popper.js constructor.<br />\n \* These can be overriden using the `options` argument of Popper.js.<br />\n \* To override an option, simply pass as 3rd argument an object with the same\n \* structure of this object, example:\n \* ```\n \* new Popper(ref, pop, {\n \* modifiers: {\n \* preventOverflow: { enabled: false }\n \* }\n \* })\n \* ```\n \* @type {Object}\n \* @static\n \* @memberof Popper\n \*/\nvar Defaults = {\n /\*\*\n \* Popper's placement\n \* @prop {Popper.placements} placement='bottom'\n \*/\n placement: 'bottom',\n\n /\*\*\n \* Set this to true if you want popper to position it self in 'fixed' mode\n \* @prop {Boolean} positionFixed=false\n \*/\n positionFixed: false,\n\n /\*\*\n \* Whether events (resize, scroll) are initially enabled\n \* @prop {Boolean} eventsEnabled=true\n \*/\n eventsEnabled: true,\n\n /\*\*\n \* Set to true if you want to automatically remove the popper when\n \* you call the `destroy` method.\n \* @prop {Boolean} removeOnDestroy=false\n \*/\n removeOnDestroy: false,\n\n /\*\*\n \* Callback called when the popper is created.<br />\n \* By default, is set to no-op.<br />\n \* Access Popper.js instance with `data.instance`.\n \* @prop {onCreate}\n \*/\n onCreate: function onCreate() {},\n\n /\*\*\n \* Callback called when the popper is updated, this callback is not called\n \* on the initialization/creation of the popper, but only on subsequent\n \* updates.<br />\n \* By default, is set to no-op.<br />\n \* Access Popper.js instance with `data.instance`.\n \* @prop {onUpdate}\n \*/\n onUpdate: function onUpdate() {},\n\n /\*\*\n \* List of modifiers used to modify the offsets before they are applied to the popper.\n \* They provide most of the functionalities of Popper.js\n \* @prop {modifiers}\n \*/\n modifiers: modifiers\n};\n\n/\*\*\n \* @callback onCreate\n \* @param {dataObject} data\n \*/\n\n/\*\*\n \* @callback onUpdate\n \* @param {dataObject} data\n \*/\n\n// Utils\n// Methods\nvar Popper = function () {\n /\*\*\n \* Create a new Popper.js instance\n \* @class Popper\n \* @param {HTMLElement|referenceObject} reference - The reference element used to position the popper\n \* @param {HTMLElement} popper - The HTML element used as popper.\n \* @param {Object} options - Your custom options to override the ones defined in [Defaults](#defaults)\n \* @return {Object} instance - The generated Popper.js instance\n \*/\n function Popper(reference, popper) {\n var \_this = this;\n\n var options = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : {};\n classCallCheck(this, Popper);\n\n this.scheduleUpdate = function () {\n return requestAnimationFrame(\_this.update);\n };\n\n // make update() debounced, so that it only runs at most once-per-tick\n this.update = debounce(this.update.bind(this));\n\n // with {} we create a new object with the options inside it\n this.options = \_extends({}, Popper.Defaults, options);\n\n // init state\n this.state = {\n isDestroyed: false,\n isCreated: false,\n scrollParents: []\n };\n\n // get reference and popper elements (allow jQuery wrappers)\n this.reference = reference && reference.jquery ? reference[0] : reference;\n this.popper = popper && popper.jquery ? popper[0] : popper;\n\n // Deep merge modifiers options\n this.options.modifiers = {};\n Object.keys(\_extends({}, Popper.Defaults.modifiers, options.modifiers)).forEach(function (name) {\n \_this.options.modifiers[name] = \_extends({}, Popper.Defaults.modifiers[name] || {}, options.modifiers ? options.modifiers[name] : {});\n });\n\n // Refactoring modifiers' list (Object => Array)\n this.modifiers = Object.keys(this.options.modifiers).map(function (name) {\n return \_extends({\n name: name\n }, \_this.options.modifiers[name]);\n })\n // sort the modifiers by order\n .sort(function (a, b) {\n return a.order - b.order;\n });\n\n // modifiers have the ability to execute arbitrary code when Popper.js get inited\n // such code is executed in the same order of its modifier\n // they could add new properties to their options configuration\n // BE AWARE: don't add options to `options.modifiers.name` but to `modifierOptions`!\n this.modifiers.forEach(function (modifierOptions) {\n if (modifierOptions.enabled && isFunction(modifierOptions.onLoad)) {\n modifierOptions.onLoad(\_this.reference, \_this.popper, \_this.options, modifierOptions, \_this.state);\n }\n });\n\n // fire the first update to position the popper in the right place\n this.update();\n\n var eventsEnabled = this.options.eventsEnabled;\n if (eventsEnabled) {\n // setup event listeners, they will take care of update the position in specific situations\n this.enableEventListeners();\n }\n\n this.state.eventsEnabled = eventsEnabled;\n }\n\n // We can't use class properties because they don't get listed in the\n // class prototype and break stuff like Sinon stubs\n\n\n createClass(Popper, [{\n key: 'update',\n value: function update$$1() {\n return update.call(this);\n }\n }, {\n key: 'destroy',\n value: function destroy$$1() {\n return destroy.call(this);\n }\n }, {\n key: 'enableEventListeners',\n value: function enableEventListeners$$1() {\n return enableEventListeners.call(this);\n }\n }, {\n key: 'disableEventListeners',\n value: function disableEventListeners$$1() {\n return disableEventListeners.call(this);\n }\n\n /\*\*\n \* Schedule an update, it will run on the next UI update available\n \* @method scheduleUpdate\n \* @memberof Popper\n \*/\n\n\n /\*\*\n \* Collection of utilities useful when writing custom modifiers.\n \* Starting from version 1.7, this method is available only if you\n \* include `popper-utils.js` before `popper.js`.\n \*\n \* \*\*DEPRECATION\*\*: This way to access PopperUtils is deprecated\n \* and will be removed in v2! Use the PopperUtils module directly instead.\n \* Due to the high instability of the methods contained in Utils, we can't\n \* guarantee them to follow semver. Use them at your own risk!\n \* @static\n \* @private\n \* @type {Object}\n \* @deprecated since version 1.8\n \* @member Utils\n \* @memberof Popper\n \*/\n\n }]);\n return Popper;\n}();\n\n/\*\*\n \* The `referenceObject` is an object that provides an interface compatible with Popper.js\n \* and lets you use it as replacement of a real DOM node.<br />\n \* You can use this method to position a popper relatively to a set of coordinates\n \* in case you don't have a DOM node to use as reference.\n \*\n \* ```\n \* new Popper(referenceObject, popperNode);\n \* ```\n \*\n \* NB: This feature isn't supported in Internet Explorer 10\n \* @name referenceObject\n \* @property {Function} data.getBoundingClientRect\n \* A function that returns a set of coordinates compatible with the native `getBoundingClientRect` method.\n \* @property {number} data.clientWidth\n \* An ES6 getter that will return the width of the virtual reference element.\n \* @property {number} data.clientHeight\n \* An ES6 getter that will return the height of the virtual reference element.\n \*/\n\n\nPopper.Utils = (typeof window !== 'undefined' ? window : global).PopperUtils;\nPopper.placements = placements;\nPopper.Defaults = Defaults;\n\nexport default Popper;\n//# sourceMappingURL=popper.js.map\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"],"names":["Util","$","TRANSITION\_END","MAX\_UID","MILLISECONDS\_MULTIPLIER","toType","obj","toString","call","match","toLowerCase","getSpecialTransitionEndEvent","bindType","delegateType","handle","event","target","is","handleObj","handler","apply","arguments","undefined","transitionEndEmulator","duration","called","one","setTimeout","triggerTransitionEnd","setTransitionEndSupport","fn","emulateTransitionEnd","special","getUID","prefix","Math","random","document","getElementById","getSelectorFromElement","element","selector","getAttribute","querySelector","err","getTransitionDurationFromElement","transitionDuration","css","floatTransitionDuration","parseFloat","split","reflow","offsetHeight","trigger","supportsTransitionEnd","Boolean","isElement","nodeType","typeCheckConfig","componentName","config","configTypes","property","Object","prototype","hasOwnProperty","expectedTypes","value","valueType","RegExp","test","Error","toUpperCase","Alert","NAME","VERSION","DATA\_KEY","EVENT\_KEY","DATA\_API\_KEY","JQUERY\_NO\_CONFLICT","Selector","DISMISS","Event","CLOSE","CLOSED","CLICK\_DATA\_API","ClassName","ALERT","FADE","SHOW","\_element","close","rootElement","\_getRootElement","customEvent","\_triggerCloseEvent","isDefaultPrevented","\_removeElement","dispose","removeData","parent","closest","closeEvent","removeClass","hasClass","\_destroyElement","detach","remove","\_jQueryInterface","each","$element","data","\_handleDismiss","alertInstance","preventDefault","on","Constructor","noConflict","Button","ACTIVE","BUTTON","FOCUS","DATA\_TOGGLE\_CARROT","DATA\_TOGGLE","INPUT","FOCUS\_BLUR\_DATA\_API","toggle","triggerChangeEvent","addAriaPressed","input","type","checked","classList","contains","activeElement","hasAttribute","focus","setAttribute","toggleClass","button","Carousel","ARROW\_LEFT\_KEYCODE","ARROW\_RIGHT\_KEYCODE","TOUCHEVENT\_COMPAT\_WAIT","Default","interval","keyboard","slide","pause","wrap","DefaultType","Direction","NEXT","PREV","LEFT","RIGHT","SLIDE","SLID","KEYDOWN","MOUSEENTER","MOUSELEAVE","TOUCHEND","LOAD\_DATA\_API","CAROUSEL","ITEM","ACTIVE\_ITEM","NEXT\_PREV","INDICATORS","DATA\_SLIDE","DATA\_RIDE","\_items","\_interval","\_activeElement","\_isPaused","\_isSliding","touchTimeout","\_config","\_getConfig","\_indicatorsElement","\_addEventListeners","next","\_slide","nextWhenVisible","hidden","prev","cycle","clearInterval","setInterval","visibilityState","bind","to","index","activeIndex","\_getItemIndex","length","direction","off","\_keydown","documentElement","clearTimeout","tagName","which","parentNode","slice","querySelectorAll","indexOf","\_getItemByDirection","isNextDirection","isPrevDirection","lastItemIndex","isGoingToWrap","delta","itemIndex","\_triggerSlideEvent","relatedTarget","eventDirectionName","targetIndex","fromIndex","slideEvent","from","\_setActiveIndicatorElement","indicators","nextIndicator","children","addClass","activeElementIndex","nextElement","nextElementIndex","isCycling","directionalClassName","orderClassName","slidEvent","action","TypeError","\_dataApiClickHandler","slideIndex","window","carousels","i","len","$carousel","Collapse","SHOWN","HIDE","HIDDEN","COLLAPSE","COLLAPSING","COLLAPSED","Dimension","WIDTH","HEIGHT","ACTIVES","\_isTransitioning","\_triggerArray","makeArray","id","toggleList","elem","filterElement","filter","foundElem","\_selector","push","\_parent","\_getParent","\_addAriaAndCollapsedClass","hide","show","actives","activesData","not","startEvent","dimension","\_getDimension","style","attr","setTransitioning","complete","capitalizedDimension","scrollSize","getBoundingClientRect","triggerArrayLength","$elem","isTransitioning","hasWidth","jquery","\_getTargetFromElement","triggerArray","isOpen","$this","currentTarget","$trigger","selectors","$target","Dropdown","ESCAPE\_KEYCODE","SPACE\_KEYCODE","TAB\_KEYCODE","ARROW\_UP\_KEYCODE","ARROW\_DOWN\_KEYCODE","RIGHT\_MOUSE\_BUTTON\_WHICH","REGEXP\_KEYDOWN","CLICK","KEYDOWN\_DATA\_API","KEYUP\_DATA\_API","DISABLED","DROPUP","DROPRIGHT","DROPLEFT","MENURIGHT","MENULEFT","POSITION\_STATIC","FORM\_CHILD","MENU","NAVBAR\_NAV","VISIBLE\_ITEMS","AttachmentMap","TOP","TOPEND","BOTTOM","BOTTOMEND","RIGHTEND","LEFTEND","offset","flip","boundary","reference","display","\_popper","\_menu","\_getMenuElement","\_inNavbar","\_detectNavbar","disabled","\_getParentFromElement","isActive","\_clearMenus","showEvent","Popper","referenceElement","\_getPopperConfig","body","noop","destroy","update","scheduleUpdate","stopPropagation","constructor","\_getPlacement","$parentDropdown","placement","offsetConf","offsets","popperConfig","modifiers","enabled","preventOverflow","boundariesElement","applyStyle","toggles","context","clickEvent","dropdownMenu","hideEvent","\_dataApiKeydownHandler","items","e","Modal","backdrop","FOCUSIN","RESIZE","CLICK\_DISMISS","KEYDOWN\_DISMISS","MOUSEUP\_DISMISS","MOUSEDOWN\_DISMISS","SCROLLBAR\_MEASURER","BACKDROP","OPEN","DIALOG","DATA\_DISMISS","FIXED\_CONTENT","STICKY\_CONTENT","\_dialog","\_backdrop","\_isShown","\_isBodyOverflowing","\_ignoreBackdropClick","\_scrollbarWidth","\_checkScrollbar","\_setScrollbar","\_adjustDialog","\_setEscapeEvent","\_setResizeEvent","\_showBackdrop","\_showElement","transition","\_hideModal","handleUpdate","Node","ELEMENT\_NODE","appendChild","removeAttribute","scrollTop","\_enforceFocus","shownEvent","transitionComplete","has","\_resetAdjustments","\_resetScrollbar","\_removeBackdrop","callback","animate","createElement","className","add","appendTo","backdropTransitionDuration","callbackRemove","isModalOverflowing","scrollHeight","clientHeight","paddingLeft","paddingRight","rect","left","right","innerWidth","\_getScrollbarWidth","fixedContent","stickyContent","actualPadding","calculatedPadding","actualMargin","marginRight","calculatedMargin","padding","elements","margin","scrollDiv","scrollbarWidth","width","clientWidth","removeChild","Tooltip","CLASS\_PREFIX","BSCLS\_PREFIX\_REGEX","animation","template","title","delay","html","container","fallbackPlacement","AUTO","HoverState","OUT","INSERTED","FOCUSOUT","TOOLTIP","TOOLTIP\_INNER","ARROW","Trigger","HOVER","MANUAL","\_isEnabled","\_timeout","\_hoverState","\_activeTrigger","tip","\_setListeners","enable","disable","toggleEnabled","dataKey","\_getDelegateConfig","click","\_isWithActiveTrigger","\_enter","\_leave","getTipElement","isWithContent","isInTheDom","ownerDocument","tipId","setContent","attachment","\_getAttachment","addAttachmentClass","find","behavior","arrow","onCreate","originalPlacement","\_handlePopperPlacementChange","onUpdate","\_fixTransition","prevHoverState","\_cleanTipClass","getTitle","setElementContent","content","empty","append","text","triggers","forEach","eventIn","eventOut","\_fixTitle","titleType","key","$tip","tabClass","join","popperData","popperInstance","instance","popper","initConfigAnimation","Popover","TITLE","CONTENT","\_getContent","ScrollSpy","method","ACTIVATE","SCROLL","DROPDOWN\_ITEM","DROPDOWN\_MENU","DATA\_SPY","NAV\_LIST\_GROUP","NAV\_LINKS","NAV\_ITEMS","LIST\_ITEMS","DROPDOWN","DROPDOWN\_ITEMS","DROPDOWN\_TOGGLE","OffsetMethod","OFFSET","POSITION","\_scrollElement","\_offsets","\_targets","\_activeTarget","\_scrollHeight","\_process","refresh","autoMethod","offsetMethod","offsetBase","\_getScrollTop","\_getScrollHeight","targets","map","targetSelector","targetBCR","height","top","item","sort","a","b","pageYOffset","max","\_getOffsetHeight","innerHeight","maxScroll","\_activate","\_clear","offsetLength","isActiveTarget","queries","$link","parents","nodes","scrollSpys","scrollSpysLength","$spy","Tab","ACTIVE\_UL","DROPDOWN\_ACTIVE\_CHILD","previous","listElement","itemSelector","nodeName","hiddenEvent","activeElements","active","\_transitionComplete","dropdownChild","dropdownElement","dropdownToggleList","version","minMajor","ltMajor","minMinor","minPatch","maxMajor"],"mappings":";;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;EAEA;;;;;;;EAOA,IAAMA,OAAQ,UAACC,IAAD,EAAO;EACnB;;;;;EAMA,MAAMC,iBAAiB,eAAvB;EACA,MAAMC,UAAU,OAAhB;EACA,MAAMC,0BAA0B,IAAhC,CATmB;;EAYnB,WAASC,MAAT,CAAgBC,GAAhB,EAAqB;EACnB,WAAO,GAAGC,QAAH,CAAYC,IAAZ,CAAiBF,GAAjB,EAAsBG,KAAtB,CAA4B,aAA5B,EAA2C,CAA3C,EAA8CC,WAA9C,EAAP;EACD;;EAED,WAASC,4BAAT,GAAwC;EACtC,WAAO;EACLC,gBAAUV,cADL;EAELW,oBAAcX,cAFT;EAGLY,YAHK,kBAGEC,KAHF,EAGS;EACZ,YAAId,KAAEc,MAAMC,MAAR,EAAgBC,EAAhB,CAAmB,IAAnB,CAAJ,EAA8B;EAC5B,iBAAOF,MAAMG,SAAN,CAAgBC,OAAhB,CAAwBC,KAAxB,CAA8B,IAA9B,EAAoCC,SAApC,CAAP,CAD4B;EAE7B;;EACD,eAAOC,SAAP,CAJY;EAKb;EARI,KAAP;EAUD;;EAED,WAASC,qBAAT,CAA+BC,QAA/B,EAAyC;EAAA;;EACvC,QAAIC,SAAS,KAAb;EAEAxB,SAAE,IAAF,EAAQyB,GAAR,CAAY1B,KAAKE,cAAjB,EAAiC,YAAM;EACrCuB,eAAS,IAAT;EACD,KAFD;EAIAE,eAAW,YAAM;EACf,UAAI,CAACF,MAAL,EAAa;EACXzB,aAAK4B,oBAAL,CAA0B,KAA1B;EACD;EACF,KAJD,EAIGJ,QAJH;EAMA,WAAO,IAAP;EACD;;EAED,WAASK,uBAAT,GAAmC;EACjC5B,SAAE6B,EAAF,CAAKC,oBAAL,GAA4BR,qBAA5B;EACAtB,SAAEc,KAAF,CAAQiB,OAAR,CAAgBhC,KAAKE,cAArB,IAAuCS,8BAAvC;EACD;EAED;;;;;;;EAMA,MAAMX,OAAO;EAEXE,oBAAgB,iBAFL;EAIX+B,UAJW,kBAIJC,MAJI,EAII;EACb,SAAG;EACD;EACAA,kBAAU,CAAC,EAAEC,KAAKC,MAAL,KAAgBjC,OAAlB,CAAX,CAFC;EAGF,OAHD,QAGSkC,SAASC,cAAT,CAAwBJ,MAAxB,CAHT;;EAIA,aAAOA,MAAP;EACD,KAVU;EAYXK,0BAZW,kCAYYC,OAZZ,EAYqB;EAC9B,UAAIC,WAAWD,QAAQE,YAAR,CAAqB,aAArB,CAAf;;EACA,UAAI,CAACD,QAAD,IAAaA,aAAa,GAA9B,EAAmC;EACjCA,mBAAWD,QAAQE,YAAR,CAAqB,MAArB,KAAgC,EAA3C;EACD;;EAED,UAAI;EACF,eAAOL,SAASM,aAAT,CAAuBF,QAAvB,IAAmCA,QAAnC,GAA8C,IAArD;EACD,OAFD,CAEE,OAAOG,GAAP,EAAY;EACZ,eAAO,IAAP;EACD;EACF,KAvBU;EAyBXC,oCAzBW,4CAyBsBL,OAzBtB,EAyB+B;EACxC,UAAI,CAACA,OAAL,EAAc;EACZ,eAAO,CAAP;EACD,OAHuC;;;EAMxC,UAAIM,qBAAqB7C,KAAEuC,OAAF,EAAWO,GAAX,CAAe,qBAAf,CAAzB;EACA,UAAMC,0BAA0BC,WAAWH,kBAAX,CAAhC,CAPwC;;EAUxC,UAAI,CAACE,uBAAL,EAA8B;EAC5B,eAAO,CAAP;EACD,OAZuC;;;EAexCF,2BAAqBA,mBAAmBI,KAAnB,CAAyB,GAAzB,EAA8B,CAA9B,CAArB;EAEA,aAAOD,WAAWH,kBAAX,IAAiC1C,uBAAxC;EACD,KA3CU;EA6CX+C,UA7CW,kBA6CJX,OA7CI,EA6CK;EACd,aAAOA,QAAQY,YAAf;EACD,KA/CU;EAiDXxB,wBAjDW,gCAiDUY,OAjDV,EAiDmB;EAC5BvC,WAAEuC,OAAF,EAAWa,OAAX,CAAmBnD,cAAnB;EACD,KAnDU;EAqDX;EACAoD,yBAtDW,mC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;EACA;EACA;EACA;EACA,SAAS,eAAe,CAAC,OAAO,EAAE;EAClC;EACA,EAAE,IAAI,CAAC,OAAO,EAAE;EAChB,IAAI,OAAO,QAAQ,CAAC,IAAI,CAAC;EACzB,GAAG;;EAEH,EAAE,QAAQ,OAAO,CAAC,QAAQ;EAC1B,IAAI,KAAK,MAAM,CAAC;EAChB,IAAI,KAAK,MAAM;EACf,MAAM,OAAO,OAAO,CAAC,aAAa,CAAC,IAAI,CAAC;EACxC,IAAI,KAAK,WAAW;EACpB,MAAM,OAAO,OAAO,CAAC,IAAI,CAAC;EAC1B,GAAG;;EAEH;;EAEA,EAAE,IAAI,qBAAqB,GAAG,wBAAwB,CAAC,OAAO,CAAC;EAC/D,MAAM,QAAQ,GAAG,qBAAqB,CAAC,QAAQ;EAC/C,MAAM,SAAS,GAAG,qBAAqB,CAAC,SAAS;EACjD,MAAM,SAAS,GAAG,qBAAqB,CAAC,SAAS,CAAC;;EAElD,EAAE,IAAI,uBAAuB,CAAC,IAAI,CAAC,QAAQ,GAAG,SAAS,GAAG,SAAS,CAAC,EAAE;EACtE,IAAI,OAAO,OAAO,CAAC;EACnB,GAAG;;EAEH,EAAE,OAAO,eAAe,CAAC,aAAa,CAAC,OAAO,CAAC,CAAC,CAAC;EACjD,CAAC;;EAED,IAAI,MAAM,GAAG,SAAS,IAAI,CAAC,EAAE,MAAM,CAAC,oBAAoB,IAAI,QAAQ,CAAC,YAAY,CAAC,CAAC;EACnF,IAAI,MAAM,GAAG,SAAS,IAAI,SAAS,CAAC,IAAI,CAAC,SAAS,CAAC,SAAS,CAAC,CAAC;;EAE9D;EACA;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,IAAI,CAAC,OAAO,EAAE;EACvB,EAAE,IAAI,OAAO,KAAK,EAAE,EAAE;EACtB,IAAI,OAAO,MAAM,CAAC;EAClB,GAAG;EACH,EAAE,IAAI,OAAO,KAAK,EAAE,EAAE;EACtB,IAAI,OAAO,MAAM,CAAC;EAClB,GAAG;EACH,EAAE,OAAO,MAAM,IAAI,MAAM,CAAC;EAC1B,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,eAAe,CAAC,OAAO,EAAE;EAClC,EAAE,IAAI,CAAC,OAAO,EAAE;EAChB,IAAI,OAAO,QAAQ,CAAC,eAAe,CAAC;EACpC,GAAG;;EAEH,EAAE,IAAI,cAAc,GAAG,IAAI,CAAC,EAAE,CAAC,GAAG,QAAQ,CAAC,IAAI,GAAG,IAAI,CAAC;;EAEvD;EACA,EAAE,IAAI,YAAY,GAAG,OAAO,CAAC,YAAY,CAAC;EAC1C;EACA,EAAE,OAAO,YAAY,KAAK,cAAc,IAAI,OAAO,CAAC,kBAAkB,EAAE;EACxE,IAAI,YAAY,GAAG,CAAC,OAAO,GAAG,OAAO,CAAC,kBAAkB,EAAE,YAAY,CAAC;EACvE,GAAG;;EAEH,EAAE,IAAI,QAAQ,GAAG,YAAY,IAAI,YAAY,CAAC,QAAQ,CAAC;;EAEvD,EAAE,IAAI,CAAC,QAAQ,IAAI,QAAQ,KAAK,MAAM,IAAI,QAAQ,KAAK,MAAM,EAAE;EAC/D,IAAI,OAAO,OAAO,GAAG,OAAO,CAAC,aAAa,CAAC,eAAe,GAAG,QAAQ,CAAC,eAAe,CAAC;EACtF,GAAG;;EAEH;EACA;EACA,EAAE,IAAI,CAAC,IAAI,EAAE,OAAO,CAAC,CAAC,OAAO,CAAC,YAAY,CAAC,QAAQ,CAAC,KAAK,CAAC,CAAC,IAAI,wBAAwB,CAAC,YAAY,EAAE,UAAU,CAAC,KAAK,QAAQ,EAAE;EAChI,IAAI,OAAO,eAAe,CAAC,YAAY,CAAC,CAAC;EACzC,GAAG;;EAEH,EAAE,OAAO,YAAY,CAAC;EACtB,CAAC;;EAED,SAAS,iBAAiB,CAAC,OAAO,EAAE;EACpC,EAAE,IAAI,QAAQ,GAAG,OAAO,CAAC,QAAQ,CAAC;;EAElC,EAAE,IAAI,QAAQ,KAAK,MAAM,EAAE;EAC3B,IAAI,OAAO,KAAK,CAAC;EACjB,GAAG;EACH,EAAE,OAAO,QAAQ,KAAK,MAAM,IAAI,eAAe,CAAC,OAAO,CAAC,iBAAiB,CAAC,KAAK,OAAO,CAAC;EACvF,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,OAAO,CAAC,IAAI,EAAE;EACvB,EAAE,IAAI,IAAI,CAAC,UAAU,KAAK,IAAI,EAAE;EAChC,IAAI,OAAO,OAAO,CAAC,IAAI,CAAC,UAAU,CAAC,CAAC;EACpC,GAAG;;EAEH,EAAE,OAAO,IAAI,CAAC;EACd,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,sBAAsB,CAAC,QAAQ,EAAE,QAAQ,EAAE;EACpD;EACA,EAAE,IAAI,CAAC,QAAQ,IAAI,CAAC,QAAQ,CAAC,QAAQ,IAAI,CAAC,QAAQ,IAAI,CAAC,QAAQ,CAAC,QAAQ,EAAE;EAC1E,IAAI,OAAO,QAAQ,CAAC,eAAe,CAAC;EACpC,GAAG;;EAEH;EACA,EAAE,IAAI,KAAK,GAAG,QAAQ,CAAC,uBAAuB,CAAC,QAAQ,CAAC,GAAG,IAAI,CAAC,2BAA2B,CAAC;EAC5F,EAAE,IAAI,KAAK,GAAG,KAAK,GAAG,QAAQ,GAAG,QAAQ,CAAC;EAC1C,EAAE,IAAI,GAAG,GAAG,KAAK,GAAG,QAAQ,GAAG,QAAQ,CAAC;;EAExC;EACA,EAAE,IAAI,KAAK,GAAG,QAAQ,CAAC,WAAW,EAAE,CAAC;EACrC,EAAE,KAAK,CAAC,QAAQ,CAAC,KAAK,EAAE,CAAC,CAAC,CAAC;EAC3B,EAAE,KAAK,CAAC,MAAM,CAAC,GAAG,EAAE,CAAC,CAAC,CAAC;EACvB,EAAE,IAAI,uBAAuB,GAAG,KAAK,CAAC,uBAAuB,CAAC;;EAE9D;;EAEA,EAAE,IAAI,QAAQ,KAAK,uBAAuB,IAAI,QAAQ,KAAK,uBAAuB,IAAI,KAAK,CAAC,QAAQ,CAAC,GAAG,CAAC,EAAE;EAC3G,IAAI,IAAI,iBAAiB,CAAC,uBAAuB,CAAC,EAAE;EACpD,MAAM,OAAO,uBAAuB,CAAC;EACrC,KAAK;;EAEL,IAAI,OAAO,eAAe,CAAC,uBAAuB,CAAC,CAAC;EACpD,GAAG;;EAEH;EACA,EAAE,IAAI,YAAY,GAAG,OAAO,CAAC,QAAQ,CAAC,CAAC;EACvC,EAAE,IAAI,YAAY,CAAC,IAAI,EAAE;EACzB,IAAI,OAAO,sBAAsB,CAAC,YAAY,CAAC,IAAI,EAAE,QAAQ,CAAC,CAAC;EAC/D,GAAG,MAAM;EACT,IAAI,OAAO,sBAAsB,CAAC,QAAQ,EAAE,OAAO,CAAC,QAAQ,CAAC,CAAC,IAAI,CAAC,CAAC;EACpE,GAAG;EACH,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,SAAS,CAAC,OAAO,EAAE;EAC5B,EAAE,IAAI,IAAI,GAAG,SAAS,CAAC,MAAM,GAAG,CAAC,IAAI,SAAS,CAAC,CAAC,CAAC,KAAK,SAAS,GAAG,SAAS,CAAC,CAAC,CAAC,GAAG,KAAK,CAAC;;EAEvF,EAAE,IAAI,SAAS,GAAG,IAAI,KAAK,KAAK,GAAG,WAAW,GAAG,YAAY,CAAC;EAC9D,EAAE,IAAI,QAAQ,GAAG,OAAO,CAAC,QAAQ,CAAC;;EAElC,EAAE,IAAI,QAAQ,KAAK,MAAM,IAAI,QAAQ,KAAK,MAAM,EAAE;EAClD,IAAI,IAAI,IAAI,GAAG,OAAO,CAAC,aAAa,CAAC,eAAe,CAAC;EACrD,IAAI,IAAI,gBAAgB,GAAG,OAAO,CAAC,aAAa,CAAC,gBAAgB,IAAI,IAAI,CAAC;EAC1E,IAAI,OAAO,gBAAgB,CAAC,SAAS,CAAC,CAAC;EACvC,GAAG;;EAEH,EAAE,OAAO,OAAO,CAAC,SAAS,CAAC,CAAC;EAC5B,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,aAAa,CAAC,IAAI,EAAE,OAAO,EAAE;EACtC,EAAE,IAAI,QAAQ,GAAG,SAAS,CAAC,MAAM,GAAG,CAAC,IAAI,SAAS,CAAC,CAAC,CAAC,KAAK,SAAS,GAAG,SAAS,CAAC,CAAC,CAAC,GAAG,KAAK,CAAC;;EAE3F,EAAE,IAAI,SAAS,GAAG,SAAS,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;EAC5C,EAAE,IAAI,UAAU,GAAG,SAAS,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;EAC9C,EAAE,IAAI,QAAQ,GAAG,QAAQ,GAAG,CAAC,CAAC,GAAG,CAAC,CAAC;EACnC,EAAE,IAAI,CAAC,GAAG,IAAI,SAAS,GAAG,QAAQ,CAAC;EACnC,EAAE,IAAI,CAAC,MAAM,IAAI,SAAS,GAAG,QAAQ,CAAC;EACtC,EAAE,IAAI,CAAC,IAAI,IAAI,UAAU,GAAG,QAAQ,CAAC;EACrC,EAAE,IAAI,CAAC,KAAK,IAAI,UAAU,GAAG,QAAQ,CAAC;EACtC,EAAE,OAAO,IAAI,CAAC;EACd,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA;EACA;EACA;;EAEA,SAAS,cAAc,CAAC,MAAM,EAAE,IAAI,EAAE;EACtC,EAAE,IAAI,KAAK,GAAG,IAAI,KAAK,GAAG,GAAG,MAAM,GAAG,KAAK,CAAC;EAC5C,EAAE,IAAI,KAAK,GAAG,KAAK,KAAK,MAAM,GAAG,OAAO,GAAG,QAAQ,CAAC;;EAEpD,EAAE,OAAO,UAAU,CAAC,MAAM,CAAC,QAAQ,GAAG,KAAK,GAAG,OAAO,CAAC,EAAE,EAAE,CAAC,GAAG,UAAU,CAAC,MAAM,CAAC,QAAQ,GAAG,KAAK,GAAG,OAAO,CAAC,EAAE,EAAE,CAAC,CAAC;EACjH,CAAC;;EAED,SAAS,OAAO,CAAC,IAAI,EAAE,IAAI,EAAE,IAAI,EAAE,aAAa,EAAE;EAClD,EAAE,OAAO,IAAI,CAAC,GAAG,CAAC,IAAI,CAAC,QAAQ,GAAG,IAAI,CAAC,EAAE,IAAI,CAAC,QAAQ,GAAG,IAAI,CAAC,EAAE,IAAI,CAAC,QAAQ,GAAG,IAAI,CAAC,EAAE,IAAI,CAAC,QAAQ,GAAG,IAAI,CAAC,EAAE,IAAI,CAAC,QAAQ,GAAG,IAAI,CAAC,EAAE,IAAI,CAAC,EAAE,CAAC,GAAG,IAAI,CAAC,QAAQ,GAAG,IAAI,CAAC,GAAG,aAAa,CAAC,QAAQ,IAAI,IAAI,KAAK,QAAQ,GAAG,KAAK,GAAG,MAAM,CAAC,CAAC,GAAG,aAAa,CAAC,QAAQ,IAAI,IAAI,KAAK,QAAQ,GAAG,QAAQ,GAAG,OAAO,CAAC,CAAC,GAAG,CAAC,CAAC,CAAC;EACjT,CAAC;;EAED,SAAS,cAAc,GAAG;EAC1B,EAAE,IAAI,IAAI,GAAG,QAAQ,CAAC,IAAI,CAAC;EAC3B,EAAE,IAAI,IAAI,GAAG,QAAQ,CAAC,eAAe,CAAC;EACtC,EAAE,IAAI,aAAa,GAAG,IAAI,CAAC,EAAE,CAAC,IAAI,gBAAgB,CAAC,IAAI,CAAC,CAAC;;EAEzD,EAAE,OAAO;EACT,IAAI,MAAM,EAAE,OAAO,CAAC,QAAQ,EAAE,IAAI,EAAE,IAAI,EAAE,aAAa,CAAC;EACxD,IAAI,KAAK,EAAE,OAAO,CAAC,OAAO,EAAE,IAAI,EAAE,IAAI,EAAE,aAAa,CAAC;EACtD,GAAG,CAAC;EACJ,CAAC;;EAED,IAAI,cAAc,GAAG,UAAU,QAAQ,EAAE,WAAW,EAAE;EACtD,EAAE,IAAI,EAAE,QAAQ,YAAY,WAAW,CAAC,EAAE;EAC1C,IAAI,MAAM,IAAI,SAAS,CAAC,mCAAmC,CAAC,CAAC;EAC7D,GAAG;EACH,CAAC,CAAC;;EAEF,IAAI,WAAW,GAAG,YAAY;EAC9B,EAAE,SAAS,gBAAgB,CAAC,MAAM,EAAE,KAAK,EAAE;EAC3C,IAAI,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,KAAK,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE;EAC3C,MAAM,IAAI,UAAU,GAAG,KAAK,CAAC,CAAC,CAAC,CAAC;EAChC,MAAM,UAAU,CAAC,UAAU,GAAG,UAAU,CAAC,UAAU,IAAI,KAAK,CAAC;EAC7D,MAAM,UAAU,CAAC,YAAY,GAAG,IAAI,CAAC;EACrC,MAAM,IAAI,OAAO,IAAI,UAAU,EAAE,UAAU,CAAC,QAAQ,GAAG,IAAI,CAAC;EAC5D,MAAM,MAAM,CAAC,cAAc,CAAC,MAAM,EAAE,UAAU,CAAC,GAAG,EAAE,UAAU,CAAC,CAAC;EAChE,KAAK;EACL,GAAG;;EAEH,EAAE,OAAO,UAAU,WAAW,EAAE,UAAU,EAAE,WAAW,EAAE;EACzD,IAAI,IAAI,UAAU,EAAE,gBAAgB,CAAC,WAAW,CAAC,SAAS,EAAE,UAAU,CAAC,CAAC;EACxE,IAAI,IAAI,WAAW,EAAE,gBAAgB,CAAC,WAAW,EAAE,WAAW,CAAC,CAAC;EAChE,IAAI,OAAO,WAAW,CAAC;EACvB,GAAG,CAAC;EACJ,CAAC,EAAE,CAAC;;;;;;EAMJ,IAAI,cAAc,GAAG,UAAU,GAAG,EAAE,GAAG,EAAE,KAAK,EAAE;EAChD,EAAE,IAAI,GAAG,IAAI,GAAG,EAAE;EAClB,IAAI,MAAM,CAAC,cAAc,CAAC,GAAG,EAAE,GAAG,EAAE;EACpC,MAAM,KAAK,EAAE,KAAK;EAClB,MAAM,UAAU,EAAE,IAAI;EACtB,MAAM,YAAY,EAAE,IAAI;EACxB,MAAM,QAAQ,EAAE,IAAI;EACpB,KAAK,CAAC,CAAC;EACP,GAAG,MAAM;EACT,IAAI,GAAG,CAAC,GAAG,CAAC,GAAG,KAAK,CAAC;EACrB,GAAG;;EAEH,EAAE,OAAO,GAAG,CAAC;EACb,CAAC,CAAC;;EAEF,IAAI,QAAQ,GAAG,MAAM,CAAC,MAAM,IAAI,UAAU,MAAM,EAAE;EAClD,EAAE,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,SAAS,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE;EAC7C,IAAI,IAAI,MAAM,GAAG,SAAS,CAAC,CAAC,CAAC,CAAC;;EAE9B,IAAI,KAAK,IAAI,GAAG,IAAI,MAAM,EAAE;EAC5B,MAAM,IAAI,MAAM,CAAC,SAAS,CAAC,cAAc,CAAC,IAAI,CAAC,MAAM,EAAE,GAAG,CAAC,EAAE;EAC7D,QAAQ,MAAM,CAAC,GAAG,CAAC,GAAG,MAAM,CAAC,GAAG,CAAC,CAAC;EAClC,OAAO;EACP,KAAK;EACL,GAAG;;EAEH,EAAE,OAAO,MAAM,CAAC;EAChB,CAAC,CAAC;;EAEF;EACA;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,aAAa,CAAC,OAAO,EAAE;EAChC,EAAE,OAAO,QAAQ,CAAC,EAAE,EAAE,OAAO,EAAE;EAC/B,IAAI,KAAK,EAAE,OAAO,CAAC,IAAI,GAAG,OAAO,CAAC,KAAK;EACvC,IAAI,MAAM,EAAE,OAAO,CAAC,GAAG,GAAG,OAAO,CAAC,MAAM;EACxC,GAAG,CAAC,CAAC;EACL,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,qBAAqB,CAAC,OAAO,EAAE;EACxC,EAAE,IAAI,IAAI,GAAG,EAAE,CAAC;;EAEhB;EACA;EACA;EACA,EAAE,IAAI;EACN,IAAI,IAAI,IAAI,CAAC,EAAE,CAAC,EAAE;EAClB,MAAM,IAAI,GAAG,OAAO,CAAC,qBAAqB,EAAE,CAAC;EAC7C,MAAM,IAAI,SAAS,GAAG,SAAS,CAAC,OAAO,EAAE,KAAK,CAAC,CAAC;EAChD,MAAM,IAAI,UAAU,GAAG,SAAS,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;EAClD,MAAM,IAAI,CAAC,GAAG,IAAI,SAAS,CAAC;EAC5B,MAAM,IAAI,CAAC,IAAI,IAAI,UAAU,CAAC;EAC9B,MAAM,IAAI,CAAC,MAAM,IAAI,SAAS,CAAC;EAC/B,MAAM,IAAI,CAAC,KAAK,IAAI,UAAU,CAAC;EAC/B,KAAK,MAAM;EACX,MAAM,IAAI,GAAG,OAAO,CAAC,qBAAqB,EAAE,CAAC;EAC7C,KAAK;EACL,GAAG,CAAC,OAAO,CAAC,EAAE,EAAE;;EAEhB,EAAE,IAAI,MAAM,GAAG;EACf,IAAI,IAAI,EAAE,IAAI,CAAC,IAAI;EACnB,IAAI,GAAG,EAAE,IAAI,CAAC,GAAG;EACjB,IAAI,KAAK,EAAE,IAAI,CAAC,KAAK,GAAG,IAAI,CAAC,IAAI;EACjC,IAAI,MAAM,EAAE,IAAI,CAAC,MAAM,GAAG,IAAI,CAAC,GAAG;EAClC,GAAG,CAAC;;EAEJ;EACA,EAAE,IAAI,KAAK,GAAG,OAAO,CAAC,QAAQ,KAAK,MAAM,GAAG,cAAc,EAAE,GAAG,EAAE,CAAC;EAClE,EAAE,IAAI,KAAK,GAAG,KAAK,CAAC,KAAK,IAAI,OAAO,CAAC,WAAW,IAAI,MAAM,CAAC,KAAK,GAAG,MAAM,CAAC,IAAI,CAAC;EAC/E,EAAE,IAAI,MAAM,GAAG,KAAK,CAAC,MAAM,IAAI,OAAO,CAAC,YAAY,IAAI,MAAM,CAAC,MAAM,GAAG,MAAM,CAAC,GAAG,CAAC;;EAElF,EAAE,IAAI,cAAc,GAAG,OAAO,CAAC,WAAW,GAAG,KAAK,CAAC;EACnD,EAAE,IAAI,aAAa,GAAG,OAAO,CAAC,YAAY,GAAG,MAAM,CAAC;;EAEpD;EACA;EACA,EAAE,IAAI,cAAc,IAAI,aAAa,EAAE;EACvC,IAAI,IAAI,MAAM,GAAG,wBAAwB,CAAC,OAAO,CAAC,CAAC;EACnD,IAAI,cAAc,IAAI,cAAc,CAAC,MAAM,EAAE,GAAG,CAAC,CAAC;EAClD,IAAI,aAAa,IAAI,cAAc,CAAC,MAAM,EAAE,GAAG,CAAC,CAAC;;EAEjD,IAAI,MAAM,CAAC,KAAK,IAAI,cAAc,CAAC;EACnC,IAAI,MAAM,CAAC,MAAM,IAAI,aAAa,CAAC;EACnC,GAAG;;EAEH,EAAE,OAAO,aAAa,CAAC,MAAM,CAAC,CAAC;EAC/B,CAAC;;EAED,SAAS,oCAAoC,CAAC,QAAQ,EAAE,MAAM,EAAE;EAChE,EAAE,IAAI,aAAa,GAAG,SAAS,CAAC,MAAM,GAAG,CAAC,IAAI,SAAS,CAAC,CAAC,CAAC,KAAK,SAAS,GAAG,SAAS,CAAC,CAAC,CAAC,GAAG,KAAK,CAAC;;EAEhG,EAAE,IAAI,MAAM,GAAG,IAAI,CAAC,EAAE,CAAC,CAAC;EACxB,EAAE,IAAI,MAAM,GAAG,MAAM,CAAC,QAAQ,KAAK,MAAM,CAAC;EAC1C,EAAE,IAAI,YAAY,GAAG,qBAAqB,CAAC,QAAQ,CAA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,GAAG;;EAEH;EACA,EAAE,IAAI,KAAK,GAAG,IAAI,CAAC,GAAG,EAAE,UAAU,GAAG,EAAE;EACvC,IAAI,OAAO,GAAG,CAAC,IAAI,CAAC,KAAK,KAAK,CAAC;EAC/B,GAAG,CAAC,CAAC;EACL,EAAE,OAAO,GAAG,CAAC,OAAO,CAAC,KAAK,CAAC,CAAC;EAC5B,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,YAAY,CAAC,SAAS,EAAE,IAAI,EAAE,IAAI,EAAE;EAC7C,EAAE,IAAI,cAAc,GAAG,IAAI,KAAK,SAAS,GAAG,SAAS,GAAG,SAAS,CAAC,KAAK,CAAC,CAAC,EAAE,SAAS,CAAC,SAAS,EAAE,MAAM,EAAE,IAAI,CAAC,CAAC,CAAC;;EAE/G,EAAE,cAAc,CAAC,OAAO,CAAC,UAAU,QAAQ,EAAE;EAC7C,IAAI,IAAI,QAAQ,CAAC,UAAU,CAAC,EAAE;EAC9B;EACA,MAAM,OAAO,CAAC,IAAI,CAAC,uDAAuD,CAAC,CAAC;EAC5E,KAAK;EACL,IAAI,IAAI,EAAE,GAAG,QAAQ,CAAC,UAAU,CAAC,IAAI,QAAQ,CAAC,EAAE,CAAC;EACjD,IAAI,IAAI,QAAQ,CAAC,OAAO,IAAI,UAAU,CAAC,EAAE,CAAC,EAAE;EAC5C;EACA;EACA;EACA,MAAM,IAAI,CAAC,OAAO,CAAC,MAAM,GAAG,aAAa,CAAC,IAAI,CAAC,OAAO,CAAC,MAAM,CAAC,CAAC;EAC/D,MAAM,IAAI,CAAC,OAAO,CAAC,SAAS,GAAG,aAAa,CAAC,IAAI,CAAC,OAAO,CAAC,SAAS,CAAC,CAAC;;EAErE,MAAM,IAAI,GAAG,EAAE,CAAC,IAAI,EAAE,QAAQ,CAAC,CAAC;EAChC,KAAK;EACL,GAAG,CAAC,CAAC;;EAEL,EAAE,OAAO,IAAI,CAAC;EACd,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,MAAM,GAAG;EAClB;EACA,EAAE,IAAI,IAAI,CAAC,KAAK,CAAC,WAAW,EAAE;EAC9B,IAAI,OAAO;EACX,GAAG;;EAEH,EAAE,IAAI,IAAI,GAAG;EACb,IAAI,QAAQ,EAAE,IAAI;EAClB,IAAI,MAAM,EAAE,EAAE;EACd,IAAI,WAAW,EAAE,EAAE;EACnB,IAAI,UAAU,EAAE,EAAE;EAClB,IAAI,OAAO,EAAE,KAAK;EAClB,IAAI,OAAO,EAAE,EAAE;EACf,GAAG,CAAC;;EAEJ;EACA,EAAE,IAAI,CAAC,OAAO,CAAC,SAAS,GAAG,mBAAmB,CAAC,IAAI,CAAC,KAAK,EAAE,IAAI,CAAC,MAAM,EAAE,IAAI,CAAC,SAAS,EAAE,IAAI,CAAC,OAAO,CAAC,aAAa,CAAC,CAAC;;EAEpH;EACA;EACA;EACA,EAAE,IAAI,CAAC,SAAS,GAAG,oBAAoB,CAAC,IAAI,CAAC,OAAO,CAAC,SAAS,EAAE,IAAI,CAAC,OAAO,CAAC,SAAS,EAAE,IAAI,CAAC,MAAM,EAAE,IAAI,CAAC,SAAS,EAAE,IAAI,CAAC,OAAO,CAAC,SAAS,CAAC,IAAI,CAAC,iBAAiB,EAAE,IAAI,CAAC,OAAO,CAAC,SAAS,CAAC,IAAI,CAAC,OAAO,CAAC,CAAC;;EAEzM;EACA,EAAE,IAAI,CAAC,iBAAiB,GAAG,IAAI,CAAC,SAAS,CAAC;;EAE1C,EAAE,IAAI,CAAC,aAAa,GAAG,IAAI,CAAC,OAAO,CAAC,aAAa,CAAC;;EAElD;EACA,EAAE,IAAI,CAAC,OAAO,CAAC,MAAM,GAAG,gBAAgB,CAAC,IAAI,CAAC,MAAM,EAAE,IAAI,CAAC,OAAO,CAAC,SAAS,EAAE,IAAI,CAAC,SAAS,CAAC,CAAC;;EAE9F,EAAE,IAAI,CAAC,OAAO,CAAC,MAAM,CAAC,QAAQ,GAAG,IAAI,CAAC,OAAO,CAAC,aAAa,GAAG,OAAO,GAAG,UAAU,CAAC;;EAEnF;EACA,EAAE,IAAI,GAAG,YAAY,CAAC,IAAI,CAAC,SAAS,EAAE,IAAI,CAAC,CAAC;;EAE5C;EACA;EACA,EAAE,IAAI,CAAC,IAAI,CAAC,KAAK,CAAC,SAAS,EAAE;EAC7B,IAAI,IAAI,CAAC,KAAK,CAAC,SAAS,GAAG,IAAI,CAAC;EAChC,IAAI,IAAI,CAAC,OAAO,CAAC,QAAQ,CAAC,IAAI,CAAC,CAAC;EAChC,GAAG,MAAM;EACT,IAAI,IAAI,CAAC,OAAO,CAAC,QAAQ,CAAC,IAAI,CAAC,CAAC;EAChC,GAAG;EACH,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,iBAAiB,CAAC,SAAS,EAAE,YAAY,EAAE;EACpD,EAAE,OAAO,SAAS,CAAC,IAAI,CAAC,UAAU,IAAI,EAAE;EACxC,IAAI,IAAI,IAAI,GAAG,IAAI,CAAC,IAAI;EACxB,QAAQ,OAAO,GAAG,IAAI,CAAC,OAAO,CAAC;EAC/B,IAAI,OAAO,OAAO,IAAI,IAAI,KAAK,YAAY,CAAC;EAC5C,GAAG,CAAC,CAAC;EACL,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,wBAAwB,CAAC,QAAQ,EAAE;EAC5C,EAAE,IAAI,QAAQ,GAAG,CAAC,KAAK,EAAE,IAAI,EAAE,QAAQ,EAAE,KAAK,EAAE,GAAG,CAAC,CAAC;EACrD,EAAE,IAAI,SAAS,GAAG,QAAQ,CAAC,MAAM,CAAC,CAAC,CAAC,CAAC,WAAW,EAAE,GAAG,QAAQ,CAAC,KAAK,CAAC,CAAC,CAAC,CAAC;;EAEvE,EAAE,KAAK,IAAI,CAAC,GAAG,CAAC,EAAE,CAAC,GAAG,QAAQ,CAAC,MAAM,EAAE,CAAC,EAAE,EAAE;EAC5C,IAAI,IAAI,MAAM,GAAG,QAAQ,CAAC,CAAC,CAAC,CAAC;EAC7B,IAAI,IAAI,OAAO,GAAG,MAAM,GAAG,EAAE,GAAG,MAAM,GAAG,SAAS,GAAG,QAAQ,CAAC;EAC9D,IAAI,IAAI,OAAO,QAAQ,CAAC,IAAI,CAAC,KAAK,CAAC,OAAO,CAAC,KAAK,WAAW,EAAE;EAC7D,MAAM,OAAO,OAAO,CAAC;EACrB,KAAK;EACL,GAAG;EACH,EAAE,OAAO,IAAI,CAAC;EACd,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA,SAAS,OAAO,GAAG;EACnB,EAAE,IAAI,CAAC,KAAK,CAAC,WAAW,GAAG,IAAI,CAAC;;EAEhC;EACA,EAAE,IAAI,iBAAiB,CAAC,IAAI,CAAC,SAAS,EAAE,YAAY,CAAC,EAAE;EACvD,IAAI,IAAI,CAAC,MAAM,CAAC,eAAe,CAAC,aAAa,CAAC,CAAC;EAC/C,IAAI,IAAI,CAAC,MAAM,CAAC,KAAK,CAAC,QAAQ,GAAG,EAAE,CAAC;EACpC,IAAI,IAAI,CAAC,MAAM,CAAC,KAAK,CAAC,GAAG,GAAG,EAAE,CAAC;EAC/B,IAAI,IAAI,CAAC,MAAM,CAAC,KAAK,CAAC,IAAI,GAAG,EAAE,CAAC;EAChC,IAAI,IAAI,CAAC,MAAM,CAAC,KAAK,CAAC,KAAK,GAAG,EAAE,CAAC;EACjC,IAAI,IAAI,CAAC,MAAM,CAAC,KAAK,CAAC,MAAM,GAAG,EAAE,CAAC;EAClC,IAAI,IAAI,CAAC,MAAM,CAAC,KAAK,CAAC,UAAU,GAAG,EAAE,CAAC;EACtC,IAAI,IAAI,CAAC,MAAM,CAAC,KAAK,CAAC,wBAAwB,CAAC,WAAW,CAAC,CAAC,GAAG,EAAE,CAAC;EAClE,GAAG;;EAEH,EAAE,IAAI,CAAC,qBAAqB,EAAE,CAAC;;EAE/B;EACA;EACA,EAAE,IAAI,IAAI,CAAC,OAAO,CAAC,eAAe,EAAE;EACpC,IAAI,IAAI,CAAC,MAAM,CAAC,UAAU,CAAC,WAAW,CAAC,IAAI,CAAC,MAAM,CAAC,CAAC;EACpD,GAAG;EACH,EAAE,OAAO,IAAI,CAAC;EACd,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA,SAAS,SAAS,CAAC,OAAO,EAAE;EAC5B,EAAE,IAAI,aAAa,GAAG,OAAO,CAAC,aAAa,CAAC;EAC5C,EAAE,OAAO,aAAa,GAAG,aAAa,CAAC,WAAW,GAAG,MAAM,CAAC;EAC5D,CAAC;;EAED,SAAS,qBAAqB,CAAC,YAAY,EAAE,KAAK,EAAE,QAAQ,EAAE,aAAa,EAAE;EAC7E,EAAE,IAAI,MAAM,GAAG,YAAY,CAAC,QAAQ,KAAK,MAAM,CAAC;EAChD,EAAE,IAAI,MAAM,GAAG,MAAM,GAAG,YAAY,CAAC,aAAa,CAAC,WAAW,GAAG,YAAY,CAAC;EAC9E,EAAE,MAAM,CAAC,gBAAgB,CAAC,KAAK,EAAE,QAAQ,EAAE,EAAE,OAAO,EAAE,IAAI,EAAE,CAAC,CAAC;;EAE9D,EAAE,IAAI,CAAC,MAAM,EAAE;EACf,IAAI,qBAAqB,CAAC,eAAe,CAAC,MAAM,CAAC,UAAU,CAAC,EAAE,KAAK,EAAE,QAAQ,EAAE,aAAa,CAAC,CAAC;EAC9F,GAAG;EACH,EAAE,aAAa,CAAC,IAAI,CAAC,MAAM,CAAC,CAAC;EAC7B,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,mBAAmB,CAAC,SAAS,EAAE,OAAO,EAAE,KAAK,EAAE,WAAW,EAAE;EACrE;EACA,EAAE,KAAK,CAAC,WAAW,GAAG,WAAW,CAAC;EAClC,EAAE,SAAS,CAAC,SAAS,CAAC,CAAC,gBAAgB,CAAC,QAAQ,EAAE,KAAK,CAAC,WAAW,EAAE,EAAE,OAAO,EAAE,IAAI,EAAE,CAAC,CAAC;;EAExF;EACA,EAAE,IAAI,aAAa,GAAG,eAAe,CAAC,SAAS,CAAC,CAAC;EACjD,EAAE,qBAAqB,CAAC,aAAa,EAAE,QAAQ,EAAE,KAAK,CAAC,WAAW,EAAE,KAAK,CAAC,aAAa,CAAC,CAAC;EACzF,EAAE,KAAK,CAAC,aAAa,GAAG,aAAa,CAAC;EACtC,EAAE,KAAK,CAAC,aAAa,GAAG,IAAI,CAAC;;EAE7B,EAAE,OAAO,KAAK,CAAC;EACf,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,oBAAoB,GAAG;EAChC,EAAE,IAAI,CAAC,IAAI,CAAC,KAAK,CAAC,aAAa,EAAE;EACjC,IAAI,IAAI,CAAC,KAAK,GAAG,mBAAmB,CAAC,IAAI,CAAC,SAAS,EAAE,IAAI,CAAC,OAAO,EAAE,IAAI,CAAC,KAAK,EAAE,IAAI,CAAC,cAAc,CAAC,CAAC;EACpG,GAAG;EACH,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,oBAAoB,CAAC,SAAS,EAAE,KAAK,EAAE;EAChD;EACA,EAAE,SAAS,CAAC,SAAS,CAAC,CAAC,mBAAmB,CAAC,QAAQ,EAAE,KAAK,CAAC,WAAW,CAAC,CAAC;;EAExE;EACA,EAAE,KAAK,CAAC,aAAa,CAAC,OAAO,CAAC,UAAU,MAAM,EAAE;EAChD,IAAI,MAAM,CAAC,mBAAmB,CAAC,QAAQ,EAAE,KAAK,CAAC,WAAW,CAAC,CAAC;EAC5D,GAAG,CAAC,CAAC;;EAEL;EACA,EAAE,KAAK,CAAC,WAAW,GAAG,IAAI,CAAC;EAC3B,EAAE,KAAK,CAAC,aAAa,GAAG,EAAE,CAAC;EAC3B,EAAE,KAAK,CAAC,aAAa,GAAG,IAAI,CAAC;EAC7B,EAAE,KAAK,CAAC,aAAa,GAAG,KAAK,CAAC;EAC9B,EAAE,OAAO,KAAK,CAAC;EACf,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,qBAAqB,GAAG;EACjC,EAAE,IAAI,IAAI,CAAC,KAAK,CAAC,aAAa,EAAE;EAChC,IAAI,oBAAoB,CAAC,IAAI,CAAC,cAAc,CAAC,CAAC;EAC9C,IAAI,IAAI,CAAC,KAAK,GAAG,oBAAoB,CAAC,IAAI,CAAC,SAAS,EAAE,IAAI,CAAC,KAAK,CAAC,CAAC;EAClE,GAAG;EACH,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,SAAS,CAAC,CAAC,EAAE;EACtB,EAAE,OAAO,CAAC,KAAK,EAAE,IAAI,CAAC,KAAK,CAAC,UAAU,CAAC,CAAC,CAAC,CAAC,IAAI,QAAQ,CAAC,CAAC,CAAC,CAAC;EAC1D,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,SAAS,CAAC,OAAO,EAAE,MAAM,EAAE;EACpC,EAAE,MAAM,CAAC,IAAI,CAAC,MAAM,CAAC,CAAC,OAAO,CAAC,UAAU,IAAI,EAAE;EAC9C,IAAI,IAAI,IAAI,GAAG,EAAE,CAAC;EAClB;EACA,IAAI,IAAI,CAAC,OAAO,EAAE,QAAQ,EAAE,KAAK,EAAE,OAAO,EAAE,QAAQ,EAAE,MAAM,CAAC,CAAC,OAAO,CAAC,IAAI,CAAC,KAAK,CAAC,CAAC,IAAI,SAAS,CAAC,MAAM,CAAC,IAAI,CAAC,CAAC,EAAE;EAC/G,MAAM,IAAI,GAAG,IAAI,CAAC;EAClB,KAAK;EACL,IAAI,OAAO,CAAC,KAAK,CAAC,IAAI,CAAC,GAAG,MAAM,CAAC,IAAI,CAAC,GAAG,IAAI,CAAC;EAC9C,GAAG,CAAC,CAAC;EACL,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,aAAa,CAAC,OAAO,EAAE,UAAU,EAAE;EAC5C,EAAE,MAAM,CAAC,IAAI,CAAC,UAAU,CAAC,CAAC,OAAO,CAAC,UAAU,IAAI,EAAE;EAClD,IAAI,IAAI,KAAK,GAAG,UAAU,CAAC,IAAI,CAAC,CAAC;EACjC,IAAI,IAAI,KAAK,KAAK,KAAK,EAAE;EACzB,MAAM,OAAO,CAAC,YAAY,CAAC,IAAI,EAAE,UAAU,CAAC,IAAI,CAAC,CAAC,CAAC;EACnD,KAAK,MAAM;EACX,MAAM,OAAO,CAAC,eAAe,CAAC,IAAI,CAAC,CAAC;EACpC,KAAK;EACL,GAAG,CAAC,CAAC;EACL,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,UAAU,CAAC,IAAI,EAAE;EAC1B;EACA;EACA;EACA;EACA,EAAE,SAAS,CAAC,IAAI,CAAC,QAAQ,CAAC,MAAM,EAAE,IAAI,CAAC,MAAM,CAAC,CAAC;;EAE/C;EACA;EACA,EAAE,aAAa,CAAC,IAAI,CAAC,QAAQ,CAAC,MAAM,EAAE,IAAI,CAAC,UAAU,CAAC,CAAC;;EAEvD;EACA,EAAE,IAAI,IAAI,CAAC,YAAY,IAAI,MAAM,CAAC,IAAI,CAAC,IAAI,CAAC,WAAW,CAAC,CAAC,MAAM,EAAE;EACjE,IAAI,SAAS,CAAC,IAAI,CAAC,YAAY,EAAE,IAAI,CAAC,WAAW,CAAC,CAAC;EACnD,GAAG;;EAEH,EAAE,OAAO,IAAI,CAAC;EACd,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,gBAAgB,CAAC,SAAS,EAAE,MAAM,EAAE,OAAO,EAAE,eAAe,EAAE,KAAK,EAAE;EAC9E;EACA,EAAE,IAAI,gBAAgB,GAAG,mBAAmB,CAAC,KAAK,EAAE,MAAM,EAAE,SAAS,EAAE,OAAO,CAAC,aAAa,CAAC,CAAC;;EAE9F;EACA;EACA;EACA,EAAE,IAAI,SAAS,GAAG,oBAAoB,CAAC,OAAO,CAAC,SAAS,EAAE,gBAAgB,EAAE,MAAM,EAAE,SAAS,EAAE,OAAO,CAAC,SAAS,CAAC,IAAI,CAAC,iBAAiB,EAAE,OAAO,CAAC,SAAS,CAAC,IAAI,CAAC,OAAO,CAAC,CAAC;;EAEzK,EAAE,MAAM,CAAC,YAAY,CAAC,aAAa,EAAE,SAAS,CAAC,CAAC;;EAEhD;EACA;EACA,EAAE,SAAS,CAAC,MAAM,EAAE,EAAE,QAAQ,EAAE,OAAO,CAAC,aAAa,GAAG,OAAO,GAAG,UAAU,EAAE,CAAC,CAAC;;EAEhF,EAAE,OAAO,OAAO,CAAC;EACjB,CAAC;;EAED;EACA;EACA;EACA;EACA;EACA;EACA;EACA,SAAS,YAAY,CAAC,IAAI,EAAE,OAAO,EAAE;EACrC,EAAE,IAAI,CAAC,GAAG,OAAO,CAAC,CAAC;EACnB,MAAM,CAAC,GAAG,OAAO,CAAC,CAAC,CAAC;EACpB,EAAE,IAAI,MAAM,GAAG,IAAI,CAAC,OAAO,CAAC,MAAM,CAAC;;EAEnC;;EAEA,EAAE,IAAI,2BAA2B,GAAG,IAAI,CAAC,IAAI,CAAC,QAAQ,CAAC,SAAS,EAAE,UAAU,QAAQ,EAAE;EACtF,IAAI,OAAO,QAAQ,CAAC,IAAI,KAAK,YAAY,CAAC;EAC1C,GAAG,CAAC,CAAC,eAAe,CAAC;EACrB,EAAE,IAAI,2BAA2B,KAAK,SAAS,EAAE;EACjD,IAAI,OAAO,CAAC,IAAI,CAAC,+HAA+H,CAAC,CAAC;EAClJ,GAAG;EACH,EAAE,IAAI,eAAe,GAAG,2BAA2B,KAAK,SAAS,GAAG,2BAA2B,GAAG,OAAO,CAAC,eAAe,CAAC;;EAE1H,EAAE,IAAI,YAAY,GAAG,eAAe,CAAC,IAAI,CAAC,QAAQ,CAAC,MAAM,CAAC,CAAC;EAC3D,EAAE,IAAI,gBAAgB,GAAG,qBAAqB,CAAC,YAAY,CAAC,CAAC;;EAE7D;EACA,EAAE,IAAI,MAAM,GAAG;EACf,IAAI,QAAQ,EAAE,MAAM,CAAC,QAAQ;EAC7B,GAAG,CAAC;;EAEJ;EACA;EACA;EACA,EAAE,IAAI,OAAO,GAAG;EAChB,IAAI,IAAI,EAAE,IAAI,CAAC,KAAK,CAAC,MAAM,CAAC,IAAI,CAAC;EACjC,IAAI,GAAG,EAAE,IAAI,CAAC,KAAK,CAAC,MAAM,CAAC,GAAG,CAAC;EAC/B,IAAI,MAAM,EAAE,IAAI,CAAC,KAAK,CAAC,MAAM,CAAC,MAAM,CAAC;EACrC,IAAI,KAAK,EAAE,IAAI,CAAC,KAAK,CAAC,MAAM,CAAC,KAAK,CAAC;EACnC,GAAG,CAAC;;EAEJ,EAAE,IAAI,KAAK,GAAG,CAAC,KAAK,QAAQ,GAAG,KAAK,GAAG,QAAQ,CAAC;EAChD,EAAE,IAAI,KAAK,GAAG,CAAC,KAAK,OAAO,GAAG,MAAM,GAAG,OAAO,CAAC;;EAE/C;EACA;EACA;EACA,EAAE,IAAI,gBAAgB,GAAG,wBAAwB,CAAC,WAAW,CAAC,CAAC;;EAE/D;EACA;EACA;EACA;EACA;EACA;EACA;EACA;EACA;EACA,E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AfM,CAAP;EAgBD,KA9Ne;;EAAA;EAAA;EAAA,0BAqDK;EACnB,eAAOe,OAAP;EACD;EAvDe;;EAAA;EAAA;EAiOlB;;;;;;;EAMA1E,OAAEoC,QAAF,EACG8E,EADH,CACMjC,MAAMG,cADZ,EAC4BL,SAAS2C,WADrC,EACkD,UAAU5G,KAAV,EAAiB;EAC/DA,UAAMmG,cAAN;;EACAgd,QAAItd,gBAAJ,CAAqBpG,IAArB,CAA0BP,KAAE,IAAF,CAA1B,EAAmC,MAAnC;EACD,GAJH;EAMA;;;;;;EAMAA,OAAE6B,EAAF,CAAK4C,IAAL,IAAawf,IAAItd,gBAAjB;EACA3G,OAAE6B,EAAF,CAAK4C,IAAL,EAAW0C,WAAX,GAAyB8c,GAAzB;;EACAjkB,OAAE6B,EAAF,CAAK4C,IAAL,EAAW2C,UAAX,GAAwB,YAAY;EAClCpH,SAAE6B,EAAF,CAAK4C,IAAL,IAAaK,kBAAb;EACA,WAAOmf,IAAItd,gBAAX;EACD,GAHD;;EAKA,SAAOsd,GAAP;EACD,CA3PW,CA2PTjkB,CA3PS,CAAZ;;ECGA;;;;;;;EAOA,CAAC,UAACA,IAAD,EAAO;EACN,MAAI,OAAOA,IAAP,KAAa,WAAjB,EAA8B;EAC5B,UAAM,IAAIwO,SAAJ,CAAc,kGAAd,CAAN;EACD;;EAED,MAAMuW,UAAU/kB,KAAE6B,EAAF,CAAK+P,MAAL,CAAY3O,KAAZ,CAAkB,GAAlB,EAAuB,CAAvB,EAA0BA,KAA1B,CAAgC,GAAhC,CAAhB;EACA,MAAM+hB,WAAW,CAAjB;EACA,MAAMC,UAAU,CAAhB;EACA,MAAMC,WAAW,CAAjB;EACA,MAAMC,WAAW,CAAjB;EACA,MAAMC,WAAW,CAAjB;;EAEA,MAAIL,QAAQ,CAAR,IAAaE,OAAb,IAAwBF,QAAQ,CAAR,IAAaG,QAArC,IAAiDH,QAAQ,CAAR,MAAeC,QAAf,IAA2BD,QAAQ,CAAR,MAAeG,QAA1C,IAAsDH,QAAQ,CAAR,IAAaI,QAApH,IAAgIJ,QAAQ,CAAR,KAAcK,QAAlJ,EAA4J;EAC1J,UAAM,IAAI9gB,KAAJ,CAAU,8EAAV,CAAN;EACD;EACF,CAfD,EAeGtE,CAfH;;;;;;;;;;;;;;;;;;;;;;"}