/\*\*

\* This file includes polyfills needed by Angular and is loaded before the app.

\* You can add your own extra polyfills to this file.

\*

\* This file is divided into 2 sections:

\* 1. Browser polyfills. These are applied before loading ZoneJS and are sorted by browsers.

\* 2. Application imports. Files imported after ZoneJS that should be loaded before your main

\* file.

\*

\* The current setup is for so-called "evergreen" browsers; the last versions of browsers that

\* automatically update themselves. This includes Safari >= 10, Chrome >= 55 (including Opera),

\* Edge >= 13 on the desktop, and iOS 10 and Chrome on mobile.

\*

\* Learn more in https://angular.io/guide/browser-support

\*/

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\* BROWSER POLYFILLS

\*/

/\*\*

\* IE11 requires the following for NgClass support on SVG elements

\*/

// import 'classlist.js'; // Run `npm install --save classlist.js`.

/\*\*

\* Web Animations `@angular/platform-browser/animations`

\* Only required if AnimationBuilder is used within the application and using IE/Edge or Safari.

\* Standard animation support in Angular DOES NOT require any polyfills (as of Angular 6.0).

\*/

// import 'web-animations-js'; // Run `npm install --save web-animations-js`.

/\*\*

\* By default, zone.js will patch all possible macroTask and DomEvents

\* user can disable parts of macroTask/DomEvents patch by setting following flags

\* because those flags need to be set before `zone.js` being loaded, and webpack

\* will put import in the top of bundle, so user need to create a separate file

\* in this directory (for example: zone-flags.ts), and put the following flags

\* into that file, and then add the following code before importing zone.js.

\* import './zone-flags';

\*

\* The flags allowed in zone-flags.ts are listed here.

\*

\* The following flags will work for all browsers.

\*

\* (window as any).\_\_Zone\_disable\_requestAnimationFrame = true; // disable patch requestAnimationFrame

\* (window as any).\_\_Zone\_disable\_on\_property = true; // disable patch onProperty such as onclick

\* (window as any).\_\_zone\_symbol\_\_UNPATCHED\_EVENTS = ['scroll', 'mousemove']; // disable patch specified eventNames

\*

\* in IE/Edge developer tools, the addEventListener will also be wrapped by zone.js

\* with the following flag, it will bypass `zone.js` patch for IE/Edge

\*

\* (window as any).\_\_Zone\_enable\_cross\_context\_check = true;

\*

\*/

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\* Zone JS is required by default for Angular itself.

\*/

import 'zone.js/dist/zone'; // Included with Angular CLI.

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\* APPLICATION IMPORTS

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