

STATICS

VALUE_EMPTY-EXISTS:
VALUE_EMPTY:
VALUE_BLANK-EXISTS:
VALUE_BLANK:
VALUE_NULL-EXISTS:
VALUE_NULL:
VALUE_NOT_EMPTY-EXISTS: exists
VALUE_NOT_EMPTY: 1
VALUE_NOT_BLANK-EXISTS: exists
VALUE_NOT_BLANK: 2
VALUE_NOT_NULL-EXISTS: exists
VALUE_NOT_NULL: 3

DATA

VALUE_EMPTY-EXISTS:
VALUE_EMPTY:
VALUE_BLANK-EXISTS:
VALUE_BLANK:
VALUE_NULL-EXISTS:
VALUE_NULL:
VALUE_NOT_EMPTY-EXISTS: exists
VALUE_NOT_EMPTY: 1
VALUE_NOT_BLANK-EXISTS: exists
VALUE_NOT_BLANK: 2
VALUE_NOT_NULL-EXISTS: exists
VALUE_NOT_NULL: 3

COLLECTION_NULL-EXISTS:
COLLECTION_NULL:
COLLECTION_EMPTY-EXISTS:
COLLECTION_EMPTY: []
COLLECTION_NOT_EMPTY-EXISTS: exists
COLLECTION_NOT_EMPTY: [{VALUE_NULL=, VALUE_NOT_NULL-exists=exists,
VALUE_NOT_NULL=3, VALUE_NOT_EMPTY-exists=exists, VALUE_EMPTY=,
VALUE_BLANK=, VALUE_NOT_EMPTY=1, VALUE_NOT_BLANK=2, VALUE_NOT_BLANK-
exists=exists}]

MAP_NULL-EXISTS:
MAP_NULL:
MAP_EMPTY-EXISTS:
MAP_EMPTY: {}
MAP_NOT_EMPTY-EXISTS: exists
MAP_NOT_EMPTY: {VALUE_NULL=, VALUE_NOT_NULL-exists=exists,
VALUE_NOT_NULL=3, VALUE_NOT_EMPTY-exists=exists, VALUE_EMPTY=,
VALUE_BLANK=, VALUE_NOT_EMPTY=1, VALUE_NOT_BLANK=2, VALUE_NOT_BLANK-
exists=exists}