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1.4 ngx-cookie-service 1.0.10

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1.5 boost 1.67.0

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1.6 ngx-translate-core 11.0.1

1.7 bootstrap 4.3.1

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1.8 rxjs 6.4.0

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1.9 angular 8.0.1

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SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
import { HttpClientTestingModule, HttpTestingController } from '@angular/common/http/testing';
import { Injector } from '@angular/core';
import { TestBed } from '@angular/core/testing';

import { ContributorService } from './contributor.service';
import { ContributorGroup } from './contributors.model';

describe('ContributorService', () => {

```
let injector: Injector;
let contribService: ContributorService;
let httpMock: HttpTestingController;

beforeEach(() => {
  injector = TestBed.configureTestingModule({
    imports: [HttpClientTestingModule],
    providers: [
      ContributorService
    ]
  });

  contribService = injector.get<ContributorService>(ContributorService);
  httpMock = injector.get(HttpTestingController);
});

afterEach(() => httpMock.verify());

it('should make a single connection to the server', () => {
  const req = httpMock.expectOne({});
  expect(req.request.url).toBe('generated/contributors.json');
});

 describe('#contributors', () => {

  let contribs: ContributorGroup[];
  let testData: any;

  beforeEach(() => {
    testData = getTestContribs();
    httpMock.expectOne({}).flush(testData);
    contribService.contributors.subscribe(results => contribs = results);
  });

  it('contributors observable should complete', () => {
    let completed = false;
    contribService.contributors.subscribe(undefined, undefined, () => completed = true);
    expect(completed).toBe(true, 'observable completed');
  });

  it('should reshape the contributor json to expected result', () => {
    const groupNames = contribs.map(g => g.name).join(',');
    expect(groupNames).toEqual('Angular,Collaborators,GDE');
  });

  it('should have expected "GDE" contribs in order', () => {
    const gde = contribs[2];
    const actualAngularNames = gde.contributors.map(l => l.name).join(',');
```

```
    const expectedAngularNames = [testData.gkalpak, testData.kapunahelewong].map(l
 => l.name).join(',');
    expect(actualAngularNames).toEqual(expectedAngularNames);
  });

  it('should support including a contributor in multiple groups', () => {
    const contributor = testData.gkalpak;
    const matchedGroups = contribs
        .filter(group => group.contributors.includes(contributor))
        .map(group => group.name);

    expect(matchedGroups).toEqual(['Collaborators', 'GDE']);
  });
 });

 it('should do WHAT(?) if the request fails');
});

function getTestContribs() {
 return {
  kapunahelewong: {
    name: 'Kapunahele Wong',
    picture: 'kapunahelewong.jpg',
    website: 'https://github.com/kapunahelewong',
    twitter: 'kapunahele',
    bio: 'Kapunahele is a front-end developer and contributor to angular.io',
    groups: ['GDE']
  },
  misko: {
    name: 'Miko Hevery',
    picture: 'misko.jpg',
    twitter: 'mhevery',
    website: 'http://misko.hevery.com',
     bio: 'Miko Hevery is the creator of AngularJS framework.',
    groups: ['Angular']
  },
  igor: {
    name: 'Igor Minar',
    picture: 'igor-minar.jpg',
    twitter: 'IgorMinar',
    website: 'https://google.com/+IgorMinar',
    bio: 'Igor is a software engineer at Angular.',
    groups: ['Angular']
  },
  kara: {
    name: 'Kara Erickson',
    picture: 'kara-erickson.jpg',
    twitter: 'karaforthewin',
```

```
    website: 'https://github.com/kara',
    bio: 'Kara is a software engineer on the Angular team at Angular and a co-organizer of the Angular-SF Meetup. ',
    groups: ['Angular']
  },
  jeffcross: {
    name: 'Jeff Cross',
    picture: 'jeff-cross.jpg',
    twitter: 'jeffbcross',
    website: 'https://twitter.com/jeffbcross',
    bio: 'Jeff was one of the earliest core team members on AngularJS.',
    groups: ['Collaborators']
  },
  naomi: {
    name: 'Naomi Black',
    picture: 'naomi.jpg',
     twitter: 'naomitraveller',
    website: 'http://google.com/+NaomiBlack',
    bio: 'Naomi is Angular\'s TPM generalist and jack-of-all-trades.',
    groups: ['Angular']
  },
  gkalpak: {
    name: 'George Kalpakas',
    picture: 'gkalpak.jpg',
    twitter: 'gkalpakas',
    bio: 'George wrote this test, so he gets to have his name included here.',
    groups: ['GDE', 'Collaborators'],
  }
};
}
import { Component, Input } from '@angular/core';

import { Contributor } from './contributors.model';
import { CONTENT_URL_PREFIX } from 'app/documents/document.service';

@Component({
 selector: 'aio-contributor',
 template: `
  <div [ngClass]="{ 'flipped': person.isFlipped }" class="contributor-card">

    <div class="card-front" (click)="flipCard(person)">
      <h3>{{person.name}}</h3>

      <div class="contributor-image" [style.background-image]="'url('+pictureBase+(person.picture ||
noPicture)+')'">
        <div class="contributor-info">
          <a *ngIf="person.bio" mat-button class="info-item">
            View Bio
          </a>
```

```
            <a *ngIf="person.twitter" mat-icon-button class="info-item icon"
               href="https://twitter.com/{{person.twitter}}" target="_blank" (click)="$event.stopPropagation()">
               <mat-icon svgIcon="logos:twitter"></mat-icon>
             </a>
            <a *ngIf="person.website" mat-icon-button class="info-item icon"
               href="{{person.website}}" target="_blank" (click)="$event.stopPropagation()">
               <mat-icon class="link-icon">link</mat-icon>
            </a>
          </div>
        </div>
      </div>

      <div class="card-back" *ngIf="person.isFlipped" (click)="flipCard(person)">
        <h3>{{person.name}}</h3>
        <p class="contributor-bio">{{person.bio}}</p>
      </div>
    </div>
  `
})
export class ContributorComponent {
 @Input() person: Contributor;
 noPicture = '_no-one.png';
 pictureBase = CONTENT_URL_PREFIX + 'images/bios/';

 flipCard(person: Contributor) {
   person.isFlipped = !person.isFlipped;
 }
}
import { Injectable } from '@angular/core';
import { HttpClient } from '@angular/common/http';

import { ConnectableObservable, Observable } from 'rxjs';
import { map, publishLast } from 'rxjs/operators';

import { Contributor, ContributorGroup } from './contributors.model';

// TODO(andrewjs): Look into changing this so that we don't import the service just to get the const
import { CONTENT_URL_PREFIX } from 'app/documents/document.service';

const contributorsPath = CONTENT_URL_PREFIX + 'contributors.json';
const knownGroups = ['Angular', 'Collaborators', 'GDE'];

@Injectable()
export class ContributorService {
 contributors: Observable<ContributorGroup[]>;

 constructor(private http: HttpClient) {
   this.contributors = this.getContributors();
```

```
 }

 private getContributors() {
  const contributors = this.http.get<{[key: string]: Contributor}>(contributorsPath).pipe(
    // Create group map
    map(contribs => {
      const contribMap: { [name: string]:
Contributor[]} = {};
      Object.keys(contribs).forEach(key => {
        const contributor = contribs[key];
        contributor.groups.forEach(group => {
          const contribGroup = contribMap[group] || (contribMap[group] = []);
          contribGroup.push(contributor);
        });
      });

      return contribMap;
    }),

    // Flatten group map into sorted group array of sorted contributors
    map(cmap => {
      return Object.keys(cmap).map(key => {
        const order = knownGroups.indexOf(key);
        return {
          name: key,
          order: order === -1 ? knownGroups.length : order,
          contributors: cmap[key].sort(compareContributors)
        } as ContributorGroup;
      })
      .sort(compareGroups);
    }),

    publishLast(),
  );

  (contributors as ConnectableObservable<ContributorGroup[]>).connect();
  return contributors;
 }
}

function compareContributors(l: Contributor,
 r: Contributor) {
return l.name.toUpperCase() > r.name.toUpperCase() ? 1 : -1;
}

function compareGroups(l: ContributorGroup, r: ContributorGroup) {
 return l.order === r.order ?
  (l.name > r.name ? 1 : -1) :
```

```
    l.order > r.order ? 1 : -1;
}
import { ReflectiveInjector } from '@angular/core';

import { of } from 'rxjs';

import { ContributorGroup } from './contributors.model';
import { ContributorListComponent } from './contributor-list.component';
import { ContributorService } from './contributor.service';
import { LocationService } from 'app/shared/location.service';

// Testing the component class behaviors, independent of its template
// Let e2e tests verify how it displays.
describe('ContributorListComponent', () => {

 let component: ContributorListComponent;
 let injector: ReflectiveInjector;
 let contributorService: TestContributorService;
 let locationService: TestLocationService;
 let contributorGroups: ContributorGroup[];

 beforeEach(() => {
   injector = ReflectiveInjector.resolveAndCreate([
     ContributorListComponent,
     {provide: ContributorService, useClass: TestContributorService },
     {provide: LocationService, useClass: TestLocationService }
   ]);

   locationService
 = injector.get(LocationService);
   contributorService = injector.get(ContributorService);
   contributorGroups = contributorService.testContributors;
 });

 it('should select the first group when no query string', () => {
   component = getComponent();
   expect(component.selectedGroup).toBe(contributorGroups[0]);
 });

 it('should select the first group when query string w/o "group" property', () => {
   locationService.searchResult = { foo: 'GDE' };
   component = getComponent();
   expect(component.selectedGroup).toBe(contributorGroups[0]);
 });

 it('should select the first group when query group not found', () => {
   locationService.searchResult = { group: 'foo' };
   component = getComponent();
```

```
  expect(component.selectedGroup).toBe(contributorGroups[0]);
});

it('should select the GDE group when query group is "GDE"', () => {
  locationService.searchResult = { group: 'GDE' };
  component = getComponent();
  expect(component.selectedGroup).toBe(contributorGroups[1]);
 });

it('should select the GDE group when query group is "gde" (case insensitive)', () => {
  locationService.searchResult = { group: 'gde' };
  component = getComponent();
  expect(component.selectedGroup).toBe(contributorGroups[1]);
});

it('should set the query to the "GDE" group when user selects "GDE"', () => {
  component = getComponent();
  component.selectGroup('GDE');
  expect(locationService.searchResult['group']).toBe('GDE');
});

it('should set the query to the first group when user selects unknown name', () => {
  component = getComponent();
  component.selectGroup('GDE'); // a legit group that isn't the first

  component.selectGroup('foo'); // not a legit group name
  expect(locationService.searchResult['group']).toBe('Angular');
});

//// Test Helpers ////
function  getComponent(): ContributorListComponent {
  const comp = injector.get(ContributorListComponent);
   comp.ngOnInit();
  return comp;
}

interface SearchResult { [index: string]: string; }

class TestLocationService {
  searchResult: SearchResult = {};
  search = jasmine.createSpy('search').and.callFake(() => this.searchResult);
  setSearch = jasmine.createSpy('setSearch')
    .and.callFake((label: string, result: SearchResult) => {
      this.searchResult = result;
    });
}

class TestContributorService {
```

```
  testContributors = getTestData();
  contributors = of(this.testContributors);
 }

 function getTestData(): ContributorGroup[] {
  return [
   // Not interested in the contributors data in these tests
   { name: 'Angular', order: 0, contributors: [] },
   { name: 'GDE', order: 1, contributors: [] },
  ];
 }
});
{
 "mhevery": {
  "name": "Miko Hevery",
  "picture": "misko.jpg",
  "twitter": "mhevery",
  "website": "http://misko.hevery.com",
  "bio": "Miko Hevery is the creator of AngularJS framework. He has passion for making complex things simple. He currently works at Google, but has previously worked at Adobe, Sun Microsystems, Intel, and Xerox, where he became an expert in building web applications in web related technologies such as Java, JavaScript, Flex and ActionScript.",
  "groups": ["Angular"],
  "lead": "kara"
 },
 "igorminar": {
  "name": "Igor Minar",
  "picture": "igor-minar.jpg",
  "twitter": "IgorMinar",
  "website": "https://google.com/+IgorMinar",
  "bio": "Igor is a software engineer at Google. He is a lead on the Angular project, practitioner of test driven development, open source enthusiast, hacker. In his free time, Igor enjoys spending time with his wife and two kids, doing outdoor activities (including but not limited to sports,
 gardening and building retaining walls).",
  "groups": ["Angular"],
  "lead": "bradlygreen"
 },
 "bradlygreen": {
  "name": "Brad Green",
  "picture": "brad-green.jpg",
  "twitter": "bradlygreen",
  "website": "https://plus.google.com/+BradGreen",
  "bio": "Brad Green works at Google as an engineering director. Brad manages the Google Sales Platform suite of projects as well as the AngularJS framework. Prior to Google, Brad worked on the early mobile web at AvantGo, founded and sold startups, and spent a few hard years toiling as a caterer. Brad's first job out of school was as lackey to Steve Jobs at NeXT Computer writing demo software and designing his slide presentations. Brad enjoys throwing dinner parties with his wife Heather and putting on plays with his children.",
  "groups": ["Angular"]
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 },
 "jelbourn": {
   "name": "Jeremy Elbourn",
   "picture": "jelbourn.jpg",
   "twitter": "jelbourn",
   "website": "https://plus.google.com/+JeremyElbourn/",
    "bio": "Angular Material Team Lead. FE Engineer @ Google specializing in AngularJS, component design, and the cleanest of code.",
   "groups": ["Angular"],
   "lead": "igorminar"
 },
 "petebacondarwin": {
   "name": "Pete Bacon Darwin",
   "picture": "pete.jpg",
   "twitter": "petebd",
   "website": "http://www.bacondarwin.com",
   "bio": "AngularJS for JS Team Lead. Pete has been working on the core team since 2012 and became the team lead for the AngularJS for JS branch in November 2014. He has co-authored a book on AngularJS and regularly talks about and teaches Angular.",
   "groups": ["Angular"],
   "lead": "igorminar"
 },
 "stephenfluin": {
   "name": "Stephen Fluin",
   "picture": "stephenfluin.jpg",
   "twitter": "stephenfluin",
   "website": "https://plus.google.com/+stephenfluin",
   "bio": "Stephen is a Developer Advocate working on the Angular team. Before joining Google, he was a Google Expert. Stephen loves to help enterprises
  use technology more effectively.",
   "groups": ["Angular"],
   "lead": "bradlygreen"
 },
 "robwormald": {
   "name": "Rob Wormald",
   "picture": "rob-wormald.jpg",
   "twitter": "robwormald",
   "website": "http://github.com/robwormald",
   "bio": "Rob is a Developer Advocate on the Angular team at Google. He's the Angular team's resident reactive programming geek and founded the Reactive Extensions for Angular project, ngrx.",
   "groups": ["Angular"],
   "lead": "stephenfluin"
 },
 "rkirov": {
   "name": "Rado Kirov",
   "picture": "rado.jpg",
   "twitter": "radokirov",
   "website": "https://plus.sandbox.google.com/+RadoslavKirov",
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  "bio": "Rado has been on the Angular Core team since Summer 2014. Before Angular, he worked on the Adsense serving stack, responsible for serving billions of ads daily. Being passionate about open source, he made contributions to Angular as a Google-20% project, before making the fulltime jump. He is a recovering academic; ask him about error-correcting codes from algebraic curves (or don't).",
  "groups": ["Angular"],
  "lead": "mprobst"
 },
 "alexeagle": {
  "name": "Alex Eagle",
  "picture": "alex-eagle.jpg",
  "twitter": "jakeherringbone",
  "website": "http://google.com/+alexeagle",
  "bio": "Alex works on language tooling for JavaScript and TypeScript. Previously Alex spent five years in Google's developer testing tools. He has developed systems including Google's continuous integration service, capturing build&test failures, and explaining them to developers. Before Google, Alex worked at startups including Opower, and consulted for large government IT. In his 20% time, he created the Error-Prone static analysis tool, which detects common Java programming mistakes and reports them as compile errors.",
  "groups": ["Angular"],
  "lead": "igorminar"
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 "kyliau": {
  "name": "Keen Yee Liau",
  "groups": ["Angular"],
  "lead": "alexeagle",
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 "clydin": {
  "name": "Charles Lyding",
  "groups": ["Angular"],
  "lead": "alexeagle",
  "picture": "clydin.jpg"
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 "alan-agius4": {
  "name": "Alan Agius",
  "groups": ["Angular"],
  "lead": "alexeagle",
  "picture": "alan-agius4.jpg",
  "bio": "Angular CLI Member, Loves TypeScript, Build Tools, Food, Beer & Coffee:)"
 },
 "gregmagolan": {
  "name": "Greg Magolan",
  "groups": ["Angular"],
  "lead": "alexeagle",
  "picture": "gregmagolan.jpg",
  "bio": "Building great software with Angular and Node.js."
 },
 "mprobst": {
  "name": "Martin Probst",
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  "picture": "martin-probst.jpg",
  "twitter": "martin_probst",
  "website": "http://probst.io",
  "bio": "Martin is a software engineer at Google in the AngularJS team. He holds a MSc in Software Engineering from HPI in Potsdam, Germany. Before joining the AngularJS team at Google, he worked at a database startup in the Netherlands,
 at EMC, at SAP, and as a freelancer. In his free time, he likes to cook and sail, not necessarily at the same time.",
  "groups": ["Angular"],
  "lead": "bradlygreen"
 },
 "alxhub": {
  "name": "Alex Rickabaugh",
  "picture": "alex-rickabaugh.jpg",
  "twitter": "synalx",
  "website": "https://plus.google.com/+AlexRickabaugh/about",
  "bio": "Core team member working to optimize the Angular platform for the next generation of applications, including mobile. Before joining the Angular team, Alex worked in the Google sales organization where he helped build the first large Angular application within Google.",
  "groups": ["Angular"],
  "lead": "kara"
 },
 "matsko": {
  "name": "Matias Niemela",
  "picture": "matias.jpg",
  "twitter": "yearofmoo",
  "website": "http://yearofmoo.com",
  "bio": "Matias Niemela is a fullstack web developer who has been programming & building websites for over 10 years, and a core team member of AngularJS for two
 years. In the spring of 2015 Matias joined Angular full time at Google. In his free time Matias loves to build complex things and is always up for public speaking, travelling and tweaking his current Vim setup.",
  "groups": ["Angular"],
  "lead": "kara"
 },
 "hansl": {
  "name": "Hans Larsen",
  "picture": "hansl.jpg",
  "twitter": "hanslatwork",
  "website": "http://www.codingatwork.com/",
  "bio": "Hans is a software engineer at Google on the Angular team and was previously at Slack. He works everyday to help make it easier for everyone to create beautiful, consistent web applications using Angular, using Material Design components and the CLI tool.",
  "groups": ["Angular"],
  "lead": "alexeagle"
 },
 "kara": {
  "name": "Kara Erickson",
  "picture": "kara-erickson.jpg",
  "twitter": "karaforthewin",
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"website": "https://github.com/kara",
"bio": "Kara is a software engineer on the Angular team at Google and a co-organizer of the
Angular-SF Meetup. Prior to Google, she helped build UI components in Angular for guest management systems at OpenTable. She enjoys snacking indiscriminately and probably other things too.",
"groups": ["Angular"],
"lead": "igorminar"
},
"vikerman": {
"name": "Vikram Subramanian",
"picture": "vikram.jpg",
"twitter": "vikerman",
"bio": "Vikram is a Software Engineer on the Angular team focused on Engineering Productivity. That means he makes sure people on the team can move fast and not break things. Vikram enjoys doing Yoga and going on walks with his daughter.",
"groups": ["Angular"],
"lead": "alexeagle"
},
"pkozlowski-opensource": {
"name": "Pawel Kozlowski",
"picture": "pawel.jpg",
"twitter": "pkozlowski_os",
"bio": "Open source hacker, AngularJS book author, AngularUI lead developer. Pawel is an software-development addict who believes in free, open source software. He is a core contributor to the AngularJS
framework, AngularUI, Karma-runner and several other projects. He is the co-author of the \"Mastering Web Application Development with AngularJS\" book. When not coding, Pawel can be spotted speaking at various software development conferences.",
"groups": ["Angular"],
"lead": "kara"
},
"devversion": {
"name": "Paul Gschwendtner",
"picture": "devversion.jpg",
"twitter": "DevVersion",
"website": "https://github.com/DevVersion",
"bio": "Paul is a 17-year-old developer living in Germany. While he attends school, Paul works as a core team member on Angular Material. Paul focuses on tooling and building components for Angular.",
"groups": ["Angular"],
"lead": "kara"
},
"EladBezalel": {
"name": "Elad Bezalel",
"picture": "eladbezalel.jpg",
"website": "https://github.com/EladBezalel",
"bio": "Elad is a fullstack developer with a very strong love for design. Since 8 years old, he's been designing in Photoshop and later
on fell in love with programing. This strong bond between design and computer programming gave birth to a new kind of love. And he is currently doing the combination of both, as a core member of the ngMaterial project.",
"groups": ["GDE"]

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 "marclaval": {
   "name": "Marc Laval",
   "picture": "marclaval.jpg",
   "twitter": "marclaval",
   "website": "https://github.com/mlaval",
   "bio": "Marc is a manager at Amadeus where he leads the team in charge of developing and recommending UI frameworks for the company. He is also an open source developer and a contributor to Angular.",
   "groups": ["Angular"],
   "lead": "kara"
 },
 "wardbell": {
   "name": "Ward Bell",
   "picture": "wardbell.jpg",
   "website": "https://github.com/wardbell",
   "twitter": "wardbell",
   "bio": "Ward is an all-around developer with JavaScript, Node.js, and .net chops. He's a frequent conference speaker and podcaster, trainer, Google Developer Expert for Angular, Microsoft
  MVP, and PluralSight author. He is also president of IdeaBlade, an enterprise software consulting firm and the makers of breeze.js. He would like to get more sleep and spend more time in the mountains.",
   "groups": ["GDE"]
 },
 "Narretz": {
   "name": "Martin Staffa",
   "picture": "martinstaffa.jpg",
   "twitter": "Narretz",
   "bio": "Martin is an English major turned web developer who loves frontend stuff. He's been part of the AngularJS team since 2014. If you can't find him roaming the Github issue queues, he's probably out with his camera somewhere.",
   "groups": ["Angular"],
   "lead": "petebacondarwin"
 },
 "filipesilva": {
   "name": "Filipe Silva",
   "picture": "filipe-silva.jpg",
   "twitter": "filipematossilv",
   "website": "http://github.com/filipesilva",
   "bio": "Filipe is a passion-driven developer that always strives for the most elegant solution for each problem. He is currently an author for Angular.io, a core contributor
  for Angular-CLI and senior front end engineer at KonnectAgain. When not busy going through PRs, you can find him scouring reddit for new dinner recipes to cook or enjoying a craft beer in Dublin.",
   "groups": ["Angular"],
   "lead": "alexeagle"
 },
 "andrewseguin": {
   "name": "Andrew Seguin",
   "picture": "andrewseguin.jpg",
   "website": "http://github.com/andrewseguin",
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"bio": "Andrew is an engineer on the Angular Material team working on bringing material components to the world. When hes not obsessing over pixels and design, he is probably off somewhere having adventures with his wife and daughters.",
"groups": ["Angular"],
"lead": "jelbourn"
},
"crisbeto": {
"name": "Kristiyan Kostadinov",
"picture": "crisbeto.jpg",
"website": "http://crisbeto.com/",
"bio": "Kristiyan is a front-end developer, passionate open-source contributor and a core team member on Angular Material.",
"groups": ["Angular"],
"lead": "jelbourn"
},
"gkalpak": {
"name": "Georgios Kalpakas",
"picture": "gkalpak.jpg",
"twitter": "gkalpakas",
"website": "https://github.com/gkalpak",
"bio": "George is a Software Engineer with a passion for chess, robotics and automating stuff. He has a strong need to know how things work (so if you already know, he'd love to have a talk with you). He has been a member of the AngularJS team since 2014. When not doing geeky stuff, he is probably trying to convince his wife and kids to apply programming principles in real life. (Or is it the other way around?)",
"groups": ["Angular"],
"lead": "igorminar"
},
"mmalerba": {
"name": "Miles Malerba",
"picture": "mmalerba.jpg",
"bio": "Miles is a software engineer on the Angular Material team at Google. In addition to Javascripting he enjoys eating food and ogling cute puppies.",
"groups": ["Angular"],
"lead": "jelbourn"
},
"jasonaden": {
"name": "Jason Aden",
"picture":
"jasonaden.jpg",
"bio": "Jason is a software engineer at Google on the Angular Core team. He is enthusiastic about Angular and application development in the modern age. In his free time Jason enjoys spending time with his wife and four children and doing outdoor activities (hiking, fishing, snowboarding, etc.).",
"groups": ["Angular"],
"lead": "igorminar"
},
"jeffwhelpley": {
"name": "Jeff Whelpley",
"picture": "jeffwhelpley.jpg",

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  "twitter": "jeffwhelpley",
  "website": "https://medium.com/@jeffwhelpley",
  "bio": "Jeff Whelpley is a Google Developer Expert and the CTO of GetHuman. He is the co-organizer of the Angular Boston meetup group, co-creator of Angular Universal, former host of AngularAir and frequent speaker at Angular events.",
  "groups": ["GDE"]
 },
 "pascalprecht": {
  "name": "Pascal Precht",
  "picture": "pascalprecht.jpg",
  "website": "https://twitter.com/PascalPrecht",
  "bio": "Pascal is a software engineer,
 author and Google Developer Expert for the Angular team. He loves contributing to open source and is the creator of the popular angular-translate module. In his spare time hes fiddling with EDM production.",
  "groups": ["GDE"]
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 "deborah": {
  "name": "Deborah Kurata",
  "picture": "deborah.jpg",
  "twitter": "deborahkurata",
  "website": "http://blogs.msmvps.com/deborahk/",
  "bio": "Deborah is a software developer, author, and Google Developer Expert. She is author of several Pluralsight courses including: 'Angular 2: Getting Started' and Angular Routing",
  "groups": ["Collaborators", "GDE"],
  "mentor": "kara"
 },
 "alyssa": {
  "name": "Alyssa Nicoll",
  "picture": "mickey_mouse.jpg",
  "twitter": "alyssanicoll",
  "website": "alyssa.io",
  "bio": "I am an energetic, ber passionate GDE and Web Dev. I have some Front-End and Angular courses on Egghead.io and Code School. I love to learn new things and share them with others.
 I Scuba Dive and have a toothless dog named 'Gummy'. My DM is always open, come talk sometime.",
  "groups": ["GDE"]
 },
 "ralph": {
  "name": "Ralph Wang",
  "picture": "ralph.jpg",
  "twitter": "ralph_wang_gde",
  "bio": "Ralph(Zhicheng Wang) is a senior consultant at ThoughtWorks and also a GDE. He is a technology enthusiast and he is a passionate advocate of 'Simplicity, Professionalism and Sharing'. In his eighteen years of R&D career, he worked as tester, R&D engineer, project manager, product manager and CTO. He is immersed in the excitement of the arrival of the baby.",
  "groups": ["GDE"]
 },
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  "name": "Wassim Chegham",
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  "picture": "wassim.jpg",
  "twitter": "manekinekko",
  "website": "https://medium.com/@wassimchegham",
  "bio": "Wassim (aka manekinekko on Twitter/Github) is a Developer Advocate at SFEIR, in Web technologies (Angular, Polymer, PWA, Web Components...). He is also a Developer Expert in Web technologies
 nominated by Google. He enjoys writing technical articles, meeting developers at events, speaking at conferences and contributing to open source projects. Wassim loves the Web Platform and works hard to move it forward.",
  "groups": ["Angular"],
  "mentor": "filipesilva"
 },
 "chrisnoring": {
  "name": "Christoffer Noring",
  "picture": "chrisnoring.jpg",
  "twitter": "chris_noring",
  "website": "softchris.github.io",
  "bio": "Chris is a Full Stack Developer at McKinsey. A Google Developer Expert in Web Technologies and Angular. He is also a Nativescript Developer Expert. He is one of the organizers of the Angular conference ngVikings and an author of the book RxJS 5 Ultimate",
  "groups": ["GDE"]
 },
 "jorgeucano": {
  "name": "Jorge Cano",
  "picture": "jorgeucano.jpg",
  "twitter": "jorgeucano",
  "website": "https://medium.com/@jorgeucano",
  "bio": "After more than 10 years working in the tech industry, Jorge is a full stack developer
 with focus on JavaScript technologies. Today, Jorge is working at Hero Devs using Angular / RxJS / Firebase as well as other technologies. He delivered several courses and talks as well as write some tech articles on these subjects. Because of that, he was recognised as a Google Developer Expert in Angular & web technologies and Nativescript Developer Expert.",
  "groups": ["GDE"]
 },
 "toddmotto": {
  "name": "Todd Motto",
  "picture": "toddmotto.jpg",
  "twitter": "toddmotto",
  "website": "https://ultimateangular.com",
  "bio": "Owner and trainer at Ultimate Angular. Lives in England, UK. Has a love for teaching, OSS and speaking at conferences. Google Developer Expert for Web Technologies and Angular.",
  "groups": ["GDE"]
 },
 "michaelhladky": {
  "name": "Michael Hladky",
  "picture": "michael-hladky.jpg",
  "twitter": "Michael_Hladky",
  "website": "https://github.com/BioPhoton",
  "bio": "Michael is a self employed trainer, consultant
```

and developer with the focus on Angular, and located in Vienna, Austria. He gives workshops on Angular, RxJS and Ionic. As Google Developer Expert, founder of Angular-Austria-Association and Angular-Vienna meetup, and speaker he is an active part of the community.",
"groups": ["GDE"]
},
"michaelprentice": {
"name": "Michael Prentice",
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"twitter": "splaktar",
"website": "https://www.DevIntent.com",
"bio": "Lead for AngularJS Material. Owner and consultant at DevIntent. Ex-Angular GDE. Founder of the Google Developers Group (GDG) community on the Space Coast of Florida, USA.",
"groups": ["Angular"],
"lead": "jelbourn"
},
"manfredsteyer": {
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"picture": "steyer.jpg",
"twitter": "ManfredSteyer",
"website": "https://www.softwarearchitekt.at",
"bio": "Trainer and Consultant with focus on Angular. Writes for O'Reilly, the German Java Magazine and Heise. Regularly speaks at conferences.",
"mentor": "mgechev",
"groups": ["GDE", "Collaborators"]
},
"maximsalnikov": {
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"picture": "maximsalnikov.jpg",
"twitter": "webmaxru",
"website": "https://medium.com/@webmaxru",
"bio": "Oslo-based web front-end engineer, a Google Developer Expert in Angular, Web technologies and IoT. Active public speaker & trainer for the developer events. Leader of Norways largest meetups dedicated to web front-end and mobile development. Founder of ngVikings and Mobile Era conferences. Progressive Web Apps advocate.",
"groups": ["GDE"]
},
"jeremywilken": {
"name": "Jeremy Wilken",
"picture": "jeremywilken.jpg",
"twitter": "gnomeontherun",
"website": "https://gnomeontherun.com",
"bio": "Based in Austin Texas, Jeremy is an application architect and homebrewer. He is a Google Developer Expert in Web Technologies and Angular, with a focus on speaking and training and author of Angular in Action and Ionic in Action.",
"groups": ["GDE"]
},
"mgechev": {
"name": "Minko Gechev",
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  "twitter": "mgechev",
  "website": "http://blog.mgechev.com",
  "bio": "Software engineer who enjoys theoretical computer science and its practical applications. Speaker, author of the book 'Switching to Angular', codelyzer, Guess.js, and the Go linter revive. Working for faster and more reliable software.",
  "groups": ["Angular"],
  "lead": "alexeagle"
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  "picture": "urish.jpg",
  "twitter": "UriShaked",
  "website": "https://urish.org",
  "bio": "Uri Shaked is a Google Developer Expert for Web Technologies. He regularly writes about Web and IoT related technologies in his medium blog, and speaks about these topics in conferences and meetup around the world. Among his interests are reverse engineering, hardware hacking, building 3d-printed robots and games, playing music and Salsa dancing.",
  "groups": ["GDE"]
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 "eusoj": {
  "name": "Josue Gutierrez",
  "picture": "josue.jpg",
  "twitter": "eusoj",
  "website": "http://techtam.io",
  "bio": "Based in Mexico, Josue has been web developer since the last 10 years, he is part of the Google Developer Expert Program, passionate about teaching and building communities",
  "groups": ["GDE"]
 },
 "SanderElias": {
  "name": "Sander Elias",
  "picture": "sanderelias.jpg",
  "twitter": "esoSanderElias",
  "website": "https://sanderelias.nl",
  "bio": "Sander is a versed developer with over 4 decades of practice under his belt. He is also an Google Developer Expert for web, specializing in Angular. Organizer of meetups and conferences. Helping out others wherever he can. When he is not breathing code, he is fiddling around with IOT, photography, science and anything that might vaguely is gadget-like! Thinks he a master of the grill, but in reality you probably don't get a food-poisoning ;) Also, and actually the most important thing to him, he is a father of 4, and has the most patient girlfriend in the universe.",
  "groups": ["GDE"]
 },
 "filipbech": {
  "name": "Filip Bruun Bech-Larsen",
  "picture": "filipbech.jpg",
  "twitter": "filipbech",
  "website": "http://filipbech.github.io/",
  "bio": "Filip is a Frontend developer from Denmark. He works at IMPACT, delivering large-scale, high-performance e-commerce to international clients - most often build in Angular. He runs the local Angular usergroup
```

```
- ngAarhus, and gives talks/workshops around and beyond the country of Denmark.",
   "groups": ["GDE"]
 },
 "ocombe": {
   "name": "Olivier Combe",
   "picture": "ocombe.jpg",
   "twitter": "ocombe",
   "bio": "Olivier is a passionate front-end engineer who loves interacting with the community by doing open source
projects (ocLazyLoad, ngx-translate), being a panelist at Angular-Air, giving talks or just
 chatting on Twitter and Slack. Hes a member of the Angular Core team and works on i18n.",
   "groups": ["Angular"],
   "lead": "kara"
 },
 "cironunes": {
   "name": "Ciro Nunes",
   "picture": "cironunes.jpg",
   "twitter": "cironunesdev",
   "bio": "Ciro is the Lead Front-end Engineer of CrossEngage and Google Developer Expert in Web Technologies.",
   "groups": ["GDE"]
 },
 "elecash": {
   "name": "Ral Jimnez",
   "picture": "raul.jpg",
   "twitter": "elecash",
   "bio": "Raul works as a CEO and Front-end Architect at Byte Default for companies around the world helping
them to build high-performance web apps. In his spare time he's usually working on Videogular, involved in local
meetups, speaking at conferences and contributing to open source projects.",
   "groups": ["GDE"]
 },
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   "picture": "lukas.jpg",
   "twitter": "simpulton",
   "bio": "Developer. Hacker. Community backer. Author and blogger.
 Console logger.",
   "groups": ["GDE"]
 },
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   "bio": "Co-founder and CTO of Thinktecture AG, as well as Google GDE and Microsoft MVP. Since two decades
active as an engaged and passionate speaker on several software conferences and events all over the world. Some
people call him 'Mr. Cross-Platform'.",
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  "bio": "Teaches Angular at HiRez.io  the most entertaining online courses on the web. An experienced developer, consultant and speaker also known for his unusual crazy Angular talks such as ng-wat, ng-show, ng-rap, etc. Shai is also the organizer of the largest JavaScript group in Israel and a professional Improv performer.",
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  "name": "Dan Wahlin",
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  "twitter": "DanWahlin",
  "website": "https://codewithdan.com",
  "bio": "Dan Wahlin founded Wahlin Consulting which provides consulting and onsite/online training services on Web technologies such as JavaScript, Angular, TypeScript, Node.js, C#, ASP.NET Core, Web API, and Docker. Hes also published many developer courses on Pluralsight.com and Udemy.com. Dan is a Google GDE, Docker Captain, and Microsoft MVP and Regional Director and speaks at conferences and user groups around the world. Dan has written several books on Web technologies, hundreds of technical articles and blog posts (https://blog.codewithdan.com) and runs the 'Code with Dan Web Weekly Newsletter' - a great way to stay up on the latest technologies. Follow Dan on Twitter @DanWahlin.",
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  "twitter":
 "josepheames",
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  "bio": "Joe Eames is a developer and educator. He publishes course on Angular and JavaScript on Pluralsight.com. He is an organizer of ng-conf, a Google Developer Expert in Angular, gives lots of talks & workshops, and loves all things web.",
  "groups": ["GDE"]
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  "website": "https://willmendesneto.github.io",
  "bio": "GDE (Google Developer Expert) Angular and Web Technologies, GDG Salvador organizer, passionate about technology and active in communities with a focus on web development, including Angular, JavaScript, HTML5, CSS3, Workflow, web performance, security and Internet of things. Participates in events organization, speaker at conferences in Brazil and other countries and contributes to several open source projects.",
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   "website": "https://developers.google.com/experts/people/jecelyn-yeen",
   "bio": "GDE (Google Developer Expert) Angular and Web Technologies, Women Who Code KL Director, Jecelyn specializes in professional application development with technologies, including Angular, HTML5, Typescript, JavaScript, CSS, C#, NodeJs, Cloud and ASP.NET.",
   "groups": ["GDE"]
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   "bio": "Director of Experience Technology at SapientRazorfish. Consults various brands on their frontend and mobile web architecture. A speaker at various forums and mentor at Launchpad Accelerator and ngGirls India. Spends free time playing with Angular, Preact, web-components  ",
   "groups": ["GDE"]
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   "bio": "Thierry is a senior consultant and trainer, specialized on Angular, and a Google Developer Expert.",
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   "website": "https://medium.com/@gerard.sans",
   "bio": "Gerard is very excited about the future of the Web and JavaScript. Always happy Computer Science Engineer and humble Google Developer Expert. He loves to share his learnings by giving talks, trainings and writing about cool technologies. He loves running AngularZone and GraphQL London, mentoring students and giving back to the community.",
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   "name": "Nir Kaufman",
   "picture": "nirkaufman.jpg",
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   "website": "http://ngnir.life/",
   "bio": "Nir is a Principal Frontend Consultant
 & Head of the Angular department at 500Tech, Google Developer Expert and community leader. He organizes the largest Angular meetup group in Israel (Angular-IL), talks and teaches about front-end technologies around the world. He is also the author of two books about Angular and the founder of the 'Frontend Band'.",
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   "bio": "Alain Chautard is a Google Developer Expert in Web Technologies / Angular. He started working with Angular JS in 2011. Since then he has worked with all Angular versions on a daily basis, both as a developer and as a technical trainer. He is the organizer of the Sacramento Angular Meetup group, co-organizer of the Google Developer Group chapter in Sacramento, California, and published author of the Packt video course 'Getting Started with Angular'",
   "groups":
 ["GDE"]
 },
 "coryrylan": {
   "name": "Cory Rylan",
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   "twitter": "coryrylan",
   "website": "https://coryrylan.com",
   "bio": "Cory is a full time front end web developer. He works full time building responsive web applications and progressive web apps. When not building web apps he is busy teaching Angular and other web technologies in workshops and conferences. He loves the web and is optimistic of the places it can take us.",
   "groups": ["GDE"]
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 "mhartington": {
   "name": "Mike Hartington",
   "picture": "mhartington.png",
   "twitter": "mhartington",
   "website": "https://mhartington.io",
   "bio": "Mike is a Developer Advocate for the Ionic Framework and a GDE in Angular. He spends most of his time making fast PWAs and exploring emerging web standards. When not behind a keyboard, you'll probably find him with a guitar and beer.",
   "groups": ["GDE"]
 },
 "juristr": {
   "name": "Juri Strumpflohner",
    "picture": "juristr.jpg",
   "twitter": "juristr",
   "website": "https://juristr.com",
   "bio": "Juri is a software engineer and freelance trainer and consultant currently mostly focusing on the frontend side using JavaScript, TypeScript and Angular. He has a passion for teaching and sharing his knowledge and experiences with others. This mostly happens by writing tech articles for his personal blog, by creating video courses for Egghead.io, during on-site workshops at companies or by speaking at conferences. In his free time he enjoys practicing Yoseikan Budo, a martial art where he currently owns the 3rd DAN black belt.",
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  "bio": "Mashhood is the principal technical consultant at Recurship and a Google Developer Expert. He  works with different startups in US and EU to helps them crawl
 through the technical maze and quickly build amazing products focused around the problems they are trying to solve. He specializes in using the latest web technologies available to execute the best possible solutions.",
  "groups": ["GDE"]
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  "twitter": "KimMaida",
  "website": "https://kmaida.io/",
  "bio": "Kim is an an Angular consultant, developer, speaker, writer, and Google Developer Expert. She is passionate about learning from and sharing knowledge with other developers through blogging, speaking, workshops, and open source.",
  "groups": ["GDE"]
 },
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  "name": "Elana Olson",
  "picture": "elanaolson.jpg",
  "twitter": "elanathellama",
  "bio": "Elana is a Developer Relations intern on the Angular team at Google. She is working on migration paths from AngularJS to Angular and would love to chat about your experience with upgrading.",
  "groups": ["Angular"],
   "lead": "stephenfluin"
 },
 "kevinyang": {
  "name": "Kevin Yang",
  "picture": "kevinyang.jpg",
  "twitter": "chgc",
  "website": "https://blog.kevinyang.net/",
  "bio": "Kevin is a Angular Taiwan, Angular Girls Taiwan community organzier. He loves sharing knowledge with other developers through blogging, speaking, workshops.",
  "groups": ["GDE"]
 },
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  "picture": "sajee.jpg",
  "twitter": "kokkisajee",
  "website": "https://sajeetharan.herokuapp.com/",
  "bio": "Sajeetharan is a Developer, Top contributor on stackoverflow for #Angular, ng-SriLanka organizer. He makes use of his extensive knowledge over the past years to contribute to community to make the world a better place.",
  "groups": ["GDE"]
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 "lacolaco": {
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  "picture": "lacolaco.jpg",
  "twitter": "laco2net",
  "website": "https://lacolaco.net",
  "bio": "Suguru is a community-loving
 Frontend developer and a lead of Angular Japan User Group. He organizes the largest Angular event in Japan (ng-japan). And he is a contributor to Angular by sending patches, writing, speaking, and localizing resources in Japanese.",
  "groups": ["GDE"]
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 "katerina": {
  "name": "Katerina Skroumpelou",
  "picture": "katerina.jpg",
  "twitter": "psybercity",
  "website": "https://mandarini.github.io/",
  "bio": "Katerina is a front end software engineer, a conference speaker and AngularAthens meetup organizer. She is obsessed with sharing knowledge about things she loves. She is also trying to support diversity in the community. She lives with her cat in Athens.",
  "groups": ["GDE"]
 },
 "blove": {
  "name": "Brian Love",
  "picture": "brian-love.jpg",
  "twitter": "brian_love",
  "website": "https://brianflove.com",
  "bio": "Brian is a software engineer and GDE in Angular with a passion for learning, writing, speaking, teaching and mentoring. Brian has been building web applications for over 20 years and has long been a fanboy of JavaScript. When not in front of his Macbook Pro Brian is in the Rocky Mountains skiing or hiking.",
  "groups": ["GDE"]
 },
 "jeffbcross": {
  "name": "Jeff Cross",
  "picture": "jeff-cross.jpg",
  "twitter": "jeffbcross",
  "website": "https://nrwl.io/",
  "bio": "Jeff is an Angular Consultant at nrwl.io where he helps enterprise teams succeed with Angular. Prior to founding Nrwl, Jeff was one of the earliest members of the Angular Core Team at Google, and contributed to many of the early state management and performance efforts of AngularJS and Angular.",
  "groups": ["GDE"]
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 "keilla": {
  "name": "Keilla Menezes Fernandes",
  "picture": "keilla.jpg",
  "twitter": "keillamenezes_",
  "bio": "I am Senior Software Development Consultant in ThoughtWorks and GDE in Angular. Graduated in Computer Science from Federal University of Bahia,
 I have been worked with software development for more than 11 years. Since 2017, I started with Angular Framework and I went deep into front-end ecosystem and became more specialized in this area. I participate in a
```

computer science community, Campinas Front-end, that promotes events in this area. In the end of 2016, I started to do technical talks. The passion for science is the engine that drives me to seek answers to the problems that computing aims to solve. Besides that, sharing knowledge and experiences is the path I choose to democratize the technology for all.",
  "groups": ["GDE"]
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 "mira": {
  "name": "Stanimira Vlaeva",
  "picture": "mira.jpg",
  "twitter": "StanimiraVlaeva",
  "website": "https://github.com/sis0k0",
  "bio": "Software engineer on the NativeScript team at Progress, focused on NativeScript Angular, NativeScript schematics, and integrating webpack in the {N} build system. Co-organizing the Angular Sofia meetup. Speaking about Angular
 things at conferences here and there.",
  "groups": ["GDE"]
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 "sharondio": {
  "name": "Sharon DiOrio",
  "picture": "sharon.jpg",
  "twitter": "sharondio",
  "website": "https://medium.com/@sharondio",
  "bio": "Sharon is a mother to four teenagers, wife of a USMC veteran/police officer, and lead front-end engineer for an educational non-profit in Boston. In her spare time, she is the \"Head Instigator\" of the Angular-Boston Meetup and an active member of the Boston meetups community. She occasionally speaks on Angular and related topics at technology conferences across the country. She has a Bachelor of Fine Arts from SMU and a Masters with honors from RTFM.",
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  "name": "Leonardo Zizzamia",
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  "twitter": "zizzamia",
  "website": "https://medium.com/@zizzamia",
  "bio": "Leonardo is a Senior Software Engineer at Coinbase. He is deeply passionate about web performance and most recently developed Perfume.js to help companies prioritize roadmaps and business, through performance analytics. From 2018, co-organizer of the Angular San Francisco Meetup group and NGRome Conference.",
  "groups": ["GDE"]
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 "tomastrajan": {
  "name": "Tomas Trajan",
  "picture": "tomastrajan.jpg",
  "twitter": "tomastrajan",
  "website": "https://medium.com/@tomastrajan",
  "bio": "Tomas is a Senior Software Engineer with passion for frontend and especially Angular. He always strives to provide lots of value and to empower teams he is working with by sharing know-how, introducing best practices and automating mundane task to enable full focus on creating value for the users! He likes to share his Angular know-how by blogging, speaking and recording video content. He is a co-organizer of Angular Meetup Zurich.",

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  "name": "Sam Julien",
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   "website": "http://www.samjulien.com/",
  "bio": "Sam Julien builds software, articles, video courses, and campfires. A developer, speaker, writer, and GDE in the Pacific Northwest, Sam's favorite thing in the world is changing someone's life by teaching them to code.",
  "groups": ["Collaborators", "GDE"],
  "mentor": "gkalpak"
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 "JiaLiPassion": {
  "name": "JiaLi Passion",
  "groups": ["Collaborators"],
  "mentor": "mhevery",
  "picture": "JiaLiPassion.jpg",
  "bio": "A programmer with passion, angular/zone.js guy! Web frontend engineer @sylabs"
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 "cexbrayat": {
  "name": "Cdric Exbrayat",
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  "bio": "Author of `Become a ninja with Angular (2+)` https://books.ninja-squad.com/angular - Angular trainer and @Ninja-Squad co-founder"
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 "jbedard": {
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 "JoostK": {
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  "groups": ["Collaborators"],
  "mentor": "alxhub",
  "picture": "joostk.jpg",
  "twitter": "devjoost",
  "bio": "Joost is a Software Engineer from the Netherlands with an interest in open source software who likes to learn something new every day. He works at Blueriq during the day and contributes to Angular in his spare time, by working on the Angular compiler and runtime. He may review your PR even if you never asked for it ;)"
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   "website": "https://schwarty.com",
   "bio": "Justin (aka Schwarty) is a Google Developer Expert in Web Technologies and Angular, the host and maintainer of the weekly AngularAir
 live video broadcast, educator, writer and content creator. He has Angular courses available on LinkedIn Learning and Pluralsight and loves passing on years of full stack development knowledge to help empower others to find their inner awesomeness!",
   "groups": ["GDE"]
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   "twitter": "brandontroberts",
   "website": "https://brandonroberts.dev",
   "bio": "Brandon is a developer and technical writer working on guides, tutorials, application development, and infrastructure for the Angular docs. He is also a maintainer of the NgRx project, building reactive libraries for Angular.",
   "groups": ["Angular"],
   "lead": "dennispbrown"
 },
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   "bio": "Sreevani is a tech writer with prior programming experience. She writes documentation for the Angular framework team. Outside of work, she likes practicing
 yoga, honing her skills on classical dance forms, and baking cakes.",
   "groups": ["Angular"],
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 },
 "dennispbrown": {
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   "bio": "Denny is founder of Expert Support, a professional services firm specializing in technical communication, and leads the Angular technical writing team. His lifelong passion has been to reduce the time and effort required to understand complex technical information. Early on, he was Associate Chairman of the Computer Science Department at Stanford, where he taught introductory courses in programming. He also plays old-timers baseball in local leagues and national tournaments.",
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  "website": "http://silverpath.org",
  "bio": "Jennifer is a technical content strategist, architect, designer, and writer. As lead of the Angular docs team, she's always interested in learning more about how developers learn and use Angular. Her offline persona is a horsewoman in Idaho.",
  "groups": ["Angular"],
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 "kapunahelewong": {
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  "twitter": "kapunahele",
  "bio": "Kapunahele is a developer and Angular fan who works on the Angular docs writing guides and developing example apps. She also enjoys Native Hawaiian practices, textile arts, and marveling at little, inconspicuous plants growing in forgotten places outdoors.",
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  "name": "Luis Aviles",
  "picture": "luixaviles.jpg",
  "twitter": "luixaviles",
  "website": "https://luixaviles.com",
  "bio": "Luis is an enthusiast of
 Open Source software and communities, as well as being a public speaker, a technology trainer and an author of courses and technical articles. He is the organizer of the Angular Bolivia community and NG Bolivia conference. When he's not coding, Luis is reading about Astronomy or nerding about outer space, photography or even doing Astrophotography.",
  "groups": ["GDE"]
 },
 "siddajmera": {
  "name": "Siddharth Ajmera",
  "picture": "sidd-ajmera.jpg",
  "twitter": "SiddAjmera",
  "website": "https://webstackup.com/",
  "bio": "Siddharth is a Full Stack JavaScript Developer and a GDE in Angular. He's passionate about sharing his knowledge on Angular, Firebase and the Web in general. He's the organizer of WebStack, a local community of developers focused on Web, Mobile, Voice and Server related technologies in general. WebStack hosts free monthly meetups every 2nd or 3rd Saturday of the month. Siddharth is also an avid photographer and loves traveling. Find him anywhere
 on the Web with `SiddAjmera`.",
  "groups": ["GDE"]
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   "twitter": "bonnster75",
   "groups": ["GDE"],
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   "bio": "Bonnie has been specializing in Angular since 2013. She is the founder of ngHouston Angular Meetup and a regular panelist on Angular Air. She is also the very proud parent component of @thelittlestdev!"
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 "globegitter": {
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   "groups": ["Collaborators"],
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 "ahsanayaz": {
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   "picture": "ahsanayaz.jpg",
   "twitter": "ahsan_ayz",
   "website": "https://medium.com/@ahsan.ayaz",
   "bio": "Muhammad Ahsan Ayaz is Software Architect at Modus Create. He is absolutely passionate about Angular and Web Technologies. Uses Angular daily and talks about it everywhere. Runs NodeSchool Karachi and is a co-organizer of NgPakistan",
   "groups":
 ["GDE"]
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 "andrewkushnir": {
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   "bio": "Andrew is a software engineer at Google on the Angular Core team.",
   "groups": ["Angular"],
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   "twitter": "kammysliwiec",
   "website": "https://github.com/kamilmysliwiec",
   "bio": "Kamil Mysliwiec is a software engineer truly passionate about Web Technologies. Creator of NestJS, Co-Founder of Trilon.io, speaker, and trainer.",
   "groups": ["GDE"]
 }
}
import { NgModule, Type } from '@angular/core';
import { CommonModule } from '@angular/common';
import { MatIconModule } from '@angular/material/icon';
import { ContributorListComponent } from './contributor-list.component';
import { ContributorService } from './contributor.service';
import { ContributorComponent } from './contributor.component';
```

```
import { WithCustomElementComponent } from '../element-registry';

@NgModule({
 imports: [ CommonModule, MatIconModule ],
 declarations: [ ContributorListComponent, ContributorComponent ],
 entryComponents: [ ContributorListComponent ],
 providers: [ ContributorService ]
})
export class ContributorListModule implements WithCustomElementComponent {
 customElementComponent: Type<any> = ContributorListComponent;
}
#!/usr/bin/env node

// Imports
const {existsSync, readFileSync} = require('fs');
const {join, resolve} = require('path');

// Constants
const CONTENT_DIR = resolve(__dirname, '../../content');
const IMAGES_DIR = join(CONTENT_DIR, 'images/bios');
const CONTRIBUTORS_PATH = join(CONTENT_DIR, 'marketing/contributors.json');

// Run
_main();

// Functions - Definitions
function _main() {
 const contributors = JSON.parse(readFileSync(CONTRIBUTORS_PATH, 'utf8'));
 const expectedImages = Object.keys(contributors)
    .filter(key => !!contributors[key].picture)
    .map(key => join(IMAGES_DIR, contributors[key].picture));
 const missingImages = expectedImages.filter(path => !existsSync(path));

 if (missingImages.length > 0) {
  throw new Error(
     'The following pictures are referenced in \'contributors.json\' but do not exist:' +
     missingImages.map(path => `\n  - ${path}`).join(''));
 }
}
```

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```
export interface ContributorGroup {
 name: string;
 order: number;
 contributors: Contributor[];
}

export interface Contributor {
 groups: string[];
 name: string;
 picture?: string;
 website?: string;
 twitter?: string;
 bio?: string;
 isFlipped?: boolean;
}
```

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*/

'use strict';

// THIS CHECK SHOULD BE THE FIRST THING IN THIS FILE
// This is to ensure that we catch env issues before we error while requiring other dependencies.
const engines = require('./package.json').engines;
require('./tools/check-environment')({
 requiredNodeVersion: engines.node,
 requiredNpmVersion: engines.npm,
 requiredYarnVersion: engines.yarn
});

const gulp = require('gulp');

// See `tools/gulp-tasks/README.md` for information about task loading.
function loadTask(fileName, taskName) {
 const taskModule = require('./tools/gulp-tasks/' + fileName);
 const task = taskName ? taskModule[taskName] : taskModule;
 return task(gulp);
}

// Check source code for formatting errors in all source files.
gulp.task('format:enforce', loadTask('format',
 'enforce'));

// Format all source files.
gulp.task('format:all', loadTask('format', 'format'));

// Format only untracked source code files.
gulp.task('format:untracked', loadTask('format', 'format-untracked'));

// Format only the changed, tracked source code files.
gulp.task('format:diff', loadTask('format', 'format-diff'));

// Format only changed lines based on the diff from the provided --branch
// argument (or `master` by default).
gulp.task('format:changed', ['format:untracked', 'format:diff']);

// Alias for `format:changed` that formerly formatted all files.
gulp.task('format', ['format:changed']);
```

```
gulp.task('lint', ['format:enforce', 'validate-commit-messages', 'tslint']);
gulp.task('tslint', ['tools:build'], loadTask('lint'));
gulp.task('validate-commit-messages', loadTask('validate-commit-message'));
gulp.task('source-map-test', loadTask('source-map-test'));
gulp.task('tools:build', loadTask('tools-build'));
gulp.task('check-cycle', loadTask('check-cycle'));
gulp.task('serve',
 loadTask('serve', 'default'));
gulp.task('changelog', loadTask('changelog'));
gulp.task('check-env', () => {/* this is a noop because the env test ran already above */});
gulp.task('cldr:extract', loadTask('cldr', 'extract'));
gulp.task('cldr:download', loadTask('cldr', 'download'));
gulp.task('cldr:gen-closure-locale', loadTask('cldr', 'closure'));
import { Component, OnInit } from '@angular/core';
import { ContributorGroup } from './contributors.model';
import { ContributorService } from './contributor.service';
import { LocationService } from 'app/shared/location.service';

@Component({
 selector: `aio-contributor-list`,
 template: `
 <div class="flex-center group-buttons">
  <a *ngFor="let name of groupNames"
     [class.selected]="name == selectedGroup.name"
     class="button mat-button filter-button"
     (click)="selectGroup(name)">{{name}}</a>
 </div>
 <section *ngIf="selectedGroup" class="grid-fluid">
  <div class="contributor-group">
    <aio-contributor *ngFor="let person of selectedGroup.contributors" [person]="person"></aio-contributor>
  </div>
 </section>`
})
export class ContributorListComponent implements OnInit {
 private groups: ContributorGroup[];
 groupNames: string[];
 selectedGroup: ContributorGroup;

 constructor(
  private contributorService: ContributorService,
   private locationService: LocationService) { }

 ngOnInit() {
  const groupName =  this.locationService.search()['group'] || '';
  // no need to unsubscribe because `contributors` completes
  this.contributorService.contributors
    .subscribe(grps => {
```

```
      this.groups = grps;
      this.groupNames = grps.map(g => g.name);
      this.selectGroup(groupName);
    });
 }

 selectGroup(name: string) {
  name = name.toLowerCase();
  this.selectedGroup = this.groups.find(g => g.name.toLowerCase() === name) || this.groups[0];
  this.locationService.setSearch('', {group: this.selectedGroup.name});
 }
}
/**
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*/
# Produces a GraphViz Dot file from the data in the contributors.json file.
# Documentation for this syntax at https://stedolan.github.io/jq/manual
to_entries
| map(select(
 (.value.groups | index("Angular")) or
 (.value.groups | index("Collaborators"))))
| map(.value |= {
 name: .name,
 lead: (.lead // .mentor // ""),
 fillcolor: (if .groups | index("Collaborators") then "aquamarine" else "beige" end),
})
| map(
  "\(.key|tojson) [ label=\(.value.name|tojson) fillcolor=\(.value.fillcolor|tojson) style=filled ] ",
  (if .value.lead != "" then "\(.key|tojson) -> \(.value.lead|tojson)" else "" end)
 )
[]
@title
@description
```

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1.10 minizip 1.01

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1.11 font-awesome 4.7.0

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1.12 arctext 1

1.12.1 Available under license :

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```
/**
* Arctext.js
* A jQuery plugin for curved text
* http://www.codrops.com
*
* Copyright 2011, Pedro Botelho / Codrops
* Free to use under the MIT license.
*
* Date: Mon Jan 23 2012
*/
/*!
 * FitText.js 1.0
 *
 * Copyright 2011, Dave Rupert http://daverupert.com
 * Released under the WTFPL license
 * http://sam.zoy.org/wtfpl/
 *
 * Date: Thu May 05 14:23:00 2011 -0600
 */
```

Found in path(s):
* /opt/cola/permits/1150274371_1617961412.76/0/arctext-master-zip/Arctext-master/js/jquery.arctext.js

1.13 ngx-translate-http-loader 4.0.0

1.13.1 Available under license :

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{
"$schema": "../../../node_modules/ng-packagr/ng-package.schema.json",
"dest": "../../../dist/@ngx-translate/http-loader",
"deleteDestPath": false,
"keepLifecycleScripts": true,
"lib": {
"entryFile": "src/public_api.ts"
}
}

1.14 ng-bootstrap 4.2.1

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1.15 avahi 0.8-10

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linked with it, is called a "work that uses the Library". Such a
work, in isolation, is not a derivative work of the Library, and
therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because it
contains portions of the Library), rather than a "work that uses
the
library". The executable is therefore covered by this License.
Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file
that is part of the Library, the object code for the work may be a
derivative work of the Library even though the source code is not.
Whether this is true is especially significant if the work can be
linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may
distribute the object
code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or
link a "work that uses the Library" with the Library to produce a
work containing portions of the Library, and distribute that work
under terms of your choice, provided that the terms permit
modification of the work for the customer's own use and reverse

engineering for debugging such modifications.

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a) Accompany the
work with the complete corresponding
machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly
with a modified version of the library, if
the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is

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distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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1.16 curl 7.88.1

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1.17 openssl 3.0.13-1~deb12u1

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```
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```

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necessary. Here a sample; alter
the names:

```
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<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
```

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1.18 json-c 0.16-2

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1.19 avahi 0.8-10

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you have the freedom to distribute copies of free software (and charge
for this service if you wish); that you receive source code or can get
it if you want it; that you can change the software and use pieces of it
in new free programs; and that you are informed that you can do these
things.

To protect your rights, we need to make restrictions that forbid
distributors to deny you these rights or to ask you to surrender these
rights. These restrictions translate to certain responsibilities for
you if you distribute copies of the library
or if you modify it.

For example, if you distribute copies of the library, whether gratis
or for a fee, you must give the recipients all the rights that we gave
you. You must make sure that they, too, receive or can get the source
code. If you link other code with the library, you must provide

complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation
will not be affected by problems that might be
introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative
of the original library. The ordinary
General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the @dfn{Lesser} General Public License because it does @emph{Less} to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to

encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the
same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a ``work based on the library'' and a ``work that uses the library''. The former
contains code derived from the library, whereas the latter must be combined with the library in order to run.

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@enumerate 0
@item
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A ``library'' means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The ``Library'', below, refers to any such software library or work which has been distributed under these terms. A ``work based on the Library'' means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it,
either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is

included without limitation in the term ``modification".)

``Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

@item
You may copy and distribute
verbatim copies of the Library's
complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

@item
You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

@enumerate a
@item
The modified work must itself be a software library.

@item
You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

@item
You must
cause the whole of the work to be licensed at no
charge to all third parties under the terms of this License.

@item
If a facility in the modified Library refers to a function or a
table of data to be supplied by an application program that uses
the facility, other than as an argument passed when the facility
is invoked, then you must make a good faith effort to ensure that,
in the event an application does not supply such function or
table, the facility still operates, and performs whatever part of
its purpose remains meaningful.

(For example, a function in a library to compute square roots has
a purpose that is entirely well-defined independent of the
application. Therefore, Subsection 2d requires that any
application-supplied function or table used by this function must
be optional: if the application does not supply it, the square
root function must still compute square roots.)
@end enumerate

These requirements apply to the modified work as a whole. If
identifiable sections
 of that work are not derived from the Library,
and can be reasonably considered independent and separate works in
themselves, then this License, and its terms, do not apply to those
sections when you distribute them as separate works. But when you
distribute the same sections as part of a whole which is a work based
on the Library, the distribution of the whole must be on the terms of
this License, whose permissions for other licensees extend to the
entire whole, and thus to each and every part regardless of who wrote
it.

Thus, it is not the intent of this section to claim rights or contest
your rights to work written entirely by you; rather, the intent is to
exercise the right to control the distribution of derivative or
collective works based on the Library.

In addition, mere aggregation of another work not based on the Library
with the Library (or with a work based on the Library) on a volume of
a storage or distribution medium does not bring the other work under
the scope of this
 License.

@item
You may opt to apply the terms of the ordinary GNU General Public
License instead of this License to a given copy of the Library. To do
this, you must alter all the notices that refer to this License, so
that they refer to the ordinary GNU General Public License, version 2,
instead of to this License. (If a newer version than version 2 of the
ordinary GNU General Public License has appeared, then you can specify

that version instead if you wish.) Do not make any other change in
these notices.

Once this change is made in a given copy, it is irreversible for
that copy, so the ordinary GNU General Public License applies to all
subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of
the Library into a program that is not a library.

@item
You may copy and distribute the Library (or a portion or
derivative of it, under Section 2) in object code or executable form
under the terms of Sections 1 and
2 above provided that you accompany
it with the complete corresponding machine-readable source code, which
must be distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

If distribution of object code is made by offering access to copy
from a designated place, then offering equivalent access to copy the
source code from the same place satisfies the requirement to
distribute the source code, even though third parties are not
compelled to copy the source along with the object code.

@item
A program that contains no derivative of any portion of the
Library, but is designed to work with the Library by being compiled or
linked with it, is called a ``work that uses the Library". Such a
work, in isolation, is not a derivative work of the Library, and
therefore falls outside the scope of this License.

However, linking a ``work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because
it
contains portions of the Library), rather than a ``work that uses the
library". The executable is therefore covered by this License.
Section 6 states terms for distribution of such executables.

When a ``work that uses the Library" uses material from a header file
that is part of the Library, the object code for the work may be a
derivative work of the Library even though the source code is not.
Whether this is true is especially significant if the work can be
linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline

functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
Library will still fall under Section 6.)

 Otherwise,
 if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

@item
As an exception to the Sections above, you may also combine or
link a ``work that uses the Library'' with the Library to produce a
work containing portions of the Library, and distribute that work
under terms of your choice, provided that the terms permit
modification of the work for the customer's own use and reverse
engineering for debugging such modifications.

 You must give prominent notice with each copy of the work that the
Library is used in it and that the Library and its use are covered by
this License. You must supply a copy of this License. If the work
during execution displays copyright notices, you must include the
copyright notice for the Library among them, as well as a reference
directing the user to the copy of
 this License. Also, you must do one
of these things:

@enumerate a
@item
Accompany the work with the complete corresponding
machine-readable source code for the Library including whatever
changes were used in the work (which must be distributed under
Sections 1 and 2 above); and, if the work is an executable linked
with the Library, with the complete machine-readable ``work that
uses the Library'', as object code and/or source code, so that the
user can modify the Library and then relink to produce a modified
executable containing the modified Library. (It is understood
that the user who changes the contents of definitions files in the
Library will not necessarily be able to recompile the application
to use the modified definitions.)

@item
Use a suitable shared library mechanism for linking with the Library. A
suitable mechanism is one that (1) uses at run time a copy of the
library already present on the user's computer system, rather than
copying library functions into the executable,

and (2) will operate
properly with a modified version of the library, if the user installs
one, as long as the modified version is interface-compatible with the
version that the work was made with.

@item
Accompany the work with a written offer, valid for at
least three years, to give the same user the materials
specified in Subsection 6a, above, for a charge no more
than the cost of performing this distribution.

@item
If distribution of the work is made by offering access to copy
from a designated place, offer equivalent access to copy the above
specified materials from the same place.

@item
Verify that the user has already received a copy of these
materials or that you have already sent this user a copy.
@end enumerate

For an executable, the required form of the ``work that uses the
Library" must include any data and utility programs needed for
reproducing the executable from it. However, as a special exception,
the materials to be distributed need not include anything that
is
normally distributed (in either source or binary form) with the major
components (compiler, kernel, and so on) of the operating system on
which the executable runs, unless that component itself accompanies the
executable.

It may happen that this requirement contradicts the license
restrictions of other proprietary libraries that do not normally
accompany the operating system. Such a contradiction means you cannot
use both them and the Library together in an executable that you
distribute.

@item
You may place library facilities that are a work based on the
Library side-by-side in a single library together with other library
facilities not covered by this License, and distribute such a combined
library, provided that the separate distribution of the work based on
the Library and of the other library facilities is otherwise
permitted, and provided that you do these two things:

@enumerate a
@item
Accompany the combined library with a copy of the same work

based on the Library,
uncombined with any other library
facilities. This must be distributed under the terms of the
Sections above.

@item
Give prominent notice with the combined library of the fact
that part of it is a work based on the Library, and explaining
where to find the accompanying uncombined form of the same work.
@end enumerate

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@end enumerate

@subheading END OF TERMS AND CONDITIONS

@page
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@end
smallexample

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@var{signature of Ty Coon}, 1 April 1990
Ty Coon, President of Vice
@end smallexample

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If the modified program normally reads commands interactively
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interactive use in the most ordinary way, to print or display an
announcement including an appropriate copyright notice and a
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does not normally print such an announcement, your work based on
the Program is not required to print an announcement.)
@end enumerate

These requirements apply to the modified work as
 a whole. If
identifiable sections of that work are not derived from the Program,
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themselves, then this License, and its terms, do not apply to those
sections when you distribute them as separate works. But when you
distribute the same sections as part of a whole which is a work based
on the Program, the distribution of the whole must be on the terms of
this License, whose permissions for other licensees extend to the
entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest
your rights to work written entirely by you; rather, the intent is to
exercise the right to control the distribution of derivative or
collective works based on the Program.

In addition, mere aggregation of another work not based on the Program
with the Program (or with a work based on the Program) on a volume of
a storage or distribution medium does not bring
 the other work under
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@item
You may copy and distribute the Program (or a work based on it,
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Sections 1 and 2 above provided that you also do one of the following:

@enumerate a
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Accompany it with the complete corresponding machine-readable
source code, which must be distributed under the terms of Sections
1 and 2 above on a medium customarily used for software interchange; or,

@item
Accompany it with a written offer, valid for at least three
years, to give any third party, for a charge no more than your
cost of physically performing source distribution, a complete
machine-readable copy of the corresponding source code, to be
distributed under the terms of Sections 1 and 2 above on a medium
customarily used for software interchange; or,

@item
Accompany it with the information you received as to the offer
to distribute corresponding source code. (This alternative is
allowed only for noncommercial
 distribution and only if you
received the program in object code or executable form with such
an offer, in accord with Subsection b above.)
@end enumerate

The source code for a work means the preferred form of the work for
making modifications to it. For an executable work, complete source
code means all the source code for all modules it contains, plus any
associated interface definition files, plus the scripts used to
control compilation and installation of the executable. However, as a
special exception, the source code distributed need not include
anything that is normally distributed (in either source or binary
form) with the major components (compiler, kernel, and so on) of the
operating system on which the executable runs, unless that component
itself accompanies the executable.

If distribution of executable or object code is made by offering
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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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However, linking a "work that uses the Library" with the Library
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library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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1.22 libssh 0.10.6-0+deb12u1

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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1.24 net-snmp 5.9.3+dfsg-2

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1.28 nginx 1.22.1-9

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/** @mainpage

<h1> TinyXML </h1>

TinyXML is a simple, small, C++ XML parser that can be easily
integrated into other programs.

<h2> What it does. </h2>

In brief, TinyXML parses an XML document, and builds from that a
Document Object Model (DOM) that can be read, modified, and saved.

XML stands for "eXtensible Markup Language." It allows you to create

your own document markups. Where HTML does a very good job of marking
documents for browsers, XML allows you to define any kind of document
markup, for example a document that describes a "to do" list for an
organizer application. XML is a very structured and convenient format.
All those random file formats created to store application data can
all be replaced with XML. One parser for everything.

The best place for the complete, correct, and quite frankly hard to
read spec is at
http://www.w3.org/TR/2004/REC-xml-20040204/.
An intro to XML
(that I really like) can be found at
http://skew.org/xml/tutorial.

There are different ways to access and interact with XML data.
TinyXML uses a Document Object Model (DOM), meaning the XML data is parsed
into a C++ objects that can be browsed and manipulated, and then
written to disk or another output stream. You can also construct an XML document
from scratch with C++ objects and write this to disk or another output
stream.

TinyXML is designed to be easy and fast to learn. It is two headers
and four cpp files. Simply add these to your project and off you go.
There is an example file - xmltest.cpp - to get you started.

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TinyXML attempts to be a flexible parser, but with truly correct and
compliant XML output. TinyXML should compile on
any reasonably C++
compliant system. It does not rely on exceptions or RTTI. It can be
compiled with or without STL support. TinyXML fully supports
the UTF-8 encoding, and the first 64k character entities.

<h2> What it doesn't do. </h2>

TinyXML doesn't parse or use DTDs (Document Type Definitions) or XSLs
(eXtensible Stylesheet Language.) There are other parsers out there
(check out www.sourceforge.org, search for XML) that are much more fully
featured. But they are also much bigger, take longer to set up in
your project, have a higher learning curve, and often have a more
restrictive license. If you are working with browsers or have more
complete XML needs, TinyXML is not the parser for you.

The following DTD syntax will not parse at this time in TinyXML:

@verbatim
 <!DOCTYPE Archiv [
  <!ELEMENT Comment (#PCDATA)>
 ]>
@endverbatim

because TinyXML sees this as a !DOCTYPE node with an illegally
embedded !ELEMENT node. This may be addressed in the future.

<h2> Tutorials. </h2>

For
 the impatient, here is a tutorial to get you going. A great way to get started,
but it is worth your time to read this (very short) manual completely.

- @subpage tutorial0

<h2> Code Status. </h2>

TinyXML is mature, tested code. It is very stable. If you find
bugs, please file a bug report on the sourceforge web site
(www.sourceforge.net/projects/tinyxml). We'll get them straightened
out as soon as possible.

There are some areas of improvement; please check sourceforge if you are
interested in working on TinyXML.

<h2> Related Projects </h2>

TinyXML projects you may find useful! (Descriptions provided by the projects.)

 TinyXPath (http://tinyxpath.sourceforge.net). TinyXPath is a small footprint
   XPath syntax decoder, written in C++.
 TinyXML++ (http://code.google.com/p/ticpp/). TinyXML++ is a completely new
   interface to TinyXML that uses MANY of the C++ strengths. Templates,
  exceptions, and much better error handling.

<h2>
 Features </h2>

<h3> Using STL </h3>

TinyXML can be compiled to use or not use STL. When using STL, TinyXML
uses the std::string class, and fully supports std::istream, std::ostream,
operator<<, and operator>>. Many API methods have both 'const char*' and

'const std::string&' forms.

When STL support is compiled out, no STL files are included whatsoever. All
the string classes are implemented by TinyXML itself. API methods
all use the 'const char*' form for input.

Use the compile time #define:

 TIXML_USE_STL

to compile one version or the other. This can be passed by the compiler,
or set as the first line of "tinyxml.h".

Note: If compiling the test code in Linux, setting the environment
variable TINYXML_USE_STL=YES/NO will control STL compilation. In the
Windows project file, STL and non STL targets are provided. In your project,
It's probably easiest to add the line "#define TIXML_USE_STL" as the first
line of tinyxml.h.

<h3> UTF-8 </h3>

TinyXML supports UTF-8 allowing
 to manipulate XML files in any language. TinyXML
also supports "legacy mode" - the encoding used before UTF-8 support and
probably best described as "extended ascii".

Normally, TinyXML will try to detect the correct encoding and use it. However,
by setting the value of TIXML_DEFAULT_ENCODING in the header file, TinyXML
can be forced to always use one encoding.

TinyXML will assume Legacy Mode until one of the following occurs:

  If the non-standard but common "UTF-8 lead bytes" (0xef 0xbb 0xbf)
   begin the file or data stream, TinyXML will read it as UTF-8.
  If the declaration tag is read, and it has an encoding="UTF-8", then
   TinyXML will read it as UTF-8.
  If the declaration tag is read, and it has no encoding specified, then TinyXML will
   read it as UTF-8.
  If the declaration tag is read, and it has an encoding="something else", then TinyXML
   will read it as Legacy Mode. In legacy mode, TinyXML will work as it did before. It's

 not clear what that mode does exactly, but old content should keep working.
  Until one of the above criteria is met, TinyXML runs in Legacy Mode.

What happens if the encoding is incorrectly set or detected? TinyXML will try
to read and pass through text seen as improperly encoded. You may get some strange results or
mangled characters. You may want to force TinyXML to the correct mode.

You may force TinyXML to Legacy Mode by using LoadFile(TIXML_ENCODING_LEGACY) or LoadFile(filename, TIXML_ENCODING_LEGACY). You may force it to use legacy mode all the time by setting TIXML_DEFAULT_ENCODING = TIXML_ENCODING_LEGACY. Likewise, you may force it to TIXML_ENCODING_UTF8 with the same technique.

For English users, using English XML, UTF-8 is the same as low-ASCII. You don't need to be aware of UTF-8 or change your code in any way. You can think of UTF-8 as a "superset" of ASCII.

UTF-8 is not a double byte format - but it is a standard encoding of Unicode! TinyXML
does not use or directly support wchar, TCHAR, or Microsoft's _UNICODE at this time. It is common to see the term "Unicode" improperly refer to UTF-16, a wide byte encoding of unicode. This is a source of confusion.

For "high-ascii" languages - everything not English, pretty much - TinyXML can handle all languages, at the same time, as long as the XML is encoded in UTF-8. That can be a little tricky, older programs and operating systems tend to use the "default" or "traditional" code page. Many apps (and almost all modern ones) can output UTF-8, but older or stubborn (or just broken) ones still output text in the default code page.

For example, Japanese systems traditionally use SHIFT-JIS encoding. Text encoded as SHIFT-JIS can not be read by TinyXML. A good text editor can import SHIFT-JIS and then save as UTF-8.

The Skew.org link does a great job covering the encoding issue.

The test file "utf8test.xml" is an XML containing English, Spanish, Russian, and Simplified Chinese. (Hopefully they are translated correctly). The file "utf8test.gif" is a screen capture of the XML file, rendered in IE. Note that if you don't have the correct fonts (Simplified Chinese or Russian) on your system, you won't see output that matches the GIF file even if you can parse it correctly. Also note that (at least on my Windows machine) console output is in a Western code page, so that Print() or printf() cannot correctly display the file. This is not a bug in TinyXML - just an OS issue. No data is lost or destroyed by TinyXML. The console just doesn't render UTF-8.

<h3> Entities </h3>
TinyXML recognizes the pre-defined "character entities", meaning special characters. Namely:

@verbatim
& &

< <
> >
" "
' '
@endverbatim

These are recognized when the XML document is read, and translated to there
UTF-8 equivalents. For instance, text with the XML of:

@verbatim
Far & Away
@endverbatim

will have the Value()
of "Far & Away" when queried from the TiXmlText object,
and will be written back to the XML stream/file as an ampersand. Older versions
of TinyXML "preserved" character entities, but the newer versions will translate
them into characters.

Additionally, any character can be specified by its Unicode code point:
The syntax " " or " " are both to the non-breaking space characher.

<h3> Printing </h3>
TinyXML can print output in several different ways that all have strengths and limitations.

- Print(FILE*). Output to a std-C stream, which includes all C files as well as stdout.
 - "Pretty prints", but you don't have control over printing options.
 - The output is streamed directly to the FILE object, so there is no memory overhead
   in the TinyXML code.
 - used by Print() and SaveFile()

- operator<<. Output to a c++ stream.
 - Integrates with standart C++ iostreams.
 - Outputs in "network printing" mode without line breaks. Good for network transmission
   and moving XML
 between C++ objects, but hard for a human to read.

- TiXmlPrinter. Output to a std::string or memory buffer.
 - API is less concise
 - Future printing options will be put here.
 - Printing may change slightly in future versions as it is refined and expanded.

<h3> Streams </h3>
With TIXML_USE_STL on TinyXML supports C++ streams (operator <<,>>) streams as well
as C (FILE*) streams. There are some differences that you may need to be aware of.

C style output:
 - based on FILE*

- the Print() and SaveFile() methods

Generates formatted output, with plenty of white space, intended to be as
human-readable as possible. They are very fast, and tolerant of ill formed
XML documents. For example, an XML document that contains 2 root elements
and 2 declarations, will still print.

C style input:
- based on FILE*
- the Parse() and LoadFile() methods

A fast, tolerant read. Use whenever you don't need the C++ streams.

C++ style output:
- based on std::ostream
- operator<<

Generates
condensed output, intended for network transmission rather than
readability. Depending on your system's implementation of the ostream class,
these may be somewhat slower. (Or may not.) Not tolerant of ill formed XML:
a document should contain the correct one root element. Additional root level
elements will not be streamed out.

C++ style input:
- based on std::istream
- operator>>

Reads XML from a stream, making it useful for network transmission. The tricky
part is knowing when the XML document is complete, since there will almost
certainly be other data in the stream. TinyXML will assume the XML data is
complete after it reads the root element. Put another way, documents that
are ill-constructed with more than one root element will not read correctly.
Also note that operator>> is somewhat slower than Parse, due to both
implementation of the STL and limitations of TinyXML.

<h3> White space </h3>
The world simply does not agree on whether white space should be kept,
or condensed.
For example, pretend the '_' is a space, and look at "Hello____world". HTML, and
at least some XML parsers, will interpret this as "Hello_world". They condense white
space. Some XML parsers do not, and will leave it as "Hello____world". (Remember
to keep pretending the _ is a space.) Others suggest that __Hello___world__ should become
Hello___world.

It's an issue that hasn't been resolved to my satisfaction. TinyXML supports the
first 2 approaches. Call TiXmlBase::SetCondenseWhiteSpace(bool) to set the desired behavior.
The default is to condense white space.

If you change the default, you should call TiXmlBase::SetCondenseWhiteSpace(bool)
before making any calls to Parse XML data, and I don't recommend changing it after
it has been set.

<h3> Handles </h3>

Where browsing an XML document in a robust way, it is important to check
for null returns from method calls. An error safe implementation can
generate a lot of code like:

@verbatim
TiXmlElement* root = document.FirstChildElement(
 "Document");
if (root)
{
 TiXmlElement* element = root->FirstChildElement("Element");
 if (element)
 {
  TiXmlElement* child = element->FirstChildElement("Child");
  if (child)
  {
   TiXmlElement* child2 = child->NextSiblingElement("Child");
   if (child2)
   {
    // Finally do something useful.
@endverbatim

Handles have been introduced to clean this up. Using the TiXmlHandle class,
the previous code reduces to:

@verbatim
TiXmlHandle docHandle(&document);
TiXmlElement* child2 = docHandle.FirstChild("Document").FirstChild("Element").Child("Child", 1
).ToElement();
if (child2)
{
 // do something useful
@endverbatim

Which is much easier to deal with. See TiXmlHandle for more information.

<h3> Row and Column tracking </h3>
Being able to track nodes and attributes back to their origin location
in source files can be very important for some applications. Additionally,
knowing where parsing errors occured in the original source can be very

time
saving.

TinyXML can tracks the row and column origin of all nodes and attributes
in a text file. The TiXmlBase::Row() and TiXmlBase::Column() methods return
the origin of the node in the source text. The correct tabs can be
configured in TiXmlDocument::SetTabSize().

<h2> Using and Installing </h2>

To Compile and Run xmltest:

A Linux Makefile and a Windows Visual C++ .dsw file is provided.
Simply compile and run. It will write the file demotest.xml to your
disk and generate output on the screen. It also tests walking the
DOM by printing out the number of nodes found using different
techniques.

The Linux makefile is very generic and runs on many systems - it
is currently tested on mingw and
MacOSX. You do not need to run 'make depend'. The dependecies have been
hard coded.

<h3>Windows project file for VC6</h3>

tinyxml: tinyxml library, non-STL
tinyxmlSTL: tinyxml library, STL
tinyXmlTest: test app, non-STL
tinyXmlTestSTL: test app,
STL

<h3>Makefile</h3>
At the top of the makefile you can set:

PROFILE, DEBUG, and TINYXML_USE_STL. Details (such that they are) are in
the makefile.

In the tinyxml directory, type "make clean" then "make". The executable
file 'xmltest' will be created.

<h3>To Use in an Application:</h3>

Add tinyxml.cpp, tinyxml.h, tinyxmlerror.cpp, tinyxmlparser.cpp, tinystr.cpp, and tinystr.h to your
project or make file. That's it! It should compile on any reasonably

compliant C++ system. You do not need to enable exceptions or
RTTI for TinyXML.

<h2> How TinyXML works. </h2>

An example is probably the best way to go. Take:
@verbatim
 <?xml version="1.0" standalone=no>
 <!-- Our to do list data -->
 <ToDo>
  <Item priority="1"> Go to the <bold>Toy store!</bold></Item>
  <Item priority="2"> Do bills</Item>
 </ToDo>
@endverbatim

Its not much of a To Do list, but it will do. To read this file
(say "demo.xml") you would create a document, and parse it in:
@verbatim
 TiXmlDocument
 doc("demo.xml");
 doc.LoadFile();
@endverbatim

And its ready to go. Now lets look at some lines and how they
relate to the DOM.

@verbatim
<?xml version="1.0" standalone=no>
@endverbatim

 The first line is a declaration, and gets turned into the
 TiXmlDeclaration class. It will be the first child of the
 document node.

 This is the only directive/special tag parsed by TinyXML.
 Generally directive tags are stored in TiXmlUnknown so the
 commands wont be lost when it is saved back to disk.

@verbatim
<!-- Our to do list data -->
@endverbatim

 A comment. Will become a TiXmlComment object.

@verbatim
<ToDo>
@endverbatim

The "ToDo" tag defines a TiXmlElement object. This one does not have
any attributes, but does contain 2 other elements.

@verbatim
<Item priority="1">
@endverbatim

Creates another TiXmlElement which is a child of the "ToDo" element.
This element has 1 attribute, with the name "priority" and the value
"1".

@verbatim
Go to the
@endverbatim

A TiXmlText.
This is a leaf node and cannot contain other nodes.
It is a child of the "Item" TiXmlElement.

@verbatim
<bold>
@endverbatim

Another TiXmlElement, this one a child of the "Item" element.

Etc.

Looking at the entire object tree, you end up with:
@verbatim
TiXmlDocument "demo.xml"
 TiXmlDeclaration "version='1.0'" "standalone=no"
 TiXmlComment " Our to do list data"
 TiXmlElement "ToDo"
  TiXmlElement "Item" Attribtutes: priority = 1
   TiXmlText "Go to the "
   TiXmlElement "bold"
    TiXmlText "Toy store!"
  TiXmlElement "Item" Attributes: priority=2
   TiXmlText "Do bills"
@endverbatim

<h2> Documentation </h2>

The documentation is build with Doxygen, using the 'dox'
configuration file.

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<h2> References </h2>

The World Wide Web Consortium is the definitive standard body for
XML, and their web pages contain huge amounts of information.

The definitive spec:
http://www.w3.org/TR/2004/REC-xml-20040204/

I also recommend "XML Pocket Reference" by Robert Eckstein and published by
OReilly...the book that got
 the whole thing started.

<h2> Contributors, Contacts, and a Brief History </h2>

Thanks very much to everyone who sends suggestions, bugs, ideas, and
encouragement. It all helps, and makes this project fun. A special thanks
to the contributors on the web pages that keep it lively.

So many people have sent in bugs and ideas, that rather than list here
we try to give credit due in the "changes.txt" file.

TinyXML was originally written by Lee Thomason. (Often the "I" still
in the documentation.) Lee reviews changes and releases new versions,
with the help of Yves Berquin, Andrew Ellerton, and the tinyXml community.

We appreciate your suggestions, and would love to know if you
use TinyXML. Hopefully you will enjoy it and find it useful.
Please post questions, comments, file bugs, or contact us at:

www.sourceforge.net/projects/tinyxml

Lee Thomason, Yves Berquin, Andrew Ellerton
*/

Found in path(s):
* /opt/cola/permits/2230995223_1730095972.8278475/0/tinyxml-2-6-2-tar-gz/tinyxml/readme.txt
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in path(s):
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* /opt/cola/permits/2230995223_1730095972.8278475/0/tinyxml-2-6-2-tar-gz/tinyxml/tinystr.cpp
*
/opt/cola/permits/2230995223_1730095972.8278475/0/tinyxml-2-6-2-tar-gz/tinyxml/tinystr.h

1.30 zlib 1:1.2.13.dfsg-1

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This is an attempt to acknowledge early contributions to the garbage
collector. Later contributions should instead be mentioned in
README.changes.

HISTORY -

Early versions of this collector were developed as a part of research
projects supported in part by the National Science Foundation
and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for
the Russell programming language implementation. The first version of the
garbage collector was written primarily by Al Demers. It was then refined
and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U.,
the University of Washington, Rice University (where it was first used for
C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant
contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in
README.changes. My apologies for any omissions.

The SPARC specific code was
originally contributed by Mark Weiser.
The Encore Multimax modifications were supplied by
Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely
due to Vernon Lee, on machines made available to Rice by IBM.
Much of the HP specific code and a number of good suggestions for improving the
generic code are due to Walter Underwood.
Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.
Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk)
subsequently provided updates and information on variation between ULTRIX
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Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and
Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port.

Thomas Funke (thf@zelator.in-berlin.de(?)) and
Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.
Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.
Bill Janssen (janssen@parc.xerox.com) supplied
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specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and
Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and
Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.
Alistair G. Crooks(agc@uts.amdahl.com) supplied the NetBSD and 386BSD ports.
Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.
Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to
a Motorola 88K processor running CX/UX (Harris NightHawk).
Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to
nonIBM development environments (a nontrivial task).
Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.
David Chase, then at Olivetti Research, suggested several improvements.
Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the
code to save and print call stacks for leak detection on a SPARC.
Jesse Hull and John Ellis supplied the C++ interface code.
Zhong Shao performed much of the
experimentation that led to the
current typed allocation facility. (His dynamic type inference code hasn't
made it into the released version of the collector, yet.)
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"http://www.boost.org/tools/boostbook/dtd/boostbook.dtd">
<article id="copyright_test" last-revision="DEBUG MODE Date: 2000/12/20 12:00:00 $"
xmlns:xi="http://www.w3.org/2001/XInclude">
 <title>Copyright Test</title>
 <articleinfo>
  <copyright>
   <year>1963</year> <year>1964</year> <year>1965</year> <holder>Jane Doe</holder>
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==

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HOW TO GENERATE THE COPYRIGHT FILE

The debian/copyright file for Boost is very complicated, because the
library has accumulated a huge number of files and contributors over
the years. It would be intractable to fill it by hand, and FTP masters
do not like the previous choice to just generically indicate the Boost
Software License and see each individual file for the differences.

Fortunately Boost itself already contains a small program, called bcp,
that searches for common regular expressions in each file to find the
file's license and copyright holders. The program has some
deficiencies, but is overall a good foundation to automatically
generate a debian/copyright file.

A patched fork of the bcp program is maintained by Giovanni Mascellani
in the repository [1].

[1] https://salsa.debian.org/gio/boost-copyright

It can be compiled with qmake and make. Then you change dir to where
you have unpacked the Boost tarball and run something like:

```
  find
 -type f | grep -v ^./debian/ | grep -v ^./.pc/ | bcp --report-debian --read-from-stdin debian/copyright
```

This will erase and regenerate the debian/copyright file. The
boost-copyright repository already contains a skeleton of the
copyright file (called manual_copyright), which is automatically
included at the beginning of the generated file.

Since bcp cannot identify the copyright status for each single file,
because some of them do not actually contain such information, the
manual_copyright file contains some blanket stanzas for the main Boost
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is (reasonably) assigned to the people responsible for that
subdirectory. The subdirectories loosely correspond to the individual
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few and very simple files that are neither recognized by the program,
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The script generator.py, in the boost-copyright
 repository, can be
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////

[#mpl]
MPL Support, <boost/mp11/mpl.hpp>
:toc:
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:idprefix:

The header `<boost/mp11/mpl.hpp>`, when included, defines the
necessary support infrastructure for `mp_list` and `std::tuple`
to be valid link:../../../../libs/mpl[MPL] sequences.

NOTE: `mpl.hpp` is not included by `<boost/mp11.hpp>`.
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libs/metaparse/test/unless_error.cpp
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libs/metaparse/tools/benchmark/benchmark.py
libs/metaparse/tools/benchmark/char_stat.py
libs/metaparse/tools/benchmark/generate.py
libs/metaparse/tools/benchmark/src/length128.cpp
libs/metaparse/tools/benchmark/src/max_length.cpp
libs/metaparse/tools/benchmark/src/number.cpp
libs/metaparse/tools/build_environment.py
libs/metaparse/tools/generate_all.py
libs/metaparse/tools/string_headers.py
libs/wave/test/testwave/testfiles/t_7_002.cpp
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libs/wave/test/testwave/testfiles/t_7_004.cpp
libs/wave/test/testwave/testfiles/t_7_005.cpp
libs/wave/test/testwave/testfiles/t_7_006.cpp
libs/wave/test/testwave/testfiles/t_7_006.hpp
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Files:

libs/metaparse/tools/benchmark/include/benchmark_util.hpp
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Files:
libs/range/include/boost/range/mfc_map.hpp
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Files:
libs/core/doc/ignore_unused.qbk
libs/core/include/boost/core/ignore_unused.hpp
libs/core/test/ignore_unused_test.cpp
libs/geometry/doc/index/imports.qbk
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libs/mpi/example/in_place_global_min.cpp
libs/mpi/include/boost/mpi/cartesian_communicator.hpp
libs/mpi/include/boost/mpi/detail/antiques.hpp
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libs/mpi/include/boost/mpi/inplace.hpp
libs/mpi/src/cartesian_communicator.cpp
libs/mpi/src/offsets.cpp
libs/mpi/test/cartesian_topology_init_test.cpp
libs/mpi/test/cartesian_topology_test.cpp
libs/mpi/test/debugger.cpp
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libs/mpl/doc/src/docutils/tools/rst2htmlrefdoc.py
libs/mpl/doc/src/docutils/writers/html4_refdoc/__init__.py
libs/mpl/doc/src/docutils/writers/html4_refdoc/frames.css
libs/mpl/doc/src/refmanual/refmanual.py

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libs/log/include/boost/log/sinks/text_ipc_message_queue_backend.hpp
libs/log/include/boost/log/utility/ipc/reliable_message_queue.hpp
libs/log/include/boost/log/utility/permissions.hpp
libs/log/src/posix/ipc_reliable_message_queue.cpp
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libs/winapi/include/boost/winapi/apc.hpp
libs/winapi/include/boost/winapi/basic_types.hpp
libs/winapi/include/boost/winapi/condition_variable.hpp
libs/winapi/include/boost/winapi/critical_section.hpp
libs/winapi/include/boost/winapi/directory_management.hpp
libs/winapi/include/boost/winapi/event.hpp
libs/winapi/include/boost/winapi/get_current_process.hpp
libs/winapi/include/boost/winapi/get_current_thread.hpp
libs/winapi/include/boost/winapi/get_current_thread_id.hpp
libs/winapi/include/boost/winapi/get_last_error.hpp
libs/winapi/include/boost/winapi/get_thread_times.hpp
libs/winapi/include/boost/winapi/handles.hpp
libs/winapi/include/boost/winapi/heap_memory.hpp
libs/winapi/include/boost/winapi/init_once.hpp
libs/winapi/include/boost/winapi/local_memory.hpp
libs/winapi/include/boost/winapi/memory.hpp
libs/winapi/include/boost/winapi/mutex.hpp

libs/winapi/include/boost/winapi/security.hpp
libs/winapi/include/boost/winapi/semaphore.hpp
libs/winapi/include/boost/winapi/srw_lock.hpp
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libs/polygon/doc/voronoi_advanced_tutorial.htm
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libs/polygon/doc/voronoi_builder.htm
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libs/polygon/example/Jamfile.v2
libs/polygon/example/voronoi_advanced_tutorial.cpp
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libs/polygon/example/voronoi_visual_utils.hpp
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libs/polygon/include/boost/polygon/detail/voronoi_ctypes.hpp
libs/polygon/include/boost/polygon/detail/voronoi_predicates.hpp
libs/polygon/include/boost/polygon/detail/voronoi_robust_fpt.hpp
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libs/polygon/test/polygon_90_data_test.cpp
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libs/polygon/include/boost/polygon/point_data.hpp
libs/polygon/include/boost/polygon/point_traits.hpp
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libs/optional/include/boost/optional/detail/optional_reference_spec.hpp
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libs/optional/test/optional_test_convert_from_T.cpp
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libs/optional/test/optional_test_fail_explicit_convert_in_value_or.cpp

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libs/optional/test/optional_test_noexcept_move.cpp
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libs/optional/test/optional_test_ref_convert_assign_const_int_prevented.cpp
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libs/optional/test/optional_test_ref_convert_assign_non_int.cpp
libs/optional/test/optional_test_ref_converting_ctor.cpp
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libs/optional/test/optional_test_ref_fail_assign_from_Urefref.cpp
libs/optional/test/optional_test_ref_fail_init_from_Trefref.cpp
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libs/optional/test/optional_xconfig_NO_PROPER_ASSIGN_FROM_CONST_INT_fail.cpp
libs/optional/test/optional_xconfig_NO_PROPER_ASSIGN_FROM_CONST_INT_pass.cpp
libs/optional/test/optional_xconfig_NO_PROPER_CONVERT_FROM_CONST_INT_fail.cpp
libs/optional/test/optional_xconfig_NO_PROPER_CONVERT_FROM_CONST_INT_pass.cpp
libs/optional/test/testable_classes.hpp
libs/test/doc/examples/custom_init.run-fail.cpp
libs/test/doc/examples/custom_main.run-fail.cpp
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libs/test/doc/examples/decorator_00.run.cpp
libs/test/doc/examples/decorator_01.run.cpp
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libs/test/doc/examples/decorator_03.run.cpp
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libs/test/doc/examples/decorator_05.run-fail.cpp

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libs/test/doc/examples/decorator_07.run-fail.cpp
libs/test/doc/examples/decorator_08.run-fail.cpp
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libs/optional/doc/23_ref_optional_io.qbk
libs/optional/doc/24_ref_optional_fwd.qbk
libs/optional/doc/29_ref_optional_convenience.qbk
libs/optional/doc/html/index.html
libs/optional/include/boost/none.hpp
libs/optional/include/boost/none_t.hpp
libs/optional/include/boost/optional/detail/old_optional_implementation.hpp
libs/optional/include/boost/optional/detail/optional_aligned_storage.hpp
libs/optional/include/boost/optional/detail/optional_config.hpp
libs/optional/include/boost/optional/detail/optional_factory_support.hpp
libs/optional/include/boost/optional/detail/optional_relops.hpp
libs/optional/include/boost/optional/detail/optional_swap.hpp
libs/optional/include/boost/optional/optional.hpp
libs/optional/include/boost/optional/optional_fwd.hpp
libs/optional/test/Jamfile.v2
libs/optional/test/optional_test_common.cpp
libs/optional/test/optional_test_inplace_factory.cpp
libs/optional/test/optional_test_inplace_fail.cpp
libs/optional/test/optional_test_inplace_fail2.cpp
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libs/uuid/doc/index.html
libs/uuid/include/boost/uuid/detail/sha1.hpp
libs/uuid/include/boost/uuid/detail/uuid_generic.ipp
libs/uuid/include/boost/uuid/nil_generator.hpp
libs/uuid/include/boost/uuid/string_generator.hpp
libs/uuid/include/boost/uuid/uuid.hpp
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libs/uuid/test/test_generators.cpp
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libs/uuid/test/test_name_generator.cpp
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libs/uuid/include/boost/uuid/basic_name_generator.hpp
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libs/phoenix/test/container/container_tests3a.cpp
libs/phoenix/test/container/container_tests3b.cpp
libs/phoenix/test/container/container_tests4a.cpp
libs/phoenix/test/container/container_tests4b.cpp
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libs/phoenix/test/container/container_tests5b.cpp
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libs/phoenix/test/container/container_tests11a.cpp
libs/phoenix/test/container/container_tests11b.cpp
libs/phoenix/test/container/container_tests12a.cpp
libs/phoenix/test/container/container_tests12b.cpp
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libs/fiber/test/test_async_post.cpp
libs/fiber/test/test_future_dispatch.cpp
libs/fiber/test/test_future_mt_dispatch.cpp
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libs/fiber/test/test_promise_post.cpp
libs/fiber/test/test_shared_future_dispatch.cpp
libs/fiber/test/test_shared_future_post.cpp
libs/thread/doc/once.qbk
libs/thread/doc/shared_mutex_ref.qbk
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libs/thread/doc/tss.qbk
libs/thread/include/boost/thread/condition.hpp
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libs/thread/include/boost/thread/thread_time.hpp
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libs/thread/include/boost/thread/win32/recursive_mutex.hpp

libs/thread/include/boost/thread/win32/thread_heap_alloc.hpp
libs/thread/src/pthread/once.cpp
libs/thread/test/condition_test_common.hpp
libs/thread/test/no_implicit_assign_from_lvalue_thread.cpp
libs/thread/test/no_implicit_move_from_lvalue_thread.cpp
libs/thread/test/remove_error_code_unused_warning.hpp
libs/thread/test/shared_mutex_locking_thread.hpp
libs/thread/test/test_condition_notify_all.cpp
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libs/thread/doc/futures.qbk
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libs/thread/doc/mutex_concepts.qbk
libs/thread/doc/mutexes.qbk
libs/thread/doc/overview.qbk
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libs/thread/doc/thread.qbk
libs/thread/doc/thread_ref.qbk
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libs/thread/example/std_thread_guard.cpp
libs/thread/example/thread_guard.cpp

libs/thread/include/boost/thread/detail/move.hpp
libs/thread/include/boost/thread/detail/platform_time.hpp
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libs/thread/include/boost/thread/detail/thread_interruption.hpp
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libs/variant/test/auto_visitors.cpp
libs/variant/test/hash_variant_test.cpp
libs/variant/test/issue42.cpp
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Files:
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libs/math/example/bessel_zeros_interator_example.cpp
libs/math/example/cstdfloat_example.cpp
libs/math/example/fft_sines_table.cpp

libs/math/example/float128_example.cpp
libs/math/example/neumann_zeros_example_1.cpp
libs/math/example/test_cpp_float_close_fraction.cpp
libs/math/include/boost/cstdfloat.hpp
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libs/math/include/boost/math/cstdfloat/cstdfloat_iostream.hpp
libs/math/include/boost/math/cstdfloat/cstdfloat_limits.hpp
libs/math/include/boost/math/cstdfloat/cstdfloat_types.hpp
libs/math/test/test_bessel_airy_zeros.cpp
libs/math/test/test_cstdfloat.cpp
libs/math/tools/doc/cstdfloat.qbk
libs/test/test/writing-test-ts/fp-multiprecision-comparison-test.cpp
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Files:
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libs/asio/doc/doxy2qbk.pl
libs/asio/doc/examples.qbk
libs/asio/doc/history.qbk
libs/asio/doc/index.xml
libs/asio/doc/Jamfile.v2
libs/asio/doc/net_ts.qbk
libs/asio/doc/noncopyable_dox.txt
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libs/asio/doc/overview/bsd_sockets.qbk
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libs/asio/test/ip/basic_resolver_entry.cpp
libs/asio/test/ip/basic_resolver_iterator.cpp
libs/asio/test/ip/basic_resolver_query.cpp
libs/asio/test/ip/host_name.cpp

libs/asio/test/ip/icmp.cpp
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libs/asio/test/ip/resolver_query_base.cpp
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libs/fusion/test/algorithm/fold.hpp

libs/fusion/test/algorithm/iter_fold.cpp
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libs/fusion/test/algorithm/reverse_iter_fold.cpp
libs/fusion/test/sequence/adapt_assoc_adt.cpp
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libs/fusion/test/sequence/adapt_assoc_struct_named.cpp
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libs/fusion/test/sequence/adapt_assoc_tpl_struct.cpp
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libs/lambda/include/boost/lambda/algorithm.hpp
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libs/lambda/include/boost/lambda/core.hpp
libs/lambda/include/boost/lambda/detail/control_constructs_common.hpp
libs/lambda/include/boost/lambda/detail/member_ptr.hpp
libs/lambda/include/boost/lambda/exceptions.hpp

libs/lambda/include/boost/lambda/numeric.hpp
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libs/lambda/test/algorithm_test.cpp
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libs/lambda/test/bind_tests_simple_f_refs.cpp
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libs/test/include/boost/test/impl/plain_report_formatter.ipp
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libs/test/include/boost/test/utils/algorithm.hpp
libs/test/include/boost/test/utils/assign_op.hpp
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libs/test/include/boost/test/utils/is_cstring.hpp
libs/test/include/boost/test/utils/is_forward_iterable.hpp
libs/test/include/boost/test/utils/iterator/input_iterator_facade.hpp
libs/test/include/boost/test/utils/iterator/token_iterator.hpp
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libs/test/include/boost/test/utils/runtime/argument.hpp
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libs/test/include/boost/test/utils/runtime/cla/argv_traverser.hpp
libs/test/include/boost/test/utils/runtime/cla/parser.hpp
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libs/test/include/boost/test/utils/wrap_stringstream.hpp
libs/test/include/boost/test/utils/xml_printer.hpp
libs/test/index.html
libs/test/src/compiler_log_formatter.cpp
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libs/test/test/execution_monitor-ts/custom-exception-test.cpp
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libs/test/test/writing-test-ts/tools-debuggable-test.cpp
libs/test/test/writing-test-ts/tools-under-debugger-test.cpp
libs/test/tools/console_test_runner/Jamfile.v2
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libs/core/include/boost/ref.hpp
libs/core/include/boost/swap.hpp
libs/core/include/boost/utility/addressof.hpp
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libs/numeric/interval/include/boost/numeric/interval/arith.hpp
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libs/container/include/boost/container/pmr/deque.hpp

libs/container/include/boost/container/pmr/flat_map.hpp
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libs/intrusive/example/doc_map.cpp
libs/intrusive/example/doc_member_value_traits.cpp
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libs/move/index.html
libs/move/test/adaptive_merge_test.cpp
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libs/move/test/bench_merge.cpp
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libs/move/test/inplace_merge_test.cpp
libs/move/test/Jamfile.v2
libs/move/test/order_type.hpp
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libs/intrusive/example/Jamfile.v2
libs/intrusive/perf/Jamfile.v2
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libs/move/include/boost/move/detail/type_traits.hpp
libs/type_traits/doc/is_copy_assignable.qbk
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libs/interprocess/include/boost/interprocess/smart_ptr/detail/bad_weak_ptr.hpp
libs/interprocess/include/boost/interprocess/smart_ptr/detail/shared_count.hpp
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libs/intrusive/include/boost/intrusive/circular_list_algorithms.hpp
libs/intrusive/include/boost/intrusive/circular_slist_algorithms.hpp
libs/intrusive/include/boost/intrusive/detail/list_iterator.hpp
libs/intrusive/include/boost/intrusive/detail/list_node.hpp
libs/intrusive/include/boost/intrusive/detail/rbtree_node.hpp
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libs/fusion/test/sequence/io.cpp
libs/lambda/include/boost/lambda/bind.hpp
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libs/compute/include/boost/compute/algorithm/detail/reduce_on_cpu.hpp
libs/compute/include/boost/compute/algorithm/detail/scan_on_cpu.hpp
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libs/compute/include/boost/compute/detail/diagnostic.hpp
libs/compute/include/boost/compute/iterator/strided_iterator.hpp
libs/compute/perf/perf_bolt_accumulate.cpp
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libs/compute/perf/perf_bolt_exclusive_scan.cpp
libs/compute/perf/perf_bolt_fill.cpp
libs/compute/perf/perf_bolt_inner_product.cpp

libs/compute/perf/perf_bolt_max_element.cpp
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libs/fusion/include/boost/fusion/view/flatten_view/flatten_view_iterator.hpp
libs/fusion/test/algorithm/flatten.cpp
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libs/spirit/include/boost/spirit/home/x3/support/utility/unrefcv.hpp
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libs/random/doc/random.qbk
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libs/random/extra/haertel.hpp
libs/random/extra/test_haertel.cpp
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libs/graph/src/read_graphviz_new.cpp
libs/graph/test/csr_graph_test.cpp
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libs/detail/include/boost/detail/named_template_params.hpp
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tools/build/test/generator_selection.py
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tools/build/test/qt4.py
tools/build/test/qt4/jamroot.jam
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libs/numeric/odeint/test_external/gsl/check_gsl.cpp
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libs/property_tree/include/boost/property_tree/detail/exception_implementation.hpp
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libs/units/test/test_unit.cpp
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libs/detail/include/boost/detail/has_default_constructor.hpp
libs/graph_parallel/include/boost/graph/parallel/detail/untracked_pair.hpp
libs/mpi/example/parallel_example.cpp
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libs/math/example/students_t_example3.cpp
libs/math/include/boost/math/distributions/rayleigh.hpp
libs/math/test/test_nonfinite_io.cpp
libs/math/test/test_polygamma.hpp
libs/multiprecision/doc/html4_symbols.qbk
libs/pool/doc/index.idx
libs/pool/doc/jamfile.v2
libs/sort/doc/doxygen/index.html
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tools/auto_index/doc/autoindex.idx
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libs/serialization/.travis.yml
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tools/boostdep/.travis.yml
tools/boostdep/appveyor.yml
tools/boostdep/build/Jamfile
tools/boostdep/depinst/depinst.py
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tools/boostdep/doc/src/boostdep.qbk

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libs/graph/doc/successive_shortest_path_nonnegative_weights.html
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Files:
libs/graph/example/cycle_canceling_example.cpp
libs/graph/example/successive_shortest_path_nonnegative_weights_example.cpp
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libs/graph/include/boost/graph/detail/augment.hpp
libs/graph/include/boost/graph/find_flow_cost.hpp
libs/graph/include/boost/graph/successive_shortest_path_nonnegative_weights.hpp
libs/graph/test/cycle_canceling_test.cpp
libs/graph/test/min_cost_max_flow_utils.hpp
libs/graph/test/successive_shortest_path_nonnegative_weights_test.cpp
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libs/python/include/boost/python/detail/python22_fixed.h
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Files:
libs/test/build/CMakeLists.txt
libs/test/doc/examples/boost_test_bitwise.run-fail.cpp
libs/test/doc/examples/boost_test_container_default.run-fail.cpp
libs/test/doc/examples/boost_test_container_lex.run-fail.cpp
libs/test/doc/examples/boost_test_container_lex_default.run-fail.cpp
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libs/test/doc/examples/dataset_example67.run.cpp
libs/test/doc/examples/dataset_example68.run-fail.cpp
libs/test/doc/examples/fixture_04.run-fail.cpp
libs/test/doc/examples/logger-customization-point.run-fail.cpp
libs/test/doc/snippet/dataset_1/CMakeLists.txt
libs/test/doc/snippet/dataset_1/test_file.cpp
libs/test/doc/test_organization/managing_tests_dependencies.qbk
libs/test/doc/test_organization/testorg_summary.qbk
libs/test/doc/test_output/testout_summary.qbk
libs/test/doc/testing_tools/timeout.qbk
libs/test/include/boost/test/impl/junit_log_formatter.ipp
libs/test/include/boost/test/impl/test_framework_init_observer.ipp
libs/test/include/boost/test/output/junit_log_formatter.hpp
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libs/test/src/junit_log_formatter.cpp
libs/test/src/test_framework_init_observer.cpp
libs/test/test/framework-ts/check-streams-on-exit.cpp
libs/test/test/framework-ts/log-formatter-test.cpp
libs/test/test/framework-ts/logger-for-tests.hpp
libs/test/test/framework-ts/message-in-datatestcase-test.cpp
libs/test/test/framework-ts/test-macro-global-fixture.cpp
libs/test/test/framework-ts/version-uses-module-name.cpp
libs/test/test/smoke-ts/basic-smoke-test.cpp
libs/test/test/smoke-ts/basic-smoke-test2.cpp
libs/test/test/test-organization-ts/dataset-variadic_and_move_semantic-test.cpp

libs/test/test/test-organization-ts/test-tree-several-suite-decl-1.hpp
libs/test/test/test-organization-ts/test-tree-several-suite-decl-2.hpp
libs/test/test/test-organization-ts/test-tree-several-suite-decl.cpp
libs/test/test/test-organization-ts/test_case_template-with-tuples-test.cpp
libs/test/test/test-organization-ts/test_unit-nested-suite-dependency.cpp
libs/test/test/test-organization-ts/test_unit-order-shuffled-test.cpp
libs/test/test/test-organization-ts/test_unit-report-clashing-names.cpp
libs/test/test/test-organization-ts/test_unit-sanitize-names.cpp
libs/test/test/writing-test-ts/fp-relational-operator.cpp
libs/test/test/writing-test-ts/nullptr-support-test.cpp
libs/test/test/writing-test-ts/test-fixture-detect-setup-teardown-cpp11.cpp
libs/test/test/writing-test-ts/test-fixture-detect-setup-teardown.cpp
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libs/compatibility/generate_cpp_c_headers.py
libs/compatibility/index.html
libs/python/example/quickstart/extending.cpp
libs/python/example/quickstart/test_extending.py
libs/python/include/boost/python/docstring_options.hpp
libs/python/include/boost/python/object/pickle_support.hpp
libs/python/src/object/pickle_support.cpp
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libs/type_traits/include/boost/type_traits/is_base_and_derived.hpp
libs/type_traits/include/boost/type_traits/is_base_of.hpp
libs/type_traits/include/boost/type_traits/is_base_of_tr1.hpp
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libs/python/test/crossmod_exception_a.cpp
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libs/locale/doc/style/header.css
libs/locale/doc/style/header_grass.css
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libs/static_assert/static_assert_test_fail_10.cpp
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Files:
circle.yml
index.htm
libs/array/test/Jamfile.v2

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libs/predef/test/build.jam
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libs/predef/test/version.cpp
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libs/predef/tools/check/build.jam
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libs/preprocessor/test/Jamfile.v2
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libs/tokenizer/test/Jamfile.v2
libs/units/.travis.yml
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tools/auto_index/build/Jamfile.v2
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tools/build/appveyor.yml
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libs/pool/include/boost/pool/detail/pool_construct_simple.bat
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libs/pool/include/boost/pool/object_pool.hpp
libs/pool/include/boost/pool/pool.hpp
libs/pool/include/boost/pool/poolfwd.hpp
libs/pool/include/boost/pool/simple_segregated_storage.hpp

libs/pool/include/boost/pool/singleton_pool.hpp
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libs/sort/include/boost/sort/sort.hpp
libs/sort/include/boost/sort/spreadsort/detail/constants.hpp
libs/sort/include/boost/sort/spreadsort/detail/float_sort.hpp
libs/sort/include/boost/sort/spreadsort/detail/integer_sort.hpp
libs/sort/include/boost/sort/spreadsort/detail/spreadsort_common.hpp
libs/sort/include/boost/sort/spreadsort/detail/string_sort.hpp
libs/sort/include/boost/sort/spreadsort/float_sort.hpp
libs/sort/include/boost/sort/spreadsort/integer_sort.hpp
libs/sort/include/boost/sort/spreadsort/spreadsort.hpp
libs/sort/include/boost/sort/spreadsort/string_sort.hpp
libs/sort/tune.pl
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Files:
libs/sort/doc/Jamfile.v2
libs/sort/example/alrbreaker.cpp
libs/sort/example/alreadysorted.cpp
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libs/bind/test/protect_test.cpp
libs/config/checks/architecture/32.cpp
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tools/build/test/toolset-mock/project-config.jam
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tools/build/test/toolset-mock/src/ranlib.py
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tools/build/test/toolset_clang_darwin.py
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tools/build/test/toolset_clang_vxworks.py
tools/build/test/toolset_darwin.py
tools/build/test/toolset_defaults.py
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libs/spirit/include/boost/spirit/repository/home/qi/operator/detail/keywords.hpp
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libs/phoenix/example/adapted_echo_server.cpp
libs/phoenix/example/generator.cpp
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libs/heap/doc/Jamfile.v2
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libs/type_traits/include/boost/utility/declval.hpp
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libs/winapi/include/boost/winapi/get_current_process_id.hpp
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Files:
libs/thread/include/boost/thread/detail/config.hpp
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Files:
libs/beast/.travis.yml
libs/beast/CMakeLists.txt
libs/beast/doc/docca/example/include/docca/example.hpp
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libs/convert/include/boost/make_default.hpp
libs/convert/index.html
libs/convert/test/callable.cpp
libs/convert/test/encryption.cpp
libs/convert/test/fallbacks.cpp
libs/convert/test/has_member.cpp
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libs/convert/test/jamfile.v2
libs/convert/test/lcast_converter.cpp
libs/convert/test/performance.cpp
libs/convert/test/performance_spirit.cpp
libs/convert/test/prepare.hpp
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libs/convert/test/sfinae.cpp
libs/convert/test/spirit_converter.cpp
libs/convert/test/str_to_int.cpp
libs/convert/test/stream_converter.cpp
libs/convert/test/strtol_converter.cpp
libs/convert/test/test.hpp
libs/convert/test/user_type.cpp
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Files:

bootstrap.bat
libs/any/test/Jamfile.v2
libs/dynamic_bitset/test/Jamfile.v2
libs/filesystem/example/Jamfile.v2
libs/filesystem/src/utf8_codecvt_facet.cpp
libs/graph/doc/random.html
libs/graph/test/copy.cpp
libs/graph_parallel/example/Jamfile.v2
libs/program_options/example/custom_syntax.cpp
libs/program_options/example/first.cpp
libs/program_options/example/multiple_sources.cpp
libs/program_options/example/option_groups.cpp
libs/program_options/example/options_description.cpp
libs/program_options/example/real.cpp
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libs/wave/samples/Jamfile.v2
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tools/build/test/prebuilt/ext/release/a.h
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tools/build/test/resolution.py
tools/build/test/skipping.py
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tools/build/test/startup/boost-root/build/boost-build.jam
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tools/build/test/suffix.py
tools/build/test/test-config-example.jam
tools/build/test/test1.py
tools/build/test/test2/foo.cpp
tools/build/test/test2/jamroot.jam
tools/build/test/unit_test.py
tools/build/test/unit_tests.py
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tools/build/src/build/type.py
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libs/python/doc/html/boost.css
libs/thread/example/condition.cpp
libs/thread/example/Jamfile.v2
libs/thread/example/monitor.cpp
libs/thread/example/mutex.cpp
libs/thread/example/once.cpp
libs/thread/example/recursive_mutex.cpp
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libs/thread/test/test_mutex.cpp
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libs/math/include/boost/math/special_functions/detail/bessel_ik.hpp
libs/math/include/boost/math/special_functions/detail/bessel_j0.hpp
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table, the facility still operates, and performs whatever part of
its purpose remains meaningful.

(For example, a function in a library to compute square roots has
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application. Therefore, Subsection 2d requires that any
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1.33 json-c 0.16-2

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1.34 libmicrohttpd 0.9.75-6

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table, the facility still operates, and performs whatever part of
its purpose remains meaningful.

(For example, a function in a library to compute square roots has
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application. Therefore, Subsection 2d requires that any

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instead of to this License. (If a newer version than version 2 of the
ordinary GNU General Public License has appeared, then you can specify
that version instead if you wish.) Do not make any other change in
these notices.

 Once this change is made in a given copy, it is irreversible for
that copy, so the ordinary GNU General Public License applies to all
subsequent copies and derivative works made from that copy.

 This option is useful when you wish to copy part of the code of
the Library into a program that is not a library.

@item
You may copy and distribute the Library (or a portion or
derivative of it, under Section 2) in object code or executable form

under the terms of Sections 1 and
2 above provided that you accompany
it with the complete corresponding machine-readable source code, which
must be distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

If distribution of object code is made by offering access to copy
from a designated place, then offering equivalent access to copy the
source code from the same place satisfies the requirement to
distribute the source code, even though third parties are not
compelled to copy the source along with the object code.

@item
A program that contains no derivative of any portion of the
Library, but is designed to work with the Library by being compiled or
linked with it, is called a ``work that uses the Library''. Such a
work, in isolation, is not a derivative work of the Library, and
therefore falls outside the scope of this License.

However, linking a ``work that uses the Library'' with the Library
creates an executable that is a derivative of the Library (because
it
contains portions of the Library), rather than a ``work that uses the
library''. The executable is therefore covered by this License.
Section 6 states terms for distribution of such executables.

When a ``work that uses the Library'' uses material from a header file
that is part of the Library, the object code for the work may be a
derivative work of the Library even though the source code is not.
Whether this is true is especially significant if the work can be
linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
Library will still fall under Section 6.)

Otherwise,
if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

@item
As an exception to the Sections above, you may also combine or

link a ``work that uses the Library'' with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

@enumerate a
@item
Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable ``work that uses the Library'', as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

@item
Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

@item
Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

@item
If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above

specified materials from the same place.

@item
Verify that the user has already received a copy of these
materials or that you have already sent this user a copy.
@end enumerate

For an executable, the required form of the ``work that uses the
Library" must include any data and utility programs needed for
reproducing the executable from it. However, as a special exception,
the materials to be distributed need not include anything that
is
normally distributed (in either source or binary form) with the major
components (compiler, kernel, and so on) of the operating system on
which the executable runs, unless that component itself accompanies the
executable.

It may happen that this requirement contradicts the license
restrictions of other proprietary libraries that do not normally
accompany the operating system. Such a contradiction means you cannot
use both them and the Library together in an executable that you
distribute.

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library, provided that the separate distribution of the work based on
the Library and of the other library facilities is otherwise
permitted, and provided that you do these two things:

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Accompany the combined library with a copy of the same work
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uncombined with any other library
facilities. This must be distributed under the terms of the
Sections above.

@item
Give prominent notice with the combined library of the fact
that part of it is a work based on the Library, and explaining
where to find the accompanying uncombined form of the same work.
@end enumerate

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@end enumerate

@subheading END OF TERMS AND CONDITIONS

@page
@subheading How to Apply These Terms to Your New Libraries

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safest to attach them to the start of each source
 file to most effectively
convey the exclusion of warranty; and each file should have at least the
``copyright'' line and a pointer to where the full notice is found.

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Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301,
USA.
@end
 smallexample

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`Frob' (a library for tweaking knobs) written by James Random Hacker.

@var{signature of Ty Coon}, 1 April 1990
Ty Coon, President of Vice
@end smallexample

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@center Version 2, June 1991

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@end enumerate

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@enumerate a
@item

Accompany it with the complete corresponding machine-readable
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@item
Accompany it with a written offer, valid for at least three
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distributed under the terms of Sections 1 and 2 above on a medium
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@item
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to distribute corresponding source code. (This alternative is
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distribution and only if you
received the program in object code or executable form with such
an offer, in accord with Subsection b above.)
@end enumerate

The source code for a work means the preferred form of the work for
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code means all the source code for all modules it contains, plus any
associated interface definition files, plus the scripts used to
control compilation and installation of the executable. However, as a
special exception, the source code distributed need not include
anything that is normally distributed (in either source or binary
form) with the major components (compiler, kernel, and so on) of the
operating system on which the executable runs, unless that component
itself accompanies the executable.

If distribution of executable or object code is made by offering
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@end iftex
@ifinfo
@center
NO WARRANTY

@end ifinfo

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@end enumerate

@iftex
@heading END OF TERMS AND CONDITIONS
@end iftex
@ifinfo
@center END OF TERMS AND CONDITIONS

@end ifinfo

@page
@heading Appendix: How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest
possible use to the public, the best way to achieve this is to make it
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To do so, attach the following notices to the program. It is safest
to attach them to the start of each source file to most effectively
convey the exclusion of warranty; and each file should have at least
the ``copyright'' line and a pointer to where the full notice is found.

@smallexample
@var{one line to give the program's name

and a brief idea of what it does.}
Copyright (C) @var{yyyy} @var{name of author}

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@end smallexample

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this
when it starts in an interactive mode:

@smallexample
Gnomovision version
 69, Copyright (C) @var{year} @var{name of author}
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute it
under certain conditions; type `show c' for details.
@end smallexample

The hypothetical commands @samp{show w} and @samp{show c} should show
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commands you use may be called something other than @samp{show w} and
@samp{show c}; they could even be mouse-clicks or menu items---whatever
suits your program.

You should also get your employer (if you work as a programmer) or your
school, if any, to sign a ``copyright disclaimer'' for the program, if
necessary. Here is a sample; alter the names:

@example
Yoyodyne, Inc., hereby disclaims all copyright interest in the program
`Gnomovision' (which makes passes at compilers) written by James Hacker.

@var{signature of Ty Coon}, 1 April 1989
Ty Coon, President of Vice
@end example

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1.36 lldpd 1.0.16-1+deb12u1

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1.37 libxml 2.9.14+dfsg-1.3~deb12u1

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1.38 nginx 1.22.1-9

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/** @mainpage

<h1> TinyXML </h1>

TinyXML is a simple, small, C++ XML parser that can be easily
integrated into other programs.

<h2> What it does. </h2>

In brief, TinyXML parses an XML document, and builds from that a
Document Object Model (DOM) that can be read, modified, and saved.

XML stands for "eXtensible Markup Language." It allows you to create
your own document markups. Where HTML does a very good job of marking
documents for browsers, XML allows you to define any kind of document
markup, for example a document that describes a "to do" list for an
organizer application. XML is a very structured and convenient format.
All those random file formats created to store application data can
all be replaced with XML. One parser for everything.

The best place for the complete, correct, and quite frankly hard to
read spec is at
http://www.w3.org/TR/2004/REC-xml-20040204/.
An intro to XML
(that I really like) can be found at
http://skew.org/xml/tutorial.

There are different ways to access and interact with XML data.
TinyXML uses a Document Object Model (DOM), meaning the XML data is parsed
into a C++ objects that can be browsed and manipulated, and then
written to disk or another output stream. You can also construct an XML document
from scratch with C++ objects and write this to disk or another output
stream.

TinyXML is designed to be easy and fast to learn. It is two headers
and four cpp files. Simply add these to your project and off you go.
There is an example file - xmltest.cpp - to get you started.

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of the license are at the top of every source file.

TinyXML attempts to be a flexible parser, but with truly correct and
compliant XML output. TinyXML should compile on any reasonably
C++
compliant system. It does not rely on exceptions or RTTI. It can be
compiled with or without STL support. TinyXML fully supports
the UTF-8 encoding, and the first 64k character entities.

<h2> What it doesn't do. </h2>

TinyXML doesn't parse or use DTDs (Document Type Definitions) or XSLs
(eXtensible Stylesheet Language.) There are other parsers out there
(check out www.sourceforge.org, search for XML) that are much more fully
featured. But they are also much bigger, take longer to set up in
your project, have a higher learning curve, and often have a more
restrictive license. If you are working with browsers or have more
complete XML needs, TinyXML is not the parser for you.

The following DTD syntax will not parse at this time in TinyXML:

@verbatim
<!DOCTYPE Archiv [
<!ELEMENT Comment (#PCDATA)>
]>
@endverbatim

because TinyXML sees this as a !DOCTYPE node with an illegally
embedded !ELEMENT node. This may be addressed in the future.

<h2> Tutorials. </h2>

For the impatient,
here is a tutorial to get you going. A great way to get started,
but it is worth your time to read this (very short) manual completely.

- @subpage tutorial0

<h2> Code Status. </h2>

TinyXML is mature, tested code. It is very stable. If you find

bugs, please file a bug report on the sourceforge web site
(www.sourceforge.net/projects/tinyxml). We'll get them straightened
out as soon as possible.

There are some areas of improvement; please check sourceforge if you are
interested in working on TinyXML.

<h2> Related Projects </h2>

TinyXML projects you may find useful! (Descriptions provided by the projects.)

 TinyXPath (http://tinyxpath.sourceforge.net). TinyXPath is a small footprint
XPath syntax decoder, written in C++.
 TinyXML++ (http://code.google.com/p/ticpp/). TinyXML++ is a completely new
interface to TinyXML that uses MANY of the C++ strengths. Templates,
exceptions, and much better error handling.

<h2> Features </h2>

<h3> Using
STL </h3>

TinyXML can be compiled to use or not use STL. When using STL, TinyXML
uses the std::string class, and fully supports std::istream, std::ostream,
operator<<, and operator>>. Many API methods have both 'const char*' and
'const std::string&' forms.

When STL support is compiled out, no STL files are included whatsoever. All
the string classes are implemented by TinyXML itself. API methods
all use the 'const char*' form for input.

Use the compile time #define:

TIXML_USE_STL

to compile one version or the other. This can be passed by the compiler,
or set as the first line of "tinyxml.h".

Note: If compiling the test code in Linux, setting the environment
variable TINYXML_USE_STL=YES/NO will control STL compilation. In the
Windows project file, STL and non STL targets are provided. In your project,
It's probably easiest to add the line "#define TIXML_USE_STL" as the first
line of tinyxml.h.

<h3> UTF-8 </h3>

TinyXML supports UTF-8 allowing to manipulate XML files in any language.
TinyXML
also supports "legacy mode" - the encoding used before UTF-8 support and
probably best described as "extended ascii".

Normally, TinyXML will try to detect the correct encoding and use it. However,
by setting the value of TIXML_DEFAULT_ENCODING in the header file, TinyXML
can be forced to always use one encoding.

TinyXML will assume Legacy Mode until one of the following occurs:

 If the non-standard but common "UTF-8 lead bytes" (0xef 0xbb 0xbf)
begin the file or data stream, TinyXML will read it as UTF-8.
 If the declaration tag is read, and it has an encoding="UTF-8", then
TinyXML will read it as UTF-8.
 If the declaration tag is read, and it has no encoding specified, then TinyXML will
read it as UTF-8.
 If the declaration tag is read, and it has an encoding="something else", then TinyXML
will read it as Legacy Mode. In legacy mode, TinyXML will work as it did before. It's
not clear what that mode does exactly, but old content should
keep working.
 Until one of the above criteria is met, TinyXML runs in Legacy Mode.

What happens if the encoding is incorrectly set or detected? TinyXML will try
to read and pass through text seen as improperly encoded. You may get some strange results or
mangled characters. You may want to force TinyXML to the correct mode.

You may force TinyXML to Legacy Mode by using LoadFile(TIXML_ENCODING_LEGACY) or
LoadFile(filename, TIXML_ENCODING_LEGACY). You may force it to use legacy mode all
the time by setting TIXML_DEFAULT_ENCODING = TIXML_ENCODING_LEGACY. Likewise, you may
force it to TIXML_ENCODING_UTF8 with the same technique.

For English users, using English XML, UTF-8 is the same as low-ASCII. You
don't need to be aware of UTF-8 or change your code in any way. You can think
of UTF-8 as a "superset" of ASCII.

UTF-8 is not a double byte format - but it is a standard encoding of Unicode!
TinyXML does not use or directly support wchar, TCHAR, or Microsoft's
_UNICODE at this time.
It is common to see the term "Unicode" improperly refer to UTF-16, a wide byte encoding
of unicode. This is a source of confusion.

For "high-ascii" languages - everything not English, pretty much - TinyXML can
handle all languages, at the same time, as long as the XML is encoded
in UTF-8. That can be a little tricky, older programs and operating systems
tend to use the "default" or "traditional" code page. Many apps (and almost all
modern ones) can output UTF-8, but older or stubborn (or just broken) ones

still output text in the default code page.

For example, Japanese systems traditionally use SHIFT-JIS encoding.
Text encoded as SHIFT-JIS can not be read by TinyXML.
A good text editor can import SHIFT-JIS and then save as UTF-8.

The Skew.org link does a great
job covering the encoding issue.

The test file "utf8test.xml" is an XML containing English, Spanish, Russian,
and Simplified Chinese. (Hopefully they are translated
correctly). The file
"utf8test.gif" is a screen capture of the XML file, rendered in IE. Note that
if you don't have the correct fonts (Simplified Chinese or Russian) on your
system, you won't see output that matches the GIF file even if you can parse
it correctly. Also note that (at least on my Windows machine) console output
is in a Western code page, so that Print() or printf() cannot correctly display
the file. This is not a bug in TinyXML - just an OS issue. No data is lost or
destroyed by TinyXML. The console just doesn't render UTF-8.

<h3> Entities </h3>
TinyXML recognizes the pre-defined "character entities", meaning special
characters. Namely:

@verbatim
& &
< <
> >
" "
' '
@endverbatim

These are recognized when the XML document is read, and translated to there
UTF-8 equivalents. For instance, text with the XML of:

@verbatim
Far & Away
@endverbatim

will have the Value() of "Far & Away" when queried from the TiXmlText object,
and will be written
back to the XML stream/file as an ampersand. Older versions
of TinyXML "preserved" character entities, but the newer versions will translate
them into characters.

Additionally, any character can be specified by its Unicode code point:
The syntax " " or " " are both to the non-breaking space characher.

<h3> Printing </h3>
TinyXML can print output in several different ways that all have strengths and limitations.

- Print(FILE*). Output to a std-C stream, which includes all C files as well as stdout.
- "Pretty prints", but you don't have control over printing options.
- The output is streamed directly to the FILE object, so there is no memory overhead
in the TinyXML code.
- used by Print() and SaveFile()

- operator<<. Output to a c++ stream.
- Integrates with standart C++ iostreams.
- Outputs in "network printing" mode without line breaks. Good for network transmission
and moving XML between C++ objects, but hard for a human to read.

- TiXmlPrinter. Output to a std::string
or memory buffer.
- API is less concise
- Future printing options will be put here.
- Printing may change slightly in future versions as it is refined and expanded.

<h3> Streams </h3>
With TIXML_USE_STL on TinyXML supports C++ streams (operator <<,>>) streams as well
as C (FILE*) streams. There are some differences that you may need to be aware of.

C style output:
- based on FILE*
- the Print() and SaveFile() methods

Generates formatted output, with plenty of white space, intended to be as
human-readable as possible. They are very fast, and tolerant of ill formed
XML documents. For example, an XML document that contains 2 root elements
and 2 declarations, will still print.

C style input:
- based on FILE*
- the Parse() and LoadFile() methods

A fast, tolerant read. Use whenever you don't need the C++ streams.

C++ style output:
- based on std::ostream
- operator<<

Generates condensed output, intended for network transmission rather than
readability. Depending on your system's
implementation of the ostream class,
these may be somewhat slower. (Or may not.) Not tolerant of ill formed XML:

a document should contain the correct one root element. Additional root level
elements will not be streamed out.

C++ style input:
- based on std::istream
- operator>>

Reads XML from a stream, making it useful for network transmission. The tricky
part is knowing when the XML document is complete, since there will almost
certainly be other data in the stream. TinyXML will assume the XML data is
complete after it reads the root element. Put another way, documents that
are ill-constructed with more than one root element will not read correctly.
Also note that operator>> is somewhat slower than Parse, due to both
implementation of the STL and limitations of TinyXML.

<h3> White space </h3>
The world simply does not agree on whether white space should be kept, or condensed.
For example, pretend the '_' is a space, and look at "Hello____world". HTML, and
at least some XML parsers,
 will interpret this as "Hello_world". They condense white
space. Some XML parsers do not, and will leave it as "Hello____world". (Remember
to keep pretending the _ is a space.) Others suggest that __Hello___world__ should become
Hello___world.

It's an issue that hasn't been resolved to my satisfaction. TinyXML supports the
first 2 approaches. Call TiXmlBase::SetCondenseWhiteSpace(bool) to set the desired behavior.
The default is to condense white space.

If you change the default, you should call TiXmlBase::SetCondenseWhiteSpace(bool)
before making any calls to Parse XML data, and I don't recommend changing it after
it has been set.

<h3> Handles </h3>

Where browsing an XML document in a robust way, it is important to check
for null returns from method calls. An error safe implementation can
generate a lot of code like:

@verbatim
TiXmlElement* root = document.FirstChildElement("Document");
if (root)
{
TiXmlElement* element = root->FirstChildElement("Element");
if (element
)
{
TiXmlElement* child = element->FirstChildElement("Child");

```
if ( child )
{
TiXmlElement* child2 = child->NextSiblingElement( "Child" );
if ( child2 )
{
// Finally do something useful.
@endverbatim
```

Handles have been introduced to clean this up. Using the TiXmlHandle class,
the previous code reduces to:

```
@verbatim
TiXmlHandle docHandle( &document );
TiXmlElement* child2 = docHandle.FirstChild( "Document" ).FirstChild( "Element" ).Child( "Child", 1
).ToElement();
if ( child2 )
{
// do something useful
@endverbatim
```

Which is much easier to deal with. See TiXmlHandle for more information.

<h3> Row and Column tracking </h3>
Being able to track nodes and attributes back to their origin location
in source files can be very important for some applications. Additionally,
knowing where parsing errors occured in the original source can be very
time saving.

TinyXML can tracks the row and column origin of all nodes and attributes
in a text file. The TiXmlBase::Row() and TiXmlBase::Column()
methods return
the origin of the node in the source text. The correct tabs can be
configured in TiXmlDocument::SetTabSize().

<h2> Using and Installing </h2>

To Compile and Run xmltest:

A Linux Makefile and a Windows Visual C++ .dsw file is provided.
Simply compile and run. It will write the file demotest.xml to your
disk and generate output on the screen. It also tests walking the
DOM by printing out the number of nodes found using different
techniques.

The Linux makefile is very generic and runs on many systems - it
is currently tested on mingw and

MacOSX. You do not need to run 'make depend'. The dependecies have been
hard coded.

<h3>Windows project file for VC6</h3>

tinyxml: tinyxml library, non-STL
tinyxmlSTL: tinyxml library, STL
tinyXmlTest: test app, non-STL
tinyXmlTestSTL: test app, STL

<h3>Makefile</h3>
At the top of the makefile you can set:

PROFILE, DEBUG, and TINYXML_USE_STL. Details (such that they are) are
 in
the makefile.

In the tinyxml directory, type "make clean" then "make". The executable
file 'xmltest' will be created.

<h3>To Use in an Application:</h3>

Add tinyxml.cpp, tinyxml.h, tinyxmlerror.cpp, tinyxmlparser.cpp, tinystr.cpp, and tinystr.h to your
project or make file. That's it! It should compile on any reasonably
compliant C++ system. You do not need to enable exceptions or
RTTI for TinyXML.

<h2> How TinyXML works. </h2>

An example is probably the best way to go. Take:
@verbatim
<?xml version="1.0" standalone=no>
<!-- Our to do list data -->
<ToDo>
<Item priority="1"> Go to the <bold>Toy store!</bold></Item>
<Item priority="2"> Do bills</Item>
</ToDo>
@endverbatim

Its not much of a To Do list, but it will do. To read this file
(say "demo.xml") you would create a document, and parse it in:
@verbatim
TiXmlDocument doc("demo.xml");
doc.LoadFile();

@endverbatim

And its ready to go. Now lets look at some lines and how they
relate to the DOM.

@verbatim
<?xml version="1.0"
 standalone=no>
@endverbatim

The first line is a declaration, and gets turned into the
TiXmlDeclaration class. It will be the first child of the
document node.

This is the only directive/special tag parsed by TinyXML.
Generally directive tags are stored in TiXmlUnknown so the
commands wont be lost when it is saved back to disk.

@verbatim
<!-- Our to do list data -->
@endverbatim

A comment. Will become a TiXmlComment object.

@verbatim
<ToDo>
@endverbatim

The "ToDo" tag defines a TiXmlElement object. This one does not have
any attributes, but does contain 2 other elements.

@verbatim
<Item priority="1">
@endverbatim

Creates another TiXmlElement which is a child of the "ToDo" element.
This element has 1 attribute, with the name "priority" and the value
"1".

@verbatim
Go to the
@endverbatim

A TiXmlText. This is a leaf node and cannot contain other nodes.
It is a child of the "Item" TiXmlElement.

@verbatim
<bold>

@endverbatim

Another TiXmlElement, this one a child of the "Item"
element.

Etc.

Looking at the entire object tree, you end up with:
@verbatim
TiXmlDocument "demo.xml"
TiXmlDeclaration "version='1.0'" "standalone=no"
TiXmlComment " Our to do list data"
TiXmlElement "ToDo"
TiXmlElement "Item" Attribtutes: priority = 1
TiXmlText "Go to the "
TiXmlElement "bold"
TiXmlText "Toy store!"
TiXmlElement "Item" Attributes: priority=2
TiXmlText "Do bills"
@endverbatim

<h2> Documentation </h2>

The documentation is build with Doxygen, using the 'dox'
configuration file.

<h2> License </h2>

TinyXML is released under the zlib license:

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<h2> References </h2>

The World Wide Web Consortium is the definitive standard body for
XML, and their web pages contain huge amounts of information.

The definitive spec:
http://www.w3.org/TR/2004/REC-xml-20040204/

I also recommend "XML Pocket Reference" by Robert Eckstein and published by
OReilly...the book that got the whole thing started.

<h2> Contributors, Contacts, and a Brief History </h2>

Thanks very much to everyone who sends suggestions, bugs, ideas, and
encouragement. It all helps, and makes this project fun. A special
 thanks
to the contributors on the web pages that keep it lively.

So many people have sent in bugs and ideas, that rather than list here
we try to give credit due in the "changes.txt" file.

TinyXML was originally written by Lee Thomason. (Often the "I" still
in the documentation.) Lee reviews changes and releases new versions,
with the help of Yves Berquin, Andrew Ellerton, and the tinyXml community.

We appreciate your suggestions, and would love to know if you
use TinyXML. Hopefully you will enjoy it and find it useful.
Please post questions, comments, file bugs, or contact us at:

www.sourceforge.net/projects/tinyxml

Lee Thomason, Yves Berquin, Andrew Ellerton
*/

Found in path(s):
* /opt/cola/permits/2429679907_1745219388.2282708/0/tinyxml-2-6-2-tar-gz/tinyxml/readme.txt
No license file was found, but licenses were detected in source scan.

/*
www.sourceforge.net/projects/tinyxml

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* /opt/cola/permits/2429679907_1745219388.2282708/0/tinyxml-2-6-2-tar-gz/tinyxml/tinystr.h
*
/opt/cola/permits/2429679907_1745219388.2282708/0/tinyxml-2-6-2-tar-gz/tinyxml/tinystr.cpp
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