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1.3 nimbus-jose-jwt 9.24.2

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* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/factories/DefaultJWSSignerFactory.java
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* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/jwk/gen/OctetKeyPairGenerator.java
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* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/Ed25519Signer.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/Ed25519Verifier.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/jwk/JWKSet.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/X25519Decrypter.java
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* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/Header.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/util/IntegerUtils.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/PlainHeader.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/JWSSigner.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/JWEObject.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/JOSEObject.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/jwk/KeyUse.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/jwk/package-info.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/proc/BadJWSException.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/util/DeflateUtils.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/util/StandardCharset.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jwt/package-info.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/JWEAlgorithm.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/Requirement.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/PayloadTransformer.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/util/Base64.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/ECDSAVerifier.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/util/AbstractRestrictedResourceRetriever.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/jca/JCASupport.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/KeyLengthException.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/JWSObject.java

* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/JWECryptoParts.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/AlgorithmFamily.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/util/JSONObjectUtils.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/util/package-info.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jwt/PlainJWT.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/JWEDecrypter.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/PlainObject.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/proc/AbstractJWKSelectorWithSource.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jwt/proc/ClockSkewAware.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/package-info.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/JWEHeader.java
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* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/proc/JWEKeySelector.java
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* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jwt/proc/DefaultJWTClaimsVerifier.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/jwk/source/JWKSource.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jwt/JWTParser.java
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* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/util/ByteUtils.java
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* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/jca/JWEJCAContext.java
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* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/JWEProvider.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/RSASSASigner.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/proc/JWSVerifierFactory.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/CommonSEHeader.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/MACVerifier.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/PasswordBasedDecrypter.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/jwk/source/ImmutableJWKSet.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/jca/JCAAware.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/proc/package-info.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/RSASSAVerifier.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/util/DateUtils.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jwt/util/DateUtils.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jwt/proc/BadJWTException.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/proc/JOSEProcessor.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/JWSHeader.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/DirectEncrypter.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jwt/proc/JWTProcessor.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/JWSProvider.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/proc/SimpleSecurityContext.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/util/X509CertUtils.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/JOSEObjectType.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/ECDSASigner.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/CriticalHeaderParamsAware.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/JWEEncrypter.java

* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/proc/BadJOSEException.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/proc/JOSEMatcher.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jwt/JWT.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/factories/DefaultJWEDecrypterFactory.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jwt/proc/ConfigurableJWTProcessor.java
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* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/impl/ECDSA.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/impl/PasswordBasedCryptoProvider.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/impl/AESGCM.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/utils/ConstantTimeUtils.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/impl/LegacyConcatKDF.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/impl/RSACryptoProvider.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/impl/ECDSAProvider.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/util/BoundedInputStream.java

* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/impl/AAD.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/jwk/source/JWKSetWithTimestamp.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/jwk/source/DefaultJWKSetCache.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/impl/AESCryptoProvider.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/impl/AESGCMKW.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/jwk/PEMEncodedKeyParser.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/impl/RSAKeyUtils.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/impl/CompositeKey.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/proc/DefaultJOSEObjectTypeVerifier.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/util/IntegerOverflowException.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/AESEncrypter.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/produce/package-info.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/jwk/ThumbprintURI.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/utils/package-info.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/impl/LegacyAESGCM.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/produce/JWSSignerFactory.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/jwk/gen/OctetSequenceKeyGenerator.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/impl/AESCBC.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/jwk/gen/package-info.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/opts/OptionUtils.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/jwk/CurveBasedJWK.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jwt/proc/JWTClaimsSetAwareJWSKeySelector.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/util/Container.java
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* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/bc/BouncyCastleFIPSProviderSingleton.java
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* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/ECDH1PUX25519Encrypter.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/util/Pair.java

* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/ECDH1PUX25519Decrypter.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/JWSObjectJSON.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/impl/ECDH1PU.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/mint/package-info.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/ECDH1PUEncrypter.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/impl/ECDH1PUCryptoProvider.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/JSONSerializable.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/crypto/impl/XC20P.java
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* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/jwk/source/JWKSecurityContextJWKSet.java
* /opt/cola/permits/1498798545_1670284023.9432726/0/nimbus-jose-jwt-9-24-2-sources-jar/com/nimbusds/jose/proc/JOSEObjectTypeVerifier.java

1.4 mac-os 4.1.85.Final

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* /opt/cola/permits/1498798568_1670284042.765666/0/netty-resolver-dns-classes-macos-4-1-85-final-sources-1-jar/io/netty/resolver/dns/macos/MacOSDnsServerAddressStreamProvider.java
* /opt/cola/permits/1498798568_1670284042.765666/0/netty-resolver-dns-classes-macos-4-1-85-final-sources-1-jar/io/netty/resolver/dns/macos/package-info.java
* /opt/cola/permits/1498798568_1670284042.765666/0/netty-resolver-dns-classes-macos-4-1-85-final-sources-1-jar/io/netty/resolver/dns/macos/DnsResolver.java
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* /opt/cola/permits/1498798568_1670284042.765666/0/netty-resolver-dns-classes-macos-4-1-85-final-sources-1-jar/META-INF/maven/io.netty/netty-resolver-dns-classes-macos/pom.xml

1.5 jackson-annotations 2.14.1

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1.6 asm-based-accessors-helper-used-by-json-smart 2.4.7

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1.8 scala 2.12.7

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```
not-a-legal-formal-parameter-tuple.scala:2: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
    Either create a single parameter accepting the Tuple2,
    or consider a pattern matching anonymous function: `{ case (a, b) => ... }
 val x: ((Int, Int) => Int) = (((a, b)) => a)
                               ^
not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
    Either create a single parameter accepting the Tuple2,
    or consider a pattern matching anonymous function: `{ case (param1, param2) => ... }
 val y: ((Int, Int, Int) => Int) = (((a, !!)) => a)
                                    ^
not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
    Either create a single parameter accepting the Tuple3,
    or consider a pattern matching anonymous function: `{ case (param1, ..., param3) => ... }
 val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
                                    ^
three errors found
```

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1.11 asm 5.0.4

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1.13 netty/transport/classes/kqueue 4.1.85.Final

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Manifest-Version: 1.0
Implementation-Title: Netty/Transport/Classes/KQueue
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.transport.classes.kqueue
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport-classes-kqueue
Implementation-Version: 4.1.85.Final
Built-By: chris
Bnd-LastModified: 1668019095692
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.channel,io.
netty.channel.socket;version="[4.1,5)",io.netty.channel.unix;version=
"[4.1,5)",io.netty.util;version="[4.1,5)",io.netty.util.collection;ve

rsion="[4.1,5)",io.netty.util.concurrent;version="[4.1,5)",io.netty.u
til.internal;version="[4.1,5)",io.netty.util.internal.logging;version
="[4.1,5)",sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;vers
ion="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="[1,2
)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.channel.kqueue;uses:="io.netty.buffer,io.nett
y.channel,io.netty.channel.socket,io.netty.channel.unix,io.netty.util
.concurrent";version="4.1.85"
Bundle-Name: Netty/Transport/Classes/KQueue
Bundle-Version: 4.1.85.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_312
Implementation-URL: https://netty.io/netty-transport-classes-kqueue/

Found in path(s):
* /opt/cola/permits/1498798404_1670356710.0250175/0/netty-transport-classes-kqueue-4-1-85-final-jar/META-INF/MANIFEST.MF
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* /opt/cola/permits/1498798404_1670356710.0250175/0/netty-transport-classes-kqueue-4-1-85-final-jar/META-INF/maven/io.netty/netty-transport-classes-kqueue/pom.xml

1.14 scala-java8-compat_2.12 0.8.0

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1.15 netty-reactive-streams-implementation 2.0.5

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Bundle-Description: Reactive streams implementation for Netty.
Automatic-Module-Name: com.typesafe.netty.core
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-SymbolicName: com.typesafe.netty.reactive-streams
Built-By: marcospereira
Bnd-LastModified: 1602622953847
Bundle-ManifestVersion: 2
Bundle-DocURL: http://typesafe.com/
Bundle-Vendor: Typesafe
Import-Package: io.netty.channel;version="[4.1,5)",io.netty.util;versi
on="[4.1,5)",io.netty.util.concurrent;version="[4.1,5)",io.netty.util
.internal;version="[4.1,5)",org.reactivestreams;version="[1.0,2)"

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.5.0.201709291849
Export-Package: com.typesafe.netty;uses:="io.netty.channel,io.netty.ut
il.concurrent,org.reactivestreams";version="2.0.5"
Bundle-Name: Netty Reactive Streams Implementation
Bundle-Version: 2.0.5
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_181

Found in path(s):
* /opt/cola/permits/1128619582_1649176967.68/0/netty-reactive-streams-2-0-5-jar/META-INF/MANIFEST.MF

1.16 objenesis 2.5.1

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* /opt/cola/permits/1498798484_1670284125.032224/0/netty-codec-smtp-4-1-85-final-sources-1-jar/io/netty/handler/codec/smtp/DefaultSmtpRequest.java
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* /opt/cola/permits/1498798484_1670284125.032224/0/netty-codec-smtp-4-1-85-final-sources-1-jar/io/netty/handler/codec/smtp/DefaultLastSmtpContent.java
* /opt/cola/permits/1498798484_1670284125.032224/0/netty-codec-smtp-4-1-85-final-sources-1-jar/io/netty/handler/codec/smtp/package-info.java
* /opt/cola/permits/1498798484_1670284125.032224/0/netty-codec-smtp-4-1-85-final-sources-1-jar/io/netty/handler/codec/smtp/LastSmtpContent.java
* /opt/cola/permits/1498798484_1670284125.032224/0/netty-codec-smtp-4-1-85-final-sources-1-

jar/io/netty/handler/codec/smtp/SmtpCommand.java
* /opt/cola/permits/1498798484_1670284125.032224/0/netty-codec-smtp-4-1-85-final-sources-1-jar/io/netty/handler/codec/smtp/SmtpResponse.java

1.18 netty-reactive-streams-http-support 2.0.5

1.18.1 Available under license :

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Manifest-Version: 1.0
Bundle-Description: Reactive streams implementation for Netty.
Automatic-Module-Name: com.typesafe.netty.http
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-SymbolicName: com.typesafe.netty.reactive-streams-http
Built-By: marcospereira
Bnd-LastModified: 1602622977569
Bundle-ManifestVersion: 2
Bundle-DocURL: http://typesafe.com/
Bundle-Vendor: Typesafe
Import-Package: com.typesafe.netty;version="[2.0,3)",io.netty.buffer;v
ersion="[4.1,5)",io.netty.channel;version="[4.1,5)",io.netty.handler.
codec;version="[4.1,5)",io.netty.handler.codec.http;version="[4.1,5)"
,io.netty.handler.codec.http.websocketx;version="[4.1,5)",io.netty.ut
il;version="[4.1,5)",io.netty.util.concurrent;version="[4.1,5)",org.r
eactivestreams;version="[1.0,2)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.5.0.201709291849
Export-Package: com.typesafe.netty.http;uses:="io.netty.channel,io.net
ty.handler.codec.http,io.netty.handler.codec.http.websocketx,org.reac
tivestreams";version="2.0.5"
Bundle-Name: Netty Reactive Streams HTTP support
Bundle-Version: 2.0.5
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_181

Found in path(s):
* /opt/cola/permits/1128619532_1649176822.43/0/netty-reactive-streams-http-2-0-5-jar/META-INF/MANIFEST.MF

1.19 swagger-parser-v3 2.1.2

1.19.1 Available under license :

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1.20 minlog 1.3.0

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1.21 mockserver-core 5.14.0

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* /opt/cola/permits/1498798562_1670284040.4928727/0/mockserver-core-5-14-0-sources-1-jar/org/mockserver/openapi/examples/models/BooleanExample.java
* /opt/cola/permits/1498798562_1670284040.4928727/0/mockserver-core-5-14-0-sources-1-jar/org/mockserver/openapi/examples/models/Example.java
* /opt/cola/permits/1498798562_1670284040.4928727/0/mockserver-core-5-14-0-sources-1-jar/org/mockserver/openapi/examples/models/LongExample.java
* /opt/cola/permits/1498798562_1670284040.4928727/0/mockserver-core-5-14-0-sources-1-jar/org/mockserver/openapi/examples/models/ObjectExample.java
* /opt/cola/permits/1498798562_1670284040.4928727/0/mockserver-core-5-14-0-sources-1-jar/org/mockserver/openapi/examples/models/DecimalExample.java
* /opt/cola/permits/1498798562_1670284040.4928727/0/mockserver-core-5-14-0-sources-1-jar/org/mockserver/openapi/examples/JsonNodeExampleSerializer.java
* /opt/cola/permits/1498798562_1670284040.4928727/0/mockserver-core-5-14-0-sources-1-jar/org/mockserver/openapi/examples/models/DoubleExample.java
* /opt/cola/permits/1498798562_1670284040.4928727/0/mockserver-core-5-14-0-sources-1-jar/org/mockserver/openapi/examples/models/IntegerExample.java
* /opt/cola/permits/1498798562_1670284040.4928727/0/mockserver-core-5-14-0-sources-1-jar/org/mockserver/openapi/examples/XmlExampleSerializer.java
* /opt/cola/permits/1498798562_1670284040.4928727/0/mockserver-core-5-14-0-sources-1-jar/org/mockserver/openapi/examples/JsonExampleDeserializer.java
* /opt/cola/permits/1498798562_1670284040.4928727/0/mockserver-core-5-14-0-sources-1-jar/org/mockserver/openapi/examples/models/ArrayExample.java
* /opt/cola/permits/1498798562_1670284040.4928727/0/mockserver-core-5-14-0-sources-1-jar/org/mockserver/openapi/examples/models/BigIntegerExample.java
* /opt/cola/permits/1498798562_1670284040.4928727/0/mockserver-core-5-14-0-sources-1-jar/org/mockserver/openapi/examples/models/AbstractExample.java
* /opt/cola/permits/1498798562_1670284040.4928727/0/mockserver-core-5-14-0-sources-1-jar/org/mockserver/openapi/examples/models/StringExample.java
* /opt/cola/permits/1498798562_1670284040.4928727/0/mockserver-core-5-14-0-sources-1-jar/org/mockserver/openapi/examples/ExampleBuilder.java
* /opt/cola/permits/1498798562_1670284040.4928727/0/mockserver-core-5-14-0-sources-1-jar/org/mockserver/openapi/examples/models/FloatExample.java
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* /opt/cola/permits/1498798562_1670284040.4928727/0/mockserver-core-5-14-0-sources-1-jar/org/mockserver/openapi/mock-server-openapi-embedded-model.yaml

1.22 junit-platform-junit-platform-engine 1.8.2

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1.23 internet-time-utility 1.7.0

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* /opt/cola/permits/1498798430_1670357983.73543/0/itu-1-7-0-jar/META-INF/maven/com.ethlo.time/itu/pom.xml

1.24 commons-logging 1.2

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(is-regex 1.0.4)

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(rollup 0.25.8)

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(path-parse 1.0.6)

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1.27 akka-protobuf 2.5.21

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Manifest-Version: 1.0
Automatic-Module-Name: akka.protobuf
Bnd-LastModified: 1550059488964
Bundle-Description: akka-protobuf
Bundle-DocURL: http://doc.akka.io/api/akka/2.5.21
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0;description
=Apache License, Version 2.0
Bundle-ManifestVersion: 2
Bundle-Name: akka-protobuf
Bundle-SymbolicName: com.typesafe.akka.protobuf
Bundle-Vendor: Lightbend Inc.
Bundle-Version: 2.5.21
Created-By: 1.8.0_181 (Oracle Corporation)
Export-Package: akka.protobuf;version="2.5.21"
Implementation-Title: akka-protobuf
Implementation-URL: http://akka.io/
Implementation-Vendor: Lightbend Inc.
Implementation-Vendor-Id: com.typesafe.akka
Implementation-Version: 2.5.21
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version>=1.8))
"
Specification-Title: akka-protobuf
Specification-Vendor: Lightbend Inc.
Specification-Version: 2.5.21
Tool: Bnd-4.0.0.201805111645

Found in path(s):
* /opt/cola/permits/1136093591_1613676140.59/0/akka-protobuf-2-12-2-5-21-1-jar/META-INF/MANIFEST.MF

1.28 json-path 2.7.0

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Found in path(s):
* /opt/cola/permits/1343421013_1655119268.5908961/0/json-path-2-7-0-sources-1-jar/com/jayway/restassured/internal/path/json/mapping/JsonPathJackson2ObjectDeserializer.groovy
* /opt/cola/permits/1343421013_1655119268.5908961/0/json-path-2-7-0-sources-1-jar/com/jayway/restassured/path/json/config/JsonPathConfig.java
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* /opt/cola/permits/1343421013_1655119268.5908961/0/json-path-2-7-0-sources-1-jar/com/jayway/restassured/path/json/config/JsonParserType.java
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* /opt/cola/permits/1343421013_1655119268.5908961/0/json-path-2-7-0-sources-1-jar/com/jayway/restassured/mapper/factory/Jackson2ObjectMapperFactory.java
* /opt/cola/permits/1343421013_1655119268.5908961/0/json-path-2-7-0-sources-1-jar/com/jayway/restassured/path/json/JsonPath.java
* /opt/cola/permits/1343421013_1655119268.5908961/0/json-path-2-7-0-sources-1-jar/com/jayway/restassured/path/json/exception/JsonPathException.java
* /opt/cola/permits/1343421013_1655119268.5908961/0/json-path-2-7-0-sources-1-jar/com/jayway/restassured/internal/path/json/JsonPrettifier.groovy

* /opt/cola/permits/1343421013_1655119268.5908961/0/json-path-2-7-0-sources-1-jar/com/jayway/restassured/internal/path/json/mapping/JsonPathJackson1ObjectDeserializer.groovy
* /opt/cola/permits/1343421013_1655119268.5908961/0/json-path-2-7-0-sources-1-jar/com/jayway/restassured/mapper/factory/GsonObjectMapperFactory.java
* /opt/cola/permits/1343421013_1655119268.5908961/0/json-path-2-7-0-sources-1-jar/com/jayway/restassured/path/json/mapping/JsonPathObjectDeserializer.java
* /opt/cola/permits/1343421013_1655119268.5908961/0/json-path-2-7-0-sources-1-jar/com/jayway/restassured/internal/path/json/mapping/JsonPathGsonObjectDeserializer.groovy

1.29 apache-commons-lang 3.12.0

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1.30 junit-jupiter-junit-jupiter-api 5.8.2

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1.32 flink-clients 1.13.6

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1.33 json-schema-validator 2.2.14

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Pablo Pinhero

* Add a "lib" target to the build: jar with all dependencies builtin.

Corey Sciuto

* Tests for date-time format attribute; date-time-millis format attribute (now superseded by date-time itself).

Matt Bishop:

* Initial OSGi support for maven (now superseded by Gradle).

Kelvin Pho

* Pointer collectors for draft v4 keywords (since then moved to -core).

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1.34 netty-codec-redis 4.1.85.Final

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Found in path(s):
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/RedisBulkStringAggregator.java
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/FullBulkStringRedisMessage.java
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/ArrayHeaderRedisMessage.java
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/RedisMessage.java
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/ArrayRedisMessage.java
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/RedisArrayAggregator.java
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* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/package-info.java
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/FixedRedisMessagePool.java
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* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-

jar/io/netty/handler/codec/redis/RedisConstants.java
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/ErrorRedisMessage.java
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/RedisCodecException.java
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/BulkStringHeaderRedisMessage.java
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/RedisMessagePool.java
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/DefaultBulkStringRedisContent.java
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/LastBulkStringRedisContent.java
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/RedisMessageType.java
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/RedisDecoder.java
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/DefaultLastBulkStringRedisContent.java
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/RedisEncoder.java
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/BulkStringRedisContent.java
* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/RedisCodecUtil.java
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* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/META-INF/maven/io.netty/netty-codec-redis/pom.xml
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* /opt/cola/permits/1498798508_1670284060.0096362/0/netty-codec-redis-4-1-85-final-sources-1-jar/io/netty/handler/codec/redis/InlineCommandRedisMessage.java

1.35 ssl-config-core 0.3.7

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Manifest-Version: 1.0
Automatic-Module-Name: ssl.config.core
Bnd-LastModified: 1540430403480
Bundle-Description: ssl-config-core
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.txt;descri
ption=Apache-2.0
Bundle-ManifestVersion: 2
Bundle-Name: ssl-config-core
Bundle-SymbolicName: com.typesafe.sslconfig
Bundle-Vendor: Lightbend
Bundle-Version: 0.3.7
Created-By: 1.8.0_171 (Oracle Corporation)
Export-Package: com.typesafe.sslconfig.ssl;version="0.3.7";uses:="com.
typesafe.config,com.typesafe.sslconfig.util,javax.naming.ldap,javax.n
et.ssl,scala,scala.collection,scala.collection.immutable,scala.collec
tion.mutable,scala.reflect,scala.runtime,scala.util,scala.util.matchi
ng,scala.util.parsing.combinator,scala.util.parsing.input",com.typesa
fe.sslconfig.ssl.debug;version="0.3.7";uses:="com.typesafe.sslconfig.
ssl,com.typesafe.sslconfig.util,scala,scala.collection.immutable,scal
a.reflect,scala.runtime",com.typesafe.sslconfig.util;version="0.3.7";
uses:="com.typesafe.config,scala,scala.collection,scala.collection.im
mutable,scala.concurrent.duration,scala.reflect"

Implementation-Title: ssl-config-core
Implementation-Vendor: Lightbend
Implementation-Vendor-Id: com.typesafe
Implementation-Version: 0.3.7
Import-Package: com.typesafe.config;version="[1.3.0,1.4.0)",com.typesa
fe.sslconfig.ssl;version="[0.3,1)",com.typesafe.sslconfig.util;versio
n="[0.3,1)",javax.crypto,javax.crypto.interfaces,javax.crypto.spec,ja
vax.naming,javax.naming.ldap,javax.net.ssl,javax.security.auth.kerber
os,javax.security.auth.x500,scala;version="[2.12,3)",scala.collection
;version="[2.12,3)",scala.collection.convert;version="[2.12,3)",scala
.collection.generic;version="[2.12,3)",scala.collection.immutable;ver
sion="[2.12,3)",scala.collection.mutable;version="[2.12,3)",scala.con
current.duration;version="[2.12,3)",scala.reflect;version="[2.12,3)",
scala.runtime;version="[2.12,3)",scala.runtime.java8;version="[2.12,3
)",scala.util;version="[2.12,3)",scala.util.control;version="[2.12,3)
",scala.util.matching;version="[2.12,3)",scala.util.parsing.combinato
r;version="[1.1,2)",scala.util.parsing.input;version="[1.1,2)"
Private-Package: com.typesafe.sslconfig.*
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version>=1.8))
"
Specification-Title: ssl-config-core
Specification-Vendor: Lightbend
Specification-Version: 0.3.7
Tool: Bnd-4.0.0.201805111645

Found in path(s):
* /opt/cola/permits/1018675667_1664413265.8521285/0/ssl-config-core-2-12-0-3-7-jar/META-INF/MANIFEST.MF

1.36 software-amazon-ion-ion-java 1.0.2

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1.40 jackson-coreutils-equivalence 1.0

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* /opt/cola/permits/1341639860_1654785823.7940564/0/jackson-coreutils-equivalence-1-0-sources-1-jar/com/github/fge/jackson/JsonNumEquivalence.java

1.41 flink-shaded-zookeeper-3.5 3.4.14-13.0

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1.42 io-swagger-swagger-annotations 2.2.2

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1.43 classgraph 4.8.149

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1.44 jackson-dataformat-yaml 2.13.2

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1.45 mock-server-client 5.14.0

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1.46 jackson-core 2.14.1

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1.47 apache-http-client 4.5.13

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1.49 grizzled-slf4j 1.3.2

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1.51 flink-hadoop-fs 1.13.6

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* /opt/cola/permits/1473598154_1668495239.2887995/0/protobuf-java-3-21-9-sources-1-jar/com/google/protobuf/FieldInfo.java
* /opt/cola/permits/1473598154_1668495239.2887995/0/protobuf-java-3-21-9-sources-1-jar/com/google/protobuf/ManifestSchemaFactory.java
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* /opt/cola/permits/1473598154_1668495239.2887995/0/protobuf-java-3-21-9-sources-1-jar/com/google/protobuf/BinaryReader.java
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* /opt/cola/permits/1473598154_1668495239.2887995/0/protobuf-java-3-21-9-sources-1-jar/com/google/protobuf/MessageReflection.java
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* /opt/cola/permits/1473598154_1668495239.2887995/0/protobuf-java-3-21-9-sources-1-

jar/com/google/protobuf/TextFormatEscaper.java
* /opt/cola/permits/1473598154_1668495239.2887995/0/protobuf-java-3-21-9-sources-1-jar/com/google/protobuf/ExtensionRegistry.java
* /opt/cola/permits/1473598154_1668495239.2887995/0/protobuf-java-3-21-9-sources-1-jar/com/google/protobuf/AbstractProtobufList.java
* /opt/cola/permits/1473598154_1668495239.2887995/0/protobuf-java-3-21-9-sources-1-jar/com/google/protobuf/ByteString.java
* /opt/cola/permits/1473598154_1668495239.2887995/0/protobuf-java-3-21-9-sources-1-jar/com/google/protobuf/UnmodifiableLazyStringList.java
* /opt/cola/permits/1473598154_1668495239.2887995/0/protobuf-java-3-21-9-sources-1-jar/com/google/protobuf/BufferAllocator.java

1.59 jackson-databind 2.14.1

1.59.1 Available under license :

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1.61 findbugs-jsr305 1.3.9

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1.62 apache-commons-lang 2.6

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* https://github.com/eclipse-ee4j/jaf

1.65 jackson-coreutils 2.0

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* /opt/cola/permits/1498798466_1670284051.4512854/0/netty-transport-native-unix-common-4-1-85-final-sources-1-jar/io/netty/channel/unix/PreferredDirectByteBufAllocator.java

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* /opt/cola/permits/1498798466_1670284051.4512854/0/netty-transport-native-unix-common-4-1-85-final-sources-1-jar/io/netty/channel/unix/PeerCredentials.java
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* /opt/cola/permits/1498798466_1670284051.4512854/0/netty-transport-native-unix-common-4-1-85-final-sources-1-jar/netty_unix_filedescriptor.c
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* /opt/cola/permits/1498798466_1670284051.4512854/0/netty-transport-native-unix-common-4-1-85-final-sources-1-jar/netty_unix_filedescriptor.h
* /opt/cola/permits/1498798466_1670284051.4512854/0/netty-transport-native-unix-common-4-1-85-final-sources-1-jar/io/netty/channel/unix/NativeInetAddress.java
* /opt/cola/permits/1498798466_1670284051.4512854/0/netty-transport-native-unix-common-4-1-85-final-sources-1-jar/io/netty/channel/unix/Socket.java
* /opt/cola/permits/1498798466_1670284051.4512854/0/netty-transport-native-unix-common-4-1-85-final-sources-1-jar/io/netty/channel/unix/ServerDomainSocketChannel.java
* /opt/cola/permits/1498798466_1670284051.4512854/0/netty-transport-native-unix-common-4-1-85-final-sources-1-jar/netty_unix_socket.h
* /opt/cola/permits/1498798466_1670284051.4512854/0/netty-transport-native-unix-common-4-1-85-final-sources-1-jar/io/netty/channel/unix/UnixChannel.java
* /opt/cola/permits/1498798466_1670284051.4512854/0/netty-transport-native-unix-common-4-1-85-final-sources-1-jar/io/netty/channel/unix/DomainSocketChannelConfig.java
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* /opt/cola/permits/1498798466_1670284051.4512854/0/netty-transport-native-unix-common-4-1-85-final-sources-1-jar/io/netty/channel/unix/UnixChannelUtil.java

1.67 assertj-fluent-assertions 3.21.0

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*/
/**
* Base class for implementations of <code>{@link ObjectEnumerableAssert}</code> whose actual value type is
* <code>{@link Collection}</code>.
*
* @param <SELF> the "self" type of this assertion class. Please read &amp;quot;<a href="http://bit.ly/1IZIRcY"
*        target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&amp;quot;
*        for more details.
* @param <ACTUAL> the type of the "actual" value.
* @param <ELEMENT> the type of elements of the "actual" value.
* @param <ELEMENT_ASSERT> used for navigational assertions to return the right assert type.
*
* @author Yvonne Wang
* @author Alex Ruiz
* @author Mathieu Baechler
* @author Joel Costigliola
* @author Maciej Jaskowski
* @author Nicolas François
* @author Mikhail Mazursky
* @author Mateusz Haligowski
* @author Lovro Pandzic
* @author Marko Bekhta
*/
```

Found in path(s):
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractIterableAssert.java

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*/
/**
* Base class for all implementations of assertions for {@link Byte}s.
*
* @param <SELF> the "self" type of this assertion class. Please read &amp;quot;<a href="http://bit.ly/1IZIRcY"
*        target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&amp;quot;
*        for more details.
*
* @author Drummond Dawson
* @author Yvonne Wang
* @author David DIDIER
* @author Ansgar Konermann
* @author Alex Ruiz
* @author Mikhail Mazursky
* @author Nicolas François
* @author Cal027
*/
```

Found in path(s):
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractByteAssert.java

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* specific language governing permissions and limitations under the License.
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*/
/**
* Assertions methods applicable to groups of objects (e.g. arrays or collections.)
*
* @param <SELF> the "self" type of this assertion class. Please read &amp;quot;<a href="http://bit.ly/1IZIRcY"
*         target="_blank">Emulating 'self types' using Java Generics to simplify fluent API
implementation</a>&amp;quot;
*         for more details.
* @param <ELEMENT> the type of elements of the "actual" value.
*
* @author Yvonne Wang
* @author Alex Ruiz
* @author Nicolas François
* @author Mikhail Mazursky
* @author Joel Costigliola
* @author Nicolas François
* @author Florent Biville
*/
```

Found in path(s):
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/ObjectEnumerableAssert.java
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*/
/**
* Base class for all implementations of assertions for {@code CharSequence}s.
*
* @param <SELF> the "self" type of this assertion class. Please read &amp;quot;<a href="http://bit.ly/1IZIRcY"
*         target="_blank">Emulating 'self types' using Java Generics to simplify fluent API
implementation</a>&amp;quot;
```

```
*         for more details.
* @param <ACTUAL> the type of the "actual" value.
*
* @author Yvonne Wang
* @author David DIDIER
* @author Alex Ruiz
* @author Joel Costigliola
* @author Mikhail Mazursky
* @author Nicolas Francois
* @author Daniel Weber
*/
```

Found in path(s):
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractCharSequenceAssert.java
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*/
/**
* Base class for all implementations of assertions for {@link List}s.
* @param <SELF> the "self" type of this assertion class. Please read &amp;quot;<a href="http://bit.ly/1IZIRcY"
*         target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&amp;quot;
*         for more details.
* @param <ACTUAL> the type of the "actual" value.
* @param <ELEMENT> the type of elements of the "actual" value.
* @param <ELEMENT_ASSERT> used for navigational assertions to return the right assert type.
*
* @author Yvonne Wang
* @author Alex Ruiz
* @author Joel Costigliola
* @author Mikhail Mazursky
* @author Jacek Jackowiak
*/
```

Found in path(s):
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractListAssert.java
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/**
* Base class for all implementations of assertions for {@link BigDecimal}s.
*
* @param <SELF> the "self" type of this assertion class. Please read &amp;quot;<a href="http://bit.ly/1IZIRcY"
*         target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&amp;quot;
*         for more details.
*
* @author Drummond Dawson
* @author David DIDIER
* @author Ted M. Young
* @author Yvonne Wang
* @author Alex Ruiz
* @author Joel Costigliola
* @author Mikhail Mazursky
*/
```

Found in path(s):
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractBigDecimalAssert.java
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/**
* Base class for all assertions.
*
* @param <SELF> the "self" type of this assertion class. Please read "<a href="http://bit.ly/1IZIRcY"
*   target="_blank">Emulating 'self types' using Java Generics to simplify fluent API
implementation"
*   for more details.
* @param <ACTUAL> the type of the "actual" value.
*
* @author Alex Ruiz
* @author Joel Costigliola
* @author Mikhail Mazursky
* @author Nicolas François
*/

Found in path(s):
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-
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*/
/**
* Base class for all implementations of assertions for {@link Throwable}s.
*
* @param <SELF> the "self" type of this assertion class. Please read "<a href="http://bit.ly/1IZIRcY"
*   target="_blank">Emulating 'self types' using Java Generics to simplify fluent API
implementation"
*   for more details.

* @param <ACTUAL> the type of the "actual" value.
*
* @author David DIDIER
* @author Alex Ruiz
* @author Joel Costigliola
* @author Mikhail Mazursky
* @author Jack Gough
* @author Mike Gilchrist
*/

Found in path(s):
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractThrowableAssert.java
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*/
/**
* Base class for all implementations of assertions for {@link Integer}s.
*
* @param <SELF> the "self" type of this assertion class. Please read "<a href="http://bit.ly/1IZIRcY"
*   target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation"
*   for more details.
*
* @author Drummond Dawson
* @author Yvonne Wang
* @author David DIDIER
* @author Ansgar Konermann
* @author Alex Ruiz
* @author Joel Costigliola
* @author Mikhail Mazursky
* @author Nicolas François
* @author Cal027
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* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractIntegerAssert.java
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*/
/**
* Base class for all implementations of assertions for {@link File}s.
*
* @param <SELF> the "self" type of this assertion class. Please read &amp;quot;<a href="http://bit.ly/1IZIRcY"
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*         for more details.
*
* @author David DIDIER
* @author Yvonne Wang
* @author Alex Ruiz
* @author Olivier Michallat
* @author Olivier Demeijer
* @author Mikhail Mazursky
* @author Jean-Christophe Gay
* @author Valeriy Vyrva
* @author Nikolaos Georgiou
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```

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* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractFileAssert.java
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* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/condition/MappedCondition.java
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/error/ShouldBeAtIndex.java
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/error/ShouldBeInSameSecond.java
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/error/AbstractShouldHaveTextContent.java
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/error/ShouldHaveParent.java
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* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/filter/FilterOperator.java
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* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/internal/Spliterators.java
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/ArraySortedAssert.java
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/error/future/Warning.java
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/util/Objects.java
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* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/error/ShouldHaveContent.java
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-

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* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/Float2DArrayAssert.java
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* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/DoublePredicateAssert.java
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/internal/FieldByFieldComparator.java
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* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/iterable/ThrowingExtractor.java
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/OptionalIntAssert.java
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* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractPredicateLikeAssert.java
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* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractIterableSizeAssert.java
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* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/internal/AbstractComparisonStrategy.java
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-

jar/org/assertj/core/error/ShouldBeEqualIgnoringCase.java
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AtomicReferenceArrayAssert.java
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/**
* Base class for all implementations of assertions for {@link Float}s.
*
* @param <SELF> the "self" type of this assertion class. Please read &amp;quot;<a href="http://bit.ly/1IZIRcY"
*         target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&amp;quot;
*         for more details.
*
* @author Drummond Dawson
* @author Yvonne Wang
* @author Alex Ruiz
* @author Ansgar Konermann
* @author Mikhail Mazursky
* @author Nicolas François
* @author Jin Kwon
*/
```

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*/
/**
* Base class for all implementations of assertions for {@link Character}s.
*
* @param <SELF> the "self" type of this assertion class. Please read "<a href="http://bit.ly/1IZIRcY"
*   target="_blank">Emulating 'self types' using Java Generics to simplify fluent API
implementation"
*   for more details.
*
* @author Yvonne Wang
* @author David DIDIER
* @author Ansgar Konermann
* @author Alex Ruiz
* @author Joel Costigliola
* @author Mikhail Mazursky
*/

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jar/org/assertj/core/api/AbstractCharacterAssert.java
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*
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*/
/**
* Base class for all implementations of assertions for {@link Short}s.
*
* @param <SELF> the "self" type of this assertion class. Please read "<a href="http://bit.ly/1IZIRcY"

```
*         target="_blank">Emulating 'self types' using Java Generics to simplify fluent API
implementation</a>&amp;quot;
*         for more details.
*
* @author Drummond Dawson
* @author Yvonne Wang
* @author David DIDIER
* @author Ansgar Konermann
* @author Alex Ruiz
* @author Mikhail Mazursky
* @author Nicolas François
* @author Cal027
*/
```

Found in path(s):
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractShortAssert.java
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/**
* Base class for all implementations of assertions for {@link Object}s.
*
* @param <SELF> the "self" type of this assertion class. Please read &amp;quot;<a href="http://bit.ly/1IZIRcY"
*         target="_blank">Emulating 'self types' using Java Generics to simplify fluent API
implementation</a>&amp;quot;
*         for more details.
* @param <ACTUAL> the type of the "actual" value.
*
* @author Yvonne Wang
* @author Alex Ruiz
* @author Nicolas François
* @author Mikhail Mazursky
* @author Joel Costigliola
* @author Libor Ondrusek
```

*/

Found in path(s):
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractObjectAssert.java
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/**
* Base class for all implementations of assertions for {@link InputStream}s.
* @param <SELF> the "self" type of this assertion class. Please read "<a href="http://bit.ly/1IZIRcY"
*   target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation"
*   for more details.
* @param <ACTUAL> the type of the "actual" value.
*
* @author Matthieu Baechler
* @author Mikhail Mazursky
* @author Stefan Birkner
*/

Found in path(s):
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractInputStreamAssert.java
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/**
* Base class for all implementations of assertions for {@link LongAdder}s.
*
* @param <SELF> the "self" type of this assertion class. Please read &amp;quot;<a href="http://bit.ly/1IZIRcY"
*             target="_blank">Emulating 'self types' using Java Generics to simplify fluent API
implementation</a>&amp;quot;
*             for more details.
*
* @author Grzegorz Piwowarek
* @since 3.16.0
*/

Found in path(s):
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-
jar/org/assertj/core/api/AbstractLongAdderAssert.java
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/**
* Base class for all implementations of assertions for {@link Long}s.
*
* @param <SELF> the "self" type of this assertion class. Please read &amp;quot;<a href="http://bit.ly/1IZIRcY"
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implementation</a>&amp;quot;
*         for more details.
*
* @author Drummond Dawson
* @author Yvonne Wang
* @author David DIDIER
* @author Ansgar Konermann
```

* @author Alex Ruiz
* @author Joel Costigliola
* @author Mikhail Mazursky
* @author Nicolas François
* @author Cal027
*/

Found in path(s):
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractLongAssert.java
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/**
* Base class for all implementations of assertions for {@link Collection}s.
* @param <SELF> the "self" type of this assertion class. Please read "<a href="http://bit.ly/1IZIRcY"
*   target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation"
*   for more details.
* @param <ACTUAL> the type of the "actual" value.
* @param <ELEMENT> the type of elements of the "actual" value.
* @param <ELEMENT_ASSERT> used for navigational assertions to return the right assert type.
*
* @since 3.21.0
*/

Found in path(s):
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractCollectionAssert.java
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* Base class for all implementations of assertions for {@link Double}s.
*
* @param <SELF> the "self" type of this assertion class. Please read &amp;quot;<a href="http://bit.ly/1IZIRcY"
*         target="_blank">Emulating 'self types' using Java Generics to simplify fluent API
implementation</a>&amp;quot;
*         for more details.
*
* @author Drummond Dawson
* @author Yvonne Wang
* @author David DIDIER
* @author Alex Ruiz
* @author Ansgar Konermann
* @author Joel Costigliola
* @author Mikhail Mazursky
* @author Nicolas François
* @author Jack Gough
*/
```

Found in path(s):
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractDoubleAssert.java
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*/
```

```
/**
* Base class for all implementations of assertions for {@link Class}es.
*
* @param <SELF> the "self" type of this assertion class. Please read &amp;quot;<a href="http://bit.ly/1IZIRcY"
*         target="_blank">Emulating 'self types' using Java Generics to simplify fluent API
implementation</a>&amp;quot;
*         for more details.
*
* @author William Delanoue
* @author Mikhail Mazursky
*/
```

Found in path(s):
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractClassAssert.java
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/**
* Base class for all implementations of assertions for {@link Date}s.
* <p>
* Note that assertions with date parameter comes with two flavor, one is obviously a {@link Date} and the other is a
* {@link String} representing a Date.<br>
* For the latter, the default format follows ISO 8901 : "yyyy-MM-dd", user can override it with a custom format by
* calling {@link #withDateFormat(DateFormat)}.<br>
* The user custom format will then be used for all next Date assertions (i.e not limited to the current assertion) in
* the test suite.<br>
* To turn back to default format, simply call {@link #withDefaultDateFormatsOnly()}.
*
* @param <SELF> the "self" type of this assertion class. Please read "<a href="http://bit.ly/1IZIRcY"
*         target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>" for
*         more details.
* @author Tomasz Nurkiewicz (thanks for giving assertions idea)
* @author Joel Costigliola
* @author Mikhail Mazursky
```

* @author William Delanoue
* @author Michal Kordas
* @author Eddú Meléndez
*/

Found in path(s):
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractDateAssert.java
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/**
* Base class for all implementations of assertions for {@link Map}s.
*
* @param <SELF> the "self" type of this assertion class. Please read "<a href="http://bit.ly/1IZIRcY"
*   target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation"
*   for more details.
* @param <ACTUAL> the type of the "actual" value.
* @param <K> the type of keys in the map.
* @param <V> the type of values in the map.
*
* @author David DIDIER
* @author Yvonne Wang
* @author Alex Ruiz
* @author Mikhail Mazursky
* @author Nicolas François
* @author dorzey
* @author Filip Hrisafov
*/

Found in path(s):
* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractMapAssert.java

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/**
* Base class for all implementations of assertions for {@link Boolean}s.
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*        target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&amp;quot;
*        for more details.
*
* @author Alex Ruiz
* @author Yvonne Wang
* @author David DIDIER
* @author Ansgar Konermann
* @author Mikhail Mazursky
*/
```

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* /opt/cola/permits/1340815564_1654861496.226667/0/assertj-core-3-21-0-sources-1-jar/org/assertj/core/api/AbstractBooleanAssert.java

1.68 flink-streaming-java 1.13.6

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1.69 netty-project 4.1.85.Final

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* /opt/cola/permits/1498798514_1670358170.6985795/0/netty-resolver-4-1-85-final-jar/META-INF/maven/io.netty/netty-resolver/pom.xml
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Manifest-Version: 1.0
Implementation-Title: Netty/Resolver
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.resolver
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.resolver
Implementation-Version: 4.1.85.Final
Built-By: chris
Bnd-LastModified: 1668019011228
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty

Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.util;version="[4.1,5)",io.netty.util.concurre
nt;version="[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.nett
y.util.internal.logging;version="[4.1,5)",sun.nio.ch;resolution:=opti
onal,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.e
clipse.jetty.alpn;version="[1,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.resolver;uses:="io.netty.util.concurrent";ver
sion="4.1.85"
Bundle-Name: Netty/Resolver
Bundle-Version: 4.1.85.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_312
Implementation-URL: https://netty.io/netty-resolver/

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* /opt/cola/permits/1498798514_1670358170.6985795/0/netty-resolver-4-1-85-final-jar/META-INF/MANIFEST.MF

1.70 flink-file-sink-common 1.13.6

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{"version":3,"sources":["../node_modules/react/index.js","../node_modules/prop-types/index.js","../node_modules/babel-runtime/helpers/classCallCheck.js","../node_modules/babel-runtime/helpers/createClass.js","../node_modules/babel-runtime/core-js/object/get-prototype-of.js","../node_modules/babel-runtime/helpers/possibleConstructorReturn.js","../node_modules/babel-runtime/helpers/inherits.js","../node_modules/simple-assign/index.js","../node_modules/babel-runtime/helpers/extends.js","../node_modules/babel-runtime/helpers/objectWithoutProperties.js","../node_modules/redux-form/es/actionTypes.js","../node_modules/material-ui/styles/transitions.js","../node_modules/redux-form/es/structure/plain/splice.js","../node_modules/redux-form/es/structure/plain/getIn.js","../node_modules/redux-form/es/structure/plain/setIn.js","../node_modules/redux-form/es/structure/plain/deepEqual.js","../node_modules/redux-

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ui/TimePicker/TimeDisplay.js","../node_modules/material-
ui/TimePicker/ClockHours.js","../node_modules/material-
ui/TimePicker/ClockMinutes.js","../node_modules/material-ui/Toggle/Toggle.js","../node_modules/material-
ui/Toolbar/Toolbar.js","../node_modules/redux-form-material-ui/lib/Toggle.js","../node_modules/redux-form-
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ui/lib/SelectField.js","../node_modules/redux-form-material-ui/lib/AutoComplete.js","../node_modules/redux-form-
material-ui/lib/RadioButtonGroup.js","../node_modules/babel-preset-react-
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"state","field","path","toPath","result","_extends","assign","plain_setIn","setInWithPath","pathIndex","first","next","Number","isNaN","initialized","parseInt","deepEqual_customizer","other","_error","_warning","react_default","a","isValidElement","plain_deepEqual","b","isEqualWith","deleteIn_extends","deleteIn_toConsumableArray","deleteInWithPath","_len","rest","_key","Error","String","firstIndex","apply","_result","_firstIndex","structure","allowsArrayErrors","empty","emptyList","getIn","setIn","deepEqual","deleteIn","forEach","items","callback","fromJS","map","name","size","some","toJS","ownKeys","object","enumerableOnly","getOwnPropertySymbols","symbols","filter","sym","getOwnPropertyDescriptor","push","_objectSpread2","getOwnPropertyDescriptors","formatProdErrorMessage","code","applyMiddleware","bindActionCreators","combineReducers","redux_createStore","$$observable","Symbol","observable","randomString","Math","random","substring","split","join","ActionTypes","INIT","REPLACE","PROBE_UNKNOWN_ACTION","isPlainObject","proto","getPrototypeOf","reducer","preloadedState","enhancer","_ref2","currentReducer","currentState","currentListeners","nextListeners","isDispatching","ensureCanMutateNextListeners","slice","getState","subscribe","listener","isSubscribed","dispatch","action","type","listeners","replaceReducer","nextReducer","_ref","outerSubscribe","observer","observeState","unsubscribe","reducers","reducerKeys","finalReducers","shapeAssertionError","finalReducerKeys","assertReducerShape","e","hasChanged","nextState","_i","previousStateForKey","nextStateForKey","bindActionCreator","actionCreator","actionCreators","boundActionCreators","middlewares","createStore","store","_dispatch","middlewareAPI","chain","middleware","funcs","arg","reduce","compose","_AutoComplete__WEBPACK_IMPORTED_MODULE_1__","_AutoComplete__WEBPACK_IMPORTED_MODULE_1___default","n","_Card__WEBPACK_IMPORTED_MODULE_6__","_Card__WEBPACK_IMPORTED_MODULE_6___default","_Card_CardHeader__WEBPACK_IMPORTED_MODULE_8__","_Card_CardHeader__WEBPACK_IMPORTED_MODULE_8___default","_Card_CardText__WEBPACK_IMPORTED_MODULE_11__","_Card_CardText__WEBPACK_IMPORTED_MODULE_11___default","_FloatingActionButton__WEBPACK_IMPORTED_MODULE_21__","_FloatingActionButton__WEBPACK_IMPORTED_MODULE_21___default","_IconButton__WEBPACK_IMPORTED_MODULE_25__","_IconButton__WEBPACK_IMPORTED_MODULE_25___default","_MenuItem__WEBPACK_IMPORTED_MODULE_32__","_MenuItem__WEBPACK_IMPORTED_MODULE_32___default","_styles_MuiThemeProvider__WEBPACK_IMPORTED_MODULE_33__","_styles_MuiThemeProvider__WEBPACK_IMPORTED_MODULE_33___default","checkDCE","__REACT_DEVTOOLS_GLOBAL_HOOK__","err","console","error","_SvgIcon","_SvgIcon2","_freeGlobal_js__WEBPACK_IMPORTED_MODULE_0__","freeSelf","root","Function","_shouldUpdate2","_shallowEqual2","BaseComponent","nextProps","hoc","_classCallCheck","_defineProperties","_createClass","_getPrototypeOf","o","setPrototypeOf","iterator","_typeof","_possibleConstructorReturn","_assertThisInitialized","_setPrototypeOf","p","_inherits","core","version","__e","_Paper","_Paper2","_coreJsData","maskSrcKey","uid","exec","IE_PROTO","_isMasked","func","reIsHostCtor","funcProto","objectProto","funcToString","_baseIsNative_hasOwnProperty","reIsNative","RegExp","replace","_baseIsNative","isObject","isFunction","test","_toSource","_getValue","condition","format","c","f","args","argIndex","framesToPop","_propTypes","_propTypes2","horizontal","oneOf","vertical","corners","origin","shape","cornersAndCenter","stringOrNumber","oneOfType","string","number","zDepth","_getRawTag_hasOwnProperty","nativeObjectToString","symToStringTag","_Symbol","toStringTag","_getRawTag","isOwn","tag","unmasked","_objectToString_nativeObjectToString","_objectToString","nullTag","undefinedTag","_baseGetTag_symToStringTag","keyCode","searchInput","hasKeyCode","which","charCode","names","foundNamedKey","search","codes","toLowerCase","aliases","charCodeAt","isEventKey","event","nameOrCode","backspace","tab","enter","shift","ctrl","alt","pause/break","caps lock","esc","space","page up","page
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computer","my calculator",";","=",",","-
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pes","_objectWithoutPropertiesLoose","excluded","sourceKeys","CLEARED","nullListeners","notify","Subscription","parentSub","onStateChange","addNestedSub","Boolean","current","clear","get","createListenerCollection","connectAdvanced_prefixUnsafeLifecycleMethods","hotReloadingVersion","dummyState","noop","connectAdvanced","selectorFactory","_contextTypes","_childContextTypes","_ref2$getDisplayName","getDisplayName","_ref2$methodName","methodName","_ref2$renderCountProp","renderCountProp","_ref2$shouldHandleSta","shouldHandleStateChanges","_ref2$storeKey","_ref2$withRef","withRef","connectOptions","contextTypes","WrappedComponent","browser_default","react_is","JSON","stringify","wrappedComponentName","displayName","selectorFactoryOptions","Connect","renderCount","propsMode","setWrappedInstance","bind","initSelector","initSubscription","_ref3","subscription","componentDidMount","selector","run","shouldComponentUpdate","forceUpdate","componentWillReceiveProps","componentWillUnmount","getWrappedInstance","wrappedInstance","ref","sourceSelector","makeSelectorStateful","componentDidUpdate","notifyNestedSubsOnComponentDidUpdate","setState","addExtraProps","withExtras","UNSAFE_componentWillReceiveProps","hoist_non_react_statics_cjs_default","hasOwn","is","x","y","shallowEqual","objA","objB","keysA","keysB","wrapMapToPropsConstant","getConstant","options","constant","constantSelector","dependsOnOwnProps","getDependsOnOwnProps","mapToProps","wrapMapToPropsFunc","proxy","stateOrDispatch","ownProps","connect_mapDispatchToProps","mapDispatchToProps","redux","connect_mapStateToProps","mapStateToProps","defaultMergeProps","stateProps","dispatchProps","connect_mergeProps","mergeProps","mergedProps","pure","areMergedPropsEqual","hasRunOnce","nextMergedProps","wrapMergePropsFunc","impureFinalPropsSelectorFactory","pureFinalPropsSelectorFactory","areStatesEqual","areOwnPropsEqual","areStatePropsEqual","hasRunAtLeastOnce","handleSubsequentCalls","nextOwnProps","propsChanged","stateChanged","nextStateProps","statePropsChanged","handleNewState","finalPropsSelectorFactory","initMapStateToProps","initMapDispatchToProps","initMergeProps","match","factories","strictEqual","connect_connect","_temp","_ref$connectHOC","connectHOC","_ref$mapStateToPropsF","mapStateToPropsFactories","_ref$mapDispatchToPro","mapDispatchToPropsFactories","_ref$mergePropsFactor","mergePropsFactories","_ref$selectorFactory","_ref3$pure","_ref3$areStatesEqual","_ref3$areOwnPropsEqua","_ref3$areStatePropsEq","_ref3$areMergedPropsE","extraOptions","USE_SYMBOL","_extends3","_objectWithoutProperties3","_getPrototypeOf2","_classCallCheck3","_createClass3","_possibleConstructorReturn3","_inherits3","_simpleAssign2","_react","_react2","_events2","_keycode2","_FocusRipple2","_TouchRipple2","styleInjected","listening","tabPressed","EnhancedButton","_ret","isKeyboardFocused","handleKeyDown","disabled","disableKeyboardFocus","removeKeyboardFocus","onKeyDown","handleKeyUp","onKeyUp","handleBlur","cancelFocusTimeout","onBlur","handleFocus","persist","focusTimeout","setTimeout","setKeyboardFocus","onFocus","handleClick","onClick","_props","keyboardFocused","style","document","createElement","innerHTML","body","appendChild","injectStyle","on","window","button","focus","onKeyboardFocus","clearTimeout","_props2","centerRipple","disableFocusRipple","disableTouchRipple","focusRippleColor","focusRippleOpacity","touchRippleColor","touchRippleOpacity","focusRipple","color","opacity","show","overflow","touchRipple","_this2","_props3","containerElement","href","tabIndex","_context$muiTheme","muiTheme","prepareStyles","enhancedButton","mergedStyles","border","boxSizing","display","fontFamily","baseTheme","WebkitTapHighlightColor","tapHighlightColor","cursor","textDecoration","margin","padding","outline","fontSize","fontWeight","position","verticalAlign","backgroundColor","background","buttonProps","node","buttonChildren","createButtonChildren","cloneElement","Component","defaultProps","_isSymbol_js__WEBPACK_IMPORTED_MODULE_0__","INFINITY","_Toggle","_Slider","_Checkbox","_TextField","_TimePicker","_DatePicker","_SelectField","_AutoComplete","_RadioButtonGroup","_interopDefault","ex","_objectWithoutProperties","React","passiveOption","cache","attr","supportsPassiveOption","addEventListener","defaultEventOptions","capture","passive","mergeDefaultEventOptions","getEventListenerArgs","eventName","off","removeEventListener","EventListener","_React$PureComponent","applyListeners","prevProps","onOrOff","iteratee","eventProps","prop","substr","handler","forEachListener","PureComponent","withOptions","MaterialUIComponent","mapProps","InputComponent","refs","component","global","ctx","hide","has","$export","own","out","IS_FORCED","F","IS_GLOBAL","G","IS_STATIC","S","IS_PROTO","P","IS_BIND","B","IS_WRAP","W","expProto","C","virtual","R","U","__g","anObject","IE8_DOM_DEFINE","toPrimitive","dP","O","Attributes","convertColorToString","convertHexToRGB","decomposeColor","getContrastRatio","foreground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tack","isTypedArray","objIsWrapped","othIsWrapped","objUnwrapped","othUnwrapped","baseIsEqual","typedArrayTags","_baseIsTypedArray","isLength","_baseUnary","nodeIsTypedArray","_nodeUtil","_nativeKeys","_overArg","_baseKeys_hasOwnProperty","_baseKeys","_isPrototype","isArrayLike","_arrayLikeKeys","Uint8Array","bitmap","$keys","enumBugKeys","_iterator2","_symbol2","_chainFunction2","_ChildMapping","any","TransitionGroup","_React$Component","performAppear","currentlyTransitioningKeys","componentWillAppear","_handleDoneAppearing","componentDidAppear","currentChildMapping","getChildMapping","performLeave","performEnter","componentWillEnter","_handleDoneEntering","componentDidEnter","componentWillLeave","_handleDoneLeaving","componentDidLeave","keysToEnter","newChildren","childRefs","keysToLeave","initialChildMapping","nextChildMapping","prevChildMapping","mergeChildMappings","hasPrev","hasNext","childrenToRender","_loop","child","isCallbackRef","factoryChild","childFactory","r","transitionLeave","transitionName","transitionAppear","transitionEnter","transitionLeaveTimeout","transitionEnterTimeout","transitionAppearTimeout","_from","_from2","_Checkbox2","defaultUtils","dateTimeFormat","locale","date","month","weekday","day","dayList","getDay","monthList","getMonth","getDate","year","getFullYear","monthLongList","dayAbbreviation","getYear","setYear","addDays","addMonths","addYears","cloneDate","cloneAsDate","getDaysInMonth","getFirstDayOfMonth","getFirstDayOfWeek","getWeekArray","localizedWeekday","DateTimeFormat","firstDayOfWeek","weekdayFormatter","firstDayDate","formatIso","Date","toDateString","toISOString","isEqualDate","d1","d2","isBeforeDate","isAfterDate","isBetweenDates","dateToCheck","startDate","endDate","monthDiff","yearDiff","newDate","setFullYear","days","setDate","months","setMonth","years","getTime","clonedDate","setHours","resultDate","now","dayArray","daysInMonth","weekArray","week","addWeek","emptyDays","date1","date2","m","_FlatButton","_FlatButton2","TableRowColumn","hovered","columnNumber","onMouseEnter","hoverable","onHover","onMouseLeave","onHoverExit","className","tableRowColumn","paddingLeft","spacing","paddingRight","textAlign","whiteSpace","textOverflow","Children","count","getStyles","handlers","clone","addHours","hours","getHours","addMinutes","minutes","setMinutes","getMinutes","addSeconds","seconds","setSeconds","formatTime","pedantic","mins","isAM","additional","rad2deg","rad","getTouchEventOffsetValues","boundingRect","offsetX","clientX","offsetY","clientY","isInner","_baseIsEqual_js__WEBPACK_IMPORTED_MODULE_0__","_baseForOwn","_baseFor","_baseIsMatch","matchData","noCustomizer","srcValue","_baseIsEqual","_isStrictComparable","_getMatchData","_matchesStrictComparable","_baseMatches","reIsDeepProp","reIsPlainProp","_isKey","isSymbol","_castPath","_stringToPath","lodash_es_toString","_baseGet","_toKey","lodash_es_get","defaultValue","_baseHasIn","_hasPath","hasFunc","_isIndex","lodash_es_hasIn","_baseMatchesProperty_COMPARE_PARTIAL_FLAG","_baseMatchesProperty_COMPARE_UNORDERED_FLAG","_baseMatchesProperty","_baseProperty","_basePropertyDeep","lodash_es_property","_baseIteratee","identity","_baseAssignValue","_slicedToArray","_createForOfIteratorHelper","allowArrayLike","minLen","_arrayLikeToArray","_unsupportedIterableToArray","s","done","_e","normalCompletion","didErr","step","_e2","len","strictUriEncode","decodeComponent","splitOnFirst","filterObject","validateArrayFormatSeparator","encode","strict","encodeURIComponent","decode","removeHash","hashStart","extract","queryStart","parseValue","parseNumbers","trim","parseBooleans","parse","query","sort","arrayFormat","arrayFormatSeparator","formatter","accumulator","includes","isEncodedArray","newValue","item","parserForArrayFormat","ret","_step","_iterator","param","_splitOnFirst","_splitOnFirst2","_value","_Object$keys","_i2","_Object$keys2","k","keysSorter","shouldFilter","skipNull","skipEmptyString","encoderForArrayFormat","objectCopy","_i3","_Object$keys3","parseUrl","url","_splitOnFirst3","_splitOnFirst4","url_","parseFragmentIdentifier","fragmentIdentifier","stringifyUrl","queryFromUrl","parsedQueryFromUrl","queryString","getHash","pick","_exports$parseUrl","exclude","exclusionFilter","id","px","$at","iterated","_t","point","once","typeArray","recursiveFunction","attachEvent","detachEvent","isKeyboard","_FontIcon","_FontIcon2","_toArray3","_ClickAwayListener2","_List2","_menuUtils","Menu","_initialiseProps","filteredChildren","getFilteredChildren","selectedIndex","getLastSelectedIndex","newFocusIndex","disableAutoFocus","onMenuItemFocusChange","focusIndex","initiallyKeyboardFocused","keyWidth","desktop","hotKeyHolder","HotKeyHolder","autoWidth","setWidth","setScollPosition","multiple","nextContext","valueLink","requestChange","onChange","childIndex","childIsDisabled","selectedChildStyles","isChildSelected","selectedMenuItem","selectedMenuItemStyle","mergedChildStyles","menuItemStyle","extraProps","isFocused","focusState","handleM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kIcon","addKeyModal","labelColor","validationFailure","fontColor","app-container","ellipsis","brace-row","brace","expanded-icon","collapsed-icon","colon","objectKeyVal","borderLeft",":hover","object-key-val-no-border","keyValPadding","pushed-content","variableValue","object-name","letterSpacing","fontStyle","array-key","object-size","data-type-label","date-value","function-value","copy-to-clipboard","copy-icon","copy-icon-copied","array-group-meta-data","object-meta-data","icon-container","removeVarIcon","addVarIcon","editVarIcon","edit-icon-container","check-icon","cancel-icon","edit-input","detected-row","key-modal-request","key-modal","key-modal-label","key-modal-input-container","key-modal-input","key-modal-cancel","key-modal-cancel-icon","key-modal-submit","function-ellipsis","validation-failure","validation-failure-label","validation-failure-clear","rjvId","type_name","displayDataTypes","theme","toLocaleTimeString","hour","minute","objects","handleAction","updated_src","updateSrc","namespace","new_value","existing_value","variable_removed","deepCopy","_e3","toggleCollapsed","collapsed","getFunctionDisplay","collapseStringsAfterLength","useLayoutEffect","min-height","max-height","visibility","z-index","setProperty","currentStyle","se","cacheMeasurements","maxRows","minRows","onHeightChange","useRef","useCallback","getComputedStyle","borderRightWidth","borderLeftWidth","sizingStyle","paddingSize","borderSize","borderBottomWidth","borderTopWidth","setAttribute","rowHeight","_e4","ce","le","ue","xe","viewBox","preserveAspectRatio","fe","pe","de","be","he","ve","me","ye","ge","Ee","je","copiedTimer","handleCopy","clickCallback","clipboardValue","select","execCommand","removeChild","copied","getClippyIcon","hidden","rowHovered","ke","getEditIcon","variable","prepopInput","onEdit","editMode","editValue","parsedInput","getRemoveIcon","getValue","getEditInput","inputRef","submitEdit","showDetected","getDetectedInput","renameKey","singleIndent","indentWidth","enableClipboard","onDelete","onSelect","displayArrayKey","quotesOnKeys","Oe","getObjectSize","displayObjectSize","getAddAttribute","depth","key_name","getRemoveObject","hover","onAdd","Ce","parent_type","jsvRoot","Se","we","Ae","expanded","groupArraysAfterLength","getExpandedIcon","Fe","index_offset","Me","getObjectContent","renderObjectContents","getEllipsis","getObjectMetaData","object_type","sortKeys","Pe","getBraceStart","shouldCollapse","De","Ie","closeModal","submit","isValid","spellCheck","onKeyPress","Re","Le","Be","getListeners","reset","resetState","variable-update","add-key-request","addKeyRequest","existing_src","editKeyRequest","validationMessage","prevSrc","prevName","prevTheme","validateState","propIsEnumerable","test1","test2","test3","letter","shouldUseNative","to","toObject","_AppBar","_AppBar2","toIObject","arrayIndexOf","cof","toInteger","fails","exp","ObjectProto","redefine","$iterCreate","setToStringTag","ITERATOR","BUGGY","returnThis","Base","DEFAULT","IS_SET","FORCED","methods","IteratorPrototype","getMethod","kind","DEF_VALUES","VALUES_BUG","$native","$default","$entries","$anyNative","hiddenKeys","pIE","gOPD","_dom2","_CircleRipple2","TouchRipple","abortOnScroll","touches","startListeningForScrollAbort","startTime","handleTouchMove","abs","stopListeningForScrollAbort","firstTouchY","deltaX","firstTouchX","currentRipples","abortedRipple","aborted","ignoreNextMouseDown","hasRipples","nextKey","isRippleTouchGenerated","getRippleStyle","touchGenerated","elHeight","isTouchEvent","pageX","pageY","pointerX","pointerY","topLeftDiag","calcDiag","topRightDiag","botRightDiag","botLeftDiag","rippleRadius","rippleSize","directionInvariant","sqrt","_state","rippleGroup","classof","ARG","tryGet","parent","scrollLeft","Tooltip","setTooltipPosition","tooltipWidth","horizontalPosition","tooltipHeight","rippleDiameter","verticalPosition","touchMarginOffset","touchOffsetTop","rootWhenShown","rootWhenTouched","rippleWhenShown","rippleBackgroundColor","extendChildren","extendedProps","extendedChildren","newProps","_setStatic","_setStatic2","_getDisplayName","_getDisplayName2","hocName","_reactDom","RenderToLayer","unrenderLayer","unmountComponentAtNode","layerElement","unstable_renderSubtreeIntoContainer","_Badge","_Badge2","BottomNavigation","_BottomNavigation3","_BottomNavigationItem3","CardExpandable","Card","_Card3","_CardHeader3","_CardTitle3","_CardMedia3","_CardText3","_CardActions3","_CardExpandable3","_keyboardArrowUp2","_keyboardArrowDown2","onExpanding","_Chip","_Chip2","_CircularProgress","_CircularProgress2","_AutoLockScrolling2","Overlay","autoLockScrolling","transitionEnabled","willChange","lock","_Drawer","_Drawer2","_FloatingActionButton","_FloatingActionButton2","GridList","_GridList3","_GridTile3","IconMenu","_IconMenu3","_LinearProgress","_LinearProgress2","_List3","_ListItem3","_makeSelectable3","_getMuiTheme2","MuiThemeProvider","plugins","metaData","processedValue","ad

dIfNew","_hyphenateStyleName2","_hyphenateStyleName","_Popover3","_PopoverAnimationVertical3","_EnhancedSwitch2","_radioButtonUnchecked2","_radioButtonChecked2","handleSwitch","enhancedSwitch","isSwitched","newCheckedValue","setSwitched","checkedIcon","uncheckedIcon","checkedColor","targetWhenChecked","fillWhenChecked","targetWhenDisabled","fillWhenDisabled","labelDisabledColor","uncheckedStyles","checkedStyles","uncheckedElement","checkedElement","mergedIconStyle","mergedLabelStyle","_RaisedButton","_RaisedButton2","_RefreshIndicator","_RefreshIndicator2","Step","renderChild","_StepLabel2","StepButton","_context$muiTheme$ste","hoverBackgroundColor","isLabel","_ExpandTransition2","StepContent","transitionDuration","_context","connectorLineColor","transitionProps","_StepConnector2","Stepper","activeStep","connector","linear","alignContent","steps","controlProps","_Snackbar","_Snackbar2","Tabs","_Tab3","_Tabs3","Table","_Table3","_TableBody3","_TableFooter3","_TableHeader3","_TableHeaderColumn3","_TableRow3","_TableRowColumn3","_slicedToArray3","_timeUtils","ClockNumber","pos","isSelected","timePicker","accentColor","selectTextColor","transformPos","_transformPos","_transformPos2","clockNumber","calcAngle","base","ClockPointer","inner","hasSelected","angle","mark","Toolbar","_Toolbar3","_ToolbarGroup3","_ToolbarSeparator3","_ToolbarTitle3","reactIs","contextType","getDerivedStateFromError","MEMO_STATICS","$$typeof","compare","TYPE_STATICS","getStatics","isMemo","ForwardRef","Memo","targetStatics","sourceStatics","allocUnsafe","isDeep","createThunkMiddleware","extraArgument","thunk","withExtraArgument","_objectSpread","isMounted","enqueueForceUpdate","enqueueReplaceState","enqueueSetState","updater","isPureReactComponent","__self","__source","_owner","keyPrefix",":","aa","ba","ReactCurrentDispatcher","ReactCurrentBatchConfig","suspense","ReactCurrentOwner","IsSomeRendererActing","Fragment","Profiler","StrictMode","Suspense","__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED","createContext","_calculateChangedBits","_currentValue","_currentValue2","_threadCount","Consumer","createFactory","createRef","lazy","_ctor","_status","memo","useContext","useDebugValue","useEffect","useImperativeHandle","useMemo","useReducer","useState","da","ea","fa","ha","ia","onError","ja","la","ma","na","oa","currentTarget","ka","pa","qa","ra","sa","extractEvents","eventTypes","ta","phasedRegistrationNames","ua","registrationName","va","wa","dependencies","xa","ya","za","Aa","Ba","Ca","stateNode","Da","Ea","Fa","Ga","Ha","Ia","Ja","Ka","La","Ma","Na","Oa","Pa","Qa","acceptsBooleans","attributeName","attributeNamespace","mustUseProperty","propertyName","sanitizeURL","Ua","Va","xlinkHref","Wa","Xa","Sa","Ta","Ra","removeAttribute","setAttributeNS","Ya","Za","$a","ab","bb","cb","db","eb","fb","gb","hb","ib","jb","kb","lb","mb","nb","pb","qb","_debugOwner","_debugSource","fileName","lineNumber","rb","sb","nodeName","xb","_valueTracker","setValue","stopTracking","tb","yb","zb","_wrapperState","initialChecked","Ab","initialValue","controlled","Bb","Cb","Db","Eb","ownerDocument","activeElement","Gb","Fb","Hb","Ib","dangerouslySetInnerHTML","Jb","Kb","Lb","textContent","Mb","Nb","Ob","Pb","Qb","namespaceURI","MSApp","execUnsafeLocalFunction","Rb","nodeValue","Sb","Tb","animationend","animationiteration","animationstart","transitionend","Ub","Vb","Wb","Xb","Yb","Zb","$b","ac","bc","WeakMap","cc","dc","alternate","effectTag","ec","memoizedState","dehydrated","fc","hc","sibling","gc","ic","jc","kc","lc","_dispatchListeners","_dispatchInstances","isPropagationStopped","isPersistent","release","mc","nc","srcElement","correspondingUseElement","oc","pc","qc","topLevelType","nativeEvent","targetInst","ancestors","rc","eventSystemFlags","sc","containerInfo","tc","uc","vc","wc","xc","yc","zc","Ac","Bc","Cc","Dc","Ec","Fc","Gc","Hc","Ic","Kc","blockedOn","container","Lc","pointerId","Mc","Nc","Pc","unstable_runWithPriority","priority","hydrate","Qc","Rc","Sc","Tc","Uc","unstable_scheduleCallback","unstable_NormalPriority","Vc","Wc","Yc","Zc","$c","ad","bubbled","captured","eventPriority","bd","cd","dd","unstable_UserBlockingPriority","ed","fd","Oc","jd","animationIterationCount","borderImageOutset","borderImageSlice","borderImageWidth","boxFlex","boxFlexGroup","boxOrdinalGroup","columnCount","columns","flexPositive","flexNegative","flexOrder","gridArea","gridRow","gridRowEnd","gridRowSpan","gridRowStart","gridColumn","gridColumnEnd","gridColumnSpan","gridColumnStart","lineClamp","orphans","tabSize","widows","zoom","fillOpacity","floodOpacity","stopOpacity","strokeDasharray","strokeDashoffset","strokeMiterlimit","strokeOpacity","strokeWidth","kd","ld","md","nd","menuitem","area","br","col","embed","hr","keygen","link","track","wbr","od","pd","qd","rd","sd","td","ud","vd","nextSibling","xd","HTMLIFrameElement","location","yd","contentEditable","zd","Ad","Bd","Cd","Dd","Ed","Fd","autoFocus","Gd","__html","Hd","Id","Jd","Kd","previousSibling","Ld","Md","Nd","Od","Pd","Qd","Rd","Sd","Td","dispatchConfig","Ud","_targetInst","Vd","Wd","Xd","Yd","Zd","$d","Interface","isDefaultPrevented","returnValue","eventPool","destructor","getPoole

d","cancelBubble","eventPhase","bubbles","cancelable","timeStamp","isTrusted","ie","documentMode","beforeInput","compositionEnd","compositionStart","compositionUpdate","qe","detail","altKey","char","datetime","datetime-local","email","password","tel","time","change","ze","Ge","He","Je","Ke","_isInputEventSupported","Ne","view","Alt","Control","Meta","Shift","getModifierState","Qe","Te","Ue","Ve","screenX","screenY","buttons","relatedTarget","fromElement","toElement","movementX","movementY","We","pressure","tangentialPressure","tiltX","tiltY","twist","pointerType","isPrimary","Xe","mouseEnter","mouseLeave","pointerEnter","pointerLeave","Ye","defaultView","parentWindow","$e","af","bf","cf","df","ef","ff","gf","hf","jf","selectionStart","selectionEnd","anchorNode","anchorOffset","focusNode","focusOffset","kf","lf","animationName","elapsedTime","pseudoElement","mf","clipboardData","nf","of","pf","Esc","Spacebar","Left","Up","Right","Down","Del","Win","Apps","Scroll","MozPrintableKey","qf","8","9","12","13","16","17","18","19","20","27","32","33","34","35","36","37","38","39","40","45","46","112","113","114","115","116","117","118","119","120","121","122","123","144","145","224","rf","repeat","sf","dataTransfer","tf","targetTouches","changedTouches","uf","vf","wheelDeltaX","wheelDeltaY","deltaZ","deltaMode","wf","SimpleEventPlugin","EnterLeaveEventPlugin","ChangeEventPlugin","SelectEventPlugin","BeforeInputEventPlugin","yf","zf","Af","Bf","Cf","__reactInternalMemoizedUnmaskedChildContext","__reactInternalMemoizedMaskedChildContext","Df","Ef","Ff","Gf","__reactInternalMemoizedMergedChildContext","Hf","If","Jf","Kf","unstable_cancelCallback","Lf","unstable_requestPaint","Mf","unstable_now","Nf","unstable_getCurrentPriorityLevel","Of","unstable_ImmediatePriority","Pf","Qf","Rf","unstable_LowPriority","Sf","unstable_IdlePriority","Tf","Uf","unstable_shouldYield","Vf","Wf","Xf","Yf","Zf","$f","ag","bg","cg","dg","eg","fg","gg","hg","ig","jg","kg","lg","mg","ng","og","pg","childExpirationTime","qg","firstContext","expirationTime","rg","sg","observedBits","responders","tg","ug","updateQueue","baseState","baseQueue","pending","effects","vg","wg","suspenseConfig","payload","xg","yg","zg","ca","Ag","Bg","Cg","Dg","Eg","Fg","Jg","_reactInternalFiber","Gg","Hg","Ig","Kg","Lg","Mg","Ng","Og","Pg","_stringRef","Qg","Rg","lastEffect","nextEffect","firstEffect","Sg","Tg","elementType","Ug","implementation","Vg","Wg","Xg","Yg","Zg","$g","ah","bh","ch","dh","tagName","eh","fh","gh","hh","memoizedProps","revealOrder","ih","responder","jh","kh","lh","mh","nh","oh","ph","qh","rh","sh","th","queue","uh","vh","wh","lastRenderedReducer","eagerReducer","eagerState","lastRenderedState","xh","yh","zh","Ah","destroy","deps","Bh","Ch","Dh","Eh","Fh","Gh","Hh","Ih","Jh","Kh","Lh","Mh","Nh","readContext","useResponder","useDeferredValue","useTransition","Oh","Ph","Qh","Rh","Sh","Th","pendingProps","Uh","Vh","Wh","Xh","Yh","Zh","$h","ai","bi","ci","di","ei","fi","gi","hi","pendingContext","ni","oi","pi","qi","ii","retryTime","ji","fallback","unstable_avoidThisFallback","ki","li","isBackwards","rendering","renderingStartTime","tail","tailExpiration","tailMode","mi","ri","si","wasMultiple","onclick","createElementNS","createTextNode","ti","ui","vi","wi","xi","yi","zi","Ai","Bi","WeakSet","Set","Ci","Fi","Ei","Gi","__reactInternalSnapshotBeforeUpdate","Hi","Ii","Ji","Ki","Li","Di","Mi","Ni","Oi","Pi","Qi","insertBefore","_reactRootContainer","Ri","Si","Ti","Ui","xj","Wi","Xi","Yi","Zi","$i","componentDidCatch","aj","componentStack","Rj","bj","cj","dj","ej","fj","gj","hj","ij","jj","kj","lj","mj","nj","oj","pj","qj","rj","sj","tj","uj","vj","wj","timeoutMs","yj","zj","lastExpiredTime","Aj","firstPendingTime","lastPingedTime","nextKnownPendingLevel","callbackExpirationTime","callbackPriority","callbackNode","Bj","Cj","Dj","Ej","Fj","Gj","Hj","finishedWork","finishedExpirationTime","lastSuspendedTime","Ij","timeoutHandle","Jj","busyMinDurationMs","busyDelayMs","Kj","Mj","Nj","pingCache","Oj","ub","Pj","Xc","Qj","firstSuspendedTime","wb","activeElementDetached","focusedElem","selectionRange","Tj","wd","compareDocumentPosition","createRange","setStart","addRange","setEnd","vb","Uj","Vj","Wj","ob","Xj","unstable_observedBits","Zj","pendingChildren","ak","bk","ck","dk","ek","fk","Jc","_internalRoot","gk","ik","hasAttribute","hk","kk","jk","unmount","querySelectorAll","form","Lj","lk","Events","findFiberByHostInstance","isDisabled","supportsFiber","inject","onCommitFiberRoot","onCommitFiberUnmount","Yj","overrideHookState","overrideProps","setSuspenseHandler","scheduleUpdate","currentDispatcherRef","findHostInstanceByFiber","findHostInstancesForRefresh","scheduleRefresh","scheduleRoot","setRefreshHandler","getCurrentFiber","bundleType","rendererPackageName","createPortal","flushSync","unstable_batchedUpdates","unstable_createPortal","_f","MessageChannel","unstable_forceFrameRate","performance","cancelAnimationFrame","requestAnimationFrame","port2","port1","onmessage","postMessage","sortIndex","priorityLevel","unstable_Profiling","unstable_continueExecution","unstable_getFirstCallbackNode","unstable_next","unstable_pauseExecution","unstable_wrapCallback","ReactPropTypesSecret","emptyFunction","emptyFunctionWithReset","resetWarningCache","shim","prop

Name","propFullName","secret","getShim","ReactPropTypes","bigint","bool","arrayOf","instanceOf","objectOf","exact","checkPropTypes","PropTypes","AsyncMode","ConcurrentMode","ContextConsumer","ContextProvider","Element","Lazy","Portal","isAsyncMode","isConcurrentMode","isContextConsumer","isContextProvider","isElement","isForwardRef","isFragment","isLazy","isPortal","isProfiler","isStrictMode","isSuspense","isValidElementType","typeOf","_keys2","_menu2","appBar","iconButtonSize","titleFontWeight","mainElement","iconButtonStyle","iconButtonIconStyle","flatButton","AppBar","handleClickLeftIconButton","onLeftIconButtonClick","handleClickRightIconButton","onRightIconButtonClick","handleTitleClick","onTitleClick","iconStyleLeft","iconStyleRight","showMenuIconButton","iconElementLeft","iconElementRight","iconClassNameLeft","iconClassNameRight","menuElementLeft","menuElementRight","titleComponent","titleElement","iconLeftStyle","iconElementLeftProps","iconElemLeftChildren","iconClassName","iconRightStyle","iconElementRightProps","iconElemRightChildren","_iconButtonIconStyle","rounded","DESCRIPTORS","getKeys","gOPS","$assign","aLen","getSymbols","isEnum","toLength","toAbsoluteIndex","IS_INCLUDES","$this","fromIndex","$getPrototypeOf","$Object","desc","TO_STRING","addToUnscopables","META","$fails","wks","wksDefine","enumKeys","_create","gOPNExt","$GOPD","$GOPS","$DP","gOPN","$JSON","_stringify","HIDDEN","TO_PRIMITIVE","SymbolRegistry","AllSymbols","OPSymbols","USE_NATIVE","setter","setSymbolDesc","protoDesc","$defineProperty","$defineProperties","$propertyIsEnumerable","$getOwnPropertyDescriptor","$getOwnPropertyNames","$getOwnPropertySymbols","IS_OP","$set","es6Symbols","wellKnownSymbols","FAILS_ON_PRIMITIVES","replacer","$replacer","setDesc","FREEZE","setMeta","windowNames","getWindowNames","check","buggy","_childUtils","IconButton","tooltipShown","hideTooltip","showTooltip","handleMouseOut","onMouseOut","hoveredStyle","tooltipPositionProp","tooltipPosition","tooltipStyles","fonticon","iconSize","tooltipElement","iconHoverColor","iconStyleFontIcon","childrenStyle","_ScaleInChild2","ScaleIn","minScale","prev","getValueForKey","nextKeysPending","pendingKeys","prevKey","childMapping","pendingNextKey","ScaleInChild","enterTimer","leaveTimer","initializeAnimation","animate","isArrayIter","createProperty","getIterFn","iter","arrayLike","mapfn","mapping","iterFn","ArrayProto","SAFE_CLOSING","riter","skipClosing","safe","CircleRipple","removeAfter","transitionValue","FontIcon","offColor","onColor","NavigationMenu","factory","ShouldUpdate","SvgIcon","svgIcon","Paper","paper","boxShadow","zDepthShadows","AutoComplete","focusTextField","searchText","dataSource","chosenRequest","chosenRequestText","updateInput","onUpdateInput","timerClickCloseId","onNewRequest","menuCloseDelay","dataSourceConfig","handleEscKeyDown","searchTextField","timerBlurClose","openOnFocus","requestsList","onClose","errorStyle","floatingLabelText","fullWidth","hintText","maxSearchResults","textFieldStyle","menuStyle","menuProps","popoverProps","popoverStyle","popoverOther","clientWidth","every","itemText","autoComplete","multiLine","levenshteinDistance","noFilter","defaultFilter","caseSensitiveFilter","caseInsensitiveFilter","levenshteinDistanceFilter","distanceLessThan","fuzzyFilter","compareString","searchTextIndex","Item","Divider","_EnhancedTextarea2","_TextFieldHint2","_TextFieldLabel2","_TextFieldUnderline2","TextField","errorText","hasValue","handleInputBlur","handleInputChange","handleInputFocus","handleHeightChange","newHeight","propsLeaf","uniqueId","getInputNode","floatingLabelFixed","floatingLabelFocusStyle","floatingLabelShrinkStyle","floatingLabelStyle","hintStyle","underlineDisabledStyle","underlineFocusStyle","underlineShow","rowsMax","textareaStyle","_context$muiTheme$tex","textField","floatingLabelColor","focusColor","errorColor","floatingLabel","font","WebkitOpacity","inputNative","appearance","textarea","inputId","errorTextElement","floatingLabelTextElement","shrinkStyle","htmlFor","shrink","inputProps","elem","childStyleMerged","rootProps","disabledStyle","focusStyle","EnhancedTextarea","syncHeightWithShadow","shadow","displayText","cursorPosition","setSelectionRange","shadowStyle","resize","rootStyles","textareaStyles","shadowStyles","readOnly","assertThisInitialized","objectWithoutPropertiesLoose","sourceSymbolKeys","TextFieldHint","hintColor","TextFieldLabel","defaultStyles","shrinkStyles","TextFieldUnderline","errorStyleColor","_muiTheme$textField","borderRight","borderBottomStyle","focusedUnderline","aria-hidden","Subheader","inset","subheader","timerId","lastKeys","NAN","reTrim","reIsBadHex","reIsBinary","reIsOctal","freeParseInt","objectToString","nativeMax","nativeMin","debounce","wait","lastArgs","lastThis","maxWait","lastCallTime","lastInvokeTime","leading","maxing","trailing","invokeFunc","thisArg","shouldInvoke","timeSinceLastCall","timerExpired","trailingEdge","remainingWait","debounced","isInvoking","leadingEdge","toNumber","flush","isBinary","PopoverAnimationDefault","NavigationCheck","NavigationExpandLess","NavigationExpandMore",

"NestedList","Avatar","Badge","badgeContent","badgeStyle","primary","secondary","badge","badgeBackgroundColor","badgeTextColor","primaryColor","primaryTextColor","secondaryColor","radius2x","flexWrap","preparedChildren","_CardExpandable2","handleExpanding","newExpandedState","onExpandChange","initiallyExpanded","containerStyle","lastElement","doClone","addBottomPadding","containerMergedStyles","HardwareKeyboardArrowUp","HardwareKeyboardArrowDown","_checkBoxOutlineBlank2","_checkBox2","Checkbox","handleStateChange","newSwitched","handleCheck","transitionOrigin","checkWhenSwitched","checkWhenDisabled","box","boxColor","boxWhenSwitched","boxWhenDisabled","boxStyles","checkStyles","unCheckedElement","checkboxElement","enhancedSwitchProps","ToggleCheckBoxOutlineBlank","ToggleCheckBox","_cancel2","Chip","clicked","deleteHovered","focused","onRequestDelete","handleMouseEnterDeleteIcon","handleMouseLeaveDeleteIcon","handleClickDeleteIcon","buttonEventHandlers","chip","pressedColor","deleteIcon","deleteIconColor","childrenProp","deleteIconStyle","NavigationCancel","getArcLength","fraction","PI","thickness","wrapper","transitionTimingFunction","svg","stroke","strokeLinecap","relVal","getRelativeValue","CircularProgress","scalePath","rotateWrapper","scalePathTimer","rotateWrapperTimer","_dateUtils","_DatePickerDialog2","DatePicker","handleAccept","openDialog","formatDate","getControlledDate","defaultDate","dialogDate","dialogWindow","autoOk","cancelLabel","dialogContainerStyle","disableYearSelection","formatDateProp","maxDate","minDate","okLabel","onDismiss","onShow","openToYearSelection","shouldDisableDate","hideCalendarDate","utils","initialDate","onAccept","_Calendar2","_PopoverAnimationVertical2","DatePickerDialog","dismiss","handleClickDay","handleClickOk","handleClickCancel","calendar","isSelectedDateDisabled","getSelectedDate","handleWindowKeyUp","dialogContent","dialogBodyContent","Container","bodyStyle","contentStyle","repositionOnUpdate","onClickDay","onClickCancel","onClickOk","_CalendarActionButtons2","_CalendarMonth2","_CalendarYear2","_CalendarToolbar2","_DateDisplay2","_SlideIn2","daysArray","Calendar","displayDate","displayMonthDay","selectedDate","transitionDirection","calendarRefs","setSelectedDate","handleMonthChange","nextDirection","prevDirection","handleClickYear","handleClickDateDisplayMonthDay","handleClickDateDisplayYear","handleWindowKeyDown","nextArrow","prevArrow","addSelectedYears","addSelectedMonths","addSelectedDays","newSelectedDate","newDisplayDate","adjustedDate","getMinDate","getMaxDate","setDisplayDate","prevMonth","nextMonth","onClickYear","toolbarInteractions","getToolbarInteractions","isLandscape","datePicker","calendarTextColor","calendarContainer","yearContainer","weekTitle","weekTitleDay","transitionSlide","weekTitleDayStyle","onClickMonthDay","monthDaySelected","onMonthChange","yearSelector","CalendarActionButton","flatButtons","fontsize","_FlatButtonLabel2","FlatButton","_context$muiTheme$but","buttonHeight","buttonMinWidth","buttonTextTransform","_context$muiTheme$fla","buttonFilterColor","buttonColor","_context$muiTheme$fla2","defaultTextColor","defaultHoverColor","buttonHoverColor","buttonRippleColor","buttonBackgroundColor","iconCloned","labelStyleIcon","iconStyles","enhancedButtonChildren","FlatButtonLabel","_DayButton2","MozPaddingStart","CalendarMonth","selectedDateDisabled","getDayElements","isSameDate","getWeekElements","DayButton","buttonStateOpacity","buttonStateTransform","buttonState","selectColor","_YearButton2","CalendarYear","scrollToSelectedYear","minYear","maxYear","selectedProps","yearFormated","yearButton","selectedYearButton","yearButtonNode","containerHeight","yearButtonNodeHeight","scrollYOffset","calendarYearBackgroundColor","overflowX","getYears","YearButton","alignSelf","_chevronLeft2","_chevronRight2","titleDiv","titleText","CalendarToolbar","handleClickPrevMonth","handleClickNextMonth","dateTimeFormatted","nextButtonIcon","prevButtonIcon","NavigationChevronLeft","NavigationChevronRight","SlideInChild","DateDisplay","selectedYear","handleClickMonthDay","headerColor","borderTopLeftRadius","borderTopRightRadius","borderBottomLeftRadius","monthDay","monthDayTitle","yearTitle","dateTime","_Overlay2","TransitionItem","enterTimeout","leaveTimeout","desktopKeylineIncrement","autoScrollBodyContent","_context$muiTheme$bas","dialog","gutter","borderScroll","content","actionsContainer","dialogOverlay","bodyFontSize","bodyColor","DialogInline","_Component2","_ret2","_len2","_key2","handleClickOverlay","positionDialog","actions","autoDetectWindowHeight","dialogWindowHeight","maxDialogContentHeight","buttonClicked","modal","actionsContainerClassName","actionsContainerStyle","bodyClassName","contentClassName","overlayClassName","paperClassName","paperProps","titleClassName","Dialog","_Component3","_temp3","_ret3","_len3","_key3","originalBodyOverflow","lockingCounter","AutoLockScrolling","locked","preventScrolling","allowScrolling","getElementsByTagName","openNavEventHandler","Drawer","docked","onBodyTouchStart","swipeAreaWidth","touchStartX","touchStartY","openSecondary","disable

SwipeToOpen","maybeSwiping","onBodyTouchMove","onBodyTouchEnd","currentX","currentY","swiping","setPosition","getTranslateX","dXAbs","dYAbs","swipeStartX","translateRatio","getMaxTranslateX","removeBodyTouchListeners","enableSwipeHandling","disableSwipeHandling","drawer","getTranslateMultiplier","getTranslatedWidth","WebkitOverflowScrolling","drawerOverlay","rootWhenOpenRight","onRequestChange","translateX","rtlTranslateMultiplier","clickAwayableElement","transformCSS","setOpacity","containerClassName","shouldShow","_arrowDropDown2","_ClearFix2","rootNode","arrowNode","handleClickControl","handleRequestCloseMenu","handleEscKeyDownMenu","dropArrow","openImmediately","menuStyleProp","selectionRenderer","desktopGutterMini","iconChildren","desktopToolbarHeight","labelWhenOpen","desktopDropDownMenuFontSize","desktopSubheaderHeight","rootWhenOpen","displayValue","selectionRendererChildren","NavigationArrowDropDown","_BeforeAfterWrapper2","before","after","ClearFix","beforeStyle","afterStyle","BeforeAfterWrapper","beforeElementType","afterElementType","beforeElement","afterElement","floatingActionButton","secondaryIconColor","buttonSize","containerWhenMini","miniSize","overlayWhenHovered","iconWhenMini","FloatingActionButton","mini","cellHeight","wrappedChildren","childCols","childRows","itemStyle","menuInitiallyKeyboardFocused","clickCloseDelay","timerCloseId","iconMenuContainer","iconButtonElement","mergedMenuStyles","iconButtonProps","primary3Color","bar","barFragment1","barFragment2","clampedValue","rangeValue","LinearProgress","timers","bar1","barUpdate","bar2","barElement","stepValues","timeToNextStep","more","_muiTheme","_zIndex2","userAgent","_lightBaseTheme2","alternateTextColor","_typography2","fontWeightNormal","canvasColor","accent1Color","fontWeightMedium","_colors","requiredColor","shadowColor","primary2Color","pickerHeaderColor","fontStyleButtonFontSize","inkBar","containerBackgroundColor","dataHeight","menuSubheader","raisedButton","refreshIndicator","strokeColor","loadingStrokeColor","slider","trackSize","trackColor","trackColorSelected","accent3Color","handleSize","handleSizeDisabled","handleSizeActive","handleColorZero","handleFillColor","selectionColor","snackbar","actionColor","hoveredIconColor","table","accent2Color","clockColor","clockCircleColor","toggle","thumbOnColor","thumbOffColor","thumbDisabledColor","thumbRequiredColor","trackOnColor","trackOffColor","trackDisabledColor","trackRequiredColor","rawTheme","transformers","_autoprefixer2","_rtl2","_callOnce2","_compose2","HOT_COUNT","HOT_SPAN","objectTag","moduleExports","arrayProto","coreJsData","objectCtorString","getPrototype","objectCreate","getNative","nativeIsBuffer","nativeNow","nativeCreate","baseCreate","arrayLikeKeys","baseTimes","isIndex","assignMergeValue","baseAssignValue","assignValue","assocIndexOf","getMapData","baseGetTag","getRawTag","baseIsArguments","baseIsNative","toSource","baseKeysIn","nativeKeysIn","isProto","isPrototype","baseMerge","srcIndex","mergeFunc","safeGet","isCommon","isTyped","copyArray","cloneBuffer","typedArray","arrayBuffer","cloneArrayBuffer","cloneTypedArray","isNew","copyObject","keysIn","toPlainObject","initCloneObject","baseMergeDeep","baseRest","setToString","otherArgs","overRest","isKeyable","lastCalled","stamp","remaining","shortOut","baseUnary","assigner","merge","sources","guard","isIterateeCall","deprecate","paths","_spacing","_spacing2","desktopDropDownMenuItemHeight","desktopDrawerMenuItemHeight","isClient","navigator","hasWarnedAboutUserAgent","prefixAll","_createPrefixer2","_autoprefixerStatic2","isFlex","stylePrefixed","prefixer","_createPrefixer4","_autoprefixerDynamic2","prefixMap","_isObject2","combinedValue","_prefixValue2","_addNewValuesOnly2","_processedValue","_prefixProperty2","prefixProperties","requiredPrefixes","_capitalizeString2","_capitalizeString","Prefixer","defaultUserAgent","_userAgent","_keepUnprefixed","_browserInfo","_getBrowserInformation2","cssPrefix","_useFallback","prefixedKeyframes","_getPrefixedKeyframes2","browserName","browserVersion","prefixData","_requiresPrefix","_hasPropsRequiringPrefix","_metaData","jsPrefix","requiresPrefix","_prefixStyle","browserInfo","_bowser2","_detect","yandexbrowser","browser","prefixByBrowser","firefox","mobile","tablet","ios","android","opera","browserByCanIuseAlias","getBrowserName","osversion","osVersion","chrome","samsungBrowser","_bowser","safari","phantom","webos","blackberry","bada","tizen","chromium","vivaldi","seamoney","sailfish","msie","msedge","firfox","definition","detect","getFirstMatch","getSecondMatch","iosdevice","nexusMobile","nexusTablet","chromeos","silk","windowsphone","mac","linux","edgeVersion","versionIdentifier","xbox","whale","mzbrowser","coast","ucbrowser","maxthon","epiphany","puffin","sleipnir","kMeleon","osname","chromeBook","seamonkey","firefoxos","slimer","touchpad","qupzilla","googlebot","blink","webkit","gecko","getWindowsVersion","osMajorVersion","compareVersions","bowser","getVersionPrecision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,EAAAmhL,EAAA5+K,EAAAvC,EAAA,iBAAAyC,EAAAzC,EAAA,gBAEG5G,EAAAgwL,EAA+BrW,EAAAA,EAAkB,SAAAnzK,EAAAitL,GACpD,IAAAC,EAAAD,EAAAztE,QACAw2D,EAAAkX,EAAAlX,WACA9rK,EAAAgjL,EAAAhjL,MACA9J,EAAAJ,EAgBA,OAdAkK,GACA9J,EAAAuC,EAAAvC,EAAAA,QAAAA8J,GACA9J,EAAAuC,EAAAvC,EAAAA,kBAEAA,EAAAAyC,EAAAzC,EAAAA,SACAA,EAAAAyC,EAAAzC,EAAAA,cAIAA,EADA9E,OAAAAI,KAAAAs6K,GAAAAl8K,OACA6I,EAAAAvC,EAAAA,aAAA41K,GAEAnzK,EAAAAzC,EAAAA,gBAIG5G,EAAAAgwL,EAA+BrW,EAAAA,EAAAoB,SAAAAnzK,EAAAAmtL,GACtD,IAAAAC,EAAAAD,EAAAA3tE,QACA02D,EAAAAkX,EAAAAlX,aACAr/I,EAAAAu2J,EAAAAv2J,QACAz2B,EAAAAJ,EAcA,OAXAI,EADAy2B,EACAl0B,EAAAAvC,EAAAA,UAAAAy2B,GAEAh0B,EAAAAzC,EAAAA,WAIAA,EADA9E,OAAAAI,KAAAAw6K,GAAAAp8K,OACA6I,EAAAAvC,EAAAA,eAAAA81K,GAEArzK,EAAAAzC,EAAAA,kBAIGopL,GAwEH,OAnCA,SAAAA6D,EAAAA1zL,GAgCA,OA/BAA,EAAAA2zL,OAAAA,SAAAApmL,GACA,IAAAAwO,EAAAAhX,KAGA,OAAAA2uL,EAAAA,WACA,IAAAArtL,EAAAA5E,UAAAAtB,OAAAA,QAAAA0F,IAAAApE,UAAAA,GAAAAA,UAAAA,GAAAAoH,EACAgE,EAAAApL,UAAAAtB,OAAAA,QAAAA0F,IAAAApE,UAAAA,GAAAAA,UAAAA,IACAqL,KAAAA,QAGA8mL,EAAAA,SAAAAC,EAAAArzL,GACACAsszL,EAAAA/qL,EAAAA8qL,EAAAArzL,GACACAuN,EAAAAAR,EAAAA/M,GAAAAAszL,EAAAAjnL,EAAAA9D,EAAAA1C,EAAAA7F,IACACA,OAAAAAuN,IAAAA+lL,EAAAA9qL,EAAAA6qL,EAAAArzL,EAAAAAuN,GAAAAA8lL,GAAGAGA,EAAAAA93K,EAAAAA1V,EAAAAwG,GAGAsqH,EAAAAtqH,KAAAAmwB,MAAAAnwB,EAAAAmwB,KAAAAm6F,KAEA,OAAAAA,EAEA5pH,EAAAA4pH,GAAAAy8D,EAAAAC,EAAAA18D,GAAAA08D,EAGAlyL,OAAAAI,KAAAAwL,GAAAAyB,OAAAA4kL,EAAAAC,MAKA7zL,EAGA0zL,CA/DA,SAAAA7nL,GACA,kBACA,IAAAAxF,EAAAA5E,UAAAAtB,OAAAA,QAAAA0F,IAAAApE,UAAAA,GAAAAA,UAAAA,GAAAAoH,EACAgE,EAAAApL,UAAAAtB,OAAAA,QAAAA0F,IAAAApE,UAAAA,GAAAAA,UAAAA,IACAqL,KAAAA,QAGAqAqH,EAAAAtqH,KAAAAmwB,MAAAAnwB,EAAAAmwB,KAAAAm6F,KAEA,IAAAAA,IAAAoBw4D,EAAAiB9iL,GACrC,OAAAAxG,EAAAGA,GAAAAwG,EAAAAAC,OAA0B0sK,EAAAAA,GAAAO3sK,EAAAAmwB,MAAAAnwB,EAAAAmwB,KAAAAm6F,KACjC,OAAAAtqH,EAAAAmwB,KAAAAm6F,KAAAAnoH,OAAAA,SAAAAvI,EAAAA0wH,GACA,OAAAA83D,EAAAAAxoL,EAAAA0wH,IACS9wH,GAGT,IAAAA25K,EAAAAj3K,EAAAA1C,EAAAAoF,EAAAAAm0K,EAAAAAnzK,GACA,OAAAApG,IAAAAu5K,EAAAAA35K,EAAAAA2C,EAAAAA3C,EAAAAA8wH,EAAAAA1wH,EAAAIA2CAstL,CAtEA,WACA,IAAAA1tL,EAAAAA5E,UAAAAtB,OAAAA,QAAAA0F,IAAAApE,UAAAA,GAAAAA,UAAAA,GAAAAoH,EAAAApL,UAAAA,GACACAuyL,EAAAA3D,EAAAAxjL,EAAAAAC,MACA,OAAAAAknL,IAAAA3tL,EAAAAwG,GAAAAAxG,MCroBenE,EAAAA,EAAAA0tL,EAAAc9R,EAAAA,8DC0BdmW,EAzBY,SAAAA/mL,GAC3B,IAAAAnE,EAAAAmE,EAAAAnE,MACA,gBAAAAouH,EAAAA2oD,GACICIjhK,IAASs4G,EAAAA,gCAEb,IAAAA+8D,EAAAApU,GAAAA,SAAAAz5K,GACA,OAAAA0C,EAAAA1C,EAAAA,SAGA,gBAAAAAA,GACA,QAAAA6B,EAAAAzG,UAAAAtB,OAAAAq6K,EAAAAn1K,MAAAA6C,EAAAA,EAAAAAA,EAAAA,KAAAAE,EAAAA,EAAA0FA,EAAAAF,EAAAaE,IACvGoyK,EAAAApyK,EAAAA,GAAAA3G,UAAAA2G,GAAAIA,OADMyW,IAAAS27J,EAAAAr6K,OAAAA,uBACf,IAAAAq6K,EAAAAr6K,OACA4I,EAAAAmrL,EAAAA7tL,GAAAA8wH,EAAAA,WAAAAqjD,EAAAA,IACAA,EAAAAxrK,OAAAA,SAAAA0mC,EAAAApvC,GACACA,IAAAA/E,EAAAAwH,EAAAAmrL,EAAAA7tL,GAAAA8wH,EAAAA,WAAAA7wH,GACACA,YAAAAT,IAAAAAtE,EAAAAm0C,EAAAAmDooI,EAAAA,EAAAK90K,MAAAA0sC,EAAAApvC,EAAAA/E,IACACjD,OCrBQW,EAAAA,EAAAA+xL,EAAAwBnW,EAAAA","file":"static/js/2.d40871cb.chunk.js","sourcesContent":["'use strict';\n\nif (process.env.NODE_ENV === 'production') {\n module.exports = require('./cjs/react.production.min.js');\n} else {\n module.exports = require('./cjs/react.development.js');\n}","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\nif (process.env.NODE_ENV !== 'production') {\n var ReactIs = require('react-is'); // By explicitly using `prop-types` you are opting into new development behavior.\n // http://fb.me/prop-types-in-prod\n\n\n var throwOnDirectAccess = true;\n module.exports = require('./factoryWithTypeCheckers')(ReactIs.isElement, throwOnDirectAccess);\n} else {\n // By explicitly using `prop-types` you are opting into new production behavior.\n // http://fb.me/prop-types-in-prod\n module.exports = require('./factoryWithThrowingShims')();\n}","\"use strict\";\n\nexports.__esModule = true;\n\nexports.default = function (instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n};","\"use strict\";\n\nexports.__esModule = true;\n\nvar _defineProperty = require(\"../core-js/object/define-property\");\n\nvar _defineProperty2 = _interopRequireDefault(_defineProperty);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = function () {\n function

defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in descriptor) descriptor.writable = true;\n (0, _defineProperty2.default)(target, descriptor.key, descriptor);\n }\n }\n\n return function (Constructor, protoProps, staticProps) {\n if (protoProps) defineProperties(Constructor.prototype, protoProps);\n if (staticProps) defineProperties(Constructor, staticProps);\n return Constructor;\n };\n}();","module.exports = {\n \"default\": require(\"core-js/library/fn/object/get-prototype-of\"),\n __esModule: true\n};","\"use strict\";\n\nexports.__esModule = true;\n\nvar _typeof2 = require(\"../helpers/typeof\");\n\nvar _typeof3 = _interopRequireDefault(_typeof2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = function (self, call) {\n if (!self) {\n throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return call && ((typeof call === \"undefined\" ? \"undefined\" : (0, _typeof3.default)(call)) === \"object\" || typeof call === \"function\") ? call : self;\n};","\"use strict\";\n\nexports.__esModule = true;\n\nvar _setPrototypeOf = require(\"../core-js/object/set-prototype-of\");\n\nvar _setPrototypeOf2 = _interopRequireDefault(_setPrototypeOf);\n\nvar _create = require(\"../core-js/object/create\");\n\nvar _create2 = _interopRequireDefault(_create);\n\nvar _typeof2 = require(\"../helpers/typeof\");\n\nvar _typeof3 = _interopRequireDefault(_typeof2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = function (subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n throw new TypeError(\"Super expression must either be null or a function, not \" + (typeof superClass === \"undefined\" ? \"undefined\" : (0, _typeof3.default)(superClass)));\n }\n\n subClass.prototype = (0, _create2.default)(superClass && superClass.prototype, {\n constructor: {\n value: subClass,\n enumerable: false,\n writable: true,\n configurable: true\n }\n });\n if (superClass) _setPrototypeOf2.default ? (0, _setPrototypeOf2.default)(subClass, superClass) : subClass.__proto__ = superClass;\n};","module.exports = function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};","\"use strict\";\n\nexports.__esModule = true;\n\nvar _assign = require(\"../core-js/object/assign\");\n\nvar _assign2 = _interopRequireDefault(_assign);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _assign2.default || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};","\"use strict\";\n\nexports.__esModule = true;\n\nexports.default = function (obj, keys) {\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i) >= 0) continue;\n if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return target;\n};","export var prefix = '@@redux-form/';\nexport var ARRAY_INSERT = prefix + 'ARRAY_INSERT';\nexport var ARRAY_MOVE = prefix + 'ARRAY_MOVE';\nexport var ARRAY_POP = prefix + 'ARRAY_POP';\nexport var ARRAY_PUSH = prefix + 'ARRAY_PUSH';\nexport var ARRAY_REMOVE = prefix + 'ARRAY_REMOVE';\nexport var ARRAY_REMOVE_ALL = prefix + 'ARRAY_REMOVE_ALL';\nexport var ARRAY_SHIFT = prefix + 'ARRAY_SHIFT';\nexport var ARRAY_SPLICE = prefix + 'ARRAY_SPLICE';\nexport var ARRAY_UNSHIFT = prefix + 'ARRAY_UNSHIFT';\nexport var ARRAY_SWAP = prefix + 'ARRAY_SWAP';\nexport var AUTOFILL = prefix + 'AUTOFILL';\nexport var BLUR = prefix + 'BLUR';\nexport var CHANGE = prefix + 'CHANGE';\nexport var CLEAR_FIELDS = prefix + 'CLEAR_FIELDS';\nexport var CLEAR_SUBMIT = prefix + 'CLEAR_SUBMIT';\nexport var CLEAR_SUBMIT_ERRORS = prefix + 'CLEAR_SUBMIT_ERRORS';\nexport var CLEAR_ASYNC_ERROR = prefix + 'CLEAR_ASYNC_ERROR';\nexport var DESTROY = prefix + 'DESTROY';\nexport var FOCUS = prefix + 'FOCUS';\nexport var INITIALIZE = prefix + 'INITIALIZE';\nexport var REGISTER_FIELD = prefix + 'REGISTER_FIELD';\nexport var RESET = prefix + 'RESET';\nexport var RESET_SECTION = prefix + 'RESET_SECTION';\nexport var SET_SUBMIT_FAILED = prefix + 'SET_SUBMIT_FAILED';\nexport var SET_SUBMIT_SUCCEEDED = prefix + 'SET_SUBMIT_SUCCEEDED';\nexport var

START_ASYNC_VALIDATION = prefix + 'START_ASYNC_VALIDATION';\nexport var START_SUBMIT = prefix + 'START_SUBMIT';\nexport var STOP_ASYNC_VALIDATION = prefix + 'STOP_ASYNC_VALIDATION';\nexport var STOP_SUBMIT = prefix + 'STOP_SUBMIT';\nexport var SUBMIT = prefix + 'SUBMIT';\nexport var TOUCH = prefix + 'TOUCH';\nexport var UNREGISTER_FIELD = prefix + 'UNREGISTER_FIELD';\nexport var UNTOUCH = prefix + 'UNTOUCH';\nexport var UPDATE_SYNC_ERRORS = prefix + 'UPDATE_SYNC_ERRORS';\nexport var UPDATE_SYNC_WARNINGS = prefix + 'UPDATE_SYNC_WARNINGS';","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = {\n easeOutFunction: 'cubic-bezier(0.23, 1, 0.32, 1)',\n easeInOutFunction: 'cubic-bezier(0.445, 0.05, 0.55, 0.95)',\n easeOut: function easeOut(duration, property, delay, easeFunction) {\n easeFunction = easeFunction || this.easeOutFunction;\n\n if (property && Object.prototype.toString.call(property) === '[object Array]') {\n var transitions = '';\n\n for (var i = 0; i < property.length; i++) {\n if (transitions) transitions += ',';\n transitions += this.create(duration, property[i], delay, easeFunction);\n }\n\n return transitions;\n } else {\n return this.create(duration, property, delay, easeFunction);\n }\n },\n create: function create(duration, property, delay, easeFunction) {\n duration = duration || '450ms';\n property = property || 'all';\n delay = delay || '0ms';\n easeFunction = easeFunction || 'linear';\n return property + ' ' + duration + ' ' + easeFunction + ' ' + delay;\n }\n};","function _toConsumableArray(arr) {\n if (Array.isArray(arr)) {\n for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) {\n arr2[i] = arr[i];\n }\n\n return arr2;\n } else {\n return Array.from(arr);\n }\n}\n\nvar splice = function splice(array, index, removeNum, value) {\n array = array || [];\n\n if (index < array.length) {\n if (value === undefined && !removeNum) {\n // inserting undefined\n var _copy2 = [].concat(_toConsumableArray(array));\n\n _copy2.splice(index, 0, true); // temporary placeholder\n\n\n _copy2[index] = undefined; // set to undefined\n\n return _copy2;\n }\n\n if (value != null) {\n var _copy3 = [].concat(_toConsumableArray(array));\n\n _copy3.splice(index, removeNum, value); // removing and adding\n\n\n return _copy3;\n }\n\n var _copy = [].concat(_toConsumableArray(array));\n\n _copy.splice(index, removeNum); // removing\n\n\n return _copy;\n }\n\n if (removeNum) {\n // trying to remove non-existant item: return original array\n return array;\n } // trying to add outside of range: just set value\n\n\n var copy = [].concat(_toConsumableArray(array));\n copy[index] = value;\n return copy;\n};\n\nexport default splice;","import _toPath from 'lodash-es/toPath';\n\nvar getIn = function getIn(state, field) {\n if (!state) {\n return state;\n }\n\n var path = _toPath(field);\n\n var length = path.length;\n\n if (!length) {\n return undefined;\n }\n\n var result = state;\n\n for (var i = 0; i < length && result; ++i) {\n result = result[path[i]];\n }\n\n return result;\n};\n\nexport default getIn;","import _toPath from 'lodash-es/toPath';\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};\n\nfunction _defineProperty(obj, key, value) {\n if (key in obj) {\n Object.defineProperty(obj, key, {\n value: value,\n enumerable: true,\n configurable: true,\n writable: true\n });\n } else {\n obj[key] = value;\n }\n\n return obj;\n}\n\nvar setInWithPath = function setInWithPath(state, value, path, pathIndex) {\n if (pathIndex >= path.length) {\n return value;\n }\n\n var first = path[pathIndex];\n var firstState = state && (Array.isArray(state) ? state[Number(first)] : state[first]);\n var next = setInWithPath(firstState, value, path, pathIndex + 1);\n\n if (!state) {\n if (isNaN(first)) {\n return _defineProperty({}, first, next);\n }\n\n var initialized = [];\n initialized[parseInt(first, 10)] = next;\n return initialized;\n }\n\n if (Array.isArray(state)) {\n var copy = [].concat(state);\n copy[parseInt(first, 10)] = next;\n return copy;\n }\n\n return _extends({}, state, _defineProperty({}, first, next));\n};\n\nvar setIn = function setIn(state, field, value) {\n return setInWithPath(state, value, _toPath(field), 0);\n};\n\nexport default setIn;","import _isEqualWith from 'lodash-es/isEqualWith';\nimport React from 'react';\n\nvar customizer = function customizer(obj, other) {\n if (obj === other) return true;\n\n if (!obj && !other) {\n var objIsEmpty = obj === null || obj === undefined || obj === '';\n var otherIsEmpty = other === null || other === undefined || other === '';\n return objIsEmpty === otherIsEmpty;\n }\n\n if (obj && other && obj._error !== other._error) return false;\n if (obj && other && obj._warning !== other._warning) return false;\n if (React.isValidElement(obj) || React.isValidElement(other)) return false;\n};\n\nvar deepEqual = function deepEqual(a, b) {\n return

_isEqualWith(a, b, customizer);\n};\n\nexport default deepEqual;","import _toPath from 'lodash-es/toPath';\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nfunction _defineProperty(obj, key, value) {\n if (key in obj) {\n   Object.defineProperty(obj, key, {\n   value: value,\n   enumerable: true,\n   configurable: true,\n   writable: true\n   });\n } else {\n   obj[key] = value;\n }\n\n return obj;\n}\n\nfunction _toConsumableArray(arr) {\n if (Array.isArray(arr)) {\n   for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) {\n   arr2[i] = arr[i];\n   }\n\n   return arr2;\n } else {\n   return Array.from(arr);\n }\n}\n\nfunction deleteInWithPath(state, first) {\n if (state === undefined || state === null || first === undefined || first === null) {\n return state;\n }\n\n for (var _len = arguments.length, rest = Array(_len > 2 ? _len - 2 : 0), _key = 2; _key < _len; _key++) {\n   rest[_key - 2] = arguments[_key];\n }\n\n if (rest.length) {\n   if (Array.isArray(state)) {\n   if (isNaN(first)) {\n   throw new Error('Must access array elements with a number, not \'" + String(first) + '\".');\n   }\n\n   var firstIndex = Number(first);\n\n   if (firstIndex < state.length) {\n   var result = deleteInWithPath.apply(undefined, [state && state[firstIndex]].concat(_toConsumableArray(rest)));\n\n   if (result !== state[firstIndex]) {\n   var copy = [].concat(_toConsumableArray(state));\n   copy[firstIndex] = result;\n   return copy;\n   }\n   }\n\n   return state;\n   }\n\n   if (first in state) {\n   var _result = deleteInWithPath.apply(undefined, [state && state[first]].concat(_toConsumableArray(rest)));\n\n   return state[first] === _result ? state : _extends({}, state, _defineProperty({}, first, _result));\n   }\n\n   return state;\n }\n\n if (Array.isArray(state)) {\n   if (isNaN(first)) {\n   throw new Error('Cannot delete non-numerical index from an array. Given: \'" + String(first));\n   }\n\n   var _firstIndex = Number(first);\n\n   if (_firstIndex < state.length) {\n   var _copy = [].concat(_toConsumableArray(state));\n\n   _copy.splice(_firstIndex, 1);\n\n   return _copy;\n   }\n\n   return state;\n }\n\n if (first in state) {\n   var _copy2 = _extends({}, state);\n\n   delete _copy2[first];\n   return _copy2;\n }\n\n return state;\n}\n\nvar deleteIn = function deleteIn(state, field) {\n return deleteInWithPath.apply(undefined, [state].concat(_toConsumableArray(_toPath(field))));\n};\n\nexport default deleteIn;","function keys(value) {\n if (!value) {\n   return [];\n }\n\n if (Array.isArray(value)) {\n   return value.map(function (i) {\n   return i.name;\n   });\n }\n\n return Object.keys(value);\n}\n\nexport default keys;","import splice from './splice';\nimport getIn from './getIn';\nimport setIn from './setIn';\nimport deepEqual from './deepEqual';\nimport deleteIn from './deleteIn';\nimport keys from './keys';\nvar structure = {\n allowsArrayErrors: true,\n empty: {},\n emptyList: [],\n getIn: getIn,\n setIn: setIn,\n deepEqual: deepEqual,\n deleteIn: deleteIn,\n forEach: function forEach(items, callback) {\n   return items.forEach(callback);\n },\n fromJS: function fromJS(value) {\n   return value;\n },\n keys: keys,\n size: function size(array) {\n   return array ? array.length : 0;\n },\n some: function some(items, callback) {\n   return items.some(callback);\n },\n splice: splice,\n toJS: function toJS(value) {\n   return value;\n }\n};\nexport default structure;","export default function _defineProperty(obj, key, value) {\n if (key in obj) {\n   Object.defineProperty(obj, key, {\n   value: value,\n   enumerable: true,\n   configurable: true,\n   writable: true\n   });\n } else {\n   obj[key] = value;\n }\n\n return obj;\n}","import defineProperty from \"./defineProperty.js\";\n\nfunction ownKeys(object, enumerableOnly) {\n var keys = Object.keys(object);\n\n if (Object.getOwnPropertySymbols) {\n   var symbols = Object.getOwnPropertySymbols(object);\n   enumerableOnly && (symbols = symbols.filter(function (sym) {\n return Object.getOwnPropertyDescriptor(object, sym).enumerable;\n   })), keys.push.apply(keys, symbols);\n }\n\n return keys;\n}\n\nexport default function _objectSpread2(target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = null != arguments[i] ? arguments[i] : {};\n   i % 2 ? ownKeys(Object(source), !0).forEach(function (key) {\n   defineProperty(target, key, source[key]);\n   }) : Object.getOwnPropertyDescriptors ? Object.defineProperties(target, Object.getOwnPropertyDescriptors(source)) : ownKeys(Object(source)).forEach(function (key) {\n   Object.defineProperty(target, key, Object.getOwnPropertyDescriptor(source, key));\n   });\n }\n\n return target;\n}","import _objectSpread from '@babel/runtime/helpers/esm/objectSpread2';\n/**\n * Adapted from React: https://github.com/facebook/react/blob/master/packages/shared/formatProdErrorMessage.js\n *\n * Do not require this module directly! Use normal throw error calls. These messages will be replaced with error codes\n * during

build.\n * @param {number} code\n */\n\nfunction formatProdErrorMessage(code) {\n return \"Minified Redux error #\" + code + \"; visit https://redux.js.org/Errors?code=\" + code + \" for the full message or \" + 'use the non-minified dev environment for full errors. ';\n} // Inlined version of the `symbol-observable` polyfill\n\n\nvar $$observable = function () {\n return typeof Symbol === 'function' && Symbol.observable || '@@observable';\n}();\n/**\n * These are private action types reserved by Redux.\n * For any unknown actions, you must return the current state.\n * If the current state is undefined, you must return the initial state.\n * Do not reference these action types directly in your code.\n */\n\n\nvar randomString = function randomString() {\n return Math.random().toString(36).substring(7).split('').join('.');\n};\n\nvar ActionTypes = {\n INIT: \"@@redux/INIT\" + randomString(),\n REPLACE: \"@@redux/REPLACE\" + randomString(),\n PROBE_UNKNOWN_ACTION: function PROBE_UNKNOWN_ACTION() {\n   return \"@@redux/PROBE_UNKNOWN_ACTION\" + randomString();\n }\n};\n/**\n * @param {any} obj The object to inspect.\n * @returns {boolean} True if the argument appears to be a plain object.\n */\n\nfunction isPlainObject(obj) {\n if (typeof obj !== 'object' || obj === null) return false;\n var proto = obj;\n\n while (Object.getPrototypeOf(proto) !== null) {\n   proto = Object.getPrototypeOf(proto);\n }\n\n return Object.getPrototypeOf(obj) === proto;\n} // Inlined / shortened version of `kindOf` from https://github.com/jonschlinkert/kind-of\n\n\nfunction miniKindOf(val) {\n if (val === void 0) return 'undefined';\n if (val === null) return 'null';\n var type = typeof val;\n\n switch (type) {\n   case 'boolean':\n   case 'string':\n   case 'number':\n   case 'symbol':\n   case 'function':\n   {\n   return type;\n   }\n }\n\n if (Array.isArray(val)) return 'array';\n if (isDate(val)) return 'date';\n if (isError(val)) return 'error';\n var constructorName = ctorName(val);\n\n switch (constructorName) {\n   case 'Symbol':\n   case 'Promise':\n   case 'WeakMap':\n   case 'WeakSet':\n   case 'Map':\n   case 'Set':\n   return constructorName;\n } // other\n\n\n return type.slice(8, -1).toLowerCase().replace(/\\s/g, '');\n}\n\nfunction ctorName(val) {\n return typeof val.constructor === 'function' ? val.constructor.name : null;\n}\n\nfunction isError(val) {\n return val instanceof Error || typeof val.message === 'string' && val.constructor && typeof val.constructor.stackTraceLimit === 'number';\n}\n\nfunction isDate(val) {\n if (val instanceof Date) return true;\n return typeof val.toDateString === 'function' && typeof val.getDate === 'function' && typeof val.setDate === 'function';\n}\n\nfunction kindOf(val) {\n var typeOfVal = typeof val;\n\n if (process.env.NODE_ENV !== 'production') {\n   typeOfVal = miniKindOf(val);\n }\n\n return typeOfVal;\n}\n/**\n * Creates a Redux store that holds the state tree.\n * The only way to change the data in the store is to call `dispatch()` on it.\n *\n * There should only be a single store in your app. To specify how different\n * parts of the state tree respond to actions, you may combine several reducers\n * into a single reducer function by using `combineReducers`.\n *\n * @param {Function} reducer A function that returns the next state tree, given\n * the current state tree and the action to handle.\n *\n * @param {any} [preloadedState] The initial state. You may optionally specify it\n * to hydrate the state from the server in universal apps, or to restore a\n * previously serialized user session.\n * If you use `combineReducers` to produce the root reducer function, this must be\n * an object with the same shape as `combineReducers` keys.\n *\n * @param {Function} [enhancer] The store enhancer. You may optionally specify it\n * to enhance the store with third-party capabilities such as middleware,\n * time travel, persistence, etc. The only store enhancer that ships with Redux\n * is `applyMiddleware()`.\n *\n * @returns {Store} A Redux store that lets you read the state, dispatch actions\n * and subscribe to changes.\n */\n\n\nfunction createStore(reducer, preloadedState, enhancer) {\n var _ref2;\n\n if (typeof preloadedState === 'function' && typeof enhancer === 'function' || typeof enhancer === 'function' && typeof arguments[3] === 'function') {\n   throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(0) : 'It looks like you are passing several store enhancers to ' + 'createStore(). This is not supported. Instead, compose them ' + 'together to a single function. See https://redux.js.org/tutorials/fundamentals/part-4-store#creating-a-store-with-enhancers for an example.');\n }\n\n if (typeof preloadedState === 'function' && typeof enhancer === 'undefined') {\n   enhancer = preloadedState;\n   preloadedState = undefined;\n }\n\n if (typeof enhancer !== 'undefined') {\n   if (typeof enhancer !== 'function') {\n   throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(1) : \"Expected the enhancer to be a function. Instead, received: '\" + kindOf(enhancer) + \"'\");\n   }\n\n   return enhancer(createStore)(reducer, preloadedState);\n }\n\n if (typeof reducer !== 'function') {\n   throw new

Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(2) : \"Expected the root reducer to be a function. Instead, received: '\" + kindOf(reducer) + \"'\");\n }\n\n var currentReducer = reducer;\n var currentState = preloadedState;\n var currentListeners = [];\n var nextListeners = currentListeners;\n var isDispatching = false;\n /**\n * This makes a shallow copy of currentListeners so we can use\n * nextListeners as a temporary list while dispatching.\n *\n * This prevents any bugs around consumers calling\n * subscribe/unsubscribe in the middle of a dispatch.\n */\n\n function ensureCanMutateNextListeners() {\n if (nextListeners === currentListeners) {\n nextListeners = currentListeners.slice();\n }\n }\n /**\n * Reads the state tree managed by the store.\n *\n * @returns {any} The current state tree of your application.\n */\n\n\n function getState() {\n if (isDispatching) {\n throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(3) : 'You may not call store.getState() while the reducer is executing. ' + 'The reducer has already received the state as an argument. ' + 'Pass it down from the top reducer instead of reading it from the store.');\n }\n\n return currentState;\n }\n /**\n * Adds a change listener. It will be called any time an action is dispatched,\n * and some part of the state tree may potentially have changed. You may then\n * call `getState()` to read the current state tree inside the callback.\n *\n * You may call `dispatch()` from a change listener, with the following\n * caveats:\n *\n * 1. The subscriptions are snapshotted just before every `dispatch()` call.\n * If you subscribe or unsubscribe while the listeners are being invoked, this\n * will not have any effect on the `dispatch()` that is currently in progress.\n * However, the next `dispatch()` call, whether nested or not, will use a more\n * recent snapshot of the subscription list.\n *\n * 2. The listener should not expect to see all state changes, as the state\n * might have been updated multiple times during a nested `dispatch()` before\n * the listener is called. It is, however, guaranteed that all subscribers\n * registered before the `dispatch()` started will be called with the latest\n * state by the time it exits.\n *\n * @param {Function} listener A callback to be invoked on every dispatch.\n * @returns {Function} A function to remove this change listener.\n */\n\n\n function subscribe(listener) {\n if (typeof listener !== 'function') {\n throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(4) : \"Expected the listener to be a function. Instead, received: '\" + kindOf(listener) + \"'\");\n }\n\n if (isDispatching) {\n throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(5) : 'You may not call store.subscribe() while the reducer is executing. ' + 'If you would like to be notified after the store has been updated, subscribe from a ' + 'component and invoke store.getState() in the callback to access the latest state. ' + 'See https://redux.js.org/api/store#subscribelistener for more details.');\n }\n\n var isSubscribed = true;\n ensureCanMutateNextListeners();\n nextListeners.push(listener);\n return function unsubscribe() {\n if (!isSubscribed) {\n return;\n }\n\n if (isDispatching) {\n throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(6) : 'You may not unsubscribe from a store listener while the reducer is executing. ' + 'See https://redux.js.org/api/store#subscribelistener for more details.');\n }\n\n isSubscribed = false;\n ensureCanMutateNextListeners();\n var index = nextListeners.indexOf(listener);\n nextListeners.splice(index, 1);\n currentListeners = null;\n };\n }\n /**\n * Dispatches an action. It is the only way to trigger a state change.\n *\n * The `reducer` function, used to create the store, will be called with the\n * current state tree and the given `action`. Its return value will\n * be considered the **next** state of the tree, and the change listeners\n * will be notified.\n *\n * The base implementation only supports plain object actions. If you want to\n * dispatch a Promise, an Observable, a thunk, or something else, you need to\n * wrap your store creating function into the corresponding middleware. For\n * example, see the documentation for the `redux-thunk` package. Even the\n * middleware will eventually dispatch plain object actions using this method.\n *\n * @param {Object} action A plain object representing “what changed”. It is\n * a good idea to keep actions serializable so you can record and replay user\n * sessions, or use the time travelling `redux-devtools`. An action must have\n * a `type` property which may not be `undefined`. It is a good idea to use\n * string constants for action types.\n *\n * @returns {Object} For convenience, the same action object you dispatched.\n *\n * Note that, if you use a custom middleware, it may wrap `dispatch()` to\n * return something else (for example, a Promise you can await).\n */\n\n\n function dispatch(action) {\n if (!isPlainObject(action)) {\n throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(7) : \"Actions must be plain objects. Instead, the actual type was: '\" + kindOf(action) + \"'.

You may need to add middleware to your store setup to handle dispatching other values, such as 'redux-thunk' to handle dispatching functions. See https://redux.js.org/tutorials/fundamentals/part-4-store#middleware and https://redux.js.org/tutorials/fundamentals/part-6-async-logic#using-the-redux-thunk-middleware for examples.\");\n }\n\n if (typeof action.type === 'undefined') {\n throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(8) : 'Actions may not have an undefined \"type\" property. You may have misspelled an action type string constant.');\n }\n\n if (isDispatching) {\n throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(9) : 'Reducers may not dispatch actions.');\n }\n\n try {\n isDispatching = true;\n currentState = currentReducer(currentState, action);\n } finally {\n isDispatching = false;\n }\n\n var listeners = currentListeners = nextListeners;\n\n for (var i = 0; i < listeners.length; i++) {\n var listener = listeners[i];\n listener();\n }\n\n return action;\n }\n /**\n * Replaces the reducer currently used by the store to calculate the state.\n *\n * You might need this if your app implements code splitting and you want to\n * load some of the reducers dynamically. You might also need this if you\n * implement a hot reloading mechanism for Redux.\n *\n * @param {Function} nextReducer The reducer for the store to use instead.\n * @returns {void}\n */\n\n\n function replaceReducer(nextReducer) {\n if (typeof nextReducer !== 'function') {\n throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(10) : \"Expected the nextReducer to be a function. Instead, received: '\" + kindOf(nextReducer));\n }\n\n currentReducer = nextReducer; // This action has a similiar effect to ActionTypes.INIT.\n // Any reducers that existed in both the new and old rootReducer\n // will receive the previous state. This effectively populates\n // the new state tree with any relevant data from the old one.\n\n dispatch({\n type: ActionTypes.REPLACE\n });\n }\n /**\n * Interoperability point for observable/reactive libraries.\n * @returns {observable} A minimal observable of state changes.\n * For more information, see the observable proposal:\n * https://github.com/tc39/proposal-observable\n */\n\n\n function observable() {\n var _ref;\n\n var outerSubscribe = subscribe;\n return _ref = {\n /**\n * The minimal observable subscription method.\n * @param {Object} observer Any object that can be used as an observer.\n * The observer object should have a `next` method.\n * @returns {subscription} An object with an `unsubscribe` method that can\n * be used to unsubscribe the observable from the store, and prevent further\n * emission of values from the observable.\n */\n subscribe: function subscribe(observer) {\n if (typeof observer !== 'object' || observer === null) {\n throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(11) : \"Expected the observer to be an object. Instead, received: '\" + kindOf(observer) + \"'\");\n }\n\n function observeState() {\n if (observer.next) {\n observer.next(getState());\n }\n }\n\n observeState();\n var unsubscribe = outerSubscribe(observeState);\n return {\n unsubscribe: unsubscribe\n };\n }\n }, _ref[$$observable] = function () {\n return this;\n }, _ref;\n } // When a store is created, an \"INIT\" action is dispatched so that every\n // reducer returns their initial state. This effectively populates\n // the initial state tree.\n\n\n dispatch({\n type: ActionTypes.INIT\n });\n return _ref2 = {\n dispatch: dispatch,\n subscribe: subscribe,\n getState: getState,\n replaceReducer: replaceReducer\n }, _ref2[$$observable] = observable, _ref2;\n}\n/**\n * Prints a warning in the console if it exists.\n *\n * @param {String} message The warning message.\n * @returns {void}\n */\n\n\nfunction warning(message) {\n /* eslint-disable no-console */\n if (typeof console !== 'undefined' && typeof console.error === 'function') {\n console.error(message);\n }\n /* eslint-enable no-console */\n\n\n try {\n // This error was thrown as a convenience so that if you enable\n // \"break on all exceptions\" in your console,\n // it would pause the execution at this line.\n throw new Error(message);\n } catch (e) {} // eslint-disable-line no-empty\n\n}\n\nfunction getUnexpectedStateShapeWarningMessage(inputState, reducers, action, unexpectedKeyCache) {\n var reducerKeys = Object.keys(reducers);\n var argumentName = action && action.type === ActionTypes.INIT ? 'preloadedState argument passed to createStore' : 'previous state received by the reducer';\n\n if (reducerKeys.length === 0) {\n return 'Store does not have a valid reducer. Make sure the argument passed ' + 'to combineReducers is an object whose values are reducers.';\n }\n\n if (!isPlainObject(inputState)) {\n return \"The \" + argumentName + \" has unexpected type of \\\"\" + kindOf(inputState) + \"\\\". Expected argument to be an object with the following \" + (\"keys: \\\"\" +

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reducerKeys.join('\", \"') + \"\\\"\");\n  }\n\n  var unexpectedKeys = Object.keys(inputState).filter(function (key) {\n  return !reducers.hasOwnProperty(key) && !unexpectedKeyCache[key];\n  });\n  unexpectedKeys.forEach(function (key) {\n    unexpectedKeyCache[key] = true;\n  });\n  if (action && action.type === ActionTypes.REPLACE) return;\n\n  if (unexpectedKeys.length > 0) {\n    return \"Unexpected \" + (unexpectedKeys.length > 1 ? 'keys' : 'key') + \" \" + (\"\\\"\" + unexpectedKeys.join(\"\", \"\") + \"\\\" found in \" + argumentName + \". \") + \"Expected to find one of the known reducer keys instead: \" + (\"\\\"\" + reducerKeys.join(\"\", \"\") + \"\\\". Unexpected keys will be ignored.\");\n  }\n}\n\nfunction assertReducerShape(reducers) {\n  Object.keys(reducers).forEach(function (key) {\n    var reducer = reducers[key];\n    var initialState = reducer(undefined, {\n      type: ActionTypes.INIT\n    });\n\n    if (typeof initialState === 'undefined') {\n      throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(12) : \"The slice reducer for key \\\"\" + key + \"\\\" returned undefined during initialization. \" + \"If the state passed to the reducer is undefined, you must \" + \"explicitly return the initial state. The initial state may \" + \"not be undefined. If you don't want to set a value for this reducer, \" + \"you can use null instead of undefined.\");\n    }\n\n    if (typeof reducer(undefined, {\n      type: ActionTypes.PROBE_UNKNOWN_ACTION()\n    }) === 'undefined') {\n      throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(13) : \"The slice reducer for key \\\"\" + key + \"\\\" returned undefined when probed with a random type. \" + (\"Don't try to handle '\" + ActionTypes.INIT + \"' or other actions in \\\"redux/*\\\" \") + \"namespace. They are considered private. Instead, you must return the \" + \"current state for any unknown actions, unless it is undefined, \" + \"in which case you must return the initial state, regardless of the \" + \"action type. The initial state may not be undefined, but can be null.\");\n    }\n  });\n}\n/**\n * Turns an object whose values are different reducer functions, into a single\n * reducer function. It will call every child reducer, and gather their results\n * into a single state object, whose keys correspond to the keys of the passed\n * reducer functions.\n *\n * @param {Object} reducers An object whose values correspond to different\n * reducer functions that need to be combined into one. One handy way to obtain\n * it is to use ES6 `import * as reducers` syntax. The reducers may never return\n * undefined for any action. Instead, they should return their initial state\n * if the state passed to them was undefined, and the current state for any\n * unrecognized action.\n *\n * @returns {Function} A reducer function that invokes every reducer inside the\n * passed object, and builds a state object with the same shape.\n */\n\n\nfunction combineReducers(reducers) {\n  var reducerKeys = Object.keys(reducers);\n  var finalReducers = {};\n\n  for (var i = 0; i < reducerKeys.length; i++) {\n    var key = reducerKeys[i];\n\n    if (process.env.NODE_ENV !== 'production') {\n      if (typeof reducers[key] === 'undefined') {\n        warning(\"No reducer provided for key \\\"\" + key + \"\\\"\");\n      }\n    }\n\n    if (typeof reducers[key] === 'function') {\n      finalReducers[key] = reducers[key];\n    }\n  }\n\n  var finalReducerKeys = Object.keys(finalReducers); // This is used to make sure we don't warn about the same\n  // keys multiple times.\n\n  var unexpectedKeyCache;\n\n  if (process.env.NODE_ENV !== 'production') {\n    unexpectedKeyCache = {};\n  }\n\n  var shapeAssertionError;\n\n  try {\n    assertReducerShape(finalReducers);\n  } catch (e) {\n    shapeAssertionError = e;\n  }\n\n  return function combination(state, action) {\n    if (state === void 0) {\n      state = {};\n    }\n\n    if (shapeAssertionError) {\n      throw shapeAssertionError;\n    }\n\n    if (process.env.NODE_ENV !== 'production') {\n      var warningMessage = getUnexpectedStateShapeWarningMessage(state, finalReducers, action, unexpectedKeyCache);\n\n      if (warningMessage) {\n        warning(warningMessage);\n      }\n    }\n\n    var hasChanged = false;\n    var nextState = {};\n\n    for (var _i = 0; _i < finalReducerKeys.length; _i++) {\n      var _key = finalReducerKeys[_i];\n      var reducer = finalReducers[_key];\n      var previousStateForKey = state[_key];\n      var nextStateForKey = reducer(previousStateForKey, action);\n\n      if (typeof nextStateForKey === 'undefined') {\n        var actionType = action && action.type;\n        throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(14) : \"When called with an action of type \" + (actionType ? \"\\\"\" + String(actionType) + \"\\\"\" : '(unknown type)') + \", the slice reducer for key \\\"\" + _key + \"\\\" returned undefined. \" + \"To ignore an action, you must explicitly return the previous state. \" + \"If you want this reducer to hold no value, you can return null instead of undefined.\");\n      }\n\n      nextState[_key] = nextStateForKey;\n      hasChanged = hasChanged || nextStateForKey !== previousStateForKey;\n    }\n\n    hasChanged = hasChanged || finalReducerKeys.length !== Object.keys(state).length;\n    return hasChanged ? nextState : state;\n
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};\n}\n\nfunction bindActionCreator(actionCreator, dispatch) {\n return function () {\n   return dispatch(actionCreator.apply(this, arguments));\n };\n}\n/**\n * Turns an object whose values are action creators, into an object with the\n * same keys, but with every function wrapped into a `dispatch` call so they\n * may be invoked directly. This is just a convenience method, as you can call\n * `store.dispatch(MyActionCreators.doSomething())` yourself just fine.\n *\n * For convenience, you can also pass an action creator as the first argument,\n * and get a dispatch wrapped function in return.\n *\n * @param {Function|Object} actionCreators An object whose values are action\n * creator functions. One handy way to obtain it is to use ES6 `import * as`\n * syntax. You may also pass a single function.\n *\n * @param {Function} dispatch The `dispatch` function available on your Redux\n * store.\n *\n * @returns {Function|Object} The object mimicking the original object, but with\n * every action creator wrapped into the `dispatch` call. If you passed a\n * function as `actionCreators`, the return value will also be a single\n * function.\n */\n\n\nfunction bindActionCreators(actionCreators, dispatch) {\n if (typeof actionCreators === 'function') {\n   return bindActionCreator(actionCreators, dispatch);\n }\n\n if (typeof actionCreators !== 'object' || actionCreators === null) {\n   throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(16) : \"bindActionCreators expected an object or a function, but instead received: '\" + kindOf(actionCreators) + \"'. \" + \"Did you write \\\"import ActionCreators from\\\" instead of \\\"import * as ActionCreators from\\\"?\");\n }\n\n var boundActionCreators = {};\n\n for (var key in actionCreators) {\n   var actionCreator = actionCreators[key];\n\n   if (typeof actionCreator === 'function') {\n   boundActionCreators[key] = bindActionCreator(actionCreator, dispatch);\n   }\n }\n\n return boundActionCreators;\n}\n/**\n * Composes single-argument functions from right to left. The rightmost\n * function can take multiple arguments as it provides the signature for\n * the resulting composite function.\n *\n * @param {...Function} funcs The functions to compose.\n * @returns {Function} A function obtained by composing the argument functions\n * from right to left. For example, compose(f, g, h) is identical to doing\n * (...args) => f(g(h(...args))).\n */\n\n\nfunction compose() {\n for (var _len = arguments.length, funcs = new Array(_len), _key = 0; _key < _len; _key++) {\n   funcs[_key] = arguments[_key];\n }\n\n if (funcs.length === 0) {\n   return function (arg) {\n   return arg;\n   };\n }\n\n if (funcs.length === 1) {\n   return funcs[0];\n }\n\n return funcs.reduce(function (a, b) {\n   return function () {\n   return a(b.apply(void 0, arguments));\n   };\n });\n}\n/**\n * Creates a store enhancer that applies middleware to the dispatch method\n * of the Redux store. This is handy for a variety of tasks, such as expressing\n * asynchronous actions in a concise manner, or logging every action payload.\n *\n * See `redux-thunk` package as an example of the Redux middleware.\n *\n * Because middleware is potentially asynchronous, this should be the first\n * store enhancer in the composition chain.\n *\n * Note that each middleware will be given the `dispatch` and `getState` functions\n * as named arguments.\n *\n * @param {...Function} middlewares The middleware chain to be applied.\n * @returns {Function} A store enhancer applying the middleware.\n */\n\n\nfunction applyMiddleware() {\n for (var _len = arguments.length, middlewares = new Array(_len), _key = 0; _key < _len; _key++) {\n   middlewares[_key] = arguments[_key];\n }\n\n return function (createStore) {\n   return function () {\n   var store = createStore.apply(void 0, arguments);\n\n   var _dispatch = function dispatch() {\n   throw new Error(process.env.NODE_ENV === \"production\" ? formatProdErrorMessage(15) : 'Dispatching while constructing your middleware is not allowed. ' + 'Other middleware would not be applied to this dispatch.');\n   };\n\n   var middlewareAPI = {\n   getState: store.getState,\n   dispatch: function dispatch() {\n   return _dispatch.apply(void 0, arguments);\n   }\n   };\n   var chain = middlewares.map(function (middleware) {\n   return middleware(middlewareAPI);\n   });\n   _dispatch = compose.apply(void 0, chain)(store.dispatch);\n   return _objectSpread(_objectSpread({}, store), {}, {\n   dispatch: _dispatch\n   });\n   };\n };\n}\n/*\n * This is a dummy function to check if the function name has been altered by minification.\n * If the function has been minified and NODE_ENV !== 'production', warn the user.\n */\n\n\nfunction isCrushed() {}\n\nif (process.env.NODE_ENV !== 'production' && typeof isCrushed.name === 'string' && isCrushed.name !== 'isCrushed') {\n warning('You are currently using minified code outside of NODE_ENV === \"production\". ' + 'This means that you are running a slower development build of Redux. ' + 'You can use loose-envify (https://github.com/zertosh/loose-envify) for browserify ' + 'or setting mode to production in webpack

(https://webpack.js.org/concepts/mode/) ' + 'to ensure you have the correct code for your production build.');\n}\n\nexport { ActionTypes as __DO_NOT_USE__ActionTypes, applyMiddleware, bindActionCreators, combineReducers, compose, createStore };","import _AppBar from './AppBar';\nexport { _AppBar as AppBar };\nimport _AutoComplete from './AutoComplete';\nexport { _AutoComplete as AutoComplete };\nimport _Avatar from './Avatar';\nexport { _Avatar as Avatar };\nimport _Badge from './Badge';\nexport { _Badge as Badge };\nimport _BottomNavigation from './BottomNavigation';\nexport { _BottomNavigation as BottomNavigation };\nimport _BottomNavigationItem from './BottomNavigation/BottomNavigationItem';\nexport { _BottomNavigationItem as BottomNavigationItem };\nimport _Card from './Card';\nexport { _Card as Card };\nimport _CardActions from './Card/CardActions';\nexport { _CardActions as CardActions };\nimport _CardHeader from './Card/CardHeader';\nexport { _CardHeader as CardHeader };\nimport _CardMedia from './Card/CardMedia';\nexport { _CardMedia as CardMedia };\nimport _CardTitle from './Card/CardTitle';\nexport { _CardTitle as CardTitle };\nimport _CardText from './Card/CardText';\nexport { _CardText as CardText };\nimport _Checkbox from './Checkbox';\nexport { _Checkbox as Checkbox };\nimport _Chip from './Chip';\nexport { _Chip as Chip };\nimport _CircularProgress from './CircularProgress';\nexport { _CircularProgress as CircularProgress };\nimport _DatePicker from './DatePicker';\nexport { _DatePicker as DatePicker };\nimport _Dialog from './Dialog';\nexport { _Dialog as Dialog };\nimport _Divider from './Divider';\nexport { _Divider as Divider };\nimport _Drawer from './Drawer';\nexport { _Drawer as Drawer };\nimport _DropDownMenu from './DropDownMenu';\nexport { _DropDownMenu as DropDownMenu };\nimport _FlatButton from './FlatButton';\nexport { _FlatButton as FlatButton };\nimport _FloatingActionButton from './FloatingActionButton';\nexport { _FloatingActionButton as FloatingActionButton };\nimport _FontIcon from './FontIcon';\nexport { _FontIcon as FontIcon };\nimport _GridList from './GridList';\nexport { _GridList as GridList };\nimport _GridTile from './GridList/GridTile';\nexport { _GridTile as GridTile };\nimport _IconButton from './IconButton';\nexport { _IconButton as IconButton };\nimport _IconMenu from './IconMenu';\nexport { _IconMenu as IconMenu };\nimport _LinearProgress from './LinearProgress';\nexport { _LinearProgress as LinearProgress };\nimport _List from './List';\nexport { _List as List };\nimport _ListItem from './List/ListItem';\nexport { _ListItem as ListItem };\nimport _makeSelectable from './List/makeSelectable';\nexport { _makeSelectable as makeSelectable };\nimport _Menu from './Menu';\nexport { _Menu as Menu };\nimport _MenuItem from './MenuItem';\nexport { _MenuItem as MenuItem };\nimport _MuiThemeProvider from './styles/MuiThemeProvider';\nexport { _MuiThemeProvider as MuiThemeProvider };\nimport _Paper from './Paper';\nexport { _Paper as Paper };\nimport _Popover from './Popover';\nexport { _Popover as Popover };\nimport _RadioButton from './RadioButton';\nexport { _RadioButton as RadioButton };\nimport _RadioButtonGroup from './RadioButton/RadioButtonGroup';\nexport { _RadioButtonGroup as RadioButtonGroup };\nimport _RaisedButton from './RaisedButton';\nexport { _RaisedButton as RaisedButton };\nimport _RefreshIndicator from './RefreshIndicator';\nexport { _RefreshIndicator as RefreshIndicator };\nimport _SelectField from './SelectField';\nexport { _SelectField as SelectField };\nimport _Slider from './Slider';\nexport { _Slider as Slider };\nimport _Subheader from './Subheader';\nexport { _Subheader as Subheader };\nimport _SvgIcon from './SvgIcon';\nexport { _SvgIcon as SvgIcon };\nimport _Step from './Stepper/Step';\nexport { _Step as Step };\nimport _StepButton from './Stepper/StepButton';\nexport { _StepButton as StepButton };\nimport _StepContent from './Stepper/StepContent';\nexport { _StepContent as StepContent };\nimport _StepLabel from './Stepper/StepLabel';\nexport { _StepLabel as StepLabel };\nimport _Stepper from './Stepper/Stepper';\nexport { _Stepper as Stepper };\nimport _Snackbar from './Snackbar';\nexport { _Snackbar as Snackbar };\nimport _Tabs from './Tabs';\nexport { _Tabs as Tabs };\nimport _Tab from './Tabs/Tab';\nexport { _Tab as Tab };\nimport _Table from './Table';\nexport { _Table as Table };\nimport _TableBody from './Table/TableBody';\nexport { _TableBody as TableBody };\nimport _TableFooter from './Table/TableFooter';\nexport { _TableFooter as TableFooter };\nimport _TableHeader from './Table/TableHeader';\nexport { _TableHeader as TableHeader };\nimport _TableHeaderColumn from './Table/TableHeaderColumn';\nexport { _TableHeaderColumn as TableHeaderColumn };\nimport _TableRow from './Table/TableRow';\nexport { _TableRow as TableRow };\nimport _TableRowColumn from './Table/TableRowColumn';\nexport { _TableRowColumn as TableRowColumn };\nimport _TextField from

'./TextField';\nexport { _TextField as TextField };\nimport _TimePicker from './TimePicker';\nexport { _TimePicker as TimePicker };\nimport _Toggle from './Toggle';\nexport { _Toggle as Toggle };\nimport _Toolbar from './Toolbar';\nexport { _Toolbar as Toolbar };\nimport _ToolbarGroup from './Toolbar/ToolbarGroup';\nexport { _ToolbarGroup as ToolbarGroup };\nimport _ToolbarSeparator from './Toolbar/ToolbarSeparator';\nexport { _ToolbarSeparator as ToolbarSeparator };\nimport _ToolbarTitle from './Toolbar/ToolbarTitle';\nexport { _ToolbarTitle as ToolbarTitle };","'use strict';\n\nfunction checkDCE() {\n /* global __REACT_DEVTOOLS_GLOBAL_HOOK__ */\n if (typeof __REACT_DEVTOOLS_GLOBAL_HOOK__ === 'undefined' || typeof __REACT_DEVTOOLS_GLOBAL_HOOK__.checkDCE !== 'function') {\n   return;\n }\n\n if (process.env.NODE_ENV !== 'production') {\n   // This branch is unreachable because this function is only called\n   // in production, but the condition is true only in development.\n   // Therefore if the branch is still here, dead code elimination wasn't\n   // properly applied.\n   // Don't change the message. React DevTools relies on it. Also make sure\n   // this message doesn't occur elsewhere in this function, or it will cause\n   // a false positive.\n   throw new Error('^_^');\n }\n\n try {\n   // Verify that the code above has been dead code eliminated (DCE'd).\n   __REACT_DEVTOOLS_GLOBAL_HOOK__.checkDCE(checkDCE);\n } catch (err) {\n   // DevTools shouldn't crash React, no matter what.\n   // We should still report in case we break this code.\n   console.error(err);\n }\n}\n\nif (process.env.NODE_ENV === 'production') {\n // DCE check should happen before ReactDOM bundle executes so that\n // DevTools can report bad minification during injection.\n checkDCE();\n module.exports = require('./cjs/react-dom.production.min.js');\n} else {\n module.exports = require('./cjs/react-dom.development.js');\n}","/**\n * Checks if `value` is classified as an `Array` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an array, else `false`.\n * @example\n *\n * _.isArray([1, 2, 3]);\n * // => true\n *\n * _.isArray(document.body.children);\n * // => false\n *\n * _.isArray('abc');\n * // => false\n *\n * _.isArray(_.noop);\n * // => false\n */\nvar isArray = Array.isArray;\nexport default isArray;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _SvgIcon = require('./SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _SvgIcon2.default;","import freeGlobal from './_freeGlobal.js';\n\n/** Detect free variable `self`. */\nvar freeSelf = typeof self == 'object' && self && self.Object === Object && self;\n\n/** Used as a reference to the global object. */\nvar root = freeGlobal || freeSelf || Function('return this')();\n\nexport default root;","'use strict';\n\nexports.__esModule = true;\n\nvar _shouldUpdate = require('./shouldUpdate');\n\nvar _shouldUpdate2 = _interopRequireDefault(_shouldUpdate);\n\nvar _shallowEqual = require('./shallowEqual');\n\nvar _shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar _setDisplayName = require('./setDisplayName');\n\nvar _setDisplayName2 = _interopRequireDefault(_setDisplayName);\n\nvar _wrapDisplayName = require('./wrapDisplayName');\n\nvar _wrapDisplayName2 = _interopRequireDefault(_wrapDisplayName);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar pure = function pure(BaseComponent) {\n var hoc = (0, _shouldUpdate2.default)(function (props, nextProps) {\n   return !(0, _shallowEqual2.default)(props, nextProps);\n });\n\n if (process.env.NODE_ENV !== 'production') {\n   return (0, _setDisplayName2.default)((0, _wrapDisplayName2.default)(BaseComponent, 'pure'))(hoc(BaseComponent));\n }\n\n return hoc(BaseComponent);\n};\n\nexports.default = pure;","export default function _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n}","function _defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n   var descriptor = props[i];\n   descriptor.enumerable = descriptor.enumerable || false;\n   descriptor.configurable = true;\n   if (\"value\" in descriptor) descriptor.writable = true;\n   Object.defineProperty(target, descriptor.key, descriptor);\n }\n}\n\nexport default function _createClass(Constructor, protoProps, staticProps) {\n if (protoProps) _defineProperties(Constructor.prototype, protoProps);\n if (staticProps) _defineProperties(Constructor, staticProps);\n return Constructor;\n}","export default function _getPrototypeOf(o) {\n _getPrototypeOf = Object.setPrototypeOf ? Object.getPrototypeOf : function _getPrototypeOf(o) {\n   return o.__proto__ ||

Object.getPrototypeOf(o);\n };\n return _getPrototypeOf(o);\n}","/**\n * Checks if `value` is the\n * [language type](http://www.ecma-international.org/ecma-262/7.0/#sec-ecmascript-language-types)\n * of `Object`. (e.g. arrays, functions, objects, regexes, `new Number(0)`, and `new String('')`)\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an object, else `false`.\n * @example\n *\n * _.isObject({});\n * // => true\n *\n * _.isObject([1, 2, 3]);\n * // => true\n *\n * _.isObject(_.noop);\n * // => true\n *\n * _.isObject(null);\n * // => false\n */\nfunction isObject(value) {\n var type = typeof value;\n return value != null && (type == 'object' || type == 'function');\n}\n\nexport default isObject;","function _typeof2(obj) { if (typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\") { _typeof2 = function _typeof2(obj) { return typeof obj; }; } else { _typeof2 = function _typeof2(obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; }; } return _typeof2(obj); }\n\nexport default function _typeof(obj) {\n if (typeof Symbol === \"function\" && _typeof2(Symbol.iterator) === \"symbol\") {\n   _typeof = function _typeof(obj) {\n   return _typeof2(obj);\n   };\n } else {\n   _typeof = function _typeof(obj) {\n   return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : _typeof2(obj);\n   };\n }\n\n return _typeof(obj);\n}","import _typeof from \"../../helpers/esm/typeof\";\nimport assertThisInitialized from \"./assertThisInitialized\";\nexport default function _possibleConstructorReturn(self, call) {\n if (call && (_typeof(call) === \"object\" || typeof call === \"function\")) {\n   return call;\n }\n\n return assertThisInitialized(self);\n}","export default function _assertThisInitialized(self) {\n if (self === void 0) {\n   throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return self;\n}","export default function _setPrototypeOf(o, p) {\n _setPrototypeOf = Object.setPrototypeOf || function _setPrototypeOf(o, p) {\n   o.__proto__ = p;\n   return o;\n };\n\n return _setPrototypeOf(o, p);\n}","import setPrototypeOf from \"./setPrototypeOf\";\nexport default function _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n   throw new TypeError(\"Super expression must either be null or a function\");\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n   constructor: {\n   value: subClass,\n   writable: true,\n   configurable: true\n   }\n });\n if (superClass) setPrototypeOf(subClass, superClass);\n}","var core = module.exports = {\n version: '2.6.12'\n};\nif (typeof __e == 'number') __e = core; // eslint-disable-line no-undef","/**\n * Copyright 2014-2015, Facebook, Inc.\n * All rights reserved.\n *\n * This source code is licensed under the BSD-style license found in the\n * LICENSE file in the root directory of this source tree. An additional grant\n * of patent rights can be found in the PATENTS file in the same directory.\n */\n'use strict';\n/**\n * Similar to invariant but only logs a warning if the condition is not met.\n * This can be used to log issues in development environments in critical\n * paths. Removing the logging code for production environments will keep the\n * same logic and follow the same code paths.\n */\n\nvar warning = function warning() {};\n\nif (process.env.NODE_ENV !== 'production') {\n warning = function warning(condition, format, args) {\n   var len = arguments.length;\n   args = new Array(len > 2 ? len - 2 : 0);\n\n   for (var key = 2; key < len; key++) {\n   args[key - 2] = arguments[key];\n   }\n\n   if (format === undefined) {\n   throw new Error('`warning(condition, format, ...args)` requires a warning ' + 'message argument');\n   }\n\n   if (format.length < 10 || /^[s\\W]*$/.test(format)) {\n   throw new Error('The warning format should be able to uniquely identify this ' + 'warning. Please, use a more descriptive format than: ' + format);\n   }\n\n   if (!condition) {\n   var argIndex = 0;\n   var message = 'Warning: ' + format.replace(/%s/g, function () {\n   return args[argIndex++];\n   });\n\n   if (typeof console !== 'undefined') {\n   console.error(message);\n   }\n\n   try {\n   // This error was thrown as a convenience so that you can use this stack\n   // to find the callsite that caused this warning to fire.\n   throw new Error(message);\n   } catch (x) {}\n   }\n };\n}\n\nmodule.exports = warning;","/**\n * Checks if `value` is object-like. A value is object-like if it's not `null`\n * and has a `typeof` result of \"object\".\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is object-like, else `false`.\n * @example\n *\n * _.isObjectLike({});\n * // => true\n *\n * _.isObjectLike([1, 2, 3]);\n * // => true\n *\n * _.isObjectLike(_.noop);\n * // => false\n *\n * _.isObjectLike(null);\n * // => false\n */\nfunction isObjectLike(value) {\n return value != null && typeof value == 'object';\n}\n\nexport default isObjectLike;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n

value: true\n});\nexports.default = undefined;\n\nvar _Paper = require('./Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _Paper2.default;","import root from './_root.js';\n/** Used to detect overreaching core-js shims. */\n\nvar coreJsData = root['__core-js_shared__'];\nexport default coreJsData;","import coreJsData from './_coreJsData.js';\n/** Used to detect methods masquerading as native. */\n\nvar maskSrcKey = function () {\n var uid = /[^.]+$/.exec(coreJsData && coreJsData.keys && coreJsData.keys.IE_PROTO || '');\n return uid ? 'Symbol(src)_1.' + uid : '';\n}();\n/**\n * Checks if `func` has its source masked.\n *\n * @private\n * @param {Function} func The function to check.\n * @returns {boolean} Returns `true` if `func` is masked, else `false`.\n */\n\n\nfunction isMasked(func) {\n return !!maskSrcKey && maskSrcKey in func;\n}\n\nexport default isMasked;","import isFunction from './isFunction.js';\nimport isMasked from './_isMasked.js';\nimport isObject from './isObject.js';\nimport toSource from './_toSource.js';\n/**\n * Used to match `RegExp`\n * [syntax characters](http://ecma-international.org/ecma-262/7.0/#sec-patterns).\n */\n\nvar reRegExpChar = /[\\\\^$.*+?()[\\]{}|]/g;\n/** Used to detect host constructors (Safari). */\n\nvar reIsHostCtor = /^\\[object .+?Constructor\\]$/;\n/** Used for built-in method references. */\n\nvar funcProto = Function.prototype,\n objectProto = Object.prototype;\n/** Used to resolve the decompiled source of functions. */\n\nvar funcToString = funcProto.toString;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/** Used to detect if a method is native. */\n\nvar reIsNative = RegExp('^' + funcToString.call(hasOwnProperty).replace(reRegExpChar, '\\\\$&').replace(/hasOwnProperty|(function).*?(?=\\\\\\()| for .+?(?=\\\\\\])/g, '$1.*?') + '$');\n/**\n * The base implementation of `_.isNative` without bad shim checks.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a native function,\n * else `false`.\n */\n\nfunction baseIsNative(value) {\n if (!isObject(value) || isMasked(value)) {\n   return false;\n }\n\n var pattern = isFunction(value) ? reIsNative : reIsHostCtor;\n return pattern.test(toSource(value));\n}\n\nexport default baseIsNative;","/**\n * Gets the value at `key` of `object`.\n *\n * @private\n * @param {Object} [object] The object to query.\n * @param {string} key The key of the property to get.\n * @returns {*} Returns the property value.\n */\n\nfunction getValue(object, key) {\n return object == null ? undefined : object[key];\n}\n\nexport default getValue;","import baseIsNative from './_baseIsNative.js';\nimport getValue from './_getValue.js';\n/**\n * Gets the native function at `key` of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {string} key The key of the method to get.\n * @returns {*} Returns the function if it's native, else `undefined`.\n */\n\nfunction getNative(object, key) {\n var value = getValue(object, key);\n return baseIsNative(value) ? value : undefined;\n}\n\nexport default getNative;","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n'use strict';\n/**\n * Use invariant() to assert state which your program assumes to be true.\n *\n * Provide sprintf-style format (only %s is supported) and arguments\n * to provide information about what broke and what you were\n * expecting.\n *\n * The invariant message will be stripped in production, but the invariant\n * will remain to ensure logic does not differ in production.\n */\n\nvar invariant = function invariant(condition, format, a, b, c, d, e, f) {\n if (process.env.NODE_ENV !== 'production') {\n   if (format === undefined) {\n   throw new Error('invariant requires an error message argument');\n   }\n }\n\n if (!condition) {\n   var error;\n\n   if (format === undefined) {\n   error = new Error('Minified exception occurred; use the non-minified dev environment ' + 'for the full error message and additional helpful warnings.');\n   } else {\n   var args = [a, b, c, d, e, f];\n   var argIndex = 0;\n   error = new Error(format.replace(/%s/g, function () {\n   return args[argIndex++];\n   }));\n   error.name = 'Invariant Violation';\n   }\n\n   error.framesToPop = 1; // we don't care about invariant's own frame\n\n   throw error;\n }\n};\n\nmodule.exports = invariant;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar horizontal = _propTypes2.default.oneOf(['left', 'middle', 'right']);\n\nvar vertical = _propTypes2.default.oneOf(['top', 'center', 'bottom']);\n\nexports.default = {\n corners: _propTypes2.default.oneOf(['bottom-left', 'bottom-right', 'top-left', 'top-right']),\n horizontal: horizontal,\n vertical:

vertical,\n origin: _propTypes2.default.shape({\n   horizontal: horizontal,\n   vertical: vertical\n }),\n cornersAndCenter: _propTypes2.default.oneOf(['bottom-center', 'bottom-left', 'bottom-right', 'top-center', 'top-left', 'top-right']),\n stringOrNumber: _propTypes2.default.oneOfType([_propTypes2.default.string, _propTypes2.default.number]),\n zDepth: _propTypes2.default.oneOf([0, 1, 2, 3, 4, 5])\n};","import Symbol from './_Symbol.js';\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/**\n * Used to resolve the\n * [`toStringTag`](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of values.\n */\n\nvar nativeObjectToString = objectProto.toString;\n/** Built-in value references. */\n\nvar symToStringTag = Symbol ? Symbol.toStringTag : undefined;\n/**\n * A specialized version of `baseGetTag` which ignores `Symbol.toStringTag` values.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the raw `toStringTag`.\n */\n\nfunction getRawTag(value) {\n var isOwn = hasOwnProperty.call(value, symToStringTag),\n   tag = value[symToStringTag];\n\n try {\n   value[symToStringTag] = undefined;\n   var unmasked = true;\n } catch (e) {}\n\n var result = nativeObjectToString.call(value);\n\n if (unmasked) {\n   if (isOwn) {\n   value[symToStringTag] = tag;\n   } else {\n   delete value[symToStringTag];\n   }\n }\n\n return result;\n}\n\nexport default getRawTag;","/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n/**\n * Used to resolve the\n * [`toStringTag`](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of values.\n */\n\nvar nativeObjectToString = objectProto.toString;\n/**\n * Converts `value` to a string using `Object.prototype.toString`.\n *\n * @private\n * @param {*} value The value to convert.\n * @returns {string} Returns the converted string.\n */\n\nfunction objectToString(value) {\n return nativeObjectToString.call(value);\n}\n\nexport default objectToString;","import Symbol from './_Symbol.js';\nimport getRawTag from './_getRawTag.js';\nimport objectToString from './_objectToString.js';\n/** `Object#toString` result references. */\n\nvar nullTag = '[object Null]',\n   undefinedTag = '[object Undefined]';\n/** Built-in value references. */\n\nvar symToStringTag = Symbol ? Symbol.toStringTag : undefined;\n/**\n * The base implementation of `getTag` without fallbacks for buggy environments.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the `toStringTag`.\n */\n\nfunction baseGetTag(value) {\n if (value == null) {\n   return value === undefined ? undefinedTag : nullTag;\n }\n\n return symToStringTag && symToStringTag in Object(value) ? getRawTag(value) : objectToString(value);\n}\n\nexport default baseGetTag;","// Source: http://jsfiddle.net/vWx8V/\n// http://stackoverflow.com/questions/5603195/full-list-of-javascript-keycodes\n\n/**\n * Conenience method returns corresponding value for given keyName or keyCode.\n *\n * @param {Mixed} keyCode {Number} or keyName {String}\n * @return {Mixed}\n * @api public\n */\n\nfunction keyCode(searchInput) {\n // Keyboard Events\n if (searchInput && 'object' === typeof searchInput) {\n   var hasKeyCode = searchInput.which || searchInput.keyCode || searchInput.charCode;\n   if (hasKeyCode) searchInput = hasKeyCode;\n } // Numbers\n\n\n if ('number' === typeof searchInput) return names[searchInput]; // Everything else (cast to string)\n\n var search = String(searchInput); // check codes\n\n var foundNamedKey = codes[search.toLowerCase()];\n if (foundNamedKey) return foundNamedKey; // check aliases\n\n var foundNamedKey = aliases[search.toLowerCase()];\n if (foundNamedKey) return foundNamedKey; // weird character?\n\n if (search.length === 1) return search.charCodeAt(0);\n return undefined;\n}\n\n/**\n * Compares a keyboard event with a given keyCode or keyName.\n *\n * @param {Event} event Keyboard event that should be tested\n * @param {Mixed} keyCode {Number} or keyName {String}\n * @return {Boolean}\n * @api public\n */\n\n\nkeyCode.isEventKey = function isEventKey(event, nameOrCode) {\n if (event && 'object' === typeof event) {\n   var keyCode = event.which || event.keyCode || event.charCode;\n\n   if (keyCode === null || keyCode === undefined) {\n   return false;\n   }\n\n   if (typeof nameOrCode === 'string') {\n   // check codes\n   var foundNamedKey = codes[nameOrCode.toLowerCase()];\n\n   if (foundNamedKey) {\n   return foundNamedKey === keyCode;\n   } // check aliases\n\n\n   var foundNamedKey = aliases[nameOrCode.toLowerCase()];\n\n   if (foundNamedKey) {\n   return foundNamedKey === keyCode;\n   }\n   } else if (typeof nameOrCode === 'number') {\n   return nameOrCode === keyCode;\n   }\n\n   return

false;\n }\n};\n\nexports = module.exports = keyCode;\n/**\n * Get by name\n *\n * exports.code['enter'] // => 13\n */\n\nvar codes = exports.code = exports.codes = {\n 'backspace': 8,\n 'tab': 9,\n 'enter': 13,\n 'shift': 16,\n 'ctrl': 17,\n 'alt': 18,\n 'pause/break': 19,\n 'caps lock': 20,\n 'esc': 27,\n 'space': 32,\n 'page up': 33,\n 'page down': 34,\n 'end': 35,\n 'home': 36,\n 'left': 37,\n 'up': 38,\n 'right': 39,\n 'down': 40,\n 'insert': 45,\n 'delete': 46,\n 'command': 91,\n 'left command': 91,\n 'right command': 93,\n 'numpad *': 106,\n 'numpad +': 107,\n 'numpad -': 109,\n 'numpad .': 110,\n 'numpad /': 111,\n 'num lock': 144,\n 'scroll lock': 145,\n 'my computer': 182,\n 'my calculator': 183,\n ';': 186,\n '=': 187,\n ',': 188,\n '-': 189,\n '.': 190,\n '/': 191,\n '`': 192,\n '[': 219,\n '\\\\': 220,\n ']': 221,\n \"'\": 222\n}; // Helper aliases\n\nvar aliases = exports.aliases = {\n 'windows': 91,\n '': 16,\n '': 18,\n '': 17,\n '': 91,\n 'ctl': 17,\n 'control': 17,\n 'option': 18,\n 'pause': 19,\n 'break': 19,\n 'caps': 20,\n 'return': 13,\n 'escape': 27,\n 'spc': 32,\n 'spacebar': 32,\n 'pgup': 33,\n 'pgdn': 34,\n 'ins': 45,\n 'del': 46,\n 'cmd': 91\n};\n/*!\n * Programatically add the following\n */\n// lower case chars\n\nfor (i = 97; i < 123; i++) {\n codes[String.fromCharCode(i)] = i - 32;\n} // numbers\n\n\nfor (var i = 48; i < 58; i++) {\n codes[i - 48] = i;\n} // function keys\n\n\nfor (i = 1; i < 13; i++) {\n codes['f' + i] = i + 111;\n} // numpad keys\n\n\nfor (i = 0; i < 10; i++) {\n codes['numpad ' + i] = i + 96;\n}\n/**\n * Get by code\n *\n * exports.name[13] // => 'Enter'\n */\n\n\nvar names = exports.names = exports.title = {}; // title for backward compat\n// Create reverse mapping\n\nfor (i in codes) {\n names[codes[i]] = i;\n} // Add aliases\n\n\nfor (var alias in aliases) {\n codes[alias] = aliases[alias];\n}","export default function _setPrototypeOf(o, p) {\n _setPrototypeOf = Object.setPrototypeOf || function _setPrototypeOf(o, p) {\n o.__proto__ = p;\n return o;\n };\n\n return _setPrototypeOf(o, p);\n}","import setPrototypeOf from \"./setPrototypeOf.js\";\nexport default function _inheritsLoose(subClass, superClass) {\n subClass.prototype = Object.create(superClass.prototype);\n subClass.prototype.constructor = subClass;\n setPrototypeOf(subClass, superClass);\n}","import PropTypes from 'prop-types';\nexport var subscriptionShape = PropTypes.shape({\n trySubscribe: PropTypes.func.isRequired,\n tryUnsubscribe: PropTypes.func.isRequired,\n notifyNestedSubs: PropTypes.func.isRequired,\n isSubscribed: PropTypes.func.isRequired\n});\nexport var storeShape = PropTypes.shape({\n subscribe: PropTypes.func.isRequired,\n dispatch: PropTypes.func.isRequired,\n getState: PropTypes.func.isRequired\n});","import _inheritsLoose from \"@babel/runtime/helpers/esm/inheritsLoose\";\nimport React, { Component, Children } from 'react';\nimport PropTypes from 'prop-types';\nimport { storeShape, subscriptionShape } from '../utils/PropTypes';\nimport warning from '../utils/warning';\nvar prefixUnsafeLifecycleMethods = typeof React.forwardRef !== \"undefined\";\nvar didWarnAboutReceivingStore = false;\n\nfunction warnAboutReceivingStore() {\n if (didWarnAboutReceivingStore) {\n return;\n }\n\n didWarnAboutReceivingStore = true;\n warning('<Provider> does not support changing `store` on the fly. ' + 'It is most likely that you see this error because you updated to ' + 'Redux 2.x and React Redux 2.x which no longer hot reload reducers ' + 'automatically. See https://github.com/reduxjs/react-redux/releases/' + 'tag/v2.0.0 for the migration instructions.');\n}\n\nexport function createProvider(storeKey) {\n var _Provider$childContex;\n\n if (storeKey === void 0) {\n storeKey = 'store';\n }\n\n var subscriptionKey = storeKey + \"Subscription\";\n\n var Provider = /*#__PURE__*/function (_Component) {\n _inheritsLoose(Provider, _Component);\n\n var _proto = Provider.prototype;\n\n _proto.getChildContext = function getChildContext() {\n var _ref;\n\n return _ref = {}, _ref[storeKey] = this[storeKey], _ref[subscriptionKey] = null, _ref;\n };\n\n function Provider(props, context) {\n var _this;\n\n _this = _Component.call(this, props, context) || this;\n _this[storeKey] = props.store;\n return _this;\n }\n\n _proto.render = function render() {\n return Children.only(this.props.children);\n };\n\n return Provider;\n }(Component);\n\n if (process.env.NODE_ENV !== 'production') {\n // Use UNSAFE_ event name where supported\n var eventName = prefixUnsafeLifecycleMethods ? 'UNSAFE_componentWillReceiveProps' : 'componentWillReceiveProps';\n\n Provider.prototype[eventName] = function (nextProps) {\n if (this[storeKey] !== nextProps.store) {\n warnAboutReceivingStore();\n }\n };\n }\n\n Provider.propTypes = {\n store: storeShape.isRequired,\n children: PropTypes.element.isRequired\n };\n Provider.childContextTypes = (_Provider$childContex = {}, _Provider$childContex[storeKey] = storeShape.isRequired, _Provider$childContex[subscriptionKey] = subscriptionShape, _Provider$childContex);\n

return Provider;\n}\nexport default createProvider();","export default function _assertThisInitialized(self) {\n if (self === void 0) {\n   throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return self;\n}","export default function _extends() {\n _extends = Object.assign || function (target) {\n   for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n   }\n\n   return target;\n };\n\n return _extends.apply(this, arguments);\n}","export default function _objectWithoutPropertiesLoose(source, excluded) {\n if (source == null) return {};\n var target = {};\n var sourceKeys = Object.keys(source);\n var key, i;\n\n for (i = 0; i < sourceKeys.length; i++) {\n   key = sourceKeys[i];\n   if (excluded.indexOf(key) >= 0) continue;\n   target[key] = source[key];\n }\n\n return target;\n}","// encapsulates the subscription logic for connecting a component to the redux store, as\n// well as nesting subscriptions of descendant components, so that we can ensure the\n// ancestor components re-render before descendants\nvar CLEARED = null;\nvar nullListeners = {\n notify: function notify() {}\n};\n\nfunction createListenerCollection() {\n // the current/next pattern is copied from redux's createStore code.\n // TODO: refactor+expose that code to be reusable here?\n var current = [];\n var next = [];\n return {\n   clear: function clear() {\n   next = CLEARED;\n   current = CLEARED;\n   },\n   notify: function notify() {\n   var listeners = current = next;\n\n   for (var i = 0; i < listeners.length; i++) {\n   listeners[i]();\n   }\n   },\n   get: function get() {\n   return next;\n   },\n   subscribe: function subscribe(listener) {\n   var isSubscribed = true;\n   if (next === current) next = current.slice();\n   next.push(listener);\n   return function unsubscribe() {\n   if (!isSubscribed || current === CLEARED) return;\n   isSubscribed = false;\n   if (next === current) next = current.slice();\n   next.splice(next.indexOf(listener), 1);\n   };\n   }\n };\n}\n\nvar Subscription = /*#__PURE__*/function () {\n function Subscription(store, parentSub, onStateChange) {\n   this.store = store;\n   this.parentSub = parentSub;\n   this.onStateChange = onStateChange;\n   this.unsubscribe = null;\n   this.listeners = nullListeners;\n }\n\n var _proto = Subscription.prototype;\n\n _proto.addNestedSub = function addNestedSub(listener) {\n   this.trySubscribe();\n   return this.listeners.subscribe(listener);\n };\n\n _proto.notifyNestedSubs = function notifyNestedSubs() {\n   this.listeners.notify();\n };\n\n _proto.isSubscribed = function isSubscribed() {\n   return Boolean(this.unsubscribe);\n };\n\n _proto.trySubscribe = function trySubscribe() {\n   if (!this.unsubscribe) {\n   this.unsubscribe = this.parentSub ? this.parentSub.addNestedSub(this.onStateChange) : this.store.subscribe(this.onStateChange);\n   this.listeners = createListenerCollection();\n   }\n };\n\n _proto.tryUnsubscribe = function tryUnsubscribe() {\n   if (this.unsubscribe) {\n   this.unsubscribe();\n   this.unsubscribe = null;\n   this.listeners.clear();\n   this.listeners = nullListeners;\n   }\n };\n\n return Subscription;\n}();\n\nexport { Subscription as default };","import _inheritsLoose from \"@babel/runtime/helpers/esm/inheritsLoose\";\nimport _assertThisInitialized from \"@babel/runtime/helpers/esm/assertThisInitialized\";\nimport _extends from \"@babel/runtime/helpers/esm/extends\";\nimport _objectWithoutPropertiesLoose from \"@babel/runtime/helpers/esm/objectWithoutPropertiesLoose\";\nimport hoistStatics from 'hoist-non-react-statics';\nimport invariant from 'invariant';\nimport React, { Component, createElement } from 'react';\nimport { isValidElementType } from 'react-is';\nimport Subscription from '../utils/Subscription';\nimport { storeShape, subscriptionShape } from '../utils/PropTypes';\nvar prefixUnsafeLifecycleMethods = typeof React.forwardRef !== \"undefined\";\nvar hotReloadingVersion = 0;\nvar dummyState = {};\n\nfunction noop() {}\n\nfunction makeSelectorStateful(sourceSelector, store) {\n // wrap the selector in an object that tracks its results between runs.\n var selector = {\n   run: function runComponentSelector(props) {\n   try {\n   var nextProps = sourceSelector(store.getState(), props);\n\n   if (nextProps !== selector.props || selector.error) {\n   selector.shouldComponentUpdate = true;\n   selector.props = nextProps;\n   selector.error = null;\n   }\n   } catch (error) {\n   selector.shouldComponentUpdate = true;\n   selector.error = error;\n   }\n   }\n };\n return selector;\n}\n\nexport default function connectAdvanced(\n/*\n selectorFactory is a func that is responsible for returning the selector function used to\n compute new props from state, props, and dispatch. For example:\n export default connectAdvanced((dispatch, options) => (state, props) => ({\n   thing: state.things[props.thingId],\n   saveThing: fields => dispatch(actionCreators.saveThing(props.thingId, fields)),\n }))(YourComponent)\n

Access to dispatch is provided to the factory so selectorFactories can bind actionCreators\n outside of their selector as an optimization. Options passed to connectAdvanced are passed to\n the selectorFactory, along with displayName and WrappedComponent, as the second argument.\n Note that selectorFactory is responsible for all caching/memoization of inbound and outbound\n props. Do not use connectAdvanced directly without memoizing results between calls to your\n selector, otherwise the Connect component will re-render on every state or props change.\n*/\nselectorFactory, // options object:\n_ref) {\n var _contextTypes, _childContextTypes;\n\n if (_ref === void 0) {\n   _ref = {};\n }\n\n var _ref2 = _ref,\n   _ref2$getDisplayName = _ref2.getDisplayName,\n getDisplayName = _ref2$getDisplayName === void 0 ? function (name) {\n   return \"ConnectAdvanced(\" + name + \")\";\n } : _ref2$getDisplayName,\n   _ref2$methodName = _ref2.methodName,\n   methodName = _ref2$methodName === void 0 ? 'connectAdvanced' : _ref2$methodName,\n   _ref2$renderCountProp = _ref2.renderCountProp,\n   renderCountProp = _ref2$renderCountProp === void 0 ? undefined : _ref2$renderCountProp,\n   _ref2$shouldHandleSta = _ref2.shouldHandleStateChanges,\n shouldHandleStateChanges = _ref2$shouldHandleSta === void 0 ? true : _ref2$shouldHandleSta,\n _ref2$storeKey = _ref2.storeKey,\n   storeKey = _ref2$storeKey === void 0 ? 'store' : _ref2$storeKey,\n _ref2$withRef = _ref2.withRef,\n   withRef = _ref2$withRef === void 0 ? false : _ref2$withRef,\n connectOptions = _objectWithoutPropertiesLoose(_ref2, [\"getDisplayName\", \"methodName\", \"renderCountProp\", \"shouldHandleStateChanges\", \"storeKey\", \"withRef\"]);\n\n var subscriptionKey = storeKey + 'Subscription';\n var version = hotReloadingVersion++;\n var contextTypes = (_contextTypes = {}, _contextTypes[storeKey] = storeShape, _contextTypes[subscriptionKey] = subscriptionShape, _contextTypes);\n var childContextTypes = (_childContextTypes = {}, _childContextTypes[subscriptionKey] = subscriptionShape, _childContextTypes);\n return function wrapWithConnect(WrappedComponent) {\n invariant(isValidElementType(WrappedComponent), \"You must pass a component to the function returned by \" + (methodName + \". Instead received \" + JSON.stringify(WrappedComponent)));\n   var wrappedComponentName = WrappedComponent.displayName || WrappedComponent.name || 'Component';\n   var displayName = getDisplayName(wrappedComponentName);\n\n   var selectorFactoryOptions = _extends({}, connectOptions, {\n getDisplayName: getDisplayName,\n   methodName: methodName,\n   renderCountProp: renderCountProp,\n shouldHandleStateChanges: shouldHandleStateChanges,\n   storeKey: storeKey,\n   withRef: withRef,\n displayName: displayName,\n   wrappedComponentName: wrappedComponentName,\n   WrappedComponent: WrappedComponent // TODO Actually fix our use of componentWillReceiveProps\n\n   /* eslint-disable react/no-deprecated */\n   });\n\n   var Connect = /*#__PURE__*/function (_Component) {\n   _inheritsLoose(Connect, _Component);\n\n   function Connect(props, context) {\n   var _this;\n\n   _this = _Component.call(this, props, context) || this;\n   _this.version = version;\n   _this.state = {};\n   _this.renderCount = 0;\n _this.store = props[storeKey] || context[storeKey];\n   _this.propsMode = Boolean(props[storeKey]);\n _this.setWrappedInstance = _this.setWrappedInstance.bind(_assertThisInitialized(_assertThisInitialized(_this)));\n   invariant(_this.store, \"Could not find \\\"\" + storeKey + \"\\\" in either the context or props of \" + (\"\\\"\" + displayName + \"\\\". Either wrap the root component in a <Provider>, \") + (\"or explicitly pass \\\"\" + storeKey + \"\\\" as a prop to \\\"\" + displayName + \"\\\".\"));\n\n   _this.initSelector();\n\n   _this.initSubscription();\n\n   return _this;\n   }\n\n   var _proto = Connect.prototype;\n\n   _proto.getChildContext = function getChildContext() {\n   var _ref3; // If this component received store from props, its subscription should be transparent\n   // to any descendants receiving store+subscription from context; it passes along\n   // subscription passed to it. Otherwise, it shadows the parent subscription, which allows\n   // Connect to control ordering of notifications to flow top-down.\n\n\n   var subscription = this.propsMode ? null : this.subscription;\n   return _ref3 = {}, _ref3[subscriptionKey] = subscription || this.context[subscriptionKey], _ref3;\n   };\n\n _proto.componentDidMount = function componentDidMount() {\n   if (!shouldHandleStateChanges) return; // componentWillMount fires during server side rendering, but componentDidMount and\n   // componentWillUnmount do not. Because of this, trySubscribe happens during ...didMount.\n   // Otherwise, unsubscription would never take place during SSR, causing a memory leak.\n   // To handle the case where a child component may have triggered a state change by\n   // dispatching an action in its componentWillMount,

we have to re-run the select and maybe\n // re-render.\n\n this.subscription.trySubscribe();\n this.selector.run(this.props);\n if (this.selector.shouldComponentUpdate) this.forceUpdate();\n }; // Note: this is renamed below to the UNSAFE_ version in React >=16.3.0\n\n\n _proto.componentWillReceiveProps = function componentWillReceiveProps(nextProps) {\n this.selector.run(nextProps);\n };\n\n _proto.shouldComponentUpdate = function shouldComponentUpdate() {\n return this.selector.shouldComponentUpdate;\n };\n\n _proto.componentWillUnmount = function componentWillUnmount() {\n if (this.subscription) this.subscription.tryUnsubscribe();\n this.subscription = null;\n this.notifyNestedSubs = noop;\n this.store = null;\n this.selector.run = noop;\n this.selector.shouldComponentUpdate = false;\n };\n\n _proto.getWrappedInstance = function getWrappedInstance() {\n invariant(withRef, \"To access the wrapped instance, you need to specify \" + (\"{ withRef: true } in the options argument of the \" + methodName + \"() call.\"));\n return this.wrappedInstance;\n };\n\n _proto.setWrappedInstance = function setWrappedInstance(ref) {\n this.wrappedInstance = ref;\n };\n\n _proto.initSelector = function initSelector() {\n var sourceSelector = selectorFactory(this.store.dispatch, selectorFactoryOptions);\n this.selector = makeSelectorStateful(sourceSelector, this.store);\n this.selector.run(this.props);\n };\n\n _proto.initSubscription = function initSubscription() {\n if (!shouldHandleStateChanges) return; // parentSub's source should match where store came from: props vs. context. A component\n // connected to the store via props shouldn't use subscription from context, or vice versa.\n\n var parentSub = (this.propsMode ? this.props : this.context)[subscriptionKey];\n this.subscription = new Subscription(this.store, parentSub, this.onStateChange.bind(this)); // `notifyNestedSubs` is duplicated to handle the case where the component is unmounted in\n // the middle of the notification loop, where `this.subscription` will then be null. An\n // extra null check every change can be avoided by copying the method onto `this` and then\n // replacing it with a no-op on unmount. This can probably be avoided if Subscription's\n // listeners logic is changed to not call listeners that have been unsubscribed in the\n // middle of the notification loop.\n\n this.notifyNestedSubs = this.subscription.notifyNestedSubs.bind(this.subscription);\n };\n\n _proto.onStateChange = function onStateChange() {\n this.selector.run(this.props);\n\n if (!this.selector.shouldComponentUpdate) {\n this.notifyNestedSubs();\n } else {\n this.componentDidUpdate = this.notifyNestedSubsOnComponentDidUpdate;\n this.setState(dummyState);\n }\n };\n\n _proto.notifyNestedSubsOnComponentDidUpdate = function notifyNestedSubsOnComponentDidUpdate() {\n // `componentDidUpdate` is conditionally implemented when `onStateChange` determines it\n // needs to notify nested subs. Once called, it unimplements itself until further state\n // changes occur. Doing it this way vs having a permanent `componentDidUpdate` that does\n // a boolean check every time avoids an extra method call most of the time, resulting\n // in some perf boost.\n this.componentDidUpdate = undefined;\n this.notifyNestedSubs();\n };\n\n _proto.isSubscribed = function isSubscribed() {\n return Boolean(this.subscription) && this.subscription.isSubscribed();\n };\n\n _proto.addExtraProps = function addExtraProps(props) {\n if (!withRef && !renderCountProp && !(this.propsMode && this.subscription)) return props; // make a shallow copy so that fields added don't leak to the original selector.\n // this is especially important for 'ref' since that's a reference back to the component\n // instance. a singleton memoized selector would then be holding a reference to the\n // instance, preventing the instance from being garbage collected, and that would be bad\n\n var withExtras = _extends({}, props);\n\n if (withRef) withExtras.ref = this.setWrappedInstance;\n if (renderCountProp) withExtras[renderCountProp] = this.renderCount++;\n if (this.propsMode && this.subscription) withExtras[subscriptionKey] = this.subscription;\n return withExtras;\n };\n\n _proto.render = function render() {\n var selector = this.selector;\n selector.shouldComponentUpdate = false;\n\n if (selector.error) {\n throw selector.error;\n } else {\n return createElement(WrappedComponent, this.addExtraProps(selector.props));\n }\n };\n\n return Connect;\n }(Component);\n\n if (prefixUnsafeLifecycleMethods) {\n // Use UNSAFE_ event name where supported\n Connect.prototype.UNSAFE_componentWillReceiveProps = Connect.prototype.componentWillReceiveProps;\n delete Connect.prototype.componentWillReceiveProps;\n

}\n /* eslint-enable react/no-deprecated */\n\n\n Connect.WrappedComponent = WrappedComponent;\n Connect.displayName = displayName;\n Connect.childContextTypes = childContextTypes;\n Connect.contextTypes = contextTypes;\n Connect.propTypes = contextTypes;\n\n if (process.env.NODE_ENV !== 'production') {\n // Use UNSAFE_ event name where supported\n var eventName = prefixUnsafeLifecycleMethods ? 'UNSAFE_componentWillUpdate' : 'componentWillUpdate';\n\n Connect.prototype[eventName] = function componentWillUpdate() {\n var _this2 = this; // We are hot reloading!\n\n\n if (this.version !== version) {\n this.version = version;\n this.initSelector(); // If any connected descendants don't hot reload (and resubscribe in the process), their\n // listeners will be lost when we unsubscribe. Unfortunately, by copying over all\n // listeners, this does mean that the old versions of connected descendants will still be\n // notified of state changes; however, their onStateChange function is a no-op so this\n // isn't a huge deal.\n\n var oldListeners = [];\n\n if (this.subscription) {\n oldListeners = this.subscription.listeners.get();\n this.subscription.tryUnsubscribe();\n }\n\n this.initSubscription();\n\n if (shouldHandleStateChanges) {\n this.subscription.trySubscribe();\n oldListeners.forEach(function (listener) {\n return _this2.subscription.listeners.subscribe(listener);\n });\n }\n }\n };\n }\n\n return hoistStatics(Connect, WrappedComponent);\n };\n}","var hasOwn = Object.prototype.hasOwnProperty;\n\nfunction is(x, y) {\n if (x === y) {\n return x !== 0 || y !== 0 || 1 / x === 1 / y;\n } else {\n return x !== x && y !== y;\n }\n}\n\nexport default function shallowEqual(objA, objB) {\n if (is(objA, objB)) return true;\n\n if (typeof objA !== 'object' || objA === null || typeof objB !== 'object' || objB === null) {\n return false;\n }\n\n var keysA = Object.keys(objA);\n var keysB = Object.keys(objB);\n if (keysA.length !== keysB.length) return false;\n\n for (var i = 0; i < keysA.length; i++) {\n if (!hasOwn.call(objB, keysA[i]) || !is(objA[keysA[i]], objB[keysA[i]])) {\n return false;\n }\n }\n\n return true;\n}","import verifyPlainObject from '../utils/verifyPlainObject';\nexport function wrapMapToPropsConstant(getConstant) {\n return function initConstantSelector(dispatch, options) {\n var constant = getConstant(dispatch, options);\n\n function constantSelector() {\n return constant;\n }\n\n constantSelector.dependsOnOwnProps = false;\n return constantSelector;\n };\n} // dependsOnOwnProps is used by createMapToPropsProxy to determine whether to pass props as args\n// to the mapToProps function being wrapped. It is also used by makePurePropsSelector to determine\n// whether mapToProps needs to be invoked when props have changed.\n// \n// A length of one signals that mapToProps does not depend on props from the parent component.\n// A length of zero is assumed to mean mapToProps is getting args via arguments or ...args and\n// therefore not reporting its length accurately..\n\nexport function getDependsOnOwnProps(mapToProps) {\n return mapToProps.dependsOnOwnProps !== null && mapToProps.dependsOnOwnProps !== undefined ? Boolean(mapToProps.dependsOnOwnProps) : mapToProps.length !== 1;\n} // Used by whenMapStateToPropsIsFunction and whenMapDispatchToPropsIsFunction,\n// this function wraps mapToProps in a proxy function which does several things:\n// \n// * Detects whether the mapToProps function being called depends on props, which\n// is used by selectorFactory to decide if it should reinvoke on props changes.\n// \n// * On first call, handles mapToProps if returns another function, and treats that\n// new function as the true mapToProps for subsequent calls.\n// \n// * On first call, verifies the first result is a plain object, in order to warn\n// the developer that their mapToProps function is not returning a valid result.\n// \n\nexport function wrapMapToPropsFunc(mapToProps, methodName) {\n return function initProxySelector(dispatch, _ref) {\n var displayName = _ref.displayName;\n\n var proxy = function mapToPropsProxy(stateOrDispatch, ownProps) {\n return proxy.dependsOnOwnProps ? proxy.mapToProps(stateOrDispatch, ownProps) : proxy.mapToProps(stateOrDispatch);\n }; // allow detectFactoryAndVerify to get ownProps\n\n\n proxy.dependsOnOwnProps = true;\n\n proxy.mapToProps = function detectFactoryAndVerify(stateOrDispatch, ownProps) {\n proxy.mapToProps = mapToProps;\n proxy.dependsOnOwnProps = getDependsOnOwnProps(mapToProps);\n var props = proxy(stateOrDispatch, ownProps);\n\n if (typeof props === 'function') {\n proxy.mapToProps = props;\n proxy.dependsOnOwnProps = getDependsOnOwnProps(props);\n props = proxy(stateOrDispatch, ownProps);\n }\n\n if (process.env.NODE_ENV !== 'production') verifyPlainObject(props, displayName, methodName);\n return props;\n };\n\n return proxy;\n };\n}","import { bindActionCreators } from 'redux';\nimport {

wrapMapToPropsConstant, wrapMapToPropsFunc } from './wrapMapToProps';\nexport function whenMapDispatchToPropsIsFunction(mapDispatchToProps) {\n return typeof mapDispatchToProps === 'function' ? wrapMapToPropsFunc(mapDispatchToProps, 'mapDispatchToProps') : undefined;\n}\nexport function whenMapDispatchToPropsIsMissing(mapDispatchToProps) {\n return !mapDispatchToProps ? wrapMapToPropsConstant(function (dispatch) {\n   return {\n   dispatch: dispatch\n   };\n }) : undefined;\n}\nexport function whenMapDispatchToPropsIsObject(mapDispatchToProps) {\n return mapDispatchToProps && typeof mapDispatchToProps === 'object' ? wrapMapToPropsConstant(function (dispatch) {\n   return bindActionCreators(mapDispatchToProps, dispatch);\n }) : undefined;\n}\nexport default [whenMapDispatchToPropsIsFunction, whenMapDispatchToPropsIsMissing, whenMapDispatchToPropsIsObject];","import { wrapMapToPropsConstant, wrapMapToPropsFunc } from './wrapMapToProps';\nexport function whenMapStateToPropsIsFunction(mapStateToProps) {\n return typeof mapStateToProps === 'function' ? wrapMapToPropsFunc(mapStateToProps, 'mapStateToProps') : undefined;\n}\nexport function whenMapStateToPropsIsMissing(mapStateToProps) {\n return !mapStateToProps ? wrapMapToPropsConstant(function () {\n   return {};\n }) : undefined;\n}\nexport default [whenMapStateToPropsIsFunction, whenMapStateToPropsIsMissing];","import _extends from \"@babel/runtime/helpers/esm/extends\";\nimport verifyPlainObject from '../utils/verifyPlainObject';\nexport function defaultMergeProps(stateProps, dispatchProps, ownProps) {\n return _extends({}, ownProps, stateProps, dispatchProps);\n}\nexport function wrapMergePropsFunc(mergeProps) {\n return function initMergePropsProxy(dispatch, _ref) {\n   var displayName = _ref.displayName,\n   pure = _ref.pure,\n   areMergedPropsEqual = _ref.areMergedPropsEqual;\n   var hasRunOnce = false;\n   var mergedProps;\n   return function mergePropsProxy(stateProps, dispatchProps, ownProps) {\n   var nextMergedProps = mergeProps(stateProps, dispatchProps, ownProps);\n\n   if (hasRunOnce) {\n   if (!pure || !areMergedPropsEqual(nextMergedProps, mergedProps)) mergedProps = nextMergedProps;\n   } else {\n   hasRunOnce = true;\n   mergedProps = nextMergedProps;\n   if (process.env.NODE_ENV !== 'production') verifyPlainObject(mergedProps, displayName, 'mergeProps');\n   }\n\n   return mergedProps;\n   };\n };\n}\nexport function whenMergePropsIsFunction(mergeProps) {\n return typeof mergeProps === 'function' ? wrapMergePropsFunc(mergeProps) : undefined;\n}\nexport function whenMergePropsIsOmitted(mergeProps) {\n return !mergeProps ? function () {\n   return defaultMergeProps;\n } : undefined;\n}\nexport default [whenMergePropsIsFunction, whenMergePropsIsOmitted];","import _objectWithoutPropertiesLoose from \"@babel/runtime/helpers/esm/objectWithoutPropertiesLoose\";\nimport verifySubselectors from './verifySubselectors';\nexport function impureFinalPropsSelectorFactory(mapStateToProps, mapDispatchToProps, mergeProps, dispatch) {\n return function impureFinalPropsSelector(state, ownProps) {\n   return mergeProps(mapStateToProps(state, ownProps), mapDispatchToProps(dispatch, ownProps), ownProps);\n };\n}\nexport function pureFinalPropsSelectorFactory(mapStateToProps, mapDispatchToProps, mergeProps, dispatch, _ref) {\n var areStatesEqual = _ref.areStatesEqual,\n   areOwnPropsEqual = _ref.areOwnPropsEqual,\n   areStatePropsEqual = _ref.areStatePropsEqual;\n var hasRunAtLeastOnce = false;\n var state;\n var ownProps;\n var stateProps;\n var dispatchProps;\n var mergedProps;\n\n function handleFirstCall(firstState, firstOwnProps) {\n   state = firstState;\n   ownProps = firstOwnProps;\n   stateProps = mapStateToProps(state, ownProps);\n   dispatchProps = mapDispatchToProps(dispatch, ownProps);\n   mergedProps = mergeProps(stateProps, dispatchProps, ownProps);\n   hasRunAtLeastOnce = true;\n   return mergedProps;\n }\n\n function handleNewPropsAndNewState() {\n   stateProps = mapStateToProps(state, ownProps);\n   if (mapDispatchToProps.dependsOnOwnProps) dispatchProps = mapDispatchToProps(dispatch, ownProps);\n   mergedProps = mergeProps(stateProps, dispatchProps, ownProps);\n   return mergedProps;\n }\n\n function handleNewProps() {\n   if (mapStateToProps.dependsOnOwnProps) stateProps = mapStateToProps(state, ownProps);\n   if (mapDispatchToProps.dependsOnOwnProps) dispatchProps = mapDispatchToProps(dispatch, ownProps);\n   mergedProps = mergeProps(stateProps, dispatchProps, ownProps);\n   return mergedProps;\n }\n\n function handleNewState() {\n   var nextStateProps = mapStateToProps(state, ownProps);\n   var statePropsChanged = !areStatePropsEqual(nextStateProps, stateProps);\n   stateProps = nextStateProps;\n   if

(statePropsChanged) mergedProps = mergeProps(stateProps, dispatchProps, ownProps);\n   return mergedProps;\n }\n\n function handleSubsequentCalls(nextState, nextOwnProps) {\n   var propsChanged = !areOwnPropsEqual(nextOwnProps, ownProps);\n   var stateChanged = !areStatesEqual(nextState, state);\n   state = nextState;\n   ownProps = nextOwnProps;\n   if (propsChanged && stateChanged) return handleNewPropsAndNewState();\n   if (propsChanged) return handleNewProps();\n   if (stateChanged) return handleNewState();\n   return mergedProps;\n }\n\n return function pureFinalPropsSelector(nextState, nextOwnProps) {\n   return hasRunAtLeastOnce ? handleSubsequentCalls(nextState, nextOwnProps) : handleFirstCall(nextState, nextOwnProps);\n };\n} // TODO: Add more comments\n// If pure is true, the selector returned by selectorFactory will memoize its results,\n// allowing connectAdvanced's shouldComponentUpdate to return false if final\n// props have not changed. If false, the selector will always return a new\n// object and shouldComponentUpdate will always return true.\n\nexport default function finalPropsSelectorFactory(dispatch, _ref2) {\n var initMapStateToProps = _ref2.initMapStateToProps,\n   initMapDispatchToProps = _ref2.initMapDispatchToProps,\n   initMergeProps = _ref2.initMergeProps,\n   options = _objectWithoutPropertiesLoose(_ref2, [\"initMapStateToProps\", \"initMapDispatchToProps\", \"initMergeProps\"]);\n\n var mapStateToProps = initMapStateToProps(dispatch, options);\n var mapDispatchToProps = initMapDispatchToProps(dispatch, options);\n var mergeProps = initMergeProps(dispatch, options);\n\n if (process.env.NODE_ENV !== 'production') {\n   verifySubselectors(mapStateToProps, mapDispatchToProps, mergeProps, options.displayName);\n }\n\n var selectorFactory = options.pure ? pureFinalPropsSelectorFactory : impureFinalPropsSelectorFactory;\n return selectorFactory(mapStateToProps, mapDispatchToProps, mergeProps, dispatch, options);\n}","import _extends from \"@babel/runtime/helpers/esm/extends\";\nimport _objectWithoutPropertiesLoose from \"@babel/runtime/helpers/esm/objectWithoutPropertiesLoose\";\nimport connectAdvanced from '../components/connectAdvanced';\nimport shallowEqual from '../utils/shallowEqual';\nimport defaultMapDispatchToPropsFactories from './mapDispatchToProps';\nimport defaultMapStateToPropsFactories from './mapStateToProps';\nimport defaultMergePropsFactories from './mergeProps';\nimport defaultSelectorFactory from './selectorFactory';\n\n/*\n connect is a facade over connectAdvanced. It turns its args into a compatible\n selectorFactory, which has the signature:\n\n   (dispatch, options) => (nextState, nextOwnProps) => nextFinalProps\n \n connect passes its args to connectAdvanced as options, which will in turn pass them to\n selectorFactory each time a Connect component instance is instantiated or hot reloaded.\n\n selectorFactory returns a final props selector from its mapStateToProps,\n mapStateToPropsFactories, mapDispatchToProps, mapDispatchToPropsFactories, mergeProps,\n mergePropsFactories, and pure args.\n\n The resulting final props selector is called by the Connect component instance whenever\n it receives new props or store state.\n */\n\nfunction match(arg, factories, name) {\n for (var i = factories.length - 1; i >= 0; i--) {\n   var result = factories[i](arg);\n   if (result) return result;\n }\n\n return function (dispatch, options) {\n   throw new Error(\"Invalid value of type \" + typeof arg + \" for \" + name + \" argument when connecting component \" + options.wrappedComponentName + \".\");\n };\n}\n\nfunction strictEqual(a, b) {\n return a === b;\n} // createConnect with default args builds the 'official' connect behavior. Calling it with\n// different options opens up some testing and extensibility scenarios\n\n\nexport function createConnect(_temp) {\n var _ref = _temp === void 0 ? {} : _temp,\n   _ref$connectHOC = _ref.connectHOC,\n   connectHOC = _ref$connectHOC === void 0 ? connectAdvanced : _ref$connectHOC,\n   _ref$mapStateToPropsF = _ref.mapStateToPropsFactories,\n   mapStateToPropsFactories = _ref$mapStateToPropsF === void 0 ? defaultMapStateToPropsFactories : _ref$mapStateToPropsF,\n   _ref$mapDispatchToPro = _ref.mapDispatchToPropsFactories,\n   mapDispatchToPropsFactories = _ref$mapDispatchToPro === void 0 ? defaultMapDispatchToPropsFactories : _ref$mapDispatchToPro,\n   _ref$mergePropsFactor = _ref.mergePropsFactories,\n   mergePropsFactories = _ref$mergePropsFactor === void 0 ? defaultMergePropsFactories : _ref$mergePropsFactor,\n   _ref$selectorFactory = _ref.selectorFactory,\n   selectorFactory = _ref$selectorFactory === void 0 ? defaultSelectorFactory : _ref$selectorFactory;\n\n return function connect(mapStateToProps, mapDispatchToProps, mergeProps, _ref2) {\n   if (_ref2 === void 0) {\n   _ref2 = {};\n   }\n\n   var _ref3 = _ref2,\n   _ref3$pure =

_ref3.pure,\n pure = _ref3$pure === void 0 ? true : _ref3$pure,\n _ref3$areStatesEqual = _ref3.areStatesEqual,\n areStatesEqual = _ref3$areStatesEqual === void 0 ? strictEqual : _ref3$areStatesEqual,\n _ref3$areOwnPropsEqua = _ref3.areOwnPropsEqual,\n areOwnPropsEqual = _ref3$areOwnPropsEqua === void 0 ? shallowEqual : _ref3$areOwnPropsEqua,\n _ref3$areStatePropsEq = _ref3.areStatePropsEqual,\n areStatePropsEqual = _ref3$areStatePropsEq === void 0 ? shallowEqual : _ref3$areStatePropsEq,\n _ref3$areMergedPropsE = _ref3.areMergedPropsEqual,\n areMergedPropsEqual = _ref3$areMergedPropsE === void 0 ? shallowEqual : _ref3$areMergedPropsE,\n extraOptions = _objectWithoutPropertiesLoose(_ref3, [\"pure\", \"areStatesEqual\", \"areOwnPropsEqual\", \"areStatePropsEqual\", \"areMergedPropsEqual\"]);\n\n var initMapStateToProps = match(mapStateToProps, mapStateToPropsFactories, 'mapStateToProps');\n var initMapDispatchToProps = match(mapDispatchToProps, mapDispatchToPropsFactories, 'mapDispatchToProps');\n var initMergeProps = match(mergeProps, mergePropsFactories, 'mergeProps');\n return connectHOC(selectorFactory, _extends({\n // used in error messages\n methodName: 'connect',\n // used to compute Connect's displayName from the wrapped component's displayName.\n getDisplayName: function getDisplayName(name) {\n return \"Connect(\" + name + \")\";\n },\n // if mapStateToProps is falsy, the Connect component doesn't subscribe to store state changes\n shouldHandleStateChanges: Boolean(mapStateToProps),\n // passed through to selectorFactory\n initMapStateToProps: initMapStateToProps,\n initMapDispatchToProps: initMapDispatchToProps,\n initMergeProps: initMergeProps,\n pure: pure,\n areStatesEqual: areStatesEqual,\n areOwnPropsEqual: areOwnPropsEqual,\n areStatePropsEqual: areStatePropsEqual,\n areMergedPropsEqual: areMergedPropsEqual\n }, extraOptions));\n };\n}\nexport default createConnect();","import Provider, { createProvider } from './components/Provider';\nimport connectAdvanced from './components/connectAdvanced';\nimport connect from './connect/connect';\nexport { Provider, createProvider, connectAdvanced, connect };","import root from './_root.js';\n/** Built-in value references. */\n\nvar Symbol = root.Symbol;\nexport default Symbol;","var store = require('./_shared')('wks');\n\nvar uid = require('./_uid');\n\nvar Symbol = require('./_global').Symbol;\n\nvar USE_SYMBOL = typeof Symbol == 'function';\n\nvar $exports = module.exports = function (name) {\n return store[name] || (store[name] = USE_SYMBOL && Symbol[name] || (USE_SYMBOL ? Symbol : uid)('Symbol.' + name));\n};\n\n$exports.store = store;","\"use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _events = require('../utils/events');\n\nvar _events2 = _interopRequireDefault(_events);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _FocusRipple = require('./FocusRipple');\n\nvar _FocusRipple2 = _interopRequireDefault(_FocusRipple);\n\nvar _TouchRipple = require('./TouchRipple');\n\nvar _TouchRipple2 = _interopRequireDefault(_TouchRipple);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar styleInjected = false;\nvar listening = false;\nvar tabPressed = false;\n\nfunction injectStyle() {\n if (!styleInjected) {\n // Remove inner padding and border in Firefox 4+.\n

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var style = document.createElement('style');\n  style.innerHTML = '\\n    button::-moz-focus-inner,\\n    input::-moz-focus-inner {\\n      border: 0;\\n      padding: 0;\\n    }\\n  ';\n  document.body.appendChild(style);\n  styleInjected = true;\n }\n}\n\nfunction listenForTabPresses() {\n  if (!listening) {\n    _events2.default.on(window, 'keydown', function (event) {\n      tabPressed = (0, _keycode2.default)(event) === 'tab';\n    });\n\n    listening = true;\n  }\n}\n\nvar EnhancedButton = function (_Component) {\n  (0, _inherits3.default)(EnhancedButton, _Component);\n\n  function EnhancedButton() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, EnhancedButton);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = EnhancedButton.__proto__ || (0, _getPrototypeOf2.default)(EnhancedButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      isKeyboardFocused: false\n    }, _this.handleKeyDown = function (event) {\n      if (!_this.props.disabled && !_this.props.disableKeyboardFocus) {\n        if ((0, _keycode2.default)(event) === 'esc' && _this.state.isKeyboardFocused) {\n          _this.removeKeyboardFocus(event);\n        }\n      }\n\n      _this.props.onKeyDown(event);\n    }, _this.handleKeyUp = function (event) {\n      _this.props.onKeyUp(event);\n    }, _this.handleBlur = function (event) {\n      _this.cancelFocusTimeout();\n\n      _this.removeKeyboardFocus(event);\n\n      _this.props.onBlur(event);\n    }, _this.handleFocus = function (event) {\n      if (event) event.persist();\n\n      if (!_this.props.disabled && !_this.props.disableKeyboardFocus) {\n        // setTimeout is needed because the focus event fires first\n        // Wait so that we can capture if this was a keyboard focus\n        // or touch focus\n        _this.focusTimeout = setTimeout(function () {\n          if (tabPressed) {\n            _this.setKeyboardFocus(event);\n\n            tabPressed = false;\n          }\n        }, 150);\n\n        _this.props.onFocus(event);\n      }\n    }, _this.handleClick = function (event) {\n      _this.cancelFocusTimeout();\n\n      if (!_this.props.disabled) {\n        tabPressed = false;\n\n        _this.removeKeyboardFocus(event);\n\n        _this.props.onClick(event);\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(EnhancedButton, [{\n    key: 'componentWillMount',\n    value: function componentWillMount() {\n      var _props = this.props,\n          disabled = _props.disabled,\n          disableKeyboardFocus = _props.disableKeyboardFocus,\n          keyboardFocused = _props.keyboardFocused;\n\n      if (!disabled && keyboardFocused && !disableKeyboardFocus) {\n        this.setState({\n          isKeyboardFocused: true\n        });\n      }\n    }\n  }, {\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n      injectStyle();\n      listenForTabPresses();\n\n      if (this.state.isKeyboardFocused) {\n        this.button.focus();\n        this.props.onKeyboardFocus(null, true);\n      }\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      if ((nextProps.disabled || nextProps.disableKeyboardFocus) && this.state.isKeyboardFocused) {\n        this.setState({\n          isKeyboardFocused: false\n        });\n\n        if (nextProps.onKeyboardFocus) {\n          nextProps.onKeyboardFocus(null, false);\n        }\n      }\n    }\n  }, {\n    key: 'componentWillUnmount',\n    value: function componentWillUnmount() {\n      if (this.focusTimeout) {\n        clearTimeout(this.focusTimeout);\n      }\n    }\n  }, {\n    key: 'isKeyboardFocused',\n    value: function isKeyboardFocused() {\n      return this.state.isKeyboardFocused;\n    }\n  }, {\n    key: 'removeKeyboardFocus',\n    value: function removeKeyboardFocus(event) {\n      if (this.state.isKeyboardFocused) {\n        this.setState({\n          isKeyboardFocused: false\n        });\n        this.props.onKeyboardFocus(event, false);\n      }\n    }\n  }, {\n    key: 'setKeyboardFocus',\n    value: function setKeyboardFocus(event) {\n      if (!this.state.isKeyboardFocused) {\n        this.setState({\n          isKeyboardFocused: true\n        });\n        this.props.onKeyboardFocus(event, true);\n      }\n    }\n  }, {\n    key: 'cancelFocusTimeout',\n    value: function cancelFocusTimeout() {\n      if (this.focusTimeout) {\n        clearTimeout(this.focusTimeout);\n        this.focusTimeout = null;\n      }\n    }\n  }, {\n    key: 'createButtonChildren',\n    value: function createButtonChildren() {\n      var _props2 = this.props,\n          centerRipple = _props2.centerRipple,\n          children = _props2.children,\n          disabled = _props2.disabled,\n          disableFocusRipple = _props2.disableFocusRipple,\n          disableKeyboardFocus = _props2.disableKeyboardFocus,\n          disableTouchRipple = _props2.disableTouchRipple,\n          focusRippleColor = _props2.focusRippleColor,\n          focusRippleOpacity = _props2.focusRippleOpacity,\n
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touchRippleColor = _props2.touchRippleColor,\n touchRippleOpacity = _props2.touchRippleOpacity;\n var isKeyboardFocused = this.state.isKeyboardFocused; // Focus Ripple\n\n var focusRipple = isKeyboardFocused && !disabled && !disableFocusRipple && !disableKeyboardFocus ? _react2.default.createElement(_FocusRipple2.default, {\n color: focusRippleColor,\n opacity: focusRippleOpacity,\n show: isKeyboardFocused,\n style: {\n overflow: 'hidden'\n },\n key: 'focusRipple'\n }) : undefined; // Touch Ripple\n\n var touchRipple = !disabled && !disableTouchRipple ? _react2.default.createElement(_TouchRipple2.default, {\n centerRipple: centerRipple,\n color: touchRippleColor,\n opacity: touchRippleOpacity,\n key: 'touchRipple'\n }, children) : undefined;\n return [focusRipple, touchRipple, touchRipple ? undefined : children];\n }\n }, {\n key: 'render',\n value: function render() {\n var _this2 = this;\n\n var _props3 = this.props,\n centerRipple = _props3.centerRipple,\n children = _props3.children,\n containerElement = _props3.containerElement,\n disabled = _props3.disabled,\n disableFocusRipple = _props3.disableFocusRipple,\n disableKeyboardFocus = _props3.disableKeyboardFocus,\n disableTouchRipple = _props3.disableTouchRipple,\n focusRippleColor = _props3.focusRippleColor,\n focusRippleOpacity = _props3.focusRippleOpacity,\n href = _props3.href,\n keyboardFocused = _props3.keyboardFocused,\n touchRippleColor = _props3.touchRippleColor,\n touchRippleOpacity = _props3.touchRippleOpacity,\n onBlur = _props3.onBlur,\n onClick = _props3.onClick,\n onFocus = _props3.onFocus,\n onKeyUp = _props3.onKeyUp,\n onKeyDown = _props3.onKeyDown,\n onKeyboardFocus = _props3.onKeyboardFocus,\n style = _props3.style,\n tabIndex = _props3.tabIndex,\n type = _props3.type,\n other = (0, _objectWithoutProperties3.default)(_props3, ['centerRipple', 'children', 'containerElement', 'disabled', 'disableFocusRipple', 'disableKeyboardFocus', 'disableTouchRipple', 'focusRippleColor', 'focusRippleOpacity', 'href', 'keyboardFocused', 'touchRippleColor', 'touchRippleOpacity', 'onBlur', 'onClick', 'onFocus', 'onKeyUp', 'onKeyDown', 'onKeyboardFocus', 'style', 'tabIndex', 'type']);\n var _context$muiTheme = this.context.muiTheme,\n prepareStyles = _context$muiTheme.prepareStyles,\n enhancedButton = _context$muiTheme.enhancedButton;\n var mergedStyles = (0, _simpleAssign2.default)({\n border: 10,\n boxSizing: 'border-box',\n display: 'inline-block',\n fontFamily: this.context.muiTheme.baseTheme.fontFamily,\n WebkitTapHighlightColor: enhancedButton.tapHighlightColor,\n // Remove mobile color flashing (deprecated)\n cursor: disabled ? 'default' : 'pointer',\n textDecoration: 'none',\n margin: 0,\n padding: 0,\n outline: 'none',\n fontSize: 'inherit',\n fontWeight: 'inherit',\n position: 'relative',\n // This is needed so that ripples do not bleed past border radius.\n verticalAlign: href ? 'middle' : null\n }, style); // Passing both background:none & backgroundColor can break due to object iteration order\n\n if (!mergedStyles.backgroundColor && !mergedStyles.background) {\n mergedStyles.background = 'none';\n }\n\n if (disabled && href) {\n return _react2.default.createElement('span', (0, _extends3.default)({}, other, {\n style: mergedStyles\n }), children);\n }\n\n var buttonProps = (0, _extends3.default)({}, other, {\n style: prepareStyles(mergedStyles),\n ref: function ref(node) {\n return _this2.button = node;\n },\n disabled: disabled,\n onBlur: this.handleBlur,\n onFocus: this.handleFocus,\n onKeyUp: this.handleKeyUp,\n onKeyDown: this.handleKeyDown,\n onClick: this.handleClick,\n tabIndex: disabled || disableKeyboardFocus ? -1 : tabIndex\n });\n if (href) buttonProps.href = href;\n var buttonChildren = this.createButtonChildren();\n\n if (_react2.default.isValidElement(containerElement)) {\n return _react2.default.cloneElement(containerElement, buttonProps, buttonChildren);\n }\n\n if (!href && containerElement === 'button') {\n buttonProps.type = type;\n }\n\n return _react2.default.createElement(href ? 'a' : containerElement, buttonProps, buttonChildren);\n }\n }]);\n return EnhancedButton;\n}(_react.Component);\n\nEnhancedButton.defaultProps = {\n containerElement: 'button',\n onBlur: function onBlur() {},\n onClick: function onClick() {},\n onFocus: function onFocus() {},\n onKeyDown: function onKeyDown() {},\n onKeyUp: function onKeyUp() {},\n onKeyboardFocus: function onKeyboardFocus() {},\n tabIndex: 0,\n type: 'button'\n};\nEnhancedButton.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nEnhancedButton.propTypes = process.env.NODE_ENV !==

\"production\" ? {\n centerRipple: _propTypes2.default.bool,\n children: _propTypes2.default.node,\n containerElement: _propTypes2.default.oneOfType([_propTypes2.default.string, _propTypes2.default.element]),\n disableFocusRipple: _propTypes2.default.bool,\n disableKeyboardFocus: _propTypes2.default.bool,\n disableTouchRipple: _propTypes2.default.bool,\n disabled: _propTypes2.default.bool,\n focusRippleColor: _propTypes2.default.string,\n focusRippleOpacity: _propTypes2.default.number,\n href: _propTypes2.default.string,\n keyboardFocused: _propTypes2.default.bool,\n onBlur: _propTypes2.default.func,\n onClick: _propTypes2.default.func,\n onFocus: _propTypes2.default.func,\n onKeyDown: _propTypes2.default.func,\n onKeyUp: _propTypes2.default.func,\n onKeyboardFocus: _propTypes2.default.func,\n style: _propTypes2.default.object,\n tabIndex: _propTypes2.default.number,\n touchRippleColor: _propTypes2.default.string,\n touchRippleOpacity: _propTypes2.default.number,\n type: _propTypes2.default.string\n} : {};\nexports.default = EnhancedButton;","import isSymbol from './isSymbol.js';\n\n/** Used as references for various `Number` constants. */\n\nvar INFINITY = 1 / 0;\n/**\n * Converts `value` to a string key if it's not a string or symbol.\n *\n * @private\n * @param {*} value The value to inspect.\n * @returns {string|symbol} Returns the key.\n */\n\nfunction toKey(value) {\n if (typeof value == 'string' || isSymbol(value)) {\n   return value;\n }\n\n var result = value + '';\n return result == '0' && 1 / value == -INFINITY ? '-0' : result;\n}\n\nexport default toKey;","/**\n * Performs a\n * [`SameValueZero`](http://ecma-international.org/ecma-262/7.0/#sec-samevaluezero)\n * comparison between two values to determine if they are equivalent.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n * @returns {boolean} Returns `true` if the values are equivalent, else `false`.\n * @example\n *\n * var object = { 'a': 1 };\n * var other = { 'a': 1 };\n *\n * _.eq(object, object);\n * // => true\n *\n * _.eq(object, other);\n * // => false\n *\n * _.eq('a', 'a');\n * // => true\n *\n * _.eq('a', Object('a'));\n * // => false\n *\n * _.eq(NaN, NaN);\n * // => true\n */\nfunction eq(value, other) {\n return value === other || value !== value && other !== other;\n}\n\nexport default eq;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _Toggle = require('./Toggle');\n\nObject.defineProperty(exports, 'Toggle', {\n enumerable: true,\n get: function get() {\n   return _interopRequireDefault(_Toggle).default;\n }\n});\n\nvar _Slider = require('./Slider');\n\nObject.defineProperty(exports, 'Slider', {\n enumerable: true,\n get: function get() {\n   return _interopRequireDefault(_Slider).default;\n }\n});\n\nvar _Checkbox = require('./Checkbox');\n\nObject.defineProperty(exports, 'Checkbox', {\n enumerable: true,\n get: function get() {\n   return _interopRequireDefault(_Checkbox).default;\n }\n});\n\nvar _TextField = require('./TextField');\n\nObject.defineProperty(exports, 'TextField', {\n enumerable: true,\n get: function get() {\n   return _interopRequireDefault(_TextField).default;\n }\n});\n\nvar _TimePicker = require('./TimePicker');\n\nObject.defineProperty(exports, 'TimePicker', {\n enumerable: true,\n get: function get() {\n   return _interopRequireDefault(_TimePicker).default;\n }\n});\n\nvar _DatePicker = require('./DatePicker');\n\nObject.defineProperty(exports, 'DatePicker', {\n enumerable: true,\n get: function get() {\n   return _interopRequireDefault(_DatePicker).default;\n }\n});\n\nvar _SelectField = require('./SelectField');\n\nObject.defineProperty(exports, 'SelectField', {\n enumerable: true,\n get: function get() {\n   return _interopRequireDefault(_SelectField).default;\n }\n});\n\nvar _AutoComplete = require('./AutoComplete');\n\nObject.defineProperty(exports, 'AutoComplete', {\n enumerable: true,\n get: function get() {\n   return _interopRequireDefault(_AutoComplete).default;\n }\n});\n\nvar _RadioButtonGroup = require('./RadioButtonGroup');\n\nObject.defineProperty(exports, 'RadioButtonGroup', {\n enumerable: true,\n get: function get() {\n   return _interopRequireDefault(_RadioButtonGroup).default;\n }\n});\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}","'use strict';\n\nObject.defineProperty(exports, '__esModule', {\n value: true\n});\n\nfunction _interopDefault(ex) {\n return ex && typeof ex === 'object' && 'default' in ex ? ex['default'] : ex;\n}\n\nvar _classCallCheck = _interopDefault(require('@babel/runtime/helpers/classCallCheck'));\n\nvar _createClass = _interopDefault(require('@babel/runtime/helpers/createClass'));\n\nvar _possibleConstructorReturn = _interopDefault(require('@babel/runtime/helpers/possibleConstructorReturn'));\n\nvar _getPrototypeOf =

_interopDefault(require('@babel/runtime/helpers/getPrototypeOf'));\n\nvar _inherits =
_interopDefault(require('@babel/runtime/helpers/inherits'));\n\nvar _typeof =
_interopDefault(require('@babel/runtime/helpers/typeof'));\n\nvar _objectWithoutProperties =
_interopDefault(require('@babel/runtime/helpers/objectWithoutProperties'));\n\nvar _extends =
_interopDefault(require('@babel/runtime/helpers/extends'));\n\nvar React = _interopDefault(require('react'));\n\nvar
PropTypes = _interopDefault(require('prop-types'));\n\nvar warning =
_interopDefault(require('warning'));\n\nfunction defineProperty(object, property, attr) {\n return
Object.defineProperty(object, property, attr);\n} // Passive options\n// Inspired by
https://github.com/Modernizr/Modernizr/blob/master/feature-detects/dom/passiveeventlisteners.js\n\n\nvar
passiveOption = function () {\n var cache = null;\n return function () {\n   if (cache !== null) {\n   return cache;\n
  }\n\n   var supportsPassiveOption = false;\n\n   try {\n   window.addEventListener('test', null, defineProperty({},
'passive', {\n   get: function get() {\n   supportsPassiveOption = true;\n   }\n   }));\n   } catch (err) {//\n
}\n\n   cache = supportsPassiveOption;\n   return supportsPassiveOption;\n }();\n}();\n\nvar defaultEventOptions =
{\n capture: false,\n passive: false\n};\n\nfunction mergeDefaultEventOptions(options) {\n return _extends({},
defaultEventOptions, options);\n}\n\nfunction getEventListenerArgs(eventName, callback, options) {\n var args =
[eventName, callback];\n args.push(passiveOption ? options : options.capture);\n return args;\n}\n\nfunction
on(target, eventName, callback, options) {\n // eslint-disable-next-line prefer-spread\n
target.addEventListener.apply(target, getEventListenerArgs(eventName, callback, options));\n}\n\nfunction
off(target, eventName, callback, options) {\n // eslint-disable-next-line prefer-spread\n
target.removeEventListener.apply(target, getEventListenerArgs(eventName, callback, options));\n}\n\nfunction
forEachListener(props, iteratee) {\n var children = props.children,\n   target = props.target,\n   eventProps =
_objectWithoutProperties(props, [\"children\", \"target\"]);\n\n Object.keys(eventProps).forEach(function (name)
{\n   if (name.substring(0, 2) !== 'on') {\n   return;\n   }\n\n   var prop = eventProps[name];\n\n   var type =
_typeof(prop);\n\n   var isObject = type === 'object';\n   var isFunction = type === 'function';\n\n   if (!isObject
&& !isFunction) {\n   return;\n   }\n\n   var capture = name.substr(-7).toLowerCase() === 'capture';\n   var
eventName = name.substring(2).toLowerCase();\n   eventName = capture ? eventName.substring(0,
eventName.length - 7) : eventName;\n\n   if (isObject) {\n   iteratee(eventName, prop.handler, prop.options);\n
} else {\n   iteratee(eventName, prop, mergeDefaultEventOptions({\n   capture: capture\n   }));\n   }\n
});\n}\n\nfunction withOptions(handler, options) {\n process.env.NODE_ENV !== \"production\" ?
warning(options, 'react-event-listener: should be specified options in withOptions.') : void 0;\n return {\n   handler:
handler,\n   options: mergeDefaultEventOptions(options)\n };\n}\n\nvar EventListener = /*#__PURE__*/function
(_React$PureComponent) {\n _inherits(EventListener, _React$PureComponent);\n\n function EventListener() {\n
_classCallCheck(this, EventListener);\n\n   return _possibleConstructorReturn(this,
_getPrototypeOf(EventListener).apply(this, arguments));\n }\n\n _createClass(EventListener, [{\n   key:
\"componentDidMount\",\n   value: function componentDidMount() {\n   this.applyListeners(on);\n   }\n }, {\n
key: \"componentDidUpdate\",\n   value: function componentDidUpdate(prevProps) {\n   this.applyListeners(off,
prevProps);\n   this.applyListeners(on);\n   }\n }, {\n   key: \"componentWillUnmount\",\n   value: function
componentWillUnmount() {\n   this.applyListeners(off);\n   }\n }, {\n   key: \"applyListeners\",\n   value:
function applyListeners(onOrOff) {\n   var props = arguments.length > 1 && arguments[1] !== undefined ?
arguments[1] : this.props;\n   var target = props.target;\n\n   if (target) {\n   var element = target;\n\n   if
(typeof target === 'string') {\n   element = window[target];\n   }\n\n   forEachListener(props,
onOrOff.bind(null, element));\n   }\n   }\n }, {\n   key: \"render\",\n   value: function render() {\n   return
this.props.children || null;\n   }\n }]);\n\n return
EventListener;\n}(React.PureComponent);\n\nEventListener.propTypes = process.env.NODE_ENV !==
\"production\" ? {\n /**\n   * You can provide a single child too.\n   */\n children: PropTypes.node,\n\n /**\n   *
The DOM target to listen to.\n   */\n target: PropTypes.oneOfType([PropTypes.object,
PropTypes.string]).isRequired\n} : {};\nexports.withOptions = withOptions;\nexports.default =
EventListener;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends

= Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nvar _createClass = function () {\n function defineProperties(target, props) {\n   for (var i = 0; i < props.length; i++) {\n   var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n   descriptor.configurable = true;\n   if (\"value\" in descriptor) descriptor.writable = true;\n   Object.defineProperty(target, descriptor.key, descriptor);\n   }\n }\n\n return function (Constructor, protoProps, staticProps) {\n   if (protoProps) defineProperties(Constructor.prototype, protoProps);\n   if (staticProps) defineProperties(Constructor, staticProps);\n   return Constructor;\n };\n}();\n\nexports.default = createComponent;\n\nvar _react = require('react');\n\nfunction _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if (!self) {\n   throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n   throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n   constructor: {\n   value: subClass,\n   enumerable: false,\n   writable: true,\n   configurable: true\n   }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\n/**\n * Creates a component class that renders the given Material UI component\n *\n * @param MaterialUIComponent The material ui component to render\n * @param mapProps A mapping of props provided by redux-form to the props the Material UI\n * component needs\n */\n\n\nfunction createComponent(MaterialUIComponent, mapProps) {\n var InputComponent = function (_Component) {\n   _inherits(InputComponent, _Component);\n\n   function InputComponent() {\n   _classCallCheck(this, InputComponent);\n\n   return _possibleConstructorReturn(this, (InputComponent.__proto__ || Object.getPrototypeOf(InputComponent)).apply(this, arguments));\n   }\n\n   _createClass(InputComponent, [{\n   key: 'getRenderedComponent',\n   value: function getRenderedComponent() {\n   return this.refs.component;\n   }\n   }, {\n   key: 'render',\n   value: function render() {\n   return (0, _react.createElement)(MaterialUIComponent, _extends({}, mapProps(this.props), {\n   ref: 'component'\n   }));\n   }\n   }]);\n\n   return InputComponent;\n }(_react.Component);\n\n InputComponent.displayName = 'ReduxFormMaterialUI' + MaterialUIComponent.name;\n return InputComponent;\n}","/** Used for built-in method references. */\nvar funcProto = Function.prototype;\n/** Used to resolve the decompiled source of functions. */\n\nvar funcToString = funcProto.toString;\n/**\n * Converts `func` to its source code.\n *\n * @private\n * @param {Function} func The function to convert.\n * @returns {string} Returns the source code.\n */\n\nfunction toSource(func) {\n if (func != null) {\n   try {\n   return funcToString.call(func);\n   } catch (e) {}\n\n   try {\n   return func + '';\n   } catch (e) {}\n }\n\n return '';\n}\n\nexport default toSource;","var global = require('./_global');\n\nvar core = require('./_core');\n\nvar ctx = require('./_ctx');\n\nvar hide = require('./_hide');\n\nvar has = require('./_has');\n\nvar PROTOTYPE = 'prototype';\n\nvar $export = function $export(type, name, source) {\n var IS_FORCED = type & $export.F;\n var IS_GLOBAL = type & $export.G;\n var IS_STATIC = type & $export.S;\n var IS_PROTO = type & $export.P;\n var IS_BIND = type & $export.B;\n var IS_WRAP = type & $export.W;\n var exports = IS_GLOBAL ? core : core[name] || (core[name] = {});\n var expProto = exports[PROTOTYPE];\n var target = IS_GLOBAL ? global : IS_STATIC ? global[name] : (global[name] || {})[PROTOTYPE];\n var key, own, out;\n if (IS_GLOBAL) source = name;\n\n for (key in source) {\n   // contains in native\n   own = !IS_FORCED && target && target[key] !== undefined;\n   if (own && has(exports, key)) continue; // export native or passed\n\n   out = own ? target[key] : source[key]; // prevent global pollution for namespaces\n\n   exports[key] = IS_GLOBAL && typeof target[key] != 'function' ? source[key] // bind timers to global for call from export context\n   : IS_BIND && own ? ctx(out, global) // wrap global constructors for prevent change them in library\n   : IS_WRAP && target[key] == out ? function (C) {\n   var F = function F(a, b, c) {\n   if (this instanceof C) {\n   switch (arguments.length) {\n   case 0:\n   return new C();\n\n   case 1:\n   return new C(a);\n\n   case 2:\n

return new C(a, b);\n }\n\n return new C(a, b, c);\n }\n\n return C.apply(this, arguments);\n };\n\n F[PROTOTYPE] = C[PROTOTYPE];\n return F; // make static versions for prototype methods\n }(out) : IS_PROTO && typeof out == 'function' ? ctx(Function.call, out) : out; // export proto methods to core.%CONSTRUCTOR%.methods.%NAME%\n\n if (IS_PROTO) {\n (exports.virtual || (exports.virtual = {}))[key] = out; // export proto methods to core.%CONSTRUCTOR%.prototype.%NAME%\n\n if (type & $export.R && expProto && !expProto[key]) hide(expProto, key, out);\n }\n }\n}; // type bitmap\n\n\n$export.F = 1; // forced\n\n$export.G = 2; // global\n\n$export.S = 4; // static\n\n$export.P = 8; // proto\n\n$export.B = 16; // bind\n\n$export.W = 32; // wrap\n\n$export.U = 64; // safe\n\n$export.R = 128; // real proto method for `library`\n\nmodule.exports = $export;","// https://github.com/zloirock/core-js/issues/86#issuecomment-115759028\nvar global = module.exports = typeof window != 'undefined' && window.Math == Math ? window : typeof self != 'undefined' && self.Math == Math ? self // eslint-disable-next-line no-new-func\n: Function('return this')();\nif (typeof __g == 'number') __g = global; // eslint-disable-line no-undef","var anObject = require('./_an-object');\n\nvar IE8_DOM_DEFINE = require('./_ie8-dom-define');\n\nvar toPrimitive = require('./_to-primitive');\n\nvar dP = Object.defineProperty;\nexports.f = require('./_descriptors') ? Object.defineProperty : function defineProperty(O, P, Attributes) {\n anObject(O);\n P = toPrimitive(P, true);\n anObject(Attributes);\n if (IE8_DOM_DEFINE) try {\n return dP(O, P, Attributes);\n } catch (e) {\n /* empty */\n }\n if ('get' in Attributes || 'set' in Attributes) throw TypeError('Accessors not supported!');\n if ('value' in Attributes) O[P] = Attributes.value;\n return O;\n};","// Thank's IE8 for his funny defineProperty\nmodule.exports = !require('./_fails')(function () {\n return Object.defineProperty({}, 'a', {\n get: function get() {\n return 7;\n }\n }).a != 7;\n});","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.convertColorToString = convertColorToString;\nexports.convertHexToRGB = convertHexToRGB;\nexports.decomposeColor = decomposeColor;\nexports.getContrastRatio = getContrastRatio;\nexports.getLuminance = getLuminance;\nexports.emphasize = emphasize;\nexports.fade = fade;\nexports.darken = darken;\nexports.lighten = lighten;\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\n/**\n * Returns a number whose value is limited to the given range.\n *\n * @param {number} value The value to be clamped\n * @param {number} min The lower boundary of the output range\n * @param {number} max The upper boundary of the output range\n * @returns {number} A number in the range [min, max]\n */\n\n\nfunction clamp(value, min, max) {\n if (value < min) {\n return min;\n }\n\n if (value > max) {\n return max;\n }\n\n return value;\n}\n\n/**\n * Converts a color object with type and values to a string.\n *\n * @param {object} color - Decomposed color\n * @param {string} color.type - One of, 'rgb', 'rgba', 'hsl', 'hsla'\n * @param {array} color.values - [n,n,n] or [n,n,n,n]\n * @returns {string} A CSS color string\n */\n\n\nfunction convertColorToString(color) {\n var type = color.type,\n values = color.values;\n\n if (type.indexOf('rgb') > -1) {\n // Only convert the first 3 values to int (i.e. not alpha)\n for (var i = 0; i < 3; i++) {\n values[i] = parseInt(values[i]);\n }\n }\n\n var colorString = void 0;\n\n if (type.indexOf('hsl') > -1) {\n colorString = color.type + '(' + values[0] + ', ' + values[1] + '%, ' + values[2] + '%';\n } else {\n colorString = color.type + '(' + values[0] + ', ' + values[1] + ', ' + values[2];\n }\n\n if (values.length === 4) {\n colorString += ', ' + color.values[3] + ')';\n } else {\n colorString += ')';\n }\n\n return colorString;\n}\n\n/**\n * Converts a color from CSS hex format to CSS rgb format.\n *\n * @param {string} color - Hex color, i.e. #nnn or #nnnnnn\n * @returns {string} A CSS rgb color string\n */\n\n\nfunction convertHexToRGB(color) {\n if (color.length === 4) {\n var extendedColor = '#';\n\n for (var i = 1; i < color.length; i++) {\n extendedColor += color.charAt(i) + color.charAt(i);\n }\n\n color = extendedColor;\n }\n\n var values = {\n r: parseInt(color.substr(1, 2), 16),\n g: parseInt(color.substr(3, 2), 16),\n b: parseInt(color.substr(5, 2), 16)\n };\n return 'rgb(' + values.r + ', ' + values.g + ', ' + values.b + ')';\n}\n\n/**\n * Returns an object with the type and values of a color.\n *\n * Note: Does not support rgb % values and color names.\n *\n * @param {string} color - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n * @returns {{type: string, values: number[]}} A MUI color object\n */\n\n\nfunction decomposeColor(color) {\n if (color.charAt(0) === '#') {\n return decomposeColor(convertHexToRGB(color));\n }\n\n var marker = color.indexOf('(');\n process.env.NODE_ENV !== \"production\" ? (0,

_warning2.default)(marker !== -1, 'Material-UI: The ' + color + ' color was not parsed correctly,\\n because it has an unsupported format (color name or RGB %). This may cause issues in component rendering.') : void 0;\n var type = color.substring(0, marker);\n var values = color.substring(marker + 1, color.length - 1).split(',');\n values = values.map(function (value) {\n return parseFloat(value);\n });\n return {\n type: type,\n values: values\n };\n}\n/**\n * Calculates the contrast ratio between two colors.\n *\n * Formula: http://www.w3.org/TR/2008/REC-WCAG20-20081211/#contrast-ratiodef\n *\n * @param {string} foreground - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n * @param {string} background - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n * @returns {number} A contrast ratio value in the range 0 - 21 with 2 digit precision.\n */\n\n\nfunction getContrastRatio(foreground, background) {\n var lumA = getLuminance(foreground);\n var lumB = getLuminance(background);\n var contrastRatio = (Math.max(lumA, lumB) + 0.05) / (Math.min(lumA, lumB) + 0.05);\n return Number(contrastRatio.toFixed(2)); // Truncate at two digits\n}\n/**\n * The relative brightness of any point in a color space,\n * normalized to 0 for darkest black and 1 for lightest white.\n *\n * Formula: https://www.w3.org/WAI/GL/wiki/Relative_luminance\n *\n * @param {string} color - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n * @returns {number} The relative brightness of the color in the range 0 - 1\n */\n\n\nfunction getLuminance(color) {\n color = decomposeColor(color);\n\n if (color.type.indexOf('rgb') > -1) {\n var rgb = color.values.map(function (val) {\n val /= 255; // normalized\n\n return val <= 0.03928 ? val / 12.92 : Math.pow((val + 0.055) / 1.055, 2.4);\n });\n return Number((0.2126 * rgb[0] + 0.7152 * rgb[1] + 0.0722 * rgb[2]).toFixed(3)); // Truncate at 3 digits\n } else if (color.type.indexOf('hsl') > -1) {\n return color.values[2] / 100;\n }\n}\n/**\n * Darken or lighten a colour, depending on its luminance.\n * Light colors are darkened, dark colors are lightened.\n *\n * @param {string} color - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n * @param {number} coefficient=0.15 - multiplier in the range 0 - 1\n * @returns {string} A CSS color string. Hex input values are returned as rgb\n */\n\n\nfunction emphasize(color) {\n var coefficient = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : 0.15;\n return getLuminance(color) > 0.5 ? darken(color, coefficient) : lighten(color, coefficient);\n}\n/**\n * Set the absolute transparency of a color.\n * Any existing alpha values are overwritten.\n *\n * @param {string} color - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n * @param {number} value - value to set the alpha channel to in the range 0 -1\n * @returns {string} A CSS color string. Hex input values are returned as rgb\n */\n\n\nfunction fade(color, value) {\n color = decomposeColor(color);\n value = clamp(value, 0, 1);\n\n if (color.type === 'rgb' || color.type === 'hsl') {\n color.type += 'a';\n }\n\n color.values[3] = value;\n return convertColorToString(color);\n}\n/**\n * Darkens a color.\n *\n * @param {string} color - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n * @param {number} coefficient - multiplier in the range 0 - 1\n * @returns {string} A CSS color string. Hex input values are returned as rgb\n */\n\n\nfunction darken(color, coefficient) {\n color = decomposeColor(color);\n coefficient = clamp(coefficient, 0, 1);\n\n if (color.type.indexOf('hsl') > -1) {\n color.values[2] *= 1 - coefficient;\n } else if (color.type.indexOf('rgb') > -1) {\n for (var i = 0; i < 3; i++) {\n color.values[i] *= 1 - coefficient;\n }\n }\n\n return convertColorToString(color);\n}\n/**\n * Lightens a color.\n *\n * @param {string} color - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()\n * @param {number} coefficient - multiplier in the range 0 - 1\n * @returns {string} A CSS color string. Hex input values are returned as rgb\n */\n\n\nfunction lighten(color, coefficient) {\n color = decomposeColor(color);\n coefficient = clamp(coefficient, 0, 1);\n\n if (color.type.indexOf('hsl') > -1) {\n color.values[2] += (100 - color.values[2]) * coefficient;\n } else if (color.type.indexOf('rgb') > -1) {\n for (var i = 0; i < 3; i++) {\n color.values[i] += (255 - color.values[i]) * coefficient;\n }\n }\n\n return convertColorToString(color);\n}","import arrayMap from './_arrayMap.js';\nimport copyArray from './_copyArray.js';\nimport isArray from './isArray.js';\nimport isSymbol from './isSymbol.js';\nimport stringToPath from './_stringToPath.js';\nimport toKey from './_toKey.js';\nimport toString from './toString.js';\n/**\n * Converts `value` to a property path array.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Util\n * @param {*} value The value to convert.\n * @returns {Array} Returns the new property path array.\n * @example\n *\n * _.toPath('a.b.c');\n * // => ['a', 'b', 'c']\n *\n * _.toPath('a[0].b.c');\n * // => ['a', '0', 'b', 'c']\n */\n\nfunction toPath(value) {\n if (isArray(value)) {\n return arrayMap(value, toKey);\n }\n\n

return isSymbol(value) ? [value] : copyArray(stringToPath(toString(value)));\n}\n\nexport default toPath;","import baseGetTag from './_baseGetTag.js';\nimport isObjectLike from './isObjectLike.js';\n/** `Object#toString` result references. */\n\nvar symbolTag = '[object Symbol]';\n/**\n * Checks if `value` is classified as a `Symbol` primitive or object.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a symbol, else `false`.\n * @example\n *\n * _.isSymbol(Symbol.iterator);\n * // => true\n *\n * _.isSymbol('abc');\n * // => false\n */\n\nfunction isSymbol(value) {\n return typeof value == 'symbol' || isObjectLike(value) && baseGetTag(value) == symbolTag;\n}\n\nexport default isSymbol;","import isFunction from './isFunction.js';\nimport isLength from './isLength.js';\n/**\n * Checks if `value` is array-like. A value is considered array-like if it's\n * not a function and has a `value.length` that's an integer greater than or\n * equal to `0` and less than or equal to `Number.MAX_SAFE_INTEGER`.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is array-like, else `false`.\n * @example\n *\n * _.isArrayLike([1, 2, 3]);\n * // => true\n *\n * _.isArrayLike(document.body.children);\n * // => true\n *\n * _.isArrayLike('abc');\n * // => true\n *\n * _.isArrayLike(_.noop);\n * // => false\n */\n\nfunction isArrayLike(value) {\n return value != null && isLength(value.length) && !isFunction(value);\n}\n\nexport default isArrayLike;","import defineProperty from './_defineProperty.js';\n/**\n * The base implementation of `assignValue` and `assignMergeValue` without\n * value checks.\n *\n * @private\n * @param {Object} object The object to modify.\n * @param {string} key The key of the property to assign.\n * @param {*} value The value to assign.\n */\n\nfunction baseAssignValue(object, key, value) {\n if (key == '__proto__' && defineProperty) {\n   defineProperty(object, key, {\n   'configurable': true,\n   'enumerable': true,\n   'value': value,\n   'writable': true\n   });\n } else {\n   object[key] = value;\n }\n}\n\nexport default baseAssignValue;","/**\n * Removes all key-value entries from the list cache.\n *\n * @private\n * @name clear\n * @memberOf ListCache\n */\nfunction listCacheClear() {\n this.__data__ = [];\n this.size = 0;\n}\n\nexport default listCacheClear;","import eq from './eq.js';\n/**\n * Gets the index at which the `key` is found in `array` of key-value pairs.\n *\n * @private\n * @param {Array} array The array to inspect.\n * @param {*} key The key to search for.\n * @returns {number} Returns the index of the matched value, else `-1`.\n */\nfunction assocIndexOf(array, key) {\n var length = array.length;\n\n while (length--) {\n   if (eq(array[length][0], key)) {\n   return length;\n   }\n }\n\n return -1;\n}\n\nexport default assocIndexOf;","import assocIndexOf from './_assocIndexOf.js';\n/** Used for built-in method references. */\n\nvar arrayProto = Array.prototype;\n/** Built-in value references. */\n\nvar splice = arrayProto.splice;\n/**\n * Removes `key` and its value from the list cache.\n *\n * @private\n * @name delete\n * @memberOf ListCache\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction listCacheDelete(key) {\n var data = this.__data__,\n   index = assocIndexOf(data, key);\n\n if (index < 0) {\n   return false;\n }\n\n var lastIndex = data.length - 1;\n\n if (index == lastIndex) {\n   data.pop();\n } else {\n   splice.call(data, index, 1);\n }\n\n --this.size;\n return true;\n}\n\nexport default listCacheDelete;","import assocIndexOf from './_assocIndexOf.js';\n/**\n * Gets the list cache value for `key`.\n *\n * @private\n * @name get\n * @memberOf ListCache\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\nfunction listCacheGet(key) {\n var data = this.__data__,\n   index = assocIndexOf(data, key);\n return index < 0 ? undefined : data[index][1];\n}\n\nexport default listCacheGet;","import assocIndexOf from './_assocIndexOf.js';\n/**\n * Checks if a list cache value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf ListCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction listCacheHas(key) {\n return assocIndexOf(this.__data__, key) > -1;\n}\n\nexport default listCacheHas;","import assocIndexOf from './_assocIndexOf.js';\n/**\n * Sets the list cache `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf ListCache\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the list cache instance.\n */\nfunction listCacheSet(key, value) {\n var data = this.__data__,\n   index = assocIndexOf(data, key);\n\n if (index < 0) {\n   ++this.size;\n   data.push([key, value]);\n } else {\n   data[index][1] = value;\n }\n\n return this;\n}\n\nexport default listCacheSet;","import listCacheClear from './_listCacheClear.js';\nimport listCacheDelete from './_listCacheDelete.js';\nimport

listCacheGet from './_listCacheGet.js';\nimport listCacheHas from './_listCacheHas.js';\nimport listCacheSet from './_listCacheSet.js';\n/**\n * Creates an list cache object.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\n\nfunction ListCache(entries) {\n var index = -1,\n   length = entries == null ? 0 : entries.length;\n this.clear();\n\n while (++index < length) {\n   var entry = entries[index];\n   this.set(entry[0], entry[1]);\n }\n} // Add methods to `ListCache`.\n\n\nListCache.prototype.clear = listCacheClear;\nListCache.prototype['delete'] = listCacheDelete;\nListCache.prototype.get = listCacheGet;\nListCache.prototype.has = listCacheHas;\nListCache.prototype.set = listCacheSet;\nexport default ListCache;","import getNative from './_getNative.js';\nimport root from './_root.js';\n/* Built-in method references that are verified to be native. */\n\nvar Map = getNative(root, 'Map');\nexport default Map;","import ListCache from './_ListCache.js';\n/**\n * Removes all key-value entries from the stack.\n *\n * @private\n * @name clear\n * @memberOf Stack\n */\n\nfunction stackClear() {\n this.__data__ = new ListCache();\n this.size = 0;\n}\n\nexport default stackClear;","/**\n * Removes `key` and its value from the stack.\n *\n * @private\n * @name delete\n * @memberOf Stack\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction stackDelete(key) {\n var data = this.__data__,\n   result = data['delete'](key);\n this.size = data.size;\n return result;\n}\n\nexport default stackDelete;","/**\n * Gets the stack value for `key`.\n *\n * @private\n * @name get\n * @memberOf Stack\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\nfunction stackGet(key) {\n return this.__data__.get(key);\n}\n\nexport default stackGet;","/**\n * Checks if a stack value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf Stack\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction stackHas(key) {\n return this.__data__.has(key);\n}\n\nexport default stackHas;","import ListCache from './_ListCache.js';\nimport Map from './_Map.js';\nimport MapCache from './_MapCache.js';\n/** Used as the size to enable large array optimizations. */\n\nvar LARGE_ARRAY_SIZE = 200;\n/**\n * Sets the stack `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf Stack\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the stack cache instance.\n */\n\nfunction stackSet(key, value) {\n var data = this.__data__;\n\n if (data instanceof ListCache) {\n   var pairs = data.__data__;\n\n   if (!Map || pairs.length < LARGE_ARRAY_SIZE - 1) {\n   pairs.push([key, value]);\n   this.size = ++data.size;\n   return this;\n   }\n\n   data = this.__data__ = new MapCache(pairs);\n }\n\n data.set(key, value);\n this.size = data.size;\n return this;\n}\n\nexport default stackSet;","import ListCache from './_ListCache.js';\nimport stackClear from './_stackClear.js';\nimport stackDelete from './_stackDelete.js';\nimport stackGet from './_stackGet.js';\nimport stackHas from './_stackHas.js';\nimport stackSet from './_stackSet.js';\n/**\n * Creates a stack cache object to store key-value pairs.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\n\nfunction Stack(entries) {\n var data = this.__data__ = new ListCache(entries);\n this.size = data.size;\n} // Add methods to `Stack`.\n\n\nStack.prototype.clear = stackClear;\nStack.prototype['delete'] = stackDelete;\nStack.prototype.get = stackGet;\nStack.prototype.has = stackHas;\nStack.prototype.set = stackSet;\nexport default Stack;","var formatName = function formatName(_ref, name) {\n var sectionPrefix = _ref._reduxForm.sectionPrefix;\n return sectionPrefix ? sectionPrefix + '.' + name : name;\n};\n\nexport default formatName;","var isObject = require('./_is-object');\n\nmodule.exports = function (it) {\n if (!isObject(it)) throw TypeError(it + ' is not an object!');\n return it;\n};","var hasOwnProperty = {}.hasOwnProperty;\n\nmodule.exports = function (it, key) {\n return hasOwnProperty.call(it, key);\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _IconButton = require('./IconButton');\n\nvar _IconButton2 = _interopRequireDefault(_IconButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _IconButton2.default;","'use strict';\n\nexports.__esModule = true;\n\nvar _shallowEqual = require('fbjs/lib/shallowEqual');\n\nvar _shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _shallowEqual2.default;","\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = {\n set: function set(style, key, value) {\n   style[key] = value;\n }\n};","'use

strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _TextField = require('./TextField');\n\nvar _TextField2 = _interopRequireDefault(_TextField);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _TextField2.default;","import root from './_root.js';\nimport stubFalse from './stubFalse.js';\n\n/** Detect free variable `exports`. */\n\nvar freeExports = typeof exports == 'object' && exports && !exports.nodeType && exports;\n\n/** Detect free variable `module`. */\n\nvar freeModule = freeExports && typeof module == 'object' && module && !module.nodeType && module;\n\n/** Detect the popular CommonJS extension `module.exports`. */\n\nvar moduleExports = freeModule && freeModule.exports === freeExports;\n\n/** Built-in value references. */\n\nvar Buffer = moduleExports ? root.Buffer : undefined;\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\n\nvar nativeIsBuffer = Buffer ? Buffer.isBuffer : undefined;\n\n/**\n * Checks if `value` is a buffer.\n *\n * @static\n * @memberOf _\n * @since 4.3.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a buffer, else `false`.\n * @example\n *\n * _.isBuffer(new Buffer(2));\n * // => true\n *\n * _.isBuffer(new Uint8Array(2));\n * // => false\n */\n\nvar isBuffer = nativeIsBuffer || stubFalse;\n\nexport default isBuffer;","import getNative from './_getNative.js';\n\n/* Built-in method references that are verified to be native. */\n\nvar nativeCreate = getNative(Object, 'create');\n\nexport default nativeCreate;","import nativeCreate from './_nativeCreate.js';\n\n/**\n * Removes all key-value entries from the hash.\n *\n * @private\n * @name clear\n * @memberOf Hash\n */\n\nfunction hashClear() {\n this.__data__ = nativeCreate ? nativeCreate(null) : {};\n this.size = 0;\n}\n\nexport default hashClear;","/**\n * Removes `key` and its value from the hash.\n *\n * @private\n * @name delete\n * @memberOf Hash\n * @param {Object} hash The hash to modify.\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\n\nfunction hashDelete(key) {\n var result = this.has(key) && delete this.__data__[key];\n this.size -= result ? 1 : 0;\n return result;\n}\n\nexport default hashDelete;","import nativeCreate from './_nativeCreate.js';\n\n/** Used to stand-in for `undefined` hash values. */\n\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * Gets the hash value for `key`.\n *\n * @private\n * @name get\n * @memberOf Hash\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\n\nfunction hashGet(key) {\n var data = this.__data__;\n\n if (nativeCreate) {\n   var result = data[key];\n   return result === HASH_UNDEFINED ? undefined : result;\n }\n\n return hasOwnProperty.call(data, key) ? data[key] : undefined;\n}\n\nexport default hashGet;","import nativeCreate from './_nativeCreate.js';\n\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * Checks if a hash value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf Hash\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\n\nfunction hashHas(key) {\n var data = this.__data__;\n return nativeCreate ? data[key] !== undefined : hasOwnProperty.call(data, key);\n}\n\nexport default hashHas;","import nativeCreate from './_nativeCreate.js';\n\n/** Used to stand-in for `undefined` hash values. */\n\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n\n/**\n * Sets the hash `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf Hash\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the hash instance.\n */\n\nfunction hashSet(key, value) {\n var data = this.__data__;\n this.size += this.has(key) ? 0 : 1;\n data[key] = nativeCreate && value === undefined ? HASH_UNDEFINED : value;\n return this;\n}\n\nexport default hashSet;","import hashClear from './_hashClear.js';\nimport hashDelete from './_hashDelete.js';\nimport hashGet from './_hashGet.js';\nimport hashHas from './_hashHas.js';\nimport hashSet from './_hashSet.js';\n\n/**\n * Creates a hash object.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\n\nfunction Hash(entries) {\n var index = -1,\n   length = entries == null ? 0 : entries.length;\n this.clear();\n\n while (++index < length) {\n   var entry = entries[index];\n   this.set(entry[0], entry[1]);\n }\n} // Add methods to `Hash`.\n\n\nHash.prototype.clear = hashClear;\nHash.prototype['delete'] = hashDelete;\nHash.prototype.get = hashGet;\nHash.prototype.has =

hashHas;\nHash.prototype.set = hashSet;\nexport default Hash;","import Hash from './_Hash.js';\nimport ListCache from './_ListCache.js';\nimport Map from './_Map.js';\n/**\n * Removes all key-value entries from the map.\n *\n * @private\n * @name clear\n * @memberOf MapCache\n */\nfunction mapCacheClear() {\n this.size = 0;\n this.__data__ = {\n   'hash': new Hash(),\n   'map': new (Map || ListCache)(),\n   'string': new Hash()\n };\n}\n\nexport default mapCacheClear;","/**\n * Checks if `value` is suitable for use as unique object key.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is suitable, else `false`.\n */\nfunction isKeyable(value) {\n var type = typeof value;\n return type == 'string' || type == 'number' || type == 'symbol' || type == 'boolean' ? value !== '__proto__' : value === null;\n}\n\nexport default isKeyable;","import isKeyable from './_isKeyable.js';\n/**\n * Gets the data for `map`.\n *\n * @private\n * @param {Object} map The map to query.\n * @param {string} key The reference key.\n * @returns {*} Returns the map data.\n */\nfunction getMapData(map, key) {\n var data = map.__data__;\n return isKeyable(key) ? data[typeof key == 'string' ? 'string' : 'hash'] : data.map;\n}\n\nexport default getMapData;","import getMapData from './_getMapData.js';\n/**\n * Removes `key` and its value from the map.\n *\n * @private\n * @name delete\n * @memberOf MapCache\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction mapCacheDelete(key) {\n var result = getMapData(this, key)['delete'](key);\n this.size -= result ? 1 : 0;\n return result;\n}\n\nexport default mapCacheDelete;","import getMapData from './_getMapData.js';\n/**\n * Gets the map value for `key`.\n *\n * @private\n * @name get\n * @memberOf MapCache\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\nfunction mapCacheGet(key) {\n return getMapData(this, key).get(key);\n}\n\nexport default mapCacheGet;","import getMapData from './_getMapData.js';\n/**\n * Checks if a map value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf MapCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction mapCacheHas(key) {\n return getMapData(this, key).has(key);\n}\n\nexport default mapCacheHas;","import getMapData from './_getMapData.js';\n/**\n * Sets the map `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf MapCache\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the map cache instance.\n */\nfunction mapCacheSet(key, value) {\n var data = getMapData(this, key),\n   size = data.size;\n data.set(key, value);\n this.size += data.size == size ? 0 : 1;\n return this;\n}\n\nexport default mapCacheSet;","import mapCacheClear from './_mapCacheClear.js';\nimport mapCacheDelete from './_mapCacheDelete.js';\nimport mapCacheGet from './_mapCacheGet.js';\nimport mapCacheHas from './_mapCacheHas.js';\nimport mapCacheSet from './_mapCacheSet.js';\n/**\n * Creates a map cache object to store key-value pairs.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction MapCache(entries) {\n var index = -1,\n   length = entries == null ? 0 : entries.length;\n this.clear();\n\n while (++index < length) {\n   var entry = entries[index];\n   this.set(entry[0], entry[1]);\n }\n} // Add methods to `MapCache`.\n\n\nMapCache.prototype.clear = mapCacheClear;\nMapCache.prototype['delete'] = mapCacheDelete;\nMapCache.prototype.get = mapCacheGet;\nMapCache.prototype.has = mapCacheHas;\nMapCache.prototype.set = mapCacheSet;\nexport default MapCache;","import baseGetTag from './_baseGetTag.js';\nimport isObjectLike from './isObjectLike.js';\n/** `Object#toString` result references. */\nvar argsTag = '[object Arguments]';\n/**\n * The base implementation of `_.isArguments`.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an `arguments` object,\n */\nfunction baseIsArguments(value) {\n return isObjectLike(value) && baseGetTag(value) == argsTag;\n}\n\nexport default baseIsArguments;","import baseIsArguments from './_baseIsArguments.js';\nimport isObjectLike from './isObjectLike.js';\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/** Built-in value references. */\nvar propertyIsEnumerable = objectProto.propertyIsEnumerable;\n/**\n * Checks if `value` is likely an `arguments` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an `arguments` object,\n * else `false`.\n * @example\n *\n *

_.isArguments(function() { return arguments; }());\n * // => true\n *\n * _.isArguments([1, 2, 3]);\n * // => false\n */\n\nvar isArguments = baseIsArguments(function () {\n return arguments;\n}()) ? baseIsArguments : function (value) {\n return isObjectLike(value) && hasOwnProperty.call(value, 'callee') && !propertyIsEnumerable.call(value, 'callee');\n};\nexport default isArguments;","var dP = require('./_object-dp');\n\nvar createDesc = require('./_property-desc');\n\nmodule.exports = require('./_descriptors') ? function (object, key, value) {\n return dP.f(object, key, createDesc(1, value));\n} : function (object, key, value) {\n object[key] = value;\n return object;\n};","module.exports = function (it) {\n return typeof it === 'object' ? it !== null : typeof it === 'function';\n};","module.exports = function (exec) {\n try {\n   return !!exec();\n } catch (e) {\n   return true;\n }\n};","// to indexed object, toObject with fallback for non-array-like ES3 strings\nvar IObject = require('./_iobject');\n\nvar defined = require('./_defined');\n\nmodule.exports = function (it) {\n return IObject(defined(it));\n};","// 7.1.13 ToObject(argument)\nvar defined = require('./_defined');\n\nmodule.exports = function (it) {\n return Object(defined(it));\n};","module.exports = {};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _reactEventListener = require('react-event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _RenderToLayer = require('../internal/RenderToLayer');\n\nvar _RenderToLayer2 = _interopRequireDefault(_RenderToLayer);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nvar _lodash = require('lodash.throttle');\n\nvar _lodash2 = _interopRequireDefault(_lodash);\n\nvar _PopoverAnimationDefault = require('./PopoverAnimationDefault');\n\nvar _PopoverAnimationDefault2 = _interopRequireDefault(_PopoverAnimationDefault);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar styles = {\n root: {\n   display: 'none'\n }\n};\n\nvar Popover = function (_Component) {\n (0, _inherits3.default)(Popover, _Component);\n\n function Popover(props, context) {\n   (0, _classCallCheck3.default)(this, Popover);\n\n   var _this = (0, _possibleConstructorReturn3.default)(this, (Popover.__proto__ || (0, _getPrototypeOf2.default)(Popover)).call(this, props, context));\n\n   _this.timeout = null;\n\n   _this.renderLayer = function () {\n   var _this$props = _this.props,\n   animated = _this$props.animated,\n   animation = _this$props.animation,\n   anchorEl = _this$props.anchorEl,\n   anchorOrigin = _this$props.anchorOrigin,\n   autoCloseWhenOffScreen = _this$props.autoCloseWhenOffScreen,\n   canAutoPosition = _this$props.canAutoPosition,\n   children = _this$props.children,\n   onRequestClose = _this$props.onRequestClose,\n   style = _this$props.style,\n   targetOrigin = _this$props.targetOrigin,\n   useLayerForClickAway = _this$props.useLayerForClickAway,\n   scrollableContainer = _this$props.scrollableContainer,\n   other = (0, _objectWithoutProperties3.default)(_this$props, ['animated', 'animation', 'anchorEl', 'anchorOrigin', 'autoCloseWhenOffScreen', 'canAutoPosition', 'children', 'onRequestClose', 'style', 'targetOrigin',

```
'useLayerForClickAway', 'scrollableContainer']);\n    var styleRoot = style;\n\n    if (!animated) {\n      styleRoot = {\n        position: 'fixed',\n        zIndex: _this.context.muiTheme.zIndex.popover\n      };\n\n      if (!_this.state.open) {\n        return null;\n      }\n\n      return _react2.default.createElement(_Paper2.default, (0, _extends3.default)({\n        style: (0, _simpleAssign2.default)(styleRoot, style)\n      }, other), children);\n    }\n\n    var Animation = animation || _PopoverAnimationDefault2.default;\n    return _react2.default.createElement(Animation, (0, _extends3.default)({\n      targetOrigin: targetOrigin,\n      style: styleRoot\n    }, other, {\n      open: _this.state.open && !_this.state.closing\n    }), children);\n  };\n\n  _this.componentClickAway = function () {\n    _this.requestClose('clickAway');\n  };\n\n  _this.setPlacement = function (scrolling) {\n    if (!_this.state.open) {\n      return;\n    }\n\n    if (!_this.popoverRefs.layer.getLayer()) {\n      return;\n    }\n\n    var targetEl = _this.popoverRefs.layer.getLayer().children[0];\n\n    if (!targetEl) {\n      return;\n    }\n\n    var _this$props2 = _this.props,\n        targetOrigin = _this$props2.targetOrigin,\n        anchorOrigin = _this$props2.anchorOrigin;\n    var anchorEl = _this.props.anchorEl || _this.anchorEl;\n\n    var anchor = _this.getAnchorPosition(anchorEl);\n\n    var target = _this.getTargetPosition(targetEl);\n\n    var targetPosition = {\n      top: anchor[anchorOrigin.vertical] - target[targetOrigin.vertical],\n      left: anchor[anchorOrigin.horizontal] - target[targetOrigin.horizontal]\n    };\n\n    if (scrolling && _this.props.autoCloseWhenOffScreen) {\n      _this.autoCloseWhenOffScreen(anchor);\n    }\n\n    if (_this.props.canAutoPosition) {\n      target = _this.getTargetPosition(targetEl); // update as height may have changed\n\n      targetPosition = _this.applyAutoPositionIfNeeded(anchor, target, targetOrigin, anchorOrigin, targetPosition);\n    }\n\n    targetEl.style.top = targetPosition.top + 'px';\n    targetEl.style.left = targetPosition.left + 'px';\n    targetEl.style.maxHeight = window.innerHeight + 'px';\n  };\n\n  _this.handleResize = (0, _lodash2.default)(_this.setPlacement, 100);\n  _this.handleScroll = (0, _lodash2.default)(_this.setPlacement.bind(_this, true), 50);\n  _this.popoverRefs = {};\n  _this.state = {\n    open: props.open,\n    closing: false\n  };\n  return _this;\n}\n\n(0, _createClass3.default)(Popover, [{\n  key: 'componentDidMount',\n  value: function componentDidMount() {\n    this.placementTimeout = setTimeout(this.setPlacement);\n  }\n}, {\n  key: 'componentWillReceiveProps',\n  value: function componentWillReceiveProps(nextProps) {\n    var _this2 = this;\n\n    if (nextProps.open === this.props.open) {\n      return;\n    }\n\n    if (nextProps.open) {\n      clearTimeout(this.timeout);\n      this.timeout = null;\n      this.anchorEl = nextProps.anchorEl || this.props.anchorEl;\n      this.setState({\n        open: true,\n        closing: false\n      });\n    } else {\n      if (nextProps.animated) {\n        if (this.timeout !== null) return;\n        this.setState({\n          closing: true\n        });\n        this.timeout = setTimeout(function () {\n          _this2.setState({\n            open: false\n          }, function () {\n            _this2.timeout = null;\n          });\n        }, 500);\n      } else {\n        this.setState({\n          open: false\n        });\n      }\n    }\n  }\n}, {\n  key: 'componentDidUpdate',\n  value: function componentDidUpdate() {\n    clearTimeout(this.placementTimeout);\n    this.placementTimeout = setTimeout(this.setPlacement);\n  }\n}, {\n  key: 'componentWillUnmount',\n  value: function componentWillUnmount() {\n    this.handleResize.cancel();\n    this.handleScroll.cancel();\n\n    if (this.placementTimeout) {\n      clearTimeout(this.placementTimeout);\n      this.placementTimeout = null;\n    }\n\n    if (this.timeout) {\n      clearTimeout(this.timeout);\n      this.timeout = null;\n    }\n  }\n}, {\n  key: 'requestClose',\n  value: function requestClose(reason) {\n    if (this.props.onRequestClose) {\n      this.props.onRequestClose(reason);\n    }\n  }\n}, {\n  key: 'getAnchorPosition',\n  value: function getAnchorPosition(el) {\n    if (!el) {\n      el = _reactDom2.default.findDOMNode(this);\n    }\n\n    var rect = el.getBoundingClientRect();\n    var a = {\n      top: rect.top,\n      left: rect.left,\n      width: el.offsetWidth,\n      height: el.offsetHeight\n    };\n    a.right = rect.right || a.left + a.width;\n    a.bottom = rect.bottom || a.top + a.height;\n    a.middle = a.left + (a.right - a.left) / 2;\n    a.center = a.top + (a.bottom - a.top) / 2;\n    return a;\n  }\n}, {\n  key: 'getTargetPosition',\n  value: function getTargetPosition(targetEl) {\n    return {\n      top: 0,\n      center: targetEl.offsetHeight / 2,\n      bottom: targetEl.offsetHeight,\n      left: 0,\n      middle: targetEl.offsetWidth / 2,\n      right: targetEl.offsetWidth\n    };\n  }\n}, {\n  key: 'autoCloseWhenOffScreen',\n  value: function autoCloseWhenOffScreen(anchorPosition) {\n    if (anchorPosition.top < 0 || anchorPosition.top > window.innerHeight || anchorPosition.left < 0 || anchorPosition.left > window.innerWidth) {\n
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this.requestClose('offScreen');\n }\n }\n }, {\n key: 'getOverlapMode',\n value: function getOverlapMode(anchor, target, median) {\n if ([anchor, target].indexOf(median) >= 0) return 'auto';\n if (anchor === target) return 'inclusive';\n return 'exclusive';\n }\n }, {\n key: 'getPositions',\n value: function getPositions(anchor, target) {\n var a = (0, _extends3.default)({}, anchor);\n var t = (0, _extends3.default)({}, target);\n var positions = {\n x: ['left', 'right'].filter(function (p) {\n return p !== t.horizontal;\n }),\n y: ['top', 'bottom'].filter(function (p) {\n return p !== t.vertical;\n })\n };\n var overlap = {\n x: this.getOverlapMode(a.horizontal, t.horizontal, 'middle'),\n y: this.getOverlapMode(a.vertical, t.vertical, 'center')\n };\n positions.x.splice(overlap.x === 'auto' ? 0 : 1, 0, 'middle');\n positions.y.splice(overlap.y === 'auto' ? 0 : 1, 0, 'center');\n\n if (overlap.y !== 'auto') {\n a.vertical = a.vertical === 'top' ? 'bottom' : 'top';\n\n if (overlap.y === 'inclusive') {\n t.vertical = t.vertical;\n }\n }\n\n if (overlap.x !== 'auto') {\n a.horizontal = a.horizontal === 'left' ? 'right' : 'left';\n\n if (overlap.y === 'inclusive') {\n t.horizontal = t.horizontal;\n }\n }\n\n return {\n positions: positions,\n anchorPos: a\n };\n }\n }, {\n key: 'applyAutoPositionIfNeeded',\n value: function applyAutoPositionIfNeeded(anchor, target, targetOrigin, anchorOrigin, targetPosition) {\n var _getPositions = this.getPositions(anchorOrigin, targetOrigin),\n positions = _getPositions.positions,\n anchorPos = _getPositions.anchorPos;\n\n if (targetPosition.top < 0 || targetPosition.top + target.bottom > window.innerHeight) {\n var newTop = anchor[anchorPos.vertical] - target[positions.y[0]];\n\n if (newTop + target.bottom <= window.innerHeight) {\n targetPosition.top = Math.max(0, newTop);\n } else {\n newTop = anchor[anchorPos.vertical] - target[positions.y[1]];\n\n if (newTop + target.bottom <= window.innerHeight) {\n targetPosition.top = Math.max(0, newTop);\n }\n }\n }\n\n if (targetPosition.left < 0 || targetPosition.left + target.right > window.innerWidth) {\n var newLeft = anchor[anchorPos.horizontal] - target[positions.x[0]];\n\n if (newLeft + target.right <= window.innerWidth) {\n targetPosition.left = Math.max(0, newLeft);\n } else {\n newLeft = anchor[anchorPos.horizontal] - target[positions.x[1]];\n\n if (newLeft + target.right <= window.innerWidth) {\n targetPosition.left = Math.max(0, newLeft);\n }\n }\n }\n\n return targetPosition;\n }\n }, {\n key: 'render',\n value: function render() {\n var _this3 = this;\n\n var eventListener = this.state.open ? _react2.default.createElement(_reactEventListener2.default, {\n target: this.props.scrollableContainer,\n onScroll: this.handleScroll,\n onResize: this.handleResize\n }) : null;\n return _react2.default.createElement('div', {\n style: styles.root\n }, eventListener, _react2.default.createElement(_RenderToLayer2.default, {\n ref: function ref(_ref) {\n return _this3.popoverRefs.layer = _ref;\n },\n open: this.state.open,\n componentClickAway: this.componentClickAway,\n useLayerForClickAway: this.props.useLayerForClickAway,\n render: this.renderLayer\n }));\n }\n }]);\n return Popover;\n}(_react.Component);\n\nPopover.defaultProps = {\n anchorOrigin: {\n vertical: 'bottom',\n horizontal: 'left'\n },\n animated: true,\n autoCloseWhenOffScreen: true,\n canAutoPosition: true,\n onRequestClose: function onRequestClose() {},\n open: false,\n scrollableContainer: 'window',\n style: {\n overflowY: 'auto'\n },\n targetOrigin: {\n vertical: 'top',\n horizontal: 'left'\n },\n useLayerForClickAway: true,\n zDepth: 1\n};\nPopover.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nPopover.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * This is the DOM element that will be used to set the position of the\n * popover.\n */\n anchorEl: _propTypes2.default.object,\n\n /**\n * This is the point on the anchor where the popover's\n * `targetOrigin` will attach to.\n * Options:\n * vertical: [top, center, bottom]\n * horizontal: [left, middle, right].\n */\n anchorOrigin: _propTypes4.default.origin,\n\n /**\n * If true, the popover will apply transitions when\n * it is added to the DOM.\n */\n animated: _propTypes2.default.bool,\n\n /**\n * Override the default animation component used.\n */\n animation: _propTypes2.default.func,\n\n /**\n * If true, the popover will hide when the anchor is scrolled off the screen.\n */\n autoCloseWhenOffScreen: _propTypes2.default.bool,\n\n /**\n * If true, the popover (potentially) ignores `targetOrigin`\n * and `anchorOrigin` to make itself fit on screen,\n * which is useful for mobile devices.\n */\n canAutoPosition: _propTypes2.default.bool,\n\n /**\n * The content of the popover.\n */\n children: _propTypes2.default.node,\n\n /**\n * The CSS class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Callback function fired when the popover is requested to be

closed.\n *\n * @param {string} reason The reason for the close request. Possibles values\n * are 'clickAway' and 'offScreen'.\n */\n onRequestClose: _propTypes2.default.func,\n\n /**\n * If true, the popover is visible.\n */\n open: _propTypes2.default.bool,\n\n /**\n * Represents the parent scrollable container.\n * It can be an element or a string like `window`.\n */\n scrollableContainer: _propTypes2.default.oneOfType([_propTypes2.default.object, _propTypes2.default.string]),\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * This is the point on the popover which will attach to\n * the anchor's origin.\n * Options:\n * vertical: [top, center, bottom]\n * horizontal: [left, middle, right].\n */\n targetOrigin: _propTypes4.default.origin,\n\n /**\n * If true, the popover will render on top of an invisible\n * layer, which will prevent clicks to the underlying\n * elements, and trigger an `onRequestClose('clickAway')` call.\n */\n useLayerForClickAway: _propTypes2.default.bool,\n\n /**\n * The zDepth of the popover.\n */\n zDepth: _propTypes4.default.zDepth\n} : {};\nexports.default = Popover;","\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = getPrefixedValue;\n\nfunction getPrefixedValue(prefixedValue, value, keepUnprefixed) {\n if (keepUnprefixed) {\n   return [prefixedValue, value];\n }\n\n return prefixedValue;\n}\n\nmodule.exports = exports[\"default\"];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nfunction _defineProperty(obj, key, value) {\n if (key in obj) {\n   Object.defineProperty(obj, key, {\n   value: value,\n   enumerable: true,\n   configurable: true,\n   writable: true\n   });\n } else {\n   obj[key] = value;\n }\n\n return obj;\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n   if (keys.indexOf(i) >= 0) continue;\n   if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n   target[i] = obj[i];\n }\n\n return target;\n}\n\nvar mapError = function mapError(_ref) {\n var errorProp = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : 'errorText';\n var _ref$meta = _ref.meta;\n _ref$meta = _ref$meta === undefined ? {} : _ref$meta;\n\n var touched = _ref$meta.touched,\n   error = _ref$meta.error,\n   warning = _ref$meta.warning,\n   input = _ref.input,\n   props = _objectWithoutProperties(_ref, ['meta', 'input']);\n\n return touched && (error || warning) ? _extends({}, props, input, _defineProperty({}, errorProp, error || warning)) : _extends({}, input, props);\n};\n\nexports.default = mapError;","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\nfunction componentWillMount() {\n // Call this.constructor.gDSFP to support sub-classes.\n var state = this.constructor.getDerivedStateFromProps(this.props, this.state);\n\n if (state !== null && state !== undefined) {\n   this.setState(state);\n }\n}\n\nfunction componentWillReceiveProps(nextProps) {\n // Call this.constructor.gDSFP to support sub-classes.\n // Use the setState() updater to ensure state isn't stale in certain edge cases.\n function updater(prevState) {\n   var state = this.constructor.getDerivedStateFromProps(nextProps, prevState);\n   return state !== null && state !== undefined ? state : null;\n } // Binding \"this\" is important for shallow renderer support.\n\n\n this.setState(updater.bind(this));\n}\n\nfunction componentWillUpdate(nextProps, nextState) {\n try {\n   var prevProps = this.props;\n   var prevState = this.state;\n   this.props = nextProps;\n   this.state = nextState;\n   this.__reactInternalSnapshotFlag = true;\n   this.__reactInternalSnapshot = this.getSnapshotBeforeUpdate(prevProps, prevState);\n } finally {\n   this.props = prevProps;\n   this.state = prevState;\n }\n} // React may warn about cWM/cWRP/cWU methods being deprecated.\n// Add a flag to suppress these warnings for this special case.\n\n\ncomponentWillMount.__suppressDeprecationWarning = true;\ncomponentWillReceiveProps.__suppressDeprecationWarning = true;\ncomponentWillUpdate.__suppressDeprecationWarning = true;\n\nfunction polyfill(Component) {\n var prototype = Component.prototype;\n\n if (!prototype || !prototype.isReactComponent) {\n   throw new Error('Can only polyfill class components');\n }\n\n if (typeof Component.getDerivedStateFromProps !== 'function' && typeof prototype.getSnapshotBeforeUpdate !== 'function') {\n   return Component;\n } // If new component APIs are defined, \"unsafe\" lifecycles won't be called.\n // Error if any of these lifecycles are present,\n // Because they

would work differently between older and newer (16.3+) versions of React.\n\n\n var foundWillMountName = null;\n var foundWillReceivePropsName = null;\n var foundWillUpdateName = null;\n\n if (typeof prototype.componentWillMount === 'function') {\n   foundWillMountName = 'componentWillMount';\n } else if (typeof prototype.UNSAFE_componentWillMount === 'function') {\n   foundWillMountName = 'UNSAFE_componentWillMount';\n }\n\n if (typeof prototype.componentWillReceiveProps === 'function') {\n   foundWillReceivePropsName = 'componentWillReceiveProps';\n } else if (typeof prototype.UNSAFE_componentWillReceiveProps === 'function') {\n   foundWillReceivePropsName = 'UNSAFE_componentWillReceiveProps';\n }\n\n if (typeof prototype.componentWillUpdate === 'function') {\n   foundWillUpdateName = 'componentWillUpdate';\n } else if (typeof prototype.UNSAFE_componentWillUpdate === 'function') {\n   foundWillUpdateName = 'UNSAFE_componentWillUpdate';\n }\n\n if (foundWillMountName !== null || foundWillReceivePropsName !== null || foundWillUpdateName !== null) {\n   var componentName = Component.displayName || Component.name;\n   var newApiName = typeof Component.getDerivedStateFromProps === 'function' ? 'getDerivedStateFromProps()' : 'getSnapshotBeforeUpdate()';\n\n   throw Error('Unsafe legacy lifecycles will not be called for components using new component APIs.\\n\\n' + componentName + ' uses ' + newApiName + ' but also contains the following legacy lifecycles:' + (foundWillMountName !== null ? '\\n ' + foundWillMountName : '') + (foundWillReceivePropsName !== null ? '\\n ' + foundWillReceivePropsName : '') + (foundWillUpdateName !== null ? '\\n ' + foundWillUpdateName : '') + '\\n\\nThe above lifecycles should be removed. Learn more about this warning here:\\n' + 'https://fb.me/react-async-component-lifecycle-hooks');\n } // React <= 16.2 does not support static getDerivedStateFromProps.\n // As a workaround, use cWM and cWRP to invoke the new static lifecycle.\n // Newer versions of React will ignore these lifecycles if gDSFP exists.\n\n\n if (typeof Component.getDerivedStateFromProps === 'function') {\n   prototype.componentWillMount = componentWillMount;\n   prototype.componentWillReceiveProps = componentWillReceiveProps;\n } // React <= 16.2 does not support getSnapshotBeforeUpdate.\n // As a workaround, use cWU to invoke the new lifecycle.\n // Newer versions of React will ignore that lifecycle if gSBU exists.\n\n\n if (typeof prototype.getSnapshotBeforeUpdate === 'function') {\n   if (typeof prototype.componentDidUpdate !== 'function') {\n   throw new Error('Cannot polyfill getSnapshotBeforeUpdate() for components that do not define componentDidUpdate() on the prototype');\n   }\n\n   prototype.componentWillUpdate = componentWillUpdate;\n   var componentDidUpdate = prototype.componentDidUpdate;\n\n   prototype.componentDidUpdate = function componentDidUpdatePolyfill(prevProps, prevState, maybeSnapshot) {\n   // 16.3+ will not execute our will-update method;\n   // It will pass a snapshot value to did-update though.\n   // Older versions will require our polyfilled will-update value.\n   // We need to handle both cases, but can't just check for the presence of \"maybeSnapshot\",\n   // Because for <= 15.x versions this might be a \"prevContext\" object.\n   // We also can't just check \"__reactInternalSnapshot\",\n   // Because get-snapshot might return a falsy value.\n   // So check for the explicit __reactInternalSnapshotFlag flag to determine behavior.\n   var snapshot = this.__reactInternalSnapshotFlag ? this.__reactInternalSnapshot : maybeSnapshot;\n   componentDidUpdate.call(this, prevProps, prevState, snapshot);\n   };\n }\n\n return Component;\n}\n\nexport { polyfill };","import baseGetTag from './_baseGetTag.js';\nimport isObject from './isObject.js';\n\n/** `Object#toString` result references. */\n\nvar asyncTag = '[object AsyncFunction]',\n   funcTag = '[object Function]',\n   genTag = '[object GeneratorFunction]',\n   proxyTag = '[object Proxy]';\n\n/**\n * Checks if `value` is classified as a `Function` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a function, else `false`.\n * @example\n *\n * _.isFunction(_);\n * // => true\n *\n * _.isFunction(/abc/);\n * // => false\n */\n\nfunction isFunction(value) {\n if (!isObject(value)) {\n   return false;\n } // The use of `Object#toString` avoids issues with the `typeof` operator\n // in Safari 9 which returns 'object' for typed arrays and other constructors.\n\n\n var tag = baseGetTag(value);\n return tag == funcTag || tag == genTag || tag == asyncTag || tag == proxyTag;\n}\n\nexport default isFunction;","/** Used as references for various `Number` constants. */\n\nvar MAX_SAFE_INTEGER = 9007199254740991;\n\n/**\n * Checks if `value` is a valid array-like length.\n *\n * **Note:** This method is loosely based on\n *

[`ToLength`](http://ecma-international.org/ecma-262/7.0/#sec-tolength).\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a valid length, else `false`.\n * @example\n *\n * _.isLength(3);\n * // => true\n *\n * _.isLength(Number.MIN_VALUE);\n * // => false\n *\n * _.isLength(Infinity);\n * // => false\n *\n * _.isLength('3');\n * // => false\n */\n\nfunction isLength(value) {\n return typeof value == 'number' && value > -1 && value % 1 == 0 && value <= MAX_SAFE_INTEGER;\n}\n\nexport default isLength;","/** Used as references for various `Number` constants. */\nvar MAX_SAFE_INTEGER = 9007199254740991;\n/** Used to detect unsigned integer values. */\n\nvar reIsUint = /^(?:0|[1-9]\\d*)$/;\n/**\n * Checks if `value` is a valid array-like index.\n *\n * @private\n * @param {*} value The value to check.\n * @param {number} [length=MAX_SAFE_INTEGER] The upper bounds of a valid index.\n * @returns {boolean} Returns `true` if `value` is a valid index, else `false`.\n */\n\nfunction isIndex(value, length) {\n var type = typeof value;\n length = length == null ? MAX_SAFE_INTEGER : length;\n return !!length && (type == 'number' || type != 'symbol' && reIsUint.test(value)) && value > -1 && value % 1 == 0 && value < length;\n}\n\nexport default isIndex;","/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n/**\n * Checks if `value` is likely a prototype object.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a prototype, else `false`.\n */\n\nfunction isPrototype(value) {\n var Ctor = value && value.constructor,\n   proto = typeof Ctor == 'function' && Ctor.prototype || objectProto;\n return value === proto;\n}\n\nexport default isPrototype;","/**\n * This method returns the first argument it receives.\n *\n * @static\n * @since 0.1.0\n * @memberOf _\n * @category Util\n * @param {*} value Any value.\n * @returns {*} Returns `value`.\n * @example\n *\n * var object = { 'a': 1 };\n *\n * console.log(_.identity(object) === object);\n * // => true\n */\nfunction identity(value) {\n return value;\n}\n\nexport default identity;","module.exports = isPromise;\nmodule.exports.default = isPromise;\n\nfunction isPromise(obj) {\n return !!obj && (typeof obj === 'object' || typeof obj === 'function') && typeof obj.then === 'function';\n}","/** Used to stand-in for `undefined` hash values. */\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n/**\n * Adds `value` to the array cache.\n *\n * @private\n * @name add\n * @memberOf SetCache\n * @alias push\n * @param {*} value The value to cache.\n * @returns {Object} Returns the cache instance.\n */\n\nfunction setCacheAdd(value) {\n this.__data__.set(value, HASH_UNDEFINED);\n\n return this;\n}\n\nexport default setCacheAdd;","/**\n * Checks if `value` is in the array cache.\n *\n * @private\n * @name has\n * @memberOf SetCache\n * @param {*} value The value to search for.\n * @returns {number} Returns `true` if `value` is found, else `false`.\n */\nfunction setCacheHas(value) {\n return this.__data__.has(value);\n}\n\nexport default setCacheHas;","import MapCache from './_MapCache.js';\nimport setCacheAdd from './_setCacheAdd.js';\nimport setCacheHas from './_setCacheHas.js';\n/**\n *\n * Creates an array cache object to store unique values.\n *\n * @private\n * @constructor\n * @param {Array} [values] The values to cache.\n */\n\nfunction SetCache(values) {\n var index = -1,\n   length = values == null ? 0 : values.length;\n this.__data__ = new MapCache();\n\n while (++index < length) {\n   this.add(values[index]);\n }\n} // Add methods to `SetCache`.\n\n\nSetCache.prototype.add = SetCache.prototype.push = setCacheAdd;\nSetCache.prototype.has = setCacheHas;\nexport default SetCache;","/**\n * A specialized version of `_.some` for arrays without support for iteratee\n * shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns {boolean} Returns `true` if any element passes the predicate check,\n * else `false`.\n */\nfunction arraySome(array, predicate) {\n var index = -1,\n   length = array == null ? 0 : array.length;\n\n while (++index < length) {\n   if (predicate(array[index], index, array)) {\n   return true;\n   }\n }\n\n return false;\n}\n\nexport default arraySome;","/**\n * Checks if a `cache` value for `key` exists.\n *\n * @private\n * @param {Object} cache The cache to query.\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction cacheHas(cache, key) {\n return cache.has(key);\n}\n\nexport default cacheHas;","import SetCache from './_SetCache.js';\nimport arraySome from './_arraySome.js';\nimport cacheHas from './_cacheHas.js';\n/** Used to compose bitmasks for value comparisons. */\n\nvar COMPARE_PARTIAL_FLAG = 1,\n   COMPARE_UNORDERED_FLAG = 2;\n/**\n * A specialized version of `baseIsEqualDeep` for arrays with

support for\n * partial deep comparisons.\n *\n * @private\n * @param {Array} array The array to compare.\n * @param {Array} other The other array to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} stack Tracks traversed `array` and `other` objects.\n * @returns {boolean} Returns `true` if the arrays are equivalent, else `false`.\n */\n\nfunction equalArrays(array, other, bitmask, customizer, equalFunc, stack) {\n var isPartial = bitmask & COMPARE_PARTIAL_FLAG,\n   arrLength = array.length,\n   othLength = other.length;\n\n if (arrLength != othLength && !(isPartial && othLength > arrLength)) {\n   return false;\n } // Check that cyclic values are equal.\n\n\n var arrStacked = stack.get(array);\n var othStacked = stack.get(other);\n\n if (arrStacked && othStacked) {\n   return arrStacked == other && othStacked == array;\n }\n\n var index = -1,\n   result = true,\n   seen = bitmask & COMPARE_UNORDERED_FLAG ? new SetCache() : undefined;\n stack.set(array, other);\n stack.set(other, array); // Ignore non-index properties.\n\n while (++index < arrLength) {\n   var arrValue = array[index],\n   othValue = other[index];\n\n   if (customizer) {\n   var compared = isPartial ? customizer(othValue, arrValue, index, other, array, stack) : customizer(arrValue, othValue, index, array, other, stack);\n   }\n\n   if (compared !== undefined) {\n   if (compared) {\n   continue;\n   }\n\n   result = false;\n   break;\n   } // Recursively compare arrays (susceptible to call stack limits).\n\n\n   if (seen) {\n   if (!arraySome(other, function (othValue, othIndex) {\n   if (!cacheHas(seen, othIndex) && (arrValue === othValue || equalFunc(arrValue, othValue, bitmask, customizer, stack))) {\n   return seen.push(othIndex);\n   }\n   })) {\n   result = false;\n   break;\n   }\n   } else if (!(arrValue === othValue || equalFunc(arrValue, othValue, bitmask, customizer, stack))) {\n   result = false;\n   break;\n   }\n }\n\n stack['delete'](array);\n stack['delete'](other);\n return result;\n}\n\nexport default equalArrays;","/**\n * Converts `map` to its key-value pairs.\n *\n * @private\n * @param {Object} map The map to convert.\n * @returns {Array} Returns the key-value pairs.\n */\nfunction mapToArray(map) {\n var index = -1,\n   result = Array(map.size);\n map.forEach(function (value, key) {\n   result[++index] = [key, value];\n });\n return result;\n}\n\nexport default mapToArray;","/**\n * Converts `set` to an array of its values.\n *\n * @private\n * @param {Object} set The set to convert.\n * @returns {Array} Returns the values.\n */\nfunction setToArray(set) {\n var index = -1,\n   result = Array(set.size);\n set.forEach(function (value) {\n   result[++index] = value;\n });\n return result;\n}\n\nexport default setToArray;","import Symbol from './_Symbol.js';\nimport Uint8Array from './_Uint8Array.js';\nimport eq from './eq.js';\nimport equalArrays from './_equalArrays.js';\nimport mapToArray from './_mapToArray.js';\nimport setToArray from './_setToArray.js';\n\n/** Used to compose bitmasks for value comparisons. */\n\nvar COMPARE_PARTIAL_FLAG = 1,\n   COMPARE_UNORDERED_FLAG = 2;\n\n/** `Object#toString` result references. */\n\nvar boolTag = '[object Boolean]',\n   dateTag = '[object Date]',\n   errorTag = '[object Error]',\n   mapTag = '[object Map]',\n   numberTag = '[object Number]',\n   regexpTag = '[object RegExp]',\n   setTag = '[object Set]',\n   stringTag = '[object String]',\n   symbolTag = '[object Symbol]';\nvar arrayBufferTag = '[object ArrayBuffer]',\n   dataViewTag = '[object DataView]';\n\n/** Used to convert symbols to primitives and strings. */\n\nvar symbolProto = Symbol ? Symbol.prototype : undefined,\n   symbolValueOf = symbolProto ? symbolProto.valueOf : undefined;\n\n/**\n * A specialized version of `baseIsEqualDeep` for comparing objects of\n * the same `toStringTag`.\n *\n * **Note:** This function only supports comparing values with tags of\n * `Boolean`, `Date`, `Error`, `Number`, `RegExp`, or `String`.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {string} tag The `toStringTag` of the objects to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} stack Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true` if the objects are equivalent, else `false`.\n */\n\nfunction equalByTag(object, other, tag, bitmask, customizer, equalFunc, stack) {\n switch (tag) {\n   case dataViewTag:\n   if (object.byteLength != other.byteLength || object.byteOffset != other.byteOffset) {\n   return false;\n   }\n\n   object = object.buffer;\n   other = other.buffer;\n\n   case arrayBufferTag:\n   if (object.byteLength != other.byteLength || !equalFunc(new Uint8Array(object), new Uint8Array(other))) {\n   return false;\n   }\n\n

return true;\n\n case boolTag:\n case dateTag:\n case numberTag:\n // Coerce booleans to `1` or `0` and dates to milliseconds.\n // Invalid dates are coerced to `NaN`.\n return eq(+object, +other);\n\n case errorTag:\n return object.name == other.name && object.message == other.message;\n\n case regexpTag:\n case stringTag:\n // Coerce regexes to strings and treat strings, primitives and objects,\n // as equal. See http://www.ecma-international.org/ecma-262/7.0/#sec-regexp.prototype.tostring\n // for more details.\n return object == other + '';\n\n case mapTag:\n var convert = mapToArray;\n\n case setTag:\n var isPartial = bitmask & COMPARE_PARTIAL_FLAG;\n convert || (convert = setToArray);\n\n if (object.size != other.size && !isPartial) {\n return false;\n } // Assume cyclic values are equal.\n\n\n var stacked = stack.get(object);\n\n if (stacked) {\n return stacked == other;\n }\n\n bitmask |= COMPARE_UNORDERED_FLAG; // Recursively compare objects (susceptible to call stack limits).\n\n stack.set(object, other);\n var result = equalArrays(convert(object), convert(other), bitmask, customizer, equalFunc, stack);\n stack['delete'](object);\n return result;\n\n case symbolTag:\n if (symbolValueOf) {\n return symbolValueOf.call(object) == symbolValueOf.call(other);\n }\n\n }\n\n return false;\n}\n\nexport default equalByTag;","/**\n * Appends the elements of `values` to `array`.\n *\n * @private\n * @param {Array} array The array to modify.\n * @param {Array} values The values to append.\n * @returns {Array} Returns `array`.\n */\nfunction arrayPush(array, values) {\n var index = -1,\n length = values.length,\n offset = array.length;\n\n while (++index < length) {\n array[offset + index] = values[index];\n }\n\n return array;\n}\n\nexport default arrayPush;","import arrayPush from './_arrayPush.js';\nimport isArray from './isArray.js';\n/**\n * The base implementation of `getAllKeys` and `getAllKeysIn` which uses\n * `keysFunc` and `symbolsFunc` to get the enumerable property names and\n * symbols of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Function} keysFunc The function to get the keys of `object`.\n * @param {Function} symbolsFunc The function to get the symbols of `object`.\n * @returns {Array} Returns the array of property names and symbols.\n */\n\nfunction baseGetAllKeys(object, keysFunc, symbolsFunc) {\n var result = keysFunc(object);\n return isArray(object) ? result : arrayPush(result, symbolsFunc(object));\n}\n\nexport default baseGetAllKeys;","/**\n * A specialized version of `_.filter` for arrays without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns {Array} Returns the new filtered array.\n */\nfunction arrayFilter(array, predicate) {\n var index = -1,\n length = array == null ? 0 : array.length,\n resIndex = 0,\n result = [];\n\n while (++index < length) {\n var value = array[index];\n\n if (predicate(value, index, array)) {\n result[resIndex++] = value;\n }\n }\n\n return result;\n}\n\nexport default arrayFilter;","/**\n * This method returns a new empty array.\n *\n * @static\n * @memberOf _\n * @since 4.13.0\n * @category Util\n * @returns {Array} Returns the new empty array.\n * @example\n *\n * var arrays = _.times(2, _.stubArray);\n *\n * console.log(arrays);\n * // => [[], []]\n *\n * console.log(arrays[0] === arrays[1]);\n * // => false\n */\nfunction stubArray() {\n return [];\n}\n\nexport default stubArray;","import arrayFilter from './_arrayFilter.js';\nimport stubArray from './stubArray.js';\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n/** Built-in value references. */\n\nvar propertyIsEnumerable = objectProto.propertyIsEnumerable;\n/* Built-in method references for those with the same name as other `lodash` methods. */\n\nvar nativeGetSymbols = Object.getOwnPropertySymbols;\n/**\n * Creates an array of the own enumerable symbols of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of symbols.\n */\n\nvar getSymbols = !nativeGetSymbols ? stubArray : function (object) {\n if (object == null) {\n return [];\n }\n\n object = Object(object);\n return arrayFilter(nativeGetSymbols(object), function (symbol) {\n return propertyIsEnumerable.call(object, symbol);\n });\n};\nexport default getSymbols;","import baseGetAllKeys from './_baseGetAllKeys.js';\nimport getSymbols from './_getSymbols.js';\nimport keys from './keys.js';\n/**\n * Creates an array of own enumerable property names and symbols of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names and symbols.\n */\n\nfunction getAllKeys(object) {\n return baseGetAllKeys(object, keys, getSymbols);\n}\n\nexport default getAllKeys;","import getAllKeys from './_getAllKeys.js';\n/** Used to compose bitmasks for value comparisons. */\n\nvar COMPARE_PARTIAL_FLAG

= 1;\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/**\n * A specialized version of `baseIsEqualDeep` for objects with support for\n * partial deep comparisons.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} stack Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true` if the objects are equivalent, else `false`.\n */\n\nfunction equalObjects(object, other, bitmask, customizer, equalFunc, stack) {\n var isPartial = bitmask & COMPARE_PARTIAL_FLAG,\n   objProps = getAllKeys(object),\n   objLength = objProps.length,\n   othProps = getAllKeys(other),\n   othLength = othProps.length;\n\n if (objLength != othLength && !isPartial) {\n   return false;\n }\n\n var index = objLength;\n\n while (index--) {\n   var key = objProps[index];\n\n   if (!(isPartial ? key in other : hasOwnProperty.call(other, key))) {\n   return false;\n   }\n } // Check that cyclic values are equal.\n\n\n var objStacked = stack.get(object);\n var othStacked = stack.get(other);\n\n if (objStacked && othStacked) {\n   return objStacked == other && othStacked == object;\n }\n\n var result = true;\n stack.set(object, other);\n stack.set(other, object);\n var skipCtor = isPartial;\n\n while (++index < objLength) {\n   key = objProps[index];\n   var objValue = object[key],\n   othValue = other[key];\n\n   if (customizer) {\n   var compared = isPartial ? customizer(othValue, objValue, key, other, object, stack) : customizer(objValue, othValue, key, object, other, stack);\n   } // Recursively compare objects (susceptible to call stack limits).\n\n\n   if (!(compared === undefined ? objValue === othValue || equalFunc(objValue, othValue, bitmask, customizer, stack) : compared)) {\n   result = false;\n   break;\n   }\n\n   skipCtor || (skipCtor = key == 'constructor');\n }\n\n if (result && !skipCtor) {\n   var objCtor = object.constructor,\n   othCtor = other.constructor; // Non `Object` object instances with different constructors are not equal.\n\n   if (objCtor != othCtor && 'constructor' in object && 'constructor' in other && !(typeof objCtor == 'function' && objCtor instanceof objCtor && typeof othCtor == 'function' && othCtor instanceof othCtor)) {\n   result = false;\n   }\n }\n\n stack['delete'](object);\n stack['delete'](other);\n return result;\n}\n\nexport default equalObjects;","import getNative from './_getNative.js';\nimport root from './_root.js';\n/* Built-in method references that are verified to be native. */\n\nvar DataView = getNative(root, 'DataView');\nexport default DataView;","import getNative from './_getNative.js';\nimport root from './_root.js';\n/* Built-in method references that are verified to be native. */\n\nvar Promise = getNative(root, 'Promise');\nexport default Promise;","import getNative from './_getNative.js';\nimport root from './_root.js';\n/* Built-in method references that are verified to be native. */\n\nvar Set = getNative(root, 'Set');\nexport default Set;","import getNative from './_getNative.js';\nimport root from './_root.js';\n/* Built-in method references that are verified to be native. */\n\nvar WeakMap = getNative(root, 'WeakMap');\nexport default WeakMap;","import DataView from './_DataView.js';\nimport Map from './_Map.js';\nimport Promise from './_Promise.js';\nimport Set from './_Set.js';\nimport WeakMap from './_WeakMap.js';\nimport baseGetTag from './_baseGetTag.js';\nimport toSource from './_toSource.js';\n/** `Object#toString` result references. */\n\nvar mapTag = '[object Map]',\n   objectTag = '[object Object]',\n   promiseTag = '[object Promise]',\n   setTag = '[object Set]',\n   weakMapTag = '[object WeakMap]';\nvar dataViewTag = '[object DataView]';\n/** Used to detect maps, sets, and weakmaps. */\n\nvar dataViewCtorString = toSource(DataView),\n   mapCtorString = toSource(Map),\n   promiseCtorString = toSource(Promise),\n   setCtorString = toSource(Set),\n   weakMapCtorString = toSource(WeakMap);\n/**\n * Gets the `toStringTag` of `value`.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the `toStringTag`.\n */\n\nvar getTag = baseGetTag; // Fallback for data views, maps, sets, and weak maps in IE 11 and promises in Node.js < 6.\n\nif (DataView && getTag(new DataView(new ArrayBuffer(1))) != dataViewTag || Map && getTag(new Map()) != mapTag || Promise && getTag(Promise.resolve()) != promiseTag || Set && getTag(new Set()) != setTag || WeakMap && getTag(new WeakMap()) != weakMapTag) {\n getTag = function getTag(value) {\n   var result = baseGetTag(value),\n   Ctor = result == objectTag ? value.constructor : undefined,\n   ctorString = Ctor ? toSource(Ctor) : '';\n\n   if (ctorString) {\n   switch (ctorString) {\n   case dataViewCtorString:\n   return dataViewTag;\n\n   case mapCtorString:\n   return mapTag;\n\n   case

promiseCtorString:\n return promiseTag;\n\n case setCtorString:\n return setTag;\n\n case weakMapCtorString:\n return weakMapTag;\n }\n }\n\n return result;\n };\n}\n\nexport default getTag;","import Stack from './_Stack.js';\nimport equalArrays from './_equalArrays.js';\nimport equalByTag from './_equalByTag.js';\nimport equalObjects from './_equalObjects.js';\nimport getTag from './_getTag.js';\nimport isArray from './isArray.js';\nimport isBuffer from './isBuffer.js';\nimport isTypedArray from './isTypedArray.js';\n\n/** Used to compose bitmasks for value comparisons. */\n\nvar COMPARE_PARTIAL_FLAG = 1;\n\n/** `Object#toString` result references. */\n\nvar argsTag = '[object Arguments]',\n arrayTag = '[object Array]',\n objectTag = '[object Object]';\n\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * A specialized version of `baseIsEqual` for arrays and objects which performs\n * deep comparisons and tracks traversed objects enabling objects with circular\n * references to be compared.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} [stack] Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true` if the objects are equivalent, else `false`.\n */\n\nfunction baseIsEqualDeep(object, other, bitmask, customizer, equalFunc, stack) {\n var objIsArr = isArray(object),\n othIsArr = isArray(other),\n objTag = objIsArr ? arrayTag : getTag(object),\n othTag = othIsArr ? arrayTag : getTag(other);\n objTag = objTag == argsTag ? objectTag : objTag;\n othTag = othTag == argsTag ? objectTag : othTag;\n var objIsObj = objTag == objectTag,\n othIsObj = othTag == objectTag,\n isSameTag = objTag == othTag;\n\n if (isSameTag && isBuffer(object)) {\n if (!isBuffer(other)) {\n return false;\n }\n objIsArr = true;\n objIsObj = false;\n }\n if (isSameTag && !objIsObj) {\n stack || (stack = new Stack());\n return objIsArr || isTypedArray(object) ? equalArrays(object, other, bitmask, customizer, equalFunc, stack) : equalByTag(object, other, objTag, bitmask, customizer, equalFunc, stack);\n }\n if (!(bitmask & COMPARE_PARTIAL_FLAG)) {\n var objIsWrapped = objIsObj && hasOwnProperty.call(object, '__wrapped__'),\n othIsWrapped = othIsObj && hasOwnProperty.call(other, '__wrapped__');\n\n if (objIsWrapped || othIsWrapped) {\n var objUnwrapped = objIsWrapped ? object.value() : object,\n othUnwrapped = othIsWrapped ? other.value() : other;\n stack || (stack = new Stack());\n return equalFunc(objUnwrapped, othUnwrapped, bitmask, customizer, stack);\n }\n }\n if (!isSameTag) {\n return false;\n }\n stack || (stack = new Stack());\n return equalObjects(object, other, bitmask, customizer, equalFunc, stack);\n}\n\nexport default baseIsEqualDeep;","import baseIsEqualDeep from './_baseIsEqualDeep.js';\nimport isObjectLike from './isObjectLike.js';\n\n/**\n * The base implementation of `_.isEqual` which supports partial comparisons\n * and tracks traversed objects.\n *\n * @private\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n * @param {boolean} bitmask The bitmask flags.\n * 1 - Unordered comparison\n * 2 - Partial comparison\n * @param {Function} [customizer] The function to customize comparisons.\n * @param {Object} [stack] Tracks traversed `value` and `other` objects.\n * @returns {boolean} Returns `true` if the values are equivalent, else `false`.\n */\n\nfunction baseIsEqual(value, other, bitmask, customizer, stack) {\n if (value === other) {\n return true;\n }\n if (value == null || other == null || !isObjectLike(value) && !isObjectLike(other)) {\n return value !== value && other !== other;\n }\n return baseIsEqualDeep(value, other, bitmask, customizer, baseIsEqual, stack);\n}\n\nexport default baseIsEqual;","import baseGetTag from './_baseGetTag.js';\nimport isLength from './isLength.js';\nimport isObjectLike from './isObjectLike.js';\n\n/** `Object#toString` result references. */\n\nvar argsTag = '[object Arguments]',\n arrayTag = '[object Array]',\n boolTag = '[object Boolean]',\n dateTag = '[object Date]',\n errorTag = '[object Error]',\n funcTag = '[object Function]',\n mapTag = '[object Map]',\n numberTag = '[object Number]',\n objectTag = '[object Object]',\n regexpTag = '[object RegExp]',\n setTag = '[object Set]',\n stringTag = '[object String]',\n weakMapTag = '[object WeakMap]';\n\nvar arrayBufferTag = '[object ArrayBuffer]',\n dataViewTag = '[object DataView]',\n float32Tag = '[object Float32Array]',\n float64Tag = '[object Float64Array]',\n int8Tag = '[object Int8Array]',\n int16Tag = '[object Int16Array]',\n int32Tag = '[object Int32Array]',\n uint8Tag =

'[object Uint8Array]',\n   uint8ClampedTag = '[object Uint8ClampedArray]',\n   uint16Tag = '[object Uint16Array]',\n   uint32Tag = '[object Uint32Array]';\n/** Used to identify `toStringTag` values of typed arrays. */\n\nvar typedArrayTags = {};\ntypedArrayTags[float32Tag] = typedArrayTags[float64Tag] = typedArrayTags[int8Tag] = typedArrayTags[int16Tag] = typedArrayTags[int32Tag] = typedArrayTags[uint8Tag] = typedArrayTags[uint8ClampedTag] = typedArrayTags[uint16Tag] = typedArrayTags[uint32Tag] = true;\ntypedArrayTags[argsTag] = typedArrayTags[arrayTag] = typedArrayTags[arrayBufferTag] = typedArrayTags[boolTag] = typedArrayTags[dataViewTag] = typedArrayTags[dateTag] = typedArrayTags[errorTag] = typedArrayTags[funcTag] = typedArrayTags[mapTag] = typedArrayTags[numberTag] = typedArrayTags[objectTag] = typedArrayTags[regexpTag] = typedArrayTags[setTag] = typedArrayTags[stringTag] = typedArrayTags[weakMapTag] = false;\n/**\n * The base implementation of `_.isTypedArray` without Node.js optimizations.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a typed array, else `false`.\n */\n\nfunction baseIsTypedArray(value) {\n return isObjectLike(value) && isLength(value.length) && !!typedArrayTags[baseGetTag(value)];\n}\n\nexport default baseIsTypedArray;","/**\n * The base implementation of `_.unary` without support for storing metadata.\n *\n * @private\n * @param {Function} func The function to cap arguments for.\n * @returns {Function} Returns the new capped function.\n */\nfunction baseUnary(func) {\n return function (value) {\n   return func(value);\n };\n}\n\nexport default baseUnary;","import baseIsTypedArray from './_baseIsTypedArray.js';\nimport baseUnary from './_baseUnary.js';\nimport nodeUtil from './_nodeUtil.js';\n/* Node.js helper references. */\n\nvar nodeIsTypedArray = nodeUtil && nodeUtil.isTypedArray;\n/**\n * Checks if `value` is classified as a typed array.\n *\n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a typed array, else `false`.\n * @example\n *\n * _.isTypedArray(new Uint8Array);\n * // => true\n *\n * _.isTypedArray([]);\n * // => false\n */\n\nvar isTypedArray = nodeIsTypedArray ? baseUnary(nodeIsTypedArray) : baseIsTypedArray;\nexport default isTypedArray;","import overArg from './_overArg.js';\n/* Built-in method references for those with the same name as other `lodash` methods. */\n\nvar nativeKeys = overArg(Object.keys, Object);\nexport default nativeKeys;","import isPrototype from './_isPrototype.js';\nimport nativeKeys from './_nativeKeys.js';\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/**\n * The base implementation of `_.keys` which doesn't treat sparse arrays as dense.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n */\n\nfunction baseKeys(object) {\n if (!isPrototype(object)) {\n   return nativeKeys(object);\n }\n\n var result = [];\n\n for (var key in Object(object)) {\n   if (hasOwnProperty.call(object, key) && key != 'constructor') {\n   result.push(key);\n   }\n }\n\n return result;\n}\n\nexport default baseKeys;","import arrayLikeKeys from './_arrayLikeKeys.js';\nimport baseKeys from './_baseKeys.js';\nimport isArrayLike from './isArrayLike.js';\n/**\n * Creates an array of the own enumerable property names of `object`.\n *\n * **Note:** Non-object values are coerced to objects. See the\n * [ES spec](http://ecma-international.org/ecma-262/7.0/#sec-object.keys)\n * for more details.\n *\n * @static\n * @since 0.1.0\n * @memberOf _\n * @category Object\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n * @example\n *\n * function Foo() {\n *   this.a = 1;\n *   this.b = 2;\n * }\n *\n * Foo.prototype.c = 3;\n *\n * _.keys(new Foo);\n * // => ['a', 'b'] (iteration order is not guaranteed)\n *\n * _.keys('hi');\n * // => ['0', '1']\n */\n\nfunction keys(object) {\n return isArrayLike(object) ? arrayLikeKeys(object) : baseKeys(object);\n}\n\nexport default keys;","import root from './_root.js';\n/** Built-in value references. */\n\nvar Uint8Array = root.Uint8Array;\nexport default Uint8Array;","import getNative from './_getNative.js';\n\nvar defineProperty = function () {\n try {\n   var func = getNative(Object, 'defineProperty');\n   func({}, '', {});\n   return func;\n } catch (e) {}\n}();\n\nexport default defineProperty;","module.exports = function (bitmap, value) {\n return {\n   enumerable: !(bitmap & 1),\n   configurable: !(bitmap & 2),\n   writable: !(bitmap & 4),\n   value: value\n };\n};","// 19.1.2.14 / 15.2.3.14 Object.keys(O)\nvar $keys = require('./_object-keys-internal');\n\nvar enumBugKeys = require('./_enum-bug-keys');\n\nmodule.exports = Object.keys || function keys(O) {\n return $keys(O, enumBugKeys);\n};","\"use strict\";\n\nexports.__esModule = true;\n\nvar _iterator =

require(\"../core-js/symbol/iterator\");\n\nvar _iterator2 = _interopRequireDefault(_iterator);\n\nvar _symbol = require(\"../core-js/symbol\");\n\nvar _symbol2 = _interopRequireDefault(_symbol);\n\nvar _typeof = typeof _symbol2.default === \"function\" && typeof _iterator2.default === \"symbol\" ? function (obj) {\n return typeof obj;\n} : function (obj) {\n return obj && typeof _symbol2.default === \"function\" && obj.constructor === _symbol2.default && obj !== _symbol2.default.prototype ? \"symbol\" : typeof obj;\n};\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = typeof _symbol2.default === \"function\" && _typeof(_iterator2.default) === \"symbol\" ? function (obj) {\n return typeof obj === \"undefined\" ? \"undefined\" : _typeof(obj);\n} : function (obj) {\n return obj && typeof _symbol2.default === \"function\" && obj.constructor === _symbol2.default && obj !== _symbol2.default.prototype ? \"symbol\" : typeof obj === \"undefined\" ? \"undefined\" : _typeof(obj);\n};","'use strict';\n\nexports.__esModule = true;\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nvar _chainFunction = require('chain-function');\n\nvar _chainFunction2 = _interopRequireDefault(_chainFunction);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nvar _ChildMapping = require('./utils/ChildMapping');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if (!self) {\n   throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n   throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n   constructor: {\n   value: subClass,\n   enumerable: false,\n   writable: true,\n   configurable: true\n   }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nvar propTypes = {\n component: _propTypes2.default.any,\n childFactory: _propTypes2.default.func,\n children: _propTypes2.default.node\n};\nvar defaultProps = {\n component: 'span',\n childFactory: function childFactory(child) {\n   return child;\n }\n};\n\nvar TransitionGroup = function (_React$Component) {\n _inherits(TransitionGroup, _React$Component);\n\n function TransitionGroup(props, context) {\n   _classCallCheck(this, TransitionGroup);\n\n   var _this = _possibleConstructorReturn(this, _React$Component.call(this, props, context));\n\n   _this.performAppear = function (key, component) {\n   _this.currentlyTransitioningKeys[key] = true;\n\n   if (component.componentWillAppear) {\n   component.componentWillAppear(_this._handleDoneAppearing.bind(_this, key, component));\n   } else {\n   _this._handleDoneAppearing(key, component);\n   }\n   };\n\n   _this._handleDoneAppearing = function (key, component) {\n   if (component.componentDidAppear) {\n   component.componentDidAppear();\n   }\n\n   delete _this.currentlyTransitioningKeys[key];\n   var currentChildMapping = (0, _ChildMapping.getChildMapping)(_this.props.children);\n\n   if (!currentChildMapping || !currentChildMapping.hasOwnProperty(key)) {\n   // This was removed before it had fully appeared. Remove it.\n   _this.performLeave(key, component);\n   }\n   };\n\n   _this.performEnter = function (key, component) {\n   _this.currentlyTransitioningKeys[key] = true;\n\n   if (component.componentWillEnter) {\n   component.componentWillEnter(_this._handleDoneEntering.bind(_this, key, component));\n   } else {\n   _this._handleDoneEntering(key, component);\n   }\n   };\n\n   _this._handleDoneEntering = function (key, component) {\n   if (component.componentDidEnter) {\n   component.componentDidEnter();\n   }\n\n   delete _this.currentlyTransitioningKeys[key];\n   var currentChildMapping = (0, _ChildMapping.getChildMapping)(_this.props.children);\n\n   if (!currentChildMapping ||

!currentChildMapping.hasOwnProperty(key)) {\n // This was removed before it had fully entered. Remove it.\n _this.performLeave(key, component);\n }\n };\n\n _this.performLeave = function (key, component) {\n _this.currentlyTransitioningKeys[key] = true;\n\n if (component.componentWillLeave) {\n component.componentWillLeave(_this._handleDoneLeaving.bind(_this, key, component));\n } else {\n // Note that this is somewhat dangerous b/c it calls setState()\n // again, effectively mutating the component before all the work\n // is done.\n _this._handleDoneLeaving(key, component);\n }\n };\n\n _this._handleDoneLeaving = function (key, component) {\n if (component.componentDidLeave) {\n component.componentDidLeave();\n }\n\n delete _this.currentlyTransitioningKeys[key];\n var currentChildMapping = (0, _ChildMapping.getChildMapping)(_this.props.children);\n\n if (currentChildMapping && currentChildMapping.hasOwnProperty(key)) {\n // This entered again before it fully left. Add it again.\n _this.keysToEnter.push(key);\n } else {\n _this.setState(function (state) {\n var newChildren = _extends({}, state.children);\n\n delete newChildren[key];\n return {\n children: newChildren\n };\n });\n }\n };\n\n _this.childRefs = Object.create(null);\n _this.state = {\n children: (0, _ChildMapping.getChildMapping)(props.children)\n };\n return _this;\n }\n\n TransitionGroup.prototype.componentWillMount = function componentWillMount() {\n this.currentlyTransitioningKeys = {};\n this.keysToEnter = [];\n this.keysToLeave = [];\n };\n\n TransitionGroup.prototype.componentDidMount = function componentDidMount() {\n var initialChildMapping = this.state.children;\n\n for (var key in initialChildMapping) {\n if (initialChildMapping[key]) {\n this.performAppear(key, this.childRefs[key]);\n }\n }\n };\n\n TransitionGroup.prototype.componentWillReceiveProps = function componentWillReceiveProps(nextProps) {\n var nextChildMapping = (0, _ChildMapping.getChildMapping)(nextProps.children);\n var prevChildMapping = this.state.children;\n this.setState({\n children: (0, _ChildMapping.mergeChildMappings)(prevChildMapping, nextChildMapping)\n });\n\n for (var key in nextChildMapping) {\n var hasPrev = prevChildMapping && prevChildMapping.hasOwnProperty(key);\n\n if (nextChildMapping[key] && !hasPrev && !this.currentlyTransitioningKeys[key]) {\n this.keysToEnter.push(key);\n }\n }\n\n for (var _key in prevChildMapping) {\n var hasNext = nextChildMapping && nextChildMapping.hasOwnProperty(_key);\n\n if (prevChildMapping[_key] && !hasNext && !this.currentlyTransitioningKeys[_key]) {\n this.keysToLeave.push(_key);\n }\n } // If we want to someday check for reordering, we could do it here.\n\n };\n\n TransitionGroup.prototype.componentDidUpdate = function componentDidUpdate() {\n var _this2 = this;\n\n var keysToEnter = this.keysToEnter;\n this.keysToEnter = [];\n keysToEnter.forEach(function (key) {\n return _this2.performEnter(key, _this2.childRefs[key]);\n });\n var keysToLeave = this.keysToLeave;\n this.keysToLeave = [];\n keysToLeave.forEach(function (key) {\n return _this2.performLeave(key, _this2.childRefs[key]);\n });\n };\n\n TransitionGroup.prototype.render = function render() {\n var _this3 = this; // TODO: we could get rid of the need for the wrapper node\n // by cloning a single child\n\n\n var childrenToRender = [];\n\n var _loop = function _loop(key) {\n var child = _this3.state.children[key];\n\n if (child) {\n var isCallbackRef = typeof child.ref !== 'string';\n\n var factoryChild = _this3.props.childFactory(child);\n\n var ref = function ref(r) {\n _this3.childRefs[key] = r;\n };\n\n process.env.NODE_ENV !== 'production' ? (0, _warning2.default)(isCallbackRef, 'string refs are not supported on children of TransitionGroup and will be ignored. ' + 'Please use a callback ref instead: https://facebook.github.io/react/docs/refs-and-the-dom.html#the-ref-callback-attribute') : void 0; // Always chaining the refs leads to problems when the childFactory\n // wraps the child. The child ref callback gets called twice with the\n // wrapper and the child. So we only need to chain the ref if the\n // factoryChild is not different from child.\n\n if (factoryChild === child && isCallbackRef) {\n ref = (0, _chainFunction2.default)(child.ref, ref);\n } // You may need to apply reactive updates to a child as it is leaving.\n // The normal React way to do it won't work since the child will have\n // already been removed. In case you need this behavior you can provide\n // a childFactory function to wrap every child, even the ones that are\n // leaving.\n\n\n childrenToRender.push(_react2.default.cloneElement(factoryChild, {\n key: key,\n ref: ref\n }));\n }\n };\n\n for (var key in this.state.children) {\n _loop(key);\n } //

Do not forward TransitionGroup props to primitive DOM nodes\n\n\n var props = _extends({}, this.props);\n\n delete props.transitionLeave;\n delete props.transitionName;\n delete props.transitionAppear;\n delete props.transitionEnter;\n delete props.childFactory;\n delete props.transitionLeaveTimeout;\n delete props.transitionEnterTimeout;\n delete props.transitionAppearTimeout;\n delete props.component;\n return _react2.default.createElement(this.props.component, props, childrenToRender);\n };\n\n return TransitionGroup;\n}(_react2.default.Component);\n\nTransitionGroup.displayName = 'TransitionGroup';\nTransitionGroup.propTypes = process.env.NODE_ENV !== \"production\" ? propTypes : {};\nTransitionGroup.defaultProps = defaultProps;\nexports.default = TransitionGroup;\nmodule.exports = exports['default'];","\"use strict\";\n\nexports.__esModule = true;\n\nvar _from = require(\"../core-js/array/from\");\n\nvar _from2 = _interopRequireDefault(_from);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = function (arr) {\n if (Array.isArray(arr)) {\n   for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) {\n   arr2[i] = arr[i];\n   }\n\n   return arr2;\n } else {\n   return (0, _from2.default)(arr);\n }\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Checkbox = require('./Checkbox');\n\nvar _Checkbox2 = _interopRequireDefault(_Checkbox);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _Checkbox2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.defaultUtils = undefined;\nexports.dateTimeFormat = dateTimeFormat;\nexports.getYear = getYear;\nexports.setYear = setYear;\nexports.addDays = addDays;\nexports.addMonths = addMonths;\nexports.addYears = addYears;\nexports.cloneDate = cloneDate;\nexports.cloneAsDate = cloneAsDate;\nexports.getDaysInMonth = getDaysInMonth;\nexports.getFirstDayOfMonth = getFirstDayOfMonth;\nexports.getFirstDayOfWeek = getFirstDayOfWeek;\nexports.getWeekArray = getWeekArray;\nexports.localizedWeekday = localizedWeekday;\nexports.formatIso = formatIso;\nexports.isEqualDate = isEqualDate;\nexports.isBeforeDate = isBeforeDate;\nexports.isAfterDate = isAfterDate;\nexports.isBetweenDates = isBetweenDates;\nexports.monthDiff = monthDiff;\nexports.yearDiff = yearDiff;\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar dayAbbreviation = ['S', 'M', 'T', 'W', 'T', 'F', 'S'];\nvar dayList = ['Sun', 'Mon', 'Tue', 'Wed', 'Thu', 'Fri', 'Sat'];\nvar monthList = ['Jan', 'Feb', 'Mar', 'Apr', 'May', 'Jun', 'Jul', 'Aug', 'Sep', 'Oct', 'Nov', 'Dec'];\nvar monthLongList = ['January', 'February', 'March', 'April', 'May', 'June', 'July', 'August', 'September', 'October', 'November', 'December'];\n\nfunction dateTimeFormat(locale, options) {\n process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(locale === 'en-US', 'Material-UI: The ' + locale + ' locale is not supported by the built-in DateTimeFormat.\\n Use the `DateTimeFormat` prop to supply an alternative implementation.') : void 0;\n\n this.format = function (date) {\n   if (options.month === 'short' && options.weekday === 'short' && options.day === '2-digit') {\n   return dayList[date.getDay()] + ', ' + monthList[date.getMonth()] + ' ' + date.getDate();\n   } else if (options.year === 'numeric' && options.month === 'numeric' && options.day === 'numeric') {\n   return date.getMonth() + 1 + '/' + date.getDate() + '/' + date.getFullYear();\n   } else if (options.year === 'numeric' && options.month === 'long') {\n   return monthLongList[date.getMonth()] + ' ' + date.getFullYear();\n   } else if (options.weekday === 'narrow') {\n   return dayAbbreviation[date.getDay()];\n   } else if (options.year === 'numeric') {\n   return date.getFullYear().toString();\n   } else if (options.day === 'numeric') {\n   return date.getDate();\n   } else {\n   process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(false, 'Material-UI: Wrong usage of DateTimeFormat') : void 0;\n   }\n };\n}\n\nfunction getYear(d) {\n return d.getFullYear();\n}\n\nfunction setYear(d, year) {\n var newDate = cloneDate(d);\n newDate.setFullYear(year);\n return newDate;\n}\n\nfunction addDays(d, days) {\n var newDate = cloneDate(d);\n newDate.setDate(d.getDate() + days);\n return newDate;\n}\n\nfunction addMonths(d, months) {\n var newDate = cloneDate(d);\n newDate.setMonth(d.getMonth() + months);\n return newDate;\n}\n\nfunction addYears(d, years) {\n var newDate = cloneDate(d);\n newDate.setFullYear(d.getFullYear() + years);\n return newDate;\n}\n\nfunction cloneDate(d) {\n return new Date(d.getTime());\n}\n\nfunction cloneAsDate(d) {\n var clonedDate = cloneDate(d);\n

clonedDate.setHours(0, 0, 0, 0);\n return clonedDate;\n}\n\nfunction getDaysInMonth(d) {\n var resultDate = getFirstDayOfMonth(d);\n resultDate.setMonth(resultDate.getMonth() + 1);\n resultDate.setDate(resultDate.getDate() - 1);\n return resultDate.getDate();\n}\n\nfunction getFirstDayOfMonth(d) {\n return new Date(d.getFullYear(), d.getMonth(), 1);\n}\n\nfunction getFirstDayOfWeek() {\n var now = new Date();\n return new Date(now.setDate(now.getDate() - now.getDay()));\n}\n\nfunction getWeekArray(d, firstDayOfWeek) {\n var dayArray = [];\n var daysInMonth = getDaysInMonth(d);\n var weekArray = [];\n var week = [];\n\n for (var i = 1; i <= daysInMonth; i++) {\n   dayArray.push(new Date(d.getFullYear(), d.getMonth(), i));\n }\n\n var addWeek = function addWeek(week) {\n   var emptyDays = 7 - week.length;\n\n   for (var _i = 0; _i < emptyDays; ++_i) {\n   week[weekArray.length ? 'push' : 'unshift'](null);\n   }\n\n   weekArray.push(week);\n };\n\n dayArray.forEach(function (day) {\n   if (week.length > 0 && day.getDay() === firstDayOfWeek) {\n   addWeek(week);\n   week = [];\n   }\n\n   week.push(day);\n\n   if (dayArray.indexOf(day) === dayArray.length - 1) {\n   addWeek(week);\n   }\n });\n return weekArray;\n}\n\nfunction localizedWeekday(DateTimeFormat, locale, day, firstDayOfWeek) {\n var weekdayFormatter = new DateTimeFormat(locale, {\n   weekday: 'narrow'\n });\n var firstDayDate = getFirstDayOfWeek();\n return weekdayFormatter.format(addDays(firstDayDate, day + firstDayOfWeek));\n} // Convert date to ISO 8601 (YYYY-MM-DD) date string, accounting for current timezone\n\n\nfunction formatIso(date) {\n return new Date(date.toDateString() + ' 12:00:00 +0000').toISOString().substring(0, 10);\n}\n\nfunction isEqualDate(d1, d2) {\n return d1 && d2 && d1.getFullYear() === d2.getFullYear() && d1.getMonth() === d2.getMonth() && d1.getDate() === d2.getDate();\n}\n\nfunction isBeforeDate(d1, d2) {\n var date1 = cloneAsDate(d1);\n var date2 = cloneAsDate(d2);\n return date1.getTime() < date2.getTime();\n}\n\nfunction isAfterDate(d1, d2) {\n var date1 = cloneAsDate(d1);\n var date2 = cloneAsDate(d2);\n return date1.getTime() > date2.getTime();\n}\n\nfunction isBetweenDates(dateToCheck, startDate, endDate) {\n return !isBeforeDate(dateToCheck, startDate) && !isAfterDate(dateToCheck, endDate);\n}\n\nfunction monthDiff(d1, d2) {\n var m = void 0;\n m = (d1.getFullYear() - d2.getFullYear()) * 12;\n m += d1.getMonth();\n m -= d2.getMonth();\n return m;\n}\n\nfunction yearDiff(d1, d2) {\n return ~~(monthDiff(d1, d2) / 12);\n}\n\nvar defaultUtils = exports.defaultUtils = {\n getYear: getYear,\n setYear: setYear,\n addDays: addDays,\n addMonths: addMonths,\n addYears: addYears,\n getFirstDayOfMonth: getFirstDayOfMonth,\n getWeekArray: getWeekArray,\n monthDiff: monthDiff\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _FlatButton = require('./FlatButton');\n\nvar _FlatButton2 = _interopRequireDefault(_FlatButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _FlatButton2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var tableRowColumn = context.muiTheme.tableRowColumn;\n var styles = {\n   root: {\n   paddingLeft:

tableRowColumn.spacing,\n paddingRight: tableRowColumn.spacing,\n height: tableRowColumn.height,\n textAlign: 'left',\n fontSize: 13,\n overflow: 'hidden',\n whiteSpace: 'nowrap',\n textOverflow: 'ellipsis'\n }\n };\n\n if (_react2.default.Children.count(props.children) === 1 && !isNaN(props.children)) {\n styles.textAlign = 'right';\n }\n\n return styles;\n}\n\nvar TableRowColumn = function (_Component) {\n (0, _inherits3.default)(TableRowColumn, _Component);\n\n function TableRowColumn() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, TableRowColumn);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TableRowColumn.__proto__ || (0, _getPrototypeOf2.default)(TableRowColumn)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n hovered: false\n }, _this.onClick = function (event) {\n if (_this.props.onClick) {\n _this.props.onClick(event, _this.props.columnNumber);\n }\n }, _this.onMouseEnter = function (event) {\n if (_this.props.hoverable) {\n _this.setState({\n hovered: true\n });\n\n if (_this.props.onHover) {\n _this.props.onHover(event, _this.props.columnNumber);\n }\n }\n }, _this.onMouseLeave = function (event) {\n if (_this.props.hoverable) {\n _this.setState({\n hovered: false\n });\n\n if (_this.props.onHoverExit) {\n _this.props.onHoverExit(event, _this.props.columnNumber);\n }\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(TableRowColumn, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n children = _props.children,\n className = _props.className,\n columnNumber = _props.columnNumber,\n hoverable = _props.hoverable,\n onClick = _props.onClick,\n onHover = _props.onHover,\n onHoverExit = _props.onHoverExit,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['children', 'className', 'columnNumber', 'hoverable', 'onClick', 'onHover', 'onHoverExit', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var handlers = {\n onClick: this.onClick,\n onMouseEnter: this.onMouseEnter,\n onMouseLeave: this.onMouseLeave\n };\n return _react2.default.createElement('td', (0, _extends3.default)({\n className: className,\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }, handlers, other), children);\n }\n }]);\n return TableRowColumn;\n}(_react.Component);\n\nTableRowColumn.defaultProps = {\n hoverable: false\n};\nTableRowColumn.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTableRowColumn.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * @ignore\n * Number to identify the header row. This property\n * is automatically populated when used with TableHeader.\n */\n columnNumber: _propTypes2.default.number,\n\n /**\n * @ignore\n * If true, this column responds to hover events.\n */\n hoverable: _propTypes2.default.bool,\n\n /** @ignore */\n onClick: _propTypes2.default.func,\n\n /** @ignore */\n onHover: _propTypes2.default.func,\n\n /**\n * @ignore\n * Callback function for hover exit event.\n */\n onHoverExit: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = TableRowColumn;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.addHours = addHours;\nexports.addMinutes = addMinutes;\nexports.addSeconds = addSeconds;\nexports.formatTime = formatTime;\nexports.rad2deg = rad2deg;\nexports.getTouchEventOffsetValues = getTouchEventOffsetValues;\nexports.isInner = isInner;\n\nfunction addHours(d, hours) {\n var newDate = clone(d);\n newDate.setHours(d.getHours() + hours);\n return newDate;\n}\n\nfunction addMinutes(d, minutes) {\n var newDate = clone(d);\n newDate.setMinutes(d.getMinutes() + minutes);\n return newDate;\n}\n\nfunction addSeconds(d, seconds) {\n var newDate = clone(d);\n newDate.setSeconds(d.getMinutes() + seconds);\n return newDate;\n}\n\nfunction clone(d) {\n return new Date(d.getTime());\n}\n/**\n * @param date [Date] A Date object.\n * @param format [String] One of 'ampm', '24hr', defaults to 'ampm'.\n * @param pedantic [Boolean] Check time-picker/time-picker.jsx file.\n *\n * @return String A string representing the formatted time.\n */\n\n\nfunction formatTime(date) {\n var format = arguments.length > 1 && arguments[1] !== undefined ?

arguments[1] : 'ampm';\n var pedantic = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : false;\n if (!date) return '';\n var hours = date.getHours();\n var mins = date.getMinutes().toString();\n\n if (format === 'ampm') {\n   var isAM = hours < 12;\n   hours = hours % 12;\n   var additional = isAM ? ' am' : ' pm';\n   hours = (hours || 12).toString();\n   if (mins.length < 2) mins = '0' + mins;\n\n   if (pedantic) {\n   // Treat midday/midnight specially http://www.nist.gov/pml/div688/times.cfm\n   if (hours === '12' && mins === '00') {\n   return additional === ' pm' ? '12 noon' : '12 midnight';\n   }\n   }\n\n   return hours + (mins === '00' ? '' : ':' + mins) + additional;\n }\n\n hours = hours.toString();\n if (hours.length < 2) hours = '0' + hours;\n if (mins.length < 2) mins = '0' + mins;\n return hours + ':' + mins;\n}\n\nfunction rad2deg(rad) {\n return rad * 57.29577951308232;\n}\n\nfunction getTouchEventOffsetValues(event) {\n var el = event.target;\n var boundingRect = el.getBoundingClientRect();\n return {\n   offsetX: event.clientX - boundingRect.left,\n   offsetY: event.clientY - boundingRect.top\n };\n}\n\nfunction isInner(props) {\n if (props.type !== 'hour') {\n   return false;\n }\n\n return props.value < 1 || props.value > 12;\n}","import baseIsEqual from './_baseIsEqual.js';\n/**\n * This method is like `_.isEqual` except that it accepts `customizer` which\n * is invoked to compare values. If `customizer` returns `undefined`, comparisons\n * are handled by the method instead. The `customizer` is invoked with up to\n * six arguments: (objValue, othValue [, index|key, object, other, stack]).\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n * @param {Function} [customizer] The function to customize comparisons.\n * @returns {boolean} Returns `true` if the values are equivalent, else `false`.\n * @example\n *\n * function isGreeting(value) {\n *   return /^h(?:i|ello)$/.test(value);\n * }\n *\n * function customizer(objValue, othValue) {\n *   if (isGreeting(objValue) && isGreeting(othValue)) {\n *   return true;\n *   }\n * }\n *\n * var array = ['hello', 'goodbye'];\n * var other = ['hi', 'goodbye'];\n *\n * _.isEqualWith(array, other, customizer);\n * // => true\n */\n\nfunction isEqualWith(value, other, customizer) {\n customizer = typeof customizer == 'function' ? customizer : undefined;\n var result = customizer ? customizer(value, other) : undefined;\n return result === undefined ? baseIsEqual(value, other, undefined, customizer) : !!result;\n}\n\nexport default isEqualWith;","import baseFor from './_baseFor.js';\nimport keys from './keys.js';\n/**\n * The base implementation of `_.forOwn` without support for iteratee shorthands.\n *\n * @private\n * @param {Object} object The object to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Object} Returns `object`.\n */\n\nfunction baseForOwn(object, iteratee) {\n return object && baseFor(object, iteratee, keys);\n}\n\nexport default baseForOwn;","import Stack from './_Stack.js';\nimport baseIsEqual from './_baseIsEqual.js';\n/** Used to compose bitmasks for value comparisons. */\n\nvar COMPARE_PARTIAL_FLAG = 1,\n   COMPARE_UNORDERED_FLAG = 2;\n/**\n * The base implementation of `_.isMatch` without support for iteratee shorthands.\n *\n * @private\n * @param {Object} object The object to inspect.\n * @param {Object} source The object of property values to match.\n * @param {Array} matchData The property names, values, and compare flags to match.\n * @param {Function} [customizer] The function to customize comparisons.\n * @returns {boolean} Returns `true` if `object` is a match, else `false`.\n */\n\nfunction baseIsMatch(object, source, matchData, customizer) {\n var index = matchData.length,\n   length = index,\n   noCustomizer = !customizer;\n\n if (object == null) {\n   return !length;\n }\n\n object = Object(object);\n\n while (index--) {\n   var data = matchData[index];\n\n   if (noCustomizer && data[2] ? data[1] !== object[data[0]] : !(data[0] in object)) {\n   return false;\n   }\n }\n\n while (++index < length) {\n   data = matchData[index];\n   var key = data[0],\n   objValue = object[key],\n   srcValue = data[1];\n\n   if (noCustomizer && data[2]) {\n   if (objValue === undefined && !(key in object)) {\n   return false;\n   }\n   } else {\n   var stack = new Stack();\n\n   if (customizer) {\n   var result = customizer(objValue, srcValue, key, object, source, stack);\n   }\n\n   if (!(result === undefined ? baseIsEqual(srcValue, objValue, COMPARE_PARTIAL_FLAG | COMPARE_UNORDERED_FLAG, customizer, stack) : result)) {\n   return false;\n   }\n   }\n }\n\n return true;\n}\n\nexport default baseIsMatch;","import isObject from './isObject.js';\n/**\n * Checks if `value` is suitable for strict equality comparisons, i.e. `===`.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` if suitable for strict\n * equality comparisons, else `false`.\n */\n\nfunction isStrictComparable(value) {\n return value === value && !isObject(value);\n}\n\nexport default

isStrictComparable;","import isStrictComparable from './_isStrictComparable.js';\nimport keys from './keys.js';\n/**\n * Gets the property names, values, and compare flags of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the match data of `object`.\n */\n\nfunction getMatchData(object) {\n var result = keys(object),\n   length = result.length;\n\n while (length--) {\n   var key = result[length],\n   value = object[key];\n   result[length] = [key, value, isStrictComparable(value)];\n }\n\n return result;\n}\n\nexport default getMatchData;","/**\n * A specialized version of `matchesProperty` for source values suitable\n * for strict equality comparisons, i.e. `===`.\n *\n * @private\n * @param {string} key The key of the property to get.\n * @param {*} srcValue The value to match.\n * @returns {Function} Returns the new spec function.\n */\nfunction matchesStrictComparable(key, srcValue) {\n return function (object) {\n   if (object == null) {\n   return false;\n   }\n\n   return object[key] === srcValue && (srcValue !== undefined || key in Object(object));\n };\n}\n\nexport default matchesStrictComparable;","import baseIsMatch from './_baseIsMatch.js';\nimport getMatchData from './_getMatchData.js';\nimport matchesStrictComparable from './_matchesStrictComparable.js';\n/**\n * The base implementation of `_.matches` which doesn't clone `source`.\n *\n * @private\n * @param {Object} source The object of property values to match.\n * @returns {Function} Returns the new spec function.\n */\n\nfunction baseMatches(source) {\n var matchData = getMatchData(source);\n\n if (matchData.length == 1 && matchData[0][2]) {\n   return matchesStrictComparable(matchData[0][0], matchData[0][1]);\n }\n\n return function (object) {\n   return object === source || baseIsMatch(object, source, matchData);\n };\n}\n\nexport default baseMatches;","import isArray from './isArray.js';\nimport isSymbol from './isSymbol.js';\n/** Used to match property names within property paths. */\n\nvar reIsDeepProp = /\\.|\\[(?:[^[\\]]*|([\"'])(?:(?!\\1)[^\\\\]|\\\\.)*?\\1)\\]/,\n   reIsPlainProp = /^\\w*$/;\n/**\n * Checks if `value` is a property name and not a property path.\n *\n * @private\n * @param {*} value The value to check.\n * @param {Object} [object] The object to query keys on.\n * @returns {boolean} Returns `true` if `value` is a property name, else `false`.\n */\n\nfunction isKey(value, object) {\n if (isArray(value)) {\n   return false;\n }\n\n var type = typeof value;\n\n if (type == 'number' || type == 'symbol' || type == 'boolean' || value == null || isSymbol(value)) {\n   return true;\n }\n\n return reIsPlainProp.test(value) || !reIsDeepProp.test(value) || object != null && value in Object(object);\n}\n\nexport default isKey;","import isArray from './isArray.js';\nimport isKey from './_isKey.js';\nimport stringToPath from './_stringToPath.js';\nimport toString from './toString.js';\n/**\n * Casts `value` to a path array if it's not one.\n *\n * @private\n * @param {*} value The value to inspect.\n * @param {Object} [object] The object to query keys on.\n * @returns {Array} Returns the cast property path array.\n */\n\nfunction castPath(value, object) {\n if (isArray(value)) {\n   return value;\n }\n\n return isKey(value, object) ? [value] : stringToPath(toString(value));\n}\n\nexport default castPath;","import castPath from './_castPath.js';\nimport toKey from './_toKey.js';\n/**\n * The base implementation of `_.get` without support for default values.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Array|string} path The path of the property to get.\n * @returns {*} Returns the resolved value.\n */\n\nfunction baseGet(object, path) {\n path = castPath(path, object);\n var index = 0,\n   length = path.length;\n\n while (object != null && index < length) {\n   object = object[toKey(path[index++])];\n }\n\n return index && index == length ? object : undefined;\n}\n\nexport default baseGet;","import baseGet from './_baseGet.js';\n/**\n * Gets the value at `path` of `object`. If the resolved value is\n * `undefined`, the `defaultValue` is returned in its place.\n *\n * @static\n * @memberOf _\n * @since 3.7.0\n * @category Object\n * @param {Object} object The object to query.\n * @param {Array|string} path The path of the property to get.\n * @param {*} [defaultValue] The value returned for `undefined` resolved values.\n * @returns {*} Returns the resolved value.\n * @example\n *\n * var object = { 'a': [{ 'b': { 'c': 3 } }] };\n *\n * _.get(object, 'a[0].b.c');\n * // => 3\n *\n * _.get(object, ['a', '0', 'b', 'c']);\n * // => 3\n *\n * _.get(object, 'a.b.c', 'default');\n * // => 'default'\n */\n\nfunction get(object, path, defaultValue) {\n var result = object == null ? undefined : baseGet(object, path);\n return result === undefined ? defaultValue : result;\n}\n\nexport default get;","/**\n * The base implementation of `_.hasIn` without support for deep paths.\n *\n * @private\n * @param {Object} [object] The object to query.\n * @param {Array|string} key The key to check.\n * @returns {boolean} Returns `true` if `key` exists, else `false`.\n */\nfunction baseHasIn(object, key) {\n return object != null && key in Object(object);\n}\n\nexport default baseHasIn;","import castPath from

'./_castPath.js';\nimport isArguments from './isArguments.js';\nimport isArray from './isArray.js';\nimport isIndex from './_isIndex.js';\nimport isLength from './isLength.js';\nimport toKey from './_toKey.js';\n/**\n * Checks if `path` exists on `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Array|string} path The path to check.\n * @param {Function} hasFunc The function to check properties.\n * @returns {boolean} Returns `true` if `path` exists, else `false`.\n */\n\nfunction hasPath(object, path, hasFunc) {\n path = castPath(path, object);\n var index = -1,\n length = path.length,\n result = false;\n\n while (++index < length) {\n var key = toKey(path[index]);\n\n if (!(result = object != null && hasFunc(object, key))) {\n break;\n }\n\n object = object[key];\n }\n\n if (result || ++index != length) {\n return result;\n }\n\n length = object == null ? 0 : object.length;\n return !!length && isLength(length) && isIndex(key, length) && (isArray(object) || isArguments(object));\n}\n\nexport default hasPath;","import baseHasIn from './_baseHasIn.js';\nimport hasPath from './_hasPath.js';\n/**\n * Checks if `path` is a direct or inherited property of `object`.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Object\n * @param {Object} object The object to query.\n * @param {Array|string} path The path to check.\n * @returns {boolean} Returns `true` if `path` exists, else `false`.\n * @example\n *\n * var object = _.create({ 'a': _.create({ 'b': 2 }) });\n *\n * _.hasIn(object, 'a');\n * // => true\n *\n * _.hasIn(object, 'a.b');\n * // => true\n *\n * _.hasIn(object, ['a', 'b']);\n * // => true\n *\n * _.hasIn(object, 'b');\n * // => false\n */\n\nfunction hasIn(object, path) {\n return object != null && hasPath(object, path, baseHasIn);\n}\n\nexport default hasIn;","import baseIsEqual from './_baseIsEqual.js';\nimport get from './get.js';\nimport hasIn from './hasIn.js';\nimport isKey from './_isKey.js';\nimport isStrictComparable from './_isStrictComparable.js';\nimport matchesStrictComparable from './_matchesStrictComparable.js';\nimport toKey from './_toKey.js';\n/** Used to compose bitmasks for value comparisons. */\n\nvar COMPARE_PARTIAL_FLAG = 1,\n COMPARE_UNORDERED_FLAG = 2;\n/**\n * The base implementation of `_.matchesProperty` which doesn't clone `srcValue`.\n *\n * @private\n * @param {string} path The path of the property to get.\n * @param {*} srcValue The value to match.\n * @returns {Function} Returns the new spec function.\n */\n\nfunction baseMatchesProperty(path, srcValue) {\n if (isKey(path) && isStrictComparable(srcValue)) {\n return matchesStrictComparable(toKey(path), srcValue);\n }\n\n return function (object) {\n var objValue = get(object, path);\n return objValue === undefined && objValue === srcValue ? hasIn(object, path) : baseIsEqual(srcValue, objValue, COMPARE_PARTIAL_FLAG | COMPARE_UNORDERED_FLAG);\n };\n}\n\nexport default baseMatchesProperty;","/**\n * The base implementation of `_.property` without support for deep paths.\n *\n * @private\n * @param {string} key The key of the property to get.\n * @returns {Function} Returns the new accessor function.\n */\nfunction baseProperty(key) {\n return function (object) {\n return object == null ? undefined : object[key];\n };\n}\n\nexport default baseProperty;","import baseGet from './_baseGet.js';\n/**\n * A specialized version of `baseProperty` which supports deep paths.\n *\n * @private\n * @param {Array|string} path The path of the property to get.\n * @returns {Function} Returns the new accessor function.\n */\n\nfunction basePropertyDeep(path) {\n return function (object) {\n return baseGet(object, path);\n };\n}\n\nexport default basePropertyDeep;","import baseProperty from './_baseProperty.js';\nimport basePropertyDeep from './_basePropertyDeep.js';\nimport isKey from './_isKey.js';\nimport toKey from './_toKey.js';\n/**\n * Creates a function that returns the value at `path` of a given object.\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Util\n * @param {Array|string} path The path of the property to get.\n * @returns {Function} Returns the new accessor function.\n * @example\n *\n * var objects = [\n * { 'a': { 'b': 2 } },\n * { 'a': { 'b': 1 } }\n *];\n *\n * _.map(objects, _.property('a.b'));\n * // => [2, 1]\n *\n * _.map(_.sortBy(objects, _.property(['a', 'b'])), 'a.b');\n * // => [1, 2]\n */\n\nfunction property(path) {\n return isKey(path) ? baseProperty(toKey(path)) : basePropertyDeep(path);\n}\n\nexport default property;","import baseMatches from './_baseMatches.js';\nimport baseMatchesProperty from './_baseMatchesProperty.js';\nimport identity from './identity.js';\nimport isArray from './isArray.js';\nimport property from './property.js';\n/**\n * The base implementation of `_.iteratee`.\n *\n * @private\n * @param {*} [value=_.identity] The value to convert to an iteratee.\n * @returns {Function} Returns the iteratee.\n */\n\nfunction baseIteratee(value) {\n // Don't store the `typeof` result in a variable to avoid a JIT bug in Safari 9.\n // See https://bugs.webkit.org/show_bug.cgi?id=156034 for more details.\n if (typeof value == 'function') {\n return value;\n }\n\n if (value == null) {\n return identity;\n }\n\n if (typeof value == 'object')

{\n return isArray(value) ? baseMatchesProperty(value[0], value[1]) : baseMatches(value);\n }\n\n return property(value);\n}\n\nexport default baseIteratee;","import baseAssignValue from './_baseAssignValue.js';\nimport baseForOwn from './_baseForOwn.js';\nimport baseIteratee from './_baseIteratee.js';\n/**\n * Creates an object with the same keys as `object` and values generated\n * by running each own enumerable string keyed property of `object` thru\n * `iteratee`. The iteratee is invoked with three arguments:\n * (value, key, object).\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Object\n * @param {Object} object The object to iterate over.\n * @param {Function} [iteratee=_.identity] The function invoked per iteration.\n * @returns {Object} Returns the new mapped object.\n * @see _.mapKeys\n * @example\n *\n * var users = {\n *   'fred':   { 'user': 'fred',   'age': 40 },\n *   'pebbles': { 'user': 'pebbles', 'age': 1 }\n * };\n *\n * _.mapValues(users, function(o) { return o.age; });\n * // => { 'fred': 40, 'pebbles': 1 } (iteration order is not guaranteed)\n *\n * // The `_.property` iteratee shorthand.\n * _.mapValues(users, 'age');\n * // => { 'fred': 40, 'pebbles': 1 } (iteration order is not guaranteed)\n */\n\nfunction mapValues(object, iteratee) {\n var result = {};\n iteratee = baseIteratee(iteratee, 3);\n baseForOwn(object, function (value, key, object) {\n baseAssignValue(result, key, iteratee(value, key, object));\n });\n return result;\n}\n\nexport default mapValues;","'use strict';\n\nvar _slicedToArray = require(\"/Users/jamesbloom/git/mockserver/mockserver-ui/node_modules/babel-preset-react-app/node_modules/@babel/runtime/helpers/slicedToArray\");\n\nvar _toConsumableArray = require(\"/Users/jamesbloom/git/mockserver/mockserver-ui/node_modules/babel-preset-react-app/node_modules/@babel/runtime/helpers/toConsumableArray\");\n\nfunction _createForOfIteratorHelper(o, allowArrayLike) { var it = typeof Symbol !== \"undefined\" && o[Symbol.iterator] || o[\"@@iterator\"]; if (!it) { if (Array.isArray(o) || (it = _unsupportedIterableToArray(o)) || allowArrayLike && o && typeof o.length === \"number\") { if (it) o = it; var i = 0; var F = function F() {}; return { s: F, n: function n() { if (i >= o.length) return { done: true }; return { done: false, value: o[i++] }; }, e: function e(_e) { throw _e; }, f: F }; } throw new TypeError(\"Invalid attempt to iterate non-iterable instance.\\nIn order to be iterable, non-array objects must have a [Symbol.iterator]() method.\"); } var normalCompletion = true, didErr = false, err; return { s: function s() { it = it.call(o); }, n: function n() { var step = it.next(); normalCompletion = step.done; return step; }, e: function e(_e2) { didErr = true; err = _e2; }, f: function f() { try { if (!normalCompletion && it.return != null) it.return(); } finally { if (didErr) throw err; } } }; }\n\nfunction _unsupportedIterableToArray(o, minLen) { if (!o) return; if (typeof o === \"string\") return _arrayLikeToArray(o, minLen); var n = Object.prototype.toString.call(o).slice(8, -1); if (n === \"Object\" && o.constructor) n = o.constructor.name; if (n === \"Map\" || n === \"Set\") return Array.from(o); if (n === \"Arguments\" || /^(?:Ui|I)nt(?:8|16|32)(?:Clamped)?Array$/.test(n)) return _arrayLikeToArray(o, minLen); }\n\nfunction _arrayLikeToArray(arr, len) { if (len == null || len > arr.length) len = arr.length; for (var i = 0, arr2 = new Array(len); i < len; i++) { arr2[i] = arr[i]; } return arr2; }\n\nvar strictUriEncode = require('strict-uri-encode');\n\nvar decodeComponent = require('decode-uri-component');\n\nvar splitOnFirst = require('split-on-first');\n\nvar filterObject = require('filter-obj');\n\nvar isNullOrUndefined = function isNullOrUndefined(value) {\n return value === null || value === undefined;\n};\n\nfunction encoderForArrayFormat(options) {\n switch (options.arrayFormat) {\n case 'index':\n   return function (key) {\n   return function (result, value) {\n   var index = result.length;\n\n   if (value === undefined || options.skipNull && value === null || options.skipEmptyString && value === '') {\n   return result;\n   }\n\n   if (value === null) {\n   return [].concat(_toConsumableArray(result), [[encode(key, options), '[', index, ']'].join('')]);\n   }\n\n   return [].concat(_toConsumableArray(result), [[encode(key, options), '[', encode(index, options), ']=', encode(value, options)].join('')]);\n   };\n   };\n\n case 'bracket':\n   return function (key) {\n   return function (result, value) {\n   if (value === undefined || options.skipNull && value === null || options.skipEmptyString && value === '') {\n   return result;\n   }\n\n   if (value === null) {\n   return [].concat(_toConsumableArray(result), [[encode(key, options), '[]'].join('')]);\n   }\n\n   return [].concat(_toConsumableArray(result), [[encode(key, options), '[]=', encode(value, options)].join('')]);\n   };\n   };\n\n case 'comma':\n case 'separator':\n   return function (key) {\n   return function (result, value) {\n   if (value === null || value === undefined || value.length === 0) {\n   return result;\n   }\n\n   if (result.length === 0) {\n   return [[encode(key, options), '=', encode(value, options)].join('')];\n   }\n\n

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return [[result, encode(value, options)].join(options.arrayFormatSeparator)];\n        };\n      };\n\n    default:\n      return function (key) {\n        return function (result, value) {\n          if (value === undefined || options.skipNull && value === null || options.skipEmptyString && value === '') {\n            return result;\n          }\n\n          if (value === null) {\n            return [].concat(_toConsumableArray(result), [encode(key, options)]);\n          }\n\n          return [].concat(_toConsumableArray(result), [[encode(key, options), '=', encode(value, options)].join('')]);\n        };\n      };\n  }\n}\n\nfunction parserForArrayFormat(options) {\n  var result;\n\n  switch (options.arrayFormat) {\n    case 'index':\n      return function (key, value, accumulator) {\n        result = /\\[(\\d*)\\]$/.exec(key);\n        key = key.replace(/\\[\\d*\\]$/, '');\n\n        if (!result) {\n          accumulator[key] = value;\n          return;\n        }\n\n        if (accumulator[key] === undefined) {\n          accumulator[key] = {};\n        }\n\n        accumulator[key][result[1]] = value;\n      };\n\n    case 'bracket':\n      return function (key, value, accumulator) {\n        result = /(\\[\\])$/.exec(key);\n        key = key.replace(/\\[\\]$/, '');\n\n        if (!result) {\n          accumulator[key] = value;\n          return;\n        }\n\n        if (accumulator[key] === undefined) {\n          accumulator[key] = [value];\n          return;\n        }\n\n        accumulator[key] = [].concat(accumulator[key], value);\n      };\n\n    case 'comma':\n    case 'separator':\n      return function (key, value, accumulator) {\n        var isArray = typeof value === 'string' && value.includes(options.arrayFormatSeparator);\n        var isEncodedArray = typeof value === 'string' && !isArray && decode(value, options).includes(options.arrayFormatSeparator);\n        value = isEncodedArray ? decode(value, options) : value;\n        var newValue = isArray || isEncodedArray ? value.split(options.arrayFormatSeparator).map(function (item) {\n          return decode(item, options);\n        }) : value === null ? value : decode(value, options);\n        accumulator[key] = newValue;\n      };\n\n    default:\n      return function (key, value, accumulator) {\n        if (accumulator[key] === undefined) {\n          accumulator[key] = value;\n          return;\n        }\n\n        accumulator[key] = [].concat(accumulator[key], value);\n      };\n  }\n}\n\nfunction validateArrayFormatSeparator(value) {\n  if (typeof value !== 'string' || value.length !== 1) {\n    throw new TypeError('arrayFormatSeparator must be single character string');\n  }\n}\n\nfunction encode(value, options) {\n  if (options.encode) {\n    return options.strict ? strictUriEncode(value) : encodeURIComponent(value);\n  }\n\n  return value;\n}\n\nfunction decode(value, options) {\n  if (options.decode) {\n    return decodeComponent(value);\n  }\n\n  return value;\n}\n\nfunction keysSorter(input) {\n  if (Array.isArray(input)) {\n    return input.sort();\n  }\n\n  if (typeof input === 'object') {\n    return keysSorter(Object.keys(input)).sort(function (a, b) {\n      return Number(a) - Number(b);\n    }).map(function (key) {\n      return input[key];\n    });\n  }\n\n  return input;\n}\n\nfunction removeHash(input) {\n  var hashStart = input.indexOf('#');\n\n  if (hashStart !== -1) {\n    input = input.slice(0, hashStart);\n  }\n\n  return input;\n}\n\nfunction getHash(url) {\n  var hash = '';\n  var hashStart = url.indexOf('#');\n\n  if (hashStart !== -1) {\n    hash = url.slice(hashStart);\n  }\n\n  return hash;\n}\n\nfunction extract(input) {\n  input = removeHash(input);\n  var queryStart = input.indexOf('?');\n\n  if (queryStart === -1) {\n    return '';\n  }\n\n  return input.slice(queryStart + 1);\n}\n\nfunction parseValue(value, options) {\n  if (options.parseNumbers && !Number.isNaN(Number(value)) && typeof value === 'string' && value.trim() !== '') {\n    value = Number(value);\n  } else if (options.parseBooleans && value !== null && (value.toLowerCase() === 'true' || value.toLowerCase() === 'false')) {\n    value = value.toLowerCase() === 'true';\n  }\n\n  return value;\n}\n\nfunction parse(query, options) {\n  options = Object.assign({\n    decode: true,\n    sort: true,\n    arrayFormat: 'none',\n    arrayFormatSeparator: ',',\n    parseNumbers: false,\n    parseBooleans: false\n  }, options);\n  validateArrayFormatSeparator(options.arrayFormatSeparator);\n  var formatter = parserForArrayFormat(options); // Create an object with no prototype\n\n  var ret = Object.create(null);\n\n  if (typeof query !== 'string') {\n    return ret;\n  }\n\n  query = query.trim().replace(/^[?#&]/, '');\n\n  if (!query) {\n    return ret;\n  }\n\n  var _iterator = _createForOfIteratorHelper(query.split('&')),\n      _step;\n\n  try {\n    for (_iterator.s(); !(_step = _iterator.n()).done;) {\n      var param = _step.value;\n\n      if (param === '') {\n        continue;\n      }\n\n      var _splitOnFirst = splitOnFirst(options.decode ? param.replace(/\\+/g, ' ') : param, '='),\n          _splitOnFirst2 = _slicedToArray(_splitOnFirst, 2),\n          _key = _splitOnFirst2[0],\n          _value = _splitOnFirst2[1]; // Missing `=` should be `null`:\n      // http://w3.org/TR/2012/WD-url-20120524/#collect-url-parameters\n\n\n      _value = _value === undefined ? null : ['comma', 'separator'].includes(options.arrayFormat) ? _value : decode(_value,
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options);\n formatter(decode(_key, options), _value, ret);\n }\n } catch (err) {\n _iterator.e(err);\n } finally {\n _iterator.f();\n }\n\n for (var _i = 0, _Object$keys = Object.keys(ret); _i < _Object$keys.length; _i++) {\n var key = _Object$keys[_i];\n var value = ret[key];\n\n if (typeof value === 'object' && value !== null) {\n for (var _i2 = 0, _Object$keys2 = Object.keys(value); _i2 < _Object$keys2.length; _i2++) {\n var k = _Object$keys2[_i2];\n value[k] = parseValue(value[k], options);\n }\n } else {\n ret[key] = parseValue(value, options);\n }\n }\n\n if (options.sort === false) {\n return ret;\n }\n\n return (options.sort === true ? Object.keys(ret).sort() : Object.keys(ret).sort(options.sort)).reduce(function (result, key) {\n var value = ret[key];\n\n if (Boolean(value) && typeof value === 'object' && !Array.isArray(value)) {\n // Sort object keys, not values\n result[key] = keysSorter(value);\n } else {\n result[key] = value;\n }\n\n return result;\n }, Object.create(null));\n}\n\nexports.extract = extract;\nexports.parse = parse;\n\nexports.stringify = function (object, options) {\n if (!object) {\n return '';\n }\n\n options = Object.assign({\n encode: true,\n strict: true,\n arrayFormat: 'none',\n arrayFormatSeparator: ','\n }, options);\n validateArrayFormatSeparator(options.arrayFormatSeparator);\n\n var shouldFilter = function shouldFilter(key) {\n return options.skipNull && isNullOrUndefined(object[key]) || options.skipEmptyString && object[key] === '';\n };\n\n var formatter = encoderForArrayFormat(options);\n var objectCopy = {};\n\n for (var _i3 = 0, _Object$keys3 = Object.keys(object); _i3 < _Object$keys3.length; _i3++) {\n var key = _Object$keys3[_i3];\n\n if (!shouldFilter(key)) {\n objectCopy[key] = object[key];\n }\n }\n\n var keys = Object.keys(objectCopy);\n\n if (options.sort !== false) {\n keys.sort(options.sort);\n }\n\n return keys.map(function (key) {\n var value = object[key];\n\n if (value === undefined) {\n return '';\n }\n\n if (value === null) {\n return encode(key, options);\n }\n\n if (Array.isArray(value)) {\n return value.reduce(formatter(key), []).join('&');\n }\n\n return encode(key, options) + '=' + encode(value, options);\n }).filter(function (x) {\n return x.length > 0;\n }).join('&');\n};\n\nexports.parseUrl = function (url, options) {\n options = Object.assign({\n decode: true\n }, options);\n\n var _splitOnFirst3 = splitOnFirst(url, '#'),\n _splitOnFirst4 = _slicedToArray(_splitOnFirst3, 2),\n url_ = _splitOnFirst4[0],\n hash = _splitOnFirst4[1];\n\n return Object.assign({\n url: url_.split('?')[0] || '',\n query: parse(extract(url), options)\n }, options && options.parseFragmentIdentifier && hash ? {\n fragmentIdentifier: decode(hash, options)\n } : {});\n};\n\nexports.stringifyUrl = function (object, options) {\n options = Object.assign({\n encode: true,\n strict: true\n }, options);\n var url = removeHash(object.url).split('?')[0] || '';\n var queryFromUrl = exports.extract(object.url);\n var parsedQueryFromUrl = exports.parse(queryFromUrl, {\n sort: false\n });\n var query = Object.assign(parsedQueryFromUrl, object.query);\n var queryString = exports.stringify(query, options);\n\n if (queryString) {\n queryString = \"?\".concat(queryString);\n }\n\n var hash = getHash(object.url);\n\n if (object.fragmentIdentifier) {\n hash = \"#\".concat(encode(object.fragmentIdentifier, options));\n }\n\n return \"\".concat(url).concat(queryString).concat(hash);\n};\n\nexports.pick = function (input, filter, options) {\n options = Object.assign({\n parseFragmentIdentifier: true\n }, options);\n\n var _exports$parseUrl = exports.parseUrl(input, options),\n url = _exports$parseUrl.url,\n query = _exports$parseUrl.query,\n fragmentIdentifier = _exports$parseUrl.fragmentIdentifier;\n\n return exports.stringifyUrl({\n url: url,\n query: filterObject(query, filter),\n fragmentIdentifier: fragmentIdentifier\n }, options);\n};\n\nexports.exclude = function (input, filter, options) {\n var exclusionFilter = Array.isArray(filter) ? function (key) {\n return !filter.includes(key);\n } : function (key, value) {\n return !filter(key, value);\n };\n return exports.pick(input, exclusionFilter, options);\n};","module.exports = true;","var id = 0;\nvar px = Math.random();\n\nmodule.exports = function (key) {\n return 'Symbol('.concat(key === undefined ? '' : key, ')_', (++id + px).toString(36));\n};","exports.f = {}.propertyIsEnumerable;","'use strict';\n\nvar $at = require('./_string-at')(true);\n// 21.1.3.27 String.prototype[@@iterator]()\n\n\nrequire('./_iter-define')(String, 'String', function (iterated) {\n this._t = String(iterated); // target\n\n this._i = 0; // next index\n // 21.1.5.2.1 %StringIteratorPrototype%.next()\n}, function () {\n var O = this._t;\n var index = this._i;\n var point;\n if (index >= O.length) return {\n value: undefined,\n done: true\n };\n point = $at(O, index);\n this._i += point.length;\n return {\n value: point,\n done: false\n };\n});","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = {\n once: function once(el, type, callback) {\n var typeArray = type ? type.split(' ') :

[];\n\n var recursiveFunction = function recursiveFunction(event) {\n
event.target.removeEventListener(event.type, recursiveFunction);\n   return callback(event);\n };\n\n for (var i
= typeArray.length - 1; i >= 0; i--) {\n   this.on(el, typeArray[i], recursiveFunction);\n }\n },\n on: function
on(el, type, callback) {\n if (el.addEventListener) {\n   el.addEventListener(type, callback);\n } else {\n   //
IE8+ Support\n   el.attachEvent('on' + type, function () {\n   callback.call(el);\n   });\n }\n },\n off: function
off(el, type, callback) {\n if (el.removeEventListener) {\n   el.removeEventListener(type, callback);\n } else
{\n   // IE8+ Support\n   el.detachEvent('on' + type, callback);\n }\n },\n isKeyboard: function
isKeyboard(event) {\n return ['keydown', 'keypress', 'keyup'].indexOf(event.type) !== -1;\n }\n};","'use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar
_FontIcon = require('./FontIcon');\n\nvar _FontIcon2 = _interopRequireDefault(_FontIcon);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default
= _FontIcon2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar
_extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _toArray2 = require('babel-
runtime/helpers/toArray');\n\nvar _toArray3 = _interopRequireDefault(_toArray2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2
= _interopRequireDefault(_reactDom);\n\nvar _shallowEqual = require('recompose/shallowEqual');\n\nvar
_shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar _ClickAwayListener =
require('../internal/ClickAwayListener');\n\nvar _ClickAwayListener2 =
_interopRequireDefault(_ClickAwayListener);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 =
_interopRequireDefault(_keycode);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 =
_interopRequireDefault(_propTypes3);\n\nvar _List = require('../List/List');\n\nvar _List2 =
_interopRequireDefault(_List);\n\nvar _menuUtils = require('./menuUtils');\n\nfunction _interopRequireDefault(obj)
{\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var
desktop = props.desktop,\n   maxHeight = props.maxHeight,\n   width = props.width;\n var muiTheme =
context.muiTheme;\n var styles = {\n   root: {\n   // Nested div because the List scales x faster than it scales y\n
zIndex: muiTheme.zIndex.menu,\n   maxHeight: maxHeight,\n   overflowY: maxHeight ? 'auto' : null\n   },\n
divider: {\n   marginTop: 7,\n   marginBottom: 8\n   },\n   list: {\n   display: 'table-cell',\n   paddingBottom:
desktop ? 16 : 8,\n   paddingTop: desktop ? 16 : 8,\n   userSelect: 'none',\n   width: width\n   },\n
selectedMenuItem: {\n   color: muiTheme.menuItem.selectedTextColor\n   }\n };\n return styles;\n}\n\nvar
Menu = function (_Component) {\n (0, _inherits3.default)(Menu, _Component);\n\n function Menu(props, context)
{\n   (0, _classCallCheck3.default)(this, Menu);\n\n   var _this = (0, _possibleConstructorReturn3.default)(this,
(Menu.__proto__ || (0, _getPrototypeOf2.default)(Menu)).call(this, props, context));\n\n
_initialiseProps.call(_this);\n\n   var filteredChildren = _this.getFilteredChildren(props.children);\n\n   var
selectedIndex = _this.getLastSelectedIndex(props, filteredChildren);\n\n   var newFocusIndex =
props.disableAutoFocus ? -1 : selectedIndex >= 0 ? selectedIndex : 0;\n\n   if (newFocusIndex !== -1 &&

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props.onMenuItemFocusChange) {\n      props.onMenuItemFocusChange(null, newFocusIndex);\n    }\n\n
_this.state = {\n      focusIndex: newFocusIndex,\n      isKeyboardFocused: props.initiallyKeyboardFocused,\n
keyWidth: props.desktop ? 64 : 56\n    };\n    _this.hotKeyHolder = new _menuUtils.HotKeyHolder();\n    return
_this;\n  }\n\n  (0, _createClass3.default)(Menu, [{\n    key: 'componentDidMount',\n    value: function
componentDidMount() {\n      if (this.props.autoWidth) {\n        this.setWidth();\n      }\n\n
this.setScollPosition();\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function
componentWillReceiveProps(nextProps) {\n      var selectedIndex = void 0;\n      var filteredChildren =
this.getFilteredChildren(nextProps.children);\n\n      if (this.props.multiple !== true) {\n        selectedIndex =
this.getLastSelectedIndex(nextProps, filteredChildren);\n      } else {\n        selectedIndex = this.state.focusIndex;\n
    }\n\n      var newFocusIndex = nextProps.disableAutoFocus ? -1 : selectedIndex >= 0 ? selectedIndex : 0;\n\n      if
(newFocusIndex !== this.state.focusIndex && this.props.onMenuItemFocusChange) {\n
this.props.onMenuItemFocusChange(null, newFocusIndex);\n      }\n\n      this.setState({\n        focusIndex:
newFocusIndex,\n        keyWidth: nextProps.desktop ? 64 : 56\n      });\n    }\n  }, {\n    key:
'shouldComponentUpdate',\n    value: function shouldComponentUpdate(nextProps, nextState, nextContext) {\n
return !(0, _shallowEqual2.default)(this.props, nextProps) || !(0, _shallowEqual2.default)(this.state, nextState) || !(0,
_shallowEqual2.default)(this.context, nextContext);\n    }\n  }, {\n    key: 'componentDidUpdate',\n    value: function
componentDidUpdate() {\n      if (this.props.autoWidth) this.setWidth();\n    }\n  }, {\n    key: 'getValueLink',\n    //
Do not use outside of this component, it will be removed once valueLink is deprecated\n    value: function
getValueLink(props) {\n      return props.valueLink || {\n        value: props.value,\n        requestChange:
props.onChange\n      };\n    }\n  }, {\n    key: 'setKeyboardFocused',\n    value: function
setKeyboardFocused(keyboardFocused) {\n      this.setState({\n        isKeyboardFocused: keyboardFocused\n
});\n    }\n  }, {\n    key: 'getFilteredChildren',\n    value: function getFilteredChildren(children) {\n      var
filteredChildren = [];\n\n      _react2.default.Children.forEach(children, function (child) {\n        if (child) {\n
filteredChildren.push(child);\n        }\n      });\n\n      return filteredChildren;\n    }\n  }, {\n    key:
'cloneMenuItem',\n    value: function cloneMenuItem(child, childIndex, styles, index) {\n      var _this2 = this;\n\n
var childIsDisabled = child.props.disabled;\n      var selectedChildStyles = {};\n\n      if (!childIsDisabled) {\n
var selected = this.isChildSelected(child, this.props);\n\n        if (selected) {\n          (0,
_simpleAssign2.default)(selectedChildStyles, styles.selectedMenuItem, this.props.selectedMenuItemStyle);\n
}\n      }\n\n      var mergedChildStyles = (0, _simpleAssign2.default)({}, child.props.style,
this.props.menuItemStyle, selectedChildStyles);\n      var extraProps = {\n        desktop: this.props.desktop,\n
style: mergedChildStyles\n      };\n\n      if (!childIsDisabled) {\n        var isFocused = childIndex ===
this.state.focusIndex;\n        var focusState = 'none';\n\n        if (isFocused) {\n          focusState =
this.state.isKeyboardFocused ? 'keyboard-focused' : 'focused';\n        }\n\n        (0,
_simpleAssign2.default)(extraProps, {\n          focusState: focusState,\n          onClick: function onClick(event) {\n
        _this2.handleMenuItemClick(event, child, index);\n\n            if (child.props.onClick)
child.props.onClick(event);\n          },\n          ref: isFocused ? 'focusedMenuItem' : null\n        });\n      }\n\n
return _react2.default.cloneElement(child, extraProps);\n    }\n  }, {\n    key: 'decrementKeyboardFocusIndex',\n
value: function decrementKeyboardFocusIndex(event) {\n      var index = this.state.focusIndex;\n      index--;\n      if
(index < 0) index = 0;\n      this.setFocusIndex(event, index, true);\n    }\n  }, {\n    key: 'getMenuItemCount',\n
value: function getMenuItemCount(filteredChildren) {\n      var menuItemCount = 0;\n
filteredChildren.forEach(function (child) {\n        var childIsADivider = child.type && child.type.muiName ===
'Divider';\n        var childIsDisabled = child.props.disabled;\n        if (!childIsADivider && !childIsDisabled)
menuItemCount++;\n      });\n      return menuItemCount;\n    }\n  }, {\n    key: 'getLastSelectedIndex',\n    value:
function getLastSelectedIndex(props, filteredChildren) {\n      var _this3 = this;\n\n      var selectedIndex = -1;\n
var menuItemIndex = 0;\n      filteredChildren.forEach(function (child) {\n        var childIsADivider = child.type &&
child.type.muiName === 'Divider';\n        if (_this3.isChildSelected(child, props)) selectedIndex =
menuItemIndex;\n        if (!childIsADivider) menuItemIndex++;\n      });\n      return selectedIndex;\n    }\n  }, {\n
key: 'setFocusIndexStartsWith',\n    value: function setFocusIndexStartsWith(event, keys, filteredChildren) {\n
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var foundIndex = -1;\n\n      _react2.default.Children.forEach(filteredChildren, function (child, index) {\n        if (foundIndex >= 0) {\n          return;\n        }\n\n        var primaryText = child.props.primaryText;\n\n        if (typeof primaryText === 'string' && primaryText.substr(0, keys.length).toLowerCase() === keys.toLowerCase()) {\n          foundIndex = index;\n        }\n      });\n\n      if (foundIndex >= 0) {\n        this.setFocusIndex(event, foundIndex, true);\n        return true;\n      }\n\n      return false;\n    }\n  }, {\n    key: 'handleMenuItemClick',\n    value: function handleMenuItemClick(event, item, index) {\n      var children = this.props.children;\n      var multiple = this.props.multiple;\n      var valueLink = this.getValueLink(this.props);\n      var menuValue = valueLink.value;\n      var itemValue = item.props.value;\n      var focusIndex = _react2.default.isValidElement(children) ? 0 : children.indexOf(item);\n      this.setFocusIndex(event, focusIndex, false);\n\n      if (multiple) {\n        menuValue = menuValue || [];\n        var itemIndex = menuValue.indexOf(itemValue);\n\n        var _menuValue = menuValue,\n          _menuValue2 = (0, _toArray3.default)(_menuValue),\n          newMenuValue = _menuValue2.slice(0);\n\n        if (itemIndex === -1) {\n          newMenuValue.push(itemValue);\n        } else {\n          newMenuValue.splice(itemIndex, 1);\n        }\n\n        valueLink.requestChange(event, newMenuValue);\n      } else if (!multiple && itemValue !== menuValue) {\n        valueLink.requestChange(event, itemValue);\n      }\n\n      this.props.onItemClick(event, item, index);\n    }\n  }, {\n    key: 'incrementKeyboardFocusIndex',\n    value: function incrementKeyboardFocusIndex(event, filteredChildren) {\n      var index = this.state.focusIndex;\n      var maxIndex = this.getMenuItemCount(filteredChildren) - 1;\n      index++;\n      if (index > maxIndex) index = maxIndex;\n      this.setFocusIndex(event, index, true);\n    }\n  }, {\n    key: 'isChildSelected',\n    value: function isChildSelected(child, props) {\n      var menuValue = this.getValueLink(props).value;\n      var childValue = child.props.value;\n\n      if (props.multiple) {\n        return menuValue && menuValue.length && menuValue.indexOf(childValue) !== -1;\n      } else {\n        return child.props.hasOwnProperty('value') && menuValue === childValue;\n      }\n    }\n  }, {\n    key: 'setFocusIndex',\n    value: function setFocusIndex(event, newIndex, isKeyboardFocused) {\n      if (this.props.onMenuItemFocusChange) {\n        // Do this even if `newIndex === this.state.focusIndex` to allow users\n        // to detect up-arrow on the first MenuItem or down-arrow on the last.\n        this.props.onMenuItemFocusChange(event, newIndex);\n      }\n\n      this.setState({\n        focusIndex: newIndex,\n        isKeyboardFocused: isKeyboardFocused\n      });\n    }\n  }, {\n    key: 'setScollPosition',\n    value: function setScollPosition() {\n      var desktop = this.props.desktop;\n      var focusedMenuItem = this.refs.focusedMenuItem;\n      var menuItemHeight = desktop ? 32 : 48;\n\n      if (focusedMenuItem) {\n        var selectedOffSet = _reactDom2.default.findDOMNode(focusedMenuItem).offsetTop; // Make the focused item be the 2nd item in the list the user sees\n\n\n        var scrollTop = selectedOffSet - menuItemHeight;\n        if (scrollTop < menuItemHeight) scrollTop = 0;\n        _reactDom2.default.findDOMNode(this.refs.scrollContainer).scrollTop = scrollTop;\n      }\n    }\n  }, {\n    key: 'cancelScrollEvent',\n    value: function cancelScrollEvent(event) {\n      event.stopPropagation();\n      event.preventDefault();\n      return false;\n    }\n  }, {\n    key: 'setWidth',\n    value: function setWidth() {\n      var el = _reactDom2.default.findDOMNode(this);\n\n      var listEl = _reactDom2.default.findDOMNode(this.refs.list);\n\n      var elWidth = el.offsetWidth;\n      var keyWidth = this.state.keyWidth;\n      var minWidth = keyWidth * 1.5;\n      var keyIncrements = elWidth / keyWidth;\n      var newWidth = void 0;\n      keyIncrements = keyIncrements <= 1.5 ? 1.5 : Math.ceil(keyIncrements);\n      newWidth = keyIncrements * keyWidth;\n      if (newWidth < minWidth) newWidth = minWidth;\n      el.style.width = newWidth + 'px';\n      listEl.style.width = newWidth + 'px';\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _this4 = this;\n\n      var _props = this.props,\n        autoWidth = _props.autoWidth,\n        children = _props.children,\n        desktop = _props.desktop,\n        disableAutoFocus = _props.disableAutoFocus,\n        initiallyKeyboardFocused = _props.initiallyKeyboardFocused,\n        listStyle = _props.listStyle,\n        maxHeight = _props.maxHeight,\n        multiple = _props.multiple,\n        onItemClick = _props.onItemClick,\n        onEscKeyDown = _props.onEscKeyDown,\n        onMenuItemFocusChange = _props.onMenuItemFocusChange,\n        selectedMenuItemStyle = _props.selectedMenuItemStyle,\n        menuItemStyle = _props.menuItemStyle,\n        style = _props.style,\n        value = _props.value,\n        valueLink = _props.valueLink,\n        width = _props.width,\n        other = (0, _objectWithoutProperties3.default)(_props, ['autoWidth', 'children', 'desktop', 'disableAutoFocus',
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'initiallyKeyboardFocused', 'listStyle', 'maxHeight', 'multiple', 'onItemClick', 'onEscKeyDown', 'onMenuItemFocusChange', 'selectedMenuItemStyle', 'menuItemStyle', 'style', 'value', 'valueLink', 'width']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var mergedRootStyles = (0, _simpleAssign2.default)(styles.root, style);\n var mergedListStyles = (0, _simpleAssign2.default)(styles.list, listStyle);\n var filteredChildren = this.getFilteredChildren(children);\n var menuItemIndex = 0;\n\n var newChildren = _react2.default.Children.map(filteredChildren, function (child, index) {\n var childIsDisabled = child.props.disabled;\n var childName = child.type ? child.type.muiName : '';\n var newChild = child;\n\n switch (childName) {\n case 'MenuItem':\n newChild = _this4.cloneMenuItem(child, menuItemIndex, styles, index);\n break;\n\n case 'Divider':\n newChild = _react2.default.cloneElement(child, {\n style: (0, _simpleAssign2.default)({}, styles.divider, child.props.style)\n });\n break;\n }\n\n if (childName === 'MenuItem' && !childIsDisabled) {\n menuItemIndex++;\n }\n\n return newChild;\n });\n\n return _react2.default.createElement(_ClickAwayListener2.default, {\n onClickAway: this.handleClickAway\n }, _react2.default.createElement('div', {\n onKeyDown: this.handleKeyDown,\n onWheel: this.handleOnWheel,\n style: prepareStyles(mergedRootStyles),\n ref: 'scrollContainer',\n role: 'presentation'\n }, _react2.default.createElement(_List2.default, (0, _extends3.default)({}, other, {\n ref: 'list',\n style: mergedListStyles,\n role: 'menu'\n }), newChildren)));\n }\n }]);\n return Menu;\n}(_react.Component);\n\nMenu.defaultProps = {\n autoWidth: true,\n desktop: false,\n disableAutoFocus: false,\n initiallyKeyboardFocused: false,\n maxHeight: null,\n multiple: false,\n onChange: function onChange() {},\n onEscKeyDown: function onEscKeyDown() {},\n onItemClick: function onItemClick() {},\n onKeyDown: function onKeyDown() {}\n};\nMenu.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\n\nvar _initialiseProps = function _initialiseProps() {\n var _this5 = this;\n\n this.handleClickAway = function (event) {\n if (event.defaultPrevented) {\n return;\n }\n\n var focusIndex = _this5.state.focusIndex;\n\n if (focusIndex < 0) {\n return;\n }\n\n var filteredChildren = _this5.getFilteredChildren(_this5.props.children);\n\n var focusedItem = filteredChildren[focusIndex];\n\n if (!!focusedItem && focusedItem.props.menuItems && focusedItem.props.menuItems.length > 0) {\n return;\n }\n\n _this5.setFocusIndex(event, -1, false);\n };\n\n this.handleKeyDown = function (event) {\n var filteredChildren = _this5.getFilteredChildren(_this5.props.children);\n\n var key = (0, _keycode2.default)(event);\n\n switch (key) {\n case 'down':\n event.preventDefault();\n\n _this5.incrementKeyboardFocusIndex(event, filteredChildren);\n\n break;\n\n case 'esc':\n _this5.props.onEscKeyDown(event);\n\n break;\n\n case 'tab':\n event.preventDefault();\n\n if (event.shiftKey) {\n _this5.decrementKeyboardFocusIndex(event);\n } else {\n _this5.incrementKeyboardFocusIndex(event, filteredChildren);\n }\n\n break;\n\n case 'up':\n event.preventDefault();\n\n _this5.decrementKeyboardFocusIndex(event);\n\n break;\n\n default:\n if (key && key.length === 1) {\n var hotKeys = _this5.hotKeyHolder.append(key);\n\n if (_this5.setFocusIndexStartsWith(event, hotKeys, filteredChildren)) {\n event.preventDefault();\n }\n }\n }\n\n _this5.props.onKeyDown(event);\n };\n\n this.handleOnWheel = function (event) {\n var scrollContainer = _this5.refs.scrollContainer; // Only scroll lock if the the Menu is scrollable.\n\n if (scrollContainer.scrollHeight <= scrollContainer.clientHeight) return;\n var scrollTop = scrollContainer.scrollTop,\n scrollHeight = scrollContainer.scrollHeight,\n clientHeight = scrollContainer.clientHeight;\n var wheelDelta = event.deltaY;\n var isDeltaPositive = wheelDelta > 0;\n\n if (isDeltaPositive && wheelDelta > scrollHeight - clientHeight - scrollTop) {\n scrollContainer.scrollTop = scrollHeight;\n return _this5.cancelScrollEvent(event);\n } else if (!isDeltaPositive && -wheelDelta > scrollTop) {\n scrollContainer.scrollTop = 0;\n return _this5.cancelScrollEvent(event);\n }\n };\n};\n\nMenu.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * If true, the width of the menu will be set automatically\n * according to the widths of its children,\n * using proper keyline increments (64px for desktop,\n * 56px otherwise).\n */\n autoWidth: _propTypes2.default.bool,\n\n /**\n * The content of the menu. This is usually used to pass `MenuItem`\n * elements.\n */\n children: _propTypes2.default.node,\n\n

/**\n * If true, the menu item will render with compact desktop styles.\n */\n desktop: _propTypes2.default.bool,\n\n /**\n * If true, the menu will not be auto-focused.\n */\n disableAutoFocus: _propTypes2.default.bool,\n\n /**\n * If true, the menu will be keyboard-focused initially.\n */\n initiallyKeyboardFocused: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the underlying `List` element.\n */\n listStyle: _propTypes2.default.object,\n\n /**\n * The maximum height of the menu in pixels. If specified,\n * the menu will be scrollable if it is taller than the provided\n * height.\n */\n maxHeight: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of menu items.\n */\n menuItemStyle: _propTypes2.default.object,\n\n /**\n * If true, `value` must be an array and the menu will support\n * multiple selections.\n */\n multiple: _propTypes2.default.bool,\n\n /**\n * Callback function fired when a menu item with `value` not\n * equal to the current `value` of the menu is clicked.\n *\n * @param {object} event Click event targeting the menu item.\n * @param {any} value If `multiple` is true, the menu's `value`\n * array with either the menu item's `value` added (if\n * it wasn't already selected) or omitted (if it was already selected).\n * Otherwise, the `value` of the menu item.\n */\n onChange: _propTypes2.default.func,\n\n /**\n * Callback function fired when the menu is focused and the *Esc* key\n * is pressed.\n *\n * @param {object} event `keydown` event targeting the menu.\n */\n onEscKeyDown: _propTypes2.default.func,\n\n /**\n * Callback function fired when a menu item is clicked.\n *\n * @param {object} event Click event targeting the menu item.\n * @param {object} menuItem The menu item.\n * @param {number} index The index of the menu item.\n */\n onItemClick: _propTypes2.default.func,\n\n /** @ignore */\n onKeyDown: _propTypes2.default.func,\n\n /**\n * Callback function fired when the focus on a `MenuItem` is changed.\n * There will be some \"duplicate\" changes reported if two different\n * focusing event happen, for example if a `MenuItem` is focused via\n * the keyboard and then it is clicked on.\n *\n * @param {object} event The event that triggered the focus change.\n * The event can be null since the focus can be changed for non-event\n * reasons such as prop changes.\n * @param {number} newFocusIndex The index of the newly focused\n * `MenuItem` or `-1` if focus was lost.\n */\n onMenuItemFocusChange: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of selected menu items.\n */\n selectedMenuItemStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * If `multiple` is true, an array of the `value`s of the selected\n * menu items. Otherwise, the `value` of the selected menu item.\n * If provided, the menu will be a controlled component.\n * This component also supports valueLink.\n */\n value: _propTypes2.default.any,\n\n /**\n * ValueLink for the menu's `value`.\n */\n valueLink: _propTypes2.default.object,\n\n /**\n * The width of the menu. If not specified, the menu's width\n * will be set according to the widths of its children, using\n * proper keyline increments (64px for desktop, 56px otherwise).\n */\n width: _propTypes4.default.stringOrNumber\n} : {};\nexports.default = Menu;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _MenuItem = require('./MenuItem');\n\nvar _MenuItem2 = _interopRequireDefault(_MenuItem);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _MenuItem2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =

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require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _shallowEqual = require('recompose/shallowEqual');\n\nvar _shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar _colorManipulator = require('../utils/colorManipulator');\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nvar _IconButton = require('../IconButton');\n\nvar _IconButton2 = _interopRequireDefault(_IconButton);\n\nvar _expandLess = require('../svg-icons/navigation/expand-less');\n\nvar _expandLess2 = _interopRequireDefault(_expandLess);\n\nvar _expandMore = require('../svg-icons/navigation/expand-more');\n\nvar _expandMore2 = _interopRequireDefault(_expandMore);\n\nvar _NestedList = require('./NestedList');\n\nvar _NestedList2 = _interopRequireDefault(_NestedList);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context, state) {\n  var autoGenerateNestedIndicator = props.autoGenerateNestedIndicator,\n      insetChildren = props.insetChildren,\n      leftAvatar = props.leftAvatar,\n      leftCheckbox = props.leftCheckbox,\n      leftIcon = props.leftIcon,\n      nestedItems = props.nestedItems,\n      nestedLevel = props.nestedLevel,\n      rightAvatar = props.rightAvatar,\n      rightIcon = props.rightIcon,\n      rightIconButton = props.rightIconButton,\n      rightToggle = props.rightToggle,\n      secondaryText = props.secondaryText,\n      secondaryTextLines = props.secondaryTextLines;\n  var muiTheme = context.muiTheme;\n  var listItem = muiTheme.listItem;\n  var textColor = muiTheme.baseTheme.palette.textColor;\n  var hoverColor = props.hoverColor || (0, _colorManipulator.fade)(textColor, 0.1);\n  var singleAvatar = !secondaryText && (leftAvatar || rightAvatar);\n  var singleNoAvatar = !secondaryText && !(leftAvatar || rightAvatar);\n  var twoLine = secondaryText && secondaryTextLines === 1;\n  var threeLine = secondaryText && secondaryTextLines > 1;\n  var isKeyboardFocused = (props.isKeyboardFocused !== undefined ? props : state).isKeyboardFocused;\n  var styles = {\n    root: {\n      backgroundColor: (isKeyboardFocused || state.hovered) && !state.rightIconButtonHovered && !state.rightIconButtonKeyboardFocused ? hoverColor : null,\n      color: textColor,\n      display: 'block',\n      fontSize: 16,\n      lineHeight: '16px',\n      position: 'relative',\n      transition: _transitions2.default.easeOut()\n    },\n    // This inner div is needed so that ripples will span the entire container\n    innerDiv: {\n      marginLeft: nestedLevel * listItem.nestedLevelDepth,\n      paddingLeft: leftIcon || leftAvatar || leftCheckbox || insetChildren ? 72 : 16,\n      paddingRight: rightIcon || rightAvatar || rightIconButton || nestedItems.length && autoGenerateNestedIndicator ? 56 : rightToggle ? 72 : 16,\n      paddingBottom: singleAvatar ? 20 : 16,\n      paddingTop: singleNoAvatar || threeLine ? 16 : 20,\n      position: 'relative'\n    },\n    icons: {\n      height: 24,\n      width: 24,\n      display: 'block',\n      position: 'absolute',\n      top: twoLine ? 12 : singleAvatar ? 4 : 0,\n      margin: 12\n    },\n    leftIcon: {\n      left: 4\n    },\n    rightIcon: {\n      right: 4\n    },\n    avatars: {\n      position: 'absolute',\n      top: singleAvatar ? 8 : 16\n    },\n    label: {\n      cursor: 'pointer'\n    },\n    leftAvatar: {\n      left: 16\n    },\n    rightAvatar: {\n      right: 16\n    },\n    leftCheckbox: {\n      position: 'absolute',\n      display: 'block',\n      width: 24,\n      top: twoLine ? 24 : singleAvatar ? 16 : 12,\n      left: 16\n    },\n    primaryText: {},\n    rightIconButton: {\n      position: 'absolute',\n      display: 'block',\n      top: twoLine ? 12 : singleAvatar ? 4 : 0,\n      right: 4\n    },\n    rightToggle: {\n      position: 'absolute',\n      display: 'block',\n      width: 54,\n      top: twoLine ? 25 : singleAvatar ? 17 : 13,\n      right: 8\n    },\n    secondaryText: {\n      fontSize: 14,\n      lineHeight: threeLine ? '18px' : '16px',\n      height: threeLine ? 36 : 16,\n      margin: 0,\n      marginTop: 4,\n      color: listItem.secondaryTextColor,\n      // needed for 2 and 3 line ellipsis\n      overflow: 'hidden',\n      textOverflow: 'ellipsis',\n      whiteSpace: threeLine ? null : 'nowrap',\n      display: threeLine ? '-webkit-box' : null,\n      WebkitLineClamp: threeLine ? 2 : null,\n      WebkitBoxOrient: threeLine ? 'vertical' : null\n    }\n  };\n  return styles;\n}\n\nvar ListItem = function (_Component) {\n  (0, _inherits3.default)(ListItem, _Component);\n\n  function ListItem() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, ListItem);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
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_possibleConstructorReturn3.default)(this, (_ref = ListItem.__proto__ || (0,
_getPrototypeOf2.default)(ListItem)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      hovered:
false,\n      isKeyboardFocused: false,\n      open: false,\n      rightIconButtonHovered: false,\n
rightIconButtonKeyboardFocused: false,\n      touch: false\n    }, _this.handleKeyboardFocus = function (event,
isKeyboardFocused) {\n      _this.setState({\n        isKeyboardFocused: isKeyboardFocused\n      });\n\n
_this.props.onKeyboardFocus(event, isKeyboardFocused);\n    }, _this.handleMouseEnter = function (event) {\n
if (!_this.state.touch) _this.setState({\n        hovered: true\n      });\n\n      _this.props.onMouseEnter(event);\n    },
_this.handleMouseLeave = function (event) {\n      _this.setState({\n        hovered: false\n      });\n\n
_this.props.onMouseLeave(event);\n    }, _this.handleClick = function (event) {\n      if (_this.props.onClick) {\n
_this.props.onClick(event);\n      }\n\n      if (_this.props.primaryTogglesNestedList) {\n
_this.handleNestedListToggle(event);\n      }\n    }, _this.handleNestedListToggle = function (event) {\n      if
(_this.props.leftCheckbox) {\n        event.preventDefault();\n      }\n\n      event.stopPropagation();\n\n      if
(_this.props.open === null) {\n        _this.setState({\n          open: !_this.state.open\n        }, function () {\n
_this.props.onNestedListToggle(_this);\n        });\n      } else {\n        // Exposing `this` in the callback is quite a bad
API.\n        // I'm doing a one level deep clone to expose a fake state.open.\n        _this.props.onNestedListToggle((0,
_extends3.default)({}, _this, {\n          state: {\n            open: !_this.state.open\n          }\n        }));\n      }\n    },
_this.handleRightIconButtonKeyboardFocus = function (event, isKeyboardFocused) {\n      if (isKeyboardFocused)
{\n        _this.setState({\n          isKeyboardFocused: false,\n          rightIconButtonKeyboardFocused:
isKeyboardFocused\n        });\n      }\n\n      var iconButton = _this.props.rightIconButton;\n      if (iconButton &&
iconButton.props.onKeyboardFocus) iconButton.props.onKeyboardFocus(event, isKeyboardFocused);\n    },
_this.handleRightIconButtonMouseLeave = function (event) {\n      var iconButton =
_this.props.rightIconButton;\n\n      _this.setState({\n        rightIconButtonHovered: false\n      });\n\n      if
(iconButton && iconButton.props.onMouseLeave) iconButton.props.onMouseLeave(event);\n    },
_this.handleRightIconButtonMouseEnter = function (event) {\n      var iconButton =
_this.props.rightIconButton;\n\n      _this.setState({\n        rightIconButtonHovered: true\n      });\n\n      if
(iconButton && iconButton.props.onMouseEnter) iconButton.props.onMouseEnter(event);\n    },
_this.handleRightIconButtonMouseUp = function (event) {\n      var iconButton = _this.props.rightIconButton;\n
event.stopPropagation();\n      if (iconButton && iconButton.props.onMouseUp)
iconButton.props.onMouseUp(event);\n    }, _this.handleRightIconButtonClick = function (event) {\n      var
iconButton = _this.props.rightIconButton; // Stop the event from bubbling up to the list-item\n\n
event.stopPropagation();\n      if (iconButton && iconButton.props.onClick) iconButton.props.onClick(event);\n    },
_this.handleTouchStart = function (event) {\n      _this.setState({\n        touch: true\n      });\n\n
_this.props.onTouchStart(event);\n    }, _this.handleTouchEnd = function (event) {\n      _this.setState({\n
touch: true\n      });\n\n      _this.props.onTouchEnd(event);\n    }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(ListItem, [{\n    key:
'componentWillMount',\n    value: function componentWillMount() {\n      this.setState({\n        open:
this.props.open === null ? this.props.initiallyOpen === true : this.props.open\n      });\n    }\n  }, {\n    key:
'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      // update the
state when the component is controlled.\n      if (nextProps.open !== null) this.setState({\n        open:
nextProps.open\n      });\n      if (nextProps.disabled && this.state.hovered) this.setState({\n        hovered: false\n
});\n    }\n  }, {\n    key: 'shouldComponentUpdate',\n    value: function shouldComponentUpdate(nextProps,
nextState, nextContext) {\n      return !(0, _shallowEqual2.default)(this.props, nextProps) || !(0,
_shallowEqual2.default)(this.state, nextState) || !(0, _shallowEqual2.default)(this.context, nextContext);\n    } // This
method is needed by the `MenuItem` component.\n\n  }, {\n    key: 'applyFocusState',\n    value: function
applyFocusState(focusState) {\n      if (this.button) {\n        var buttonEl =
_reactDom2.default.findDOMNode(this.button);\n\n        switch (focusState) {\n          case 'none':\n
buttonEl.blur();\n            break;\n\n          case 'focused':\n            buttonEl.focus();\n            break;\n\n          case
'keyboard-focused':\n            this.button.setKeyboardFocus();\n            buttonEl.focus();\n            break;\n        }\n
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}\n  }\n  }, {\n  key: 'createDisabledElement',\n  value: function createDisabledElement(styles, contentChildren, additionalProps) {\n  var _props = this.props,\n  innerDivStyle = _props.innerDivStyle,\n  style = _props.style;\n  var mergedDivStyles = (0, _simpleAssign2.default)({}, styles.root, styles.innerDiv, innerDivStyle, style);\n  return _react2.default.createElement('div', (0, _extends3.default)({}, additionalProps, {\n  style: this.context.muiTheme.prepareStyles(mergedDivStyles)\n  }), contentChildren);\n  }\n  }, {\n  key: 'createLabelElement',\n  value: function createLabelElement(styles, contentChildren, additionalProps) {\n  var _props2 = this.props,\n  innerDivStyle = _props2.innerDivStyle,\n  style = _props2.style;\n  var mergedLabelStyles = (0, _simpleAssign2.default)({}, styles.root, styles.innerDiv, innerDivStyle, styles.label, style);\n  return _react2.default.createElement('label', (0, _extends3.default)({}, additionalProps, {\n  style: this.context.muiTheme.prepareStyles(mergedLabelStyles)\n  }), contentChildren);\n  }\n  }, {\n  key: 'createTextElement',\n  value: function createTextElement(styles, data, key) {\n  var prepareStyles = this.context.muiTheme.prepareStyles;\n\n  if (_react2.default.isValidElement(data)) {\n  var style = (0, _simpleAssign2.default)({}, styles, data.props.style);\n\n  if (typeof data.type === 'string') {\n  // if element is a native dom node\n  style = prepareStyles(style);\n  }\n\n  return _react2.default.cloneElement(data, {\n  key: key,\n  style: style\n  });\n  }\n\n  return _react2.default.createElement('div', {\n  key: key,\n  style: prepareStyles(styles)\n  }, data);\n  }\n  }, {\n  key: 'pushElement',\n  value: function pushElement(children, element, baseStyles, additionalProps) {\n  if (element) {\n  var styles = (0, _simpleAssign2.default)({}, baseStyles, element.props.style);\n  children.push(_react2.default.cloneElement(element, (0, _extends3.default)({\n  key: children.length,\n  style: styles\n  }, additionalProps)));\n  }\n  }\n  }, {\n  key: 'render',\n  value: function render() {\n  var _this2 = this;\n\n  var _props3 = this.props,\n  autoGenerateNestedIndicator = _props3.autoGenerateNestedIndicator,\n  children = _props3.children,\n  containerElement = _props3.containerElement,\n  disabled = _props3.disabled,\n  disableKeyboardFocus = _props3.disableKeyboardFocus,\n  hoverColor = _props3.hoverColor,\n  initiallyOpen = _props3.initiallyOpen,\n  innerDivStyle = _props3.innerDivStyle,\n  insetChildren = _props3.insetChildren,\n  leftAvatar = _props3.leftAvatar,\n  leftCheckbox = _props3.leftCheckbox,\n  leftIcon = _props3.leftIcon,\n  nestedItems = _props3.nestedItems,\n  nestedLevel = _props3.nestedLevel,\n  nestedListStyle = _props3.nestedListStyle,\n  onKeyboardFocus = _props3.onKeyboardFocus,\n  isKeyboardFocused = _props3.isKeyboardFocused,\n  onMouseEnter = _props3.onMouseEnter,\n  onMouseLeave = _props3.onMouseLeave,\n  onNestedListToggle = _props3.onNestedListToggle,\n  onTouchStart = _props3.onTouchStart,\n  onClick = _props3.onClick,\n  rightAvatar = _props3.rightAvatar,\n  rightIcon = _props3.rightIcon,\n  rightIconButton = _props3.rightIconButton,\n  rightToggle = _props3.rightToggle,\n  primaryText = _props3.primaryText,\n  primaryTogglesNestedList = _props3.primaryTogglesNestedList,\n  secondaryText = _props3.secondaryText,\n  secondaryTextLines = _props3.secondaryTextLines,\n  style = _props3.style,\n  other = (0, _objectWithoutProperties3.default)(_props3, ['autoGenerateNestedIndicator', 'children', 'containerElement', 'disabled', 'disableKeyboardFocus', 'hoverColor', 'initiallyOpen', 'innerDivStyle', 'insetChildren', 'leftAvatar', 'leftCheckbox', 'leftIcon', 'nestedItems', 'nestedLevel', 'nestedListStyle', 'onKeyboardFocus', 'isKeyboardFocused', 'onMouseEnter', 'onMouseLeave', 'onNestedListToggle', 'onTouchStart', 'onClick', 'rightAvatar', 'rightIcon', 'rightIconButton', 'rightToggle', 'primaryText', 'primaryTogglesNestedList', 'secondaryText', 'secondaryTextLines', 'style']);\n  var prepareStyles = this.context.muiTheme.prepareStyles;\n  var styles = getStyles(this.props, this.context, this.state);\n  var contentChildren = [children];\n\n  if (leftIcon) {\n  var additionalProps = {\n  color: leftIcon.props.color || this.context.muiTheme.listItem.leftIconColor\n  };\n  this.pushElement(contentChildren, leftIcon, (0, _simpleAssign2.default)({}, styles.icons, styles.leftIcon), additionalProps);\n  }\n\n  if (rightIcon) {\n  var _additionalProps = {\n  color: rightIcon.props.color || this.context.muiTheme.listItem.rightIconColor\n  };\n  this.pushElement(contentChildren, rightIcon, (0, _simpleAssign2.default)({}, styles.icons, styles.rightIcon), _additionalProps);\n  }\n\n  if (leftAvatar) {\n  this.pushElement(contentChildren, leftAvatar, (0, _simpleAssign2.default)({}, styles.avatars, styles.leftAvatar));\n
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}\n\n if (rightAvatar) {\n this.pushElement(contentChildren, rightAvatar, (0, _simpleAssign2.default)({}, styles.avatars, styles.rightAvatar));\n }\n\n if (leftCheckbox) {\n this.pushElement(contentChildren, leftCheckbox, (0, _simpleAssign2.default)({}, styles.leftCheckbox));\n } // RightIconButtonElement\n\n\n var hasNestListItems = nestedItems.length;\n var hasRightElement = rightAvatar || rightIcon || rightIconButton || rightToggle;\n var needsNestedIndicator = hasNestListItems && autoGenerateNestedIndicator && !hasRightElement;\n\n if (rightIconButton || needsNestedIndicator) {\n var rightIconButtonElement = rightIconButton;\n var rightIconButtonHandlers = {\n onKeyboardFocus: this.handleRightIconButtonKeyboardFocus,\n onMouseEnter: this.handleRightIconButtonMouseEnter,\n onMouseLeave: this.handleRightIconButtonMouseLeave,\n onClick: this.handleRightIconButtonClick,\n onMouseDown: this.handleRightIconButtonMouseUp,\n onMouseUp: this.handleRightIconButtonMouseUp\n }; // Create a nested list indicator icon if we don't have an icon on the right\n\n if (needsNestedIndicator) {\n rightIconButtonElement = this.state.open ? _react2.default.createElement(_IconButton2.default, null, _react2.default.createElement(_expandLess2.default, null)) : _react2.default.createElement(_IconButton2.default, null, _react2.default.createElement(_expandMore2.default, null));\n rightIconButtonHandlers.onClick = this.handleNestedListToggle;\n }\n\n this.pushElement(contentChildren, rightIconButtonElement, (0, _simpleAssign2.default)({}, styles.rightIconButton), rightIconButtonHandlers);\n }\n\n if (rightToggle) {\n this.pushElement(contentChildren, rightToggle, (0, _simpleAssign2.default)({}, styles.rightToggle));\n }\n\n if (primaryText) {\n var primaryTextElement = this.createTextElement(styles.primaryText, primaryText, 'primaryText');\n contentChildren.push(primaryTextElement);\n }\n\n if (secondaryText) {\n var secondaryTextElement = this.createTextElement(styles.secondaryText, secondaryText, 'secondaryText');\n contentChildren.push(secondaryTextElement);\n }\n\n var nestedList = nestedItems.length ? _react2.default.createElement(_NestedList2.default, {\n nestedLevel: nestedLevel,\n open: this.state.open,\n style: nestedListStyle\n }, nestedItems) : undefined;\n var simpleLabel = !primaryTogglesNestedList && (leftCheckbox || rightToggle);\n return _react2.default.createElement('div', null, simpleLabel ? this.createLabelElement(styles, contentChildren, other) : disabled ? this.createDisabledElement(styles, contentChildren, other) : _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({\n containerElement: containerElement\n }, other, {\n disableKeyboardFocus: disableKeyboardFocus || this.state.rightIconButtonKeyboardFocused,\n onKeyboardFocus: this.handleKeyboardFocus,\n onMouseLeave: this.handleMouseLeave,\n onMouseEnter: this.handleMouseEnter,\n onTouchStart: this.handleTouchStart,\n onTouchEnd: this.handleTouchEnd,\n onClick: this.handleClick,\n disabled: disabled,\n ref: function ref(node) {\n return _this2.button = node;\n },\n style: (0, _simpleAssign2.default)({}, styles.root, style)\n }), _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.innerDiv, innerDivStyle))\n }, contentChildren)), nestedList);\n }\n }]);\n return ListItem;\n}(_react.Component);\n\nListItem.muiName = 'ListItem';\nListItem.defaultProps = {\n autoGenerateNestedIndicator: true,\n containerElement: 'span',\n disableKeyboardFocus: false,\n disabled: false,\n initiallyOpen: false,\n insetChildren: false,\n nestedItems: [],\n nestedLevel: 0,\n onKeyboardFocus: function onKeyboardFocus() {},\n onMouseEnter: function onMouseEnter() {},\n onMouseLeave: function onMouseLeave() {},\n onNestedListToggle: function onNestedListToggle() {},\n onTouchEnd: function onTouchEnd() {},\n onTouchStart: function onTouchStart() {},\n open: null,\n primaryTogglesNestedList: false,\n secondaryTextLines: 1\n};\nListItem.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nListItem.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * If true, generate a nested-list-indicator icon when nested list\n * items are detected. Note that an indicator will not be created\n * if a `rightIcon` or `rightIconButton` has been provided to\n * the element.\n */\n autoGenerateNestedIndicator: _propTypes2.default.bool,\n\n /**\n * Children passed into the `ListItem`.\n */\n children: _propTypes2.default.node,\n\n /**\n * The element to use as the container for the ListItem. Either a string to\n * use a DOM element or a ReactElement. This is useful for wrapping the\n * ListItem in a custom Link component. If a ReactElement is given, ensure\n * that it passes all of its given props through to the underlying

DOM\n * element and renders its children prop for proper integration.\n */\n containerElement: _propTypes2.default.oneOfType([_propTypes2.default.string, _propTypes2.default.element]),\n\n /**\n * If true, the element will not be able to be focused by the keyboard.\n */\n disableKeyboardFocus: _propTypes2.default.bool,\n\n /**\n * If true, the element will not be clickable\n * and will not display hover effects.\n * This is automatically disabled if either `leftCheckbox`\n * or `rightToggle` is set.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * Override the hover background color.\n */\n hoverColor: _propTypes2.default.string,\n\n /**\n * If true, the nested `ListItem`s are initially displayed.\n */\n initiallyOpen: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the inner div element.\n */\n innerDivStyle: _propTypes2.default.object,\n\n /**\n * If true, the children will be indented by 72px.\n * This is useful if there is no left avatar or left icon.\n */\n insetChildren: _propTypes2.default.bool,\n\n /**\n * Use to control if the list item should render as keyboard focused. If\n * undefined (default), this will be automatically managed. If provided,\n * it will change the components style. Note that this will not change the\n * actual focus - and should only be used when you want to simulate\n * keyboard focus (eg. in a rich text input autocomplete).\n */\n isKeyboardFocused: _propTypes2.default.bool,\n\n /**\n * This is the `Avatar` element to be displayed on the left side.\n */\n leftAvatar: _propTypes2.default.element,\n\n /**\n * This is the `Checkbox` element to be displayed on the left side.\n */\n leftCheckbox: _propTypes2.default.element,\n\n /**\n * This is the `SvgIcon` or `FontIcon` to be displayed on the left side.\n */\n leftIcon: _propTypes2.default.element,\n\n /**\n * An array of `ListItem`s to nest underneath the current `ListItem`.\n */\n nestedItems: _propTypes2.default.arrayOf(_propTypes2.default.element),\n\n /**\n * Controls how deep a `ListItem` appears.\n * This property is automatically managed, so modify at your own risk.\n */\n nestedLevel: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of the nested items' `NestedList`.\n */\n nestedListStyle: _propTypes2.default.object,\n\n /**\n * Callback function fired when the list item is clicked.\n *\n * @param {object} event Click event targeting the list item.\n */\n onClick: _propTypes2.default.func,\n\n /**\n * Callback function fired when the `ListItem` is focused or blurred by the keyboard.\n *\n * @param {object} event `focus` or `blur` event targeting the `ListItem`.\n * @param {boolean} isKeyboardFocused If true, the `ListItem` is focused.\n */\n onKeyboardFocus: _propTypes2.default.func,\n\n /** @ignore */\n onMouseEnter: _propTypes2.default.func,\n\n /** @ignore */\n onMouseLeave: _propTypes2.default.func,\n\n /**\n * Callback function fired when the `ListItem` toggles its nested list.\n *\n * @param {object} listItem The `ListItem`.\n */\n onNestedListToggle: _propTypes2.default.func,\n\n /** @ignore */\n onTouchEnd: _propTypes2.default.func,\n\n /** @ignore */\n onTouchStart: _propTypes2.default.func,\n\n /**\n * Control toggle state of nested list.\n */\n open: _propTypes2.default.bool,\n\n /**\n * This is the block element that contains the primary text.\n * If a string is passed in, a div tag will be rendered.\n */\n primaryText: _propTypes2.default.node,\n\n /**\n * If true, clicking or tapping the primary text of the `ListItem`\n * toggles the nested list.\n */\n primaryTogglesNestedList: _propTypes2.default.bool,\n\n /**\n * This is the `Avatar` element to be displayed on the right side.\n */\n rightAvatar: _propTypes2.default.element,\n\n /**\n * This is the `SvgIcon` or `FontIcon` to be displayed on the right side.\n */\n rightIcon: _propTypes2.default.element,\n\n /**\n * This is the `IconButton` to be displayed on the right side.\n * Hovering over this button will remove the `ListItem` hover.\n * Also, clicking on this button will not trigger a\n * ripple on the `ListItem`; the event will be stopped and prevented\n * from bubbling up to cause a `ListItem` click.\n */\n rightIconButton: _propTypes2.default.element,\n\n /**\n * This is the `Toggle` element to display on the right side.\n */\n rightToggle: _propTypes2.default.element,\n\n /**\n * This is the block element that contains the secondary text.\n * If a string is passed in, a div tag will be rendered.\n */\n secondaryText: _propTypes2.default.node,\n\n /**\n * Can be 1 or 2. This is the number of secondary\n * text lines before ellipsis will show.\n */\n secondaryTextLines: _propTypes2.default.oneOf([1, 2]),\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = ListItem;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Dialog = require('./Dialog');\n\nvar _Dialog2 = _interopRequireDefault(_Dialog);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default

= _Dialog2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _Tooltip = require('../internal/Tooltip');\n\nvar _Tooltip2 = _interopRequireDefault(_Tooltip);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var tableHeaderColumn = context.muiTheme.tableHeaderColumn;\n return {\n   root: {\n   fontWeight: 'normal',\n   fontSize: 12,\n   paddingLeft: tableHeaderColumn.spacing,\n   paddingRight: tableHeaderColumn.spacing,\n   height: tableHeaderColumn.height,\n   textAlign: 'left',\n   whiteSpace: 'nowrap',\n   textOverflow: 'ellipsis',\n   color: tableHeaderColumn.textColor,\n   position: 'relative'\n   },\n   tooltip: {\n   boxSizing: 'border-box',\n   marginTop: tableHeaderColumn.height / 2\n   }\n };\n}\n\nvar TableHeaderColumn = function (_Component) {\n (0, _inherits3.default)(TableHeaderColumn, _Component);\n\n function TableHeaderColumn() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, TableHeaderColumn);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TableHeaderColumn.__proto__ || (0, _getPrototypeOf2.default)(TableHeaderColumn)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n   hovered: false\n   }, _this.onMouseEnter = function () {\n   if (_this.props.tooltip !== undefined) {\n   _this.setState({\n   hovered: true\n   });\n   }\n   }, _this.onMouseLeave = function () {\n   if (_this.props.tooltip !== undefined) {\n   _this.setState({\n   hovered: false\n   });\n   }\n   }, _this.onClick = function (event) {\n   if (_this.props.onClick) {\n   _this.props.onClick(event, _this.props.columnNumber);\n   }\n   }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(TableHeaderColumn, [{\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   children = _props.children,\n   className = _props.className,\n   columnNumber = _props.columnNumber,\n   hoverable = _props.hoverable,\n   onClick = _props.onClick,\n   onHover = _props.onHover,\n   onHoverExit = _props.onHoverExit,\n   style = _props.style,\n   tooltip = _props.tooltip,\n   tooltipStyle = _props.tooltipStyle,\n   other = (0, _objectWithoutProperties3.default)(_props, ['children', 'className', 'columnNumber', 'hoverable', 'onClick', 'onHover', 'onHoverExit', 'style', 'tooltip', 'tooltipStyle']);\n   var prepareStyles = this.context.muiTheme.prepareStyles;\n   var styles = getStyles(this.props, this.context);\n   var handlers = {\n   onMouseEnter: this.onMouseEnter,\n   onMouseLeave: this.onMouseLeave,\n   onClick: this.onClick\n   };\n   var tooltipNode = void 0;\n\n   if (tooltip !== undefined) {\n   tooltipNode = _react2.default.createElement(_Tooltip2.default, {\n   label: tooltip,\n   show: this.state.hovered,\n   style: (0, _simpleAssign2.default)(styles.tooltip, tooltipStyle)\n   });\n   }\n\n   return _react2.default.createElement('th', (0, _extends3.default)({\n   className: className,\n   style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n   }, handlers, other), tooltipNode, children);\n   }\n }]);\n return TableHeaderColumn;\n}(_react.Component);\n\nTableHeaderColumn.contextTypes = {\n muiTheme:

_propTypes2.default.object.isRequired\n};\nTableHeaderColumn.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n\n /**\n   * The css class name of the root element.\n   */\n className: _propTypes2.default.string,\n\n /**\n   * Number to identify the header row. This property\n   * is automatically populated when used with TableHeader.\n   */\n columnNumber: _propTypes2.default.number,\n\n /**\n   * @ignore\n   * Not used here but we need to remove it from the root element.\n   */\n hoverable: _propTypes2.default.bool,\n\n /** @ignore */\n onClick: _propTypes2.default.func,\n\n /**\n   * @ignore\n   * Not used here but we need to remove it from the root element.\n   */\n onHover: _propTypes2.default.func,\n\n /**\n   * @ignore\n   * Not used here but we need to remove it from the root element.\n   */\n onHoverExit: _propTypes2.default.func,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object,\n\n /**\n   * The string to supply to the tooltip. If not\n   * string is supplied no tooltip will be shown.\n   */\n tooltip: _propTypes2.default.string,\n\n /**\n   * Additional styling that can be applied to the tooltip.\n   */\n tooltipStyle: _propTypes2.default.object\n} : {};\nexports.default = TableHeaderColumn;","module.exports = function (originalModule) {\n if (!originalModule.webpackPolyfill) {\n   var module = Object.create(originalModule); // module.parent = undefined by default\n\n   if (!module.children) module.children = [];\n   Object.defineProperty(module, \"loaded\", {\n   enumerable: true,\n   get: function get() {\n   return module.l;\n   }\n   });\n   Object.defineProperty(module, \"id\", {\n   enumerable: true,\n   get: function get() {\n   return module.i;\n   }\n   });\n   Object.defineProperty(module, \"exports\", {\n   enumerable: true\n   });\n   module.webpackPolyfill = 1;\n }\n\n return module;\n};","/**\n * A specialized version of `_.map` for arrays without support for iteratee\n * shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the new mapped array.\n */\nfunction arrayMap(array, iteratee) {\n var index = -1,\n   length = array == null ? 0 : array.length,\n   result = Array(length);\n\n while (++index < length) {\n   result[index] = iteratee(array[index], index, array);\n }\n\n return result;\n}\n\nexport default arrayMap;","/** Detect free variable `global` from Node.js. */\nvar freeGlobal = typeof global == 'object' && global && global.Object === Object && global;\nexport default freeGlobal;","/**\n * Copies the values of `source` to `array`.\n *\n * @private\n * @param {Array} source The array to copy values from.\n * @param {Array} [array=[]] The array to copy values to.\n * @returns {Array} Returns `array`.\n */\nfunction copyArray(source, array) {\n var index = -1,\n   length = source.length;\n array || (array = Array(length));\n\n while (++index < length) {\n   array[index] = source[index];\n }\n\n return array;\n}\n\nexport default copyArray;","/**\n * Creates a unary function that invokes `func` with its argument transformed.\n *\n * @private\n * @param {Function} func The function to wrap.\n * @param {Function} transform The argument transform.\n * @returns {Function} Returns the new function.\n */\nfunction overArg(func, transform) {\n return function (arg) {\n   return func(transform(arg));\n };\n}\n\nexport default overArg;","var isEvent = function isEvent(candidate) {\n return !!(candidate && candidate.stopPropagation && candidate.preventDefault);\n};\n\nexport default isEvent;","import MapCache from './_MapCache.js';\n\n/** Error message constants. */\nvar FUNC_ERROR_TEXT = 'Expected a function';\n\n/**\n * Creates a function that memoizes the result of `func`. If `resolver` is\n * provided, it determines the cache key for storing the result based on the\n * arguments provided to the memoized function. By default, the first argument\n * provided to the memoized function is used as the map cache key. The `func`\n * is invoked with the `this` binding of the memoized function.\n *\n * **Note:** The cache is exposed as the `cache` property on the memoized\n * function. Its creation may be customized by replacing the `_.memoize.Cache`\n * constructor with one whose instances implement the\n * [`Map`](http://ecma-international.org/ecma-262/7.0/#sec-properties-of-the-map-prototype-object)\n * method interface of `clear`, `delete`, `get`, `has`, and `set`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Function\n * @param {Function} func The function to have its output memoized.\n * @param {Function} [resolver] The function to resolve the cache key.\n * @returns {Function} Returns the new memoized function.\n * @example\n *\n * var object = { 'a': 1, 'b': 2 };\n * var other = { 'c': 3, 'd': 4 };\n *\n * var values = _.memoize(_.values);\n * values(object);\n * // => [1, 2]\n *\n * values(other);\n * // => [3, 4]\n *\n * object.a = 2;\n * values(object);\n * // => [1, 2]\n *\n * // Modify the result cache.\n * values.cache.set(object, ['a', 'b']);\n * values(object);\n * // => ['a', 'b']\n *\n * // Replace `_.memoize.Cache`.\n * _.memoize.Cache = WeakMap;\n

*/\n\nfunction memoize(func, resolver) {\n if (typeof func != 'function' || resolver != null && typeof resolver != 'function') {\n   throw new TypeError(FUNC_ERROR_TEXT);\n }\n\n var memoized = function memoized() {\n   var args = arguments,\n   key = resolver ? resolver.apply(this, args) : args[0],\n   cache = memoized.cache;\n\n   if (cache.has(key)) {\n   return cache.get(key);\n   }\n\n   var result = func.apply(this, args);\n   memoized.cache = cache.set(key, result) || cache;\n   return result;\n };\n\n memoized.cache = new (memoize.Cache || MapCache)();\n return memoized;\n} // Expose `MapCache`.\n\n\nmemoize.Cache = MapCache;\nexport default memoize;","import memoize from './memoize.js';\n/** Used as the maximum memoize cache size. */\n\nvar MAX_MEMOIZE_SIZE = 500;\n/**\n * A specialized version of `_.memoize` which clears the memoized function's\n * cache when it exceeds `MAX_MEMOIZE_SIZE`.\n *\n * @private\n * @param {Function} func The function to have its output memoized.\n * @returns {Function} Returns the new memoized function.\n */\n\nfunction memoizeCapped(func) {\n var result = memoize(func, function (key) {\n   if (cache.size === MAX_MEMOIZE_SIZE) {\n   cache.clear();\n   }\n\n   return key;\n });\n var cache = result.cache;\n return result;\n}\n\nexport default memoizeCapped;","import memoizeCapped from './_memoizeCapped.js';\n/** Used to match property names within property paths. */\n\nvar rePropName = /[^.[\\]]+|\\[(?:(-?\\d+(?:\\.\\d+)?)|([\'"])((?:(?!\\2)[^\\\\]|\\\\.)*?)\\2)\\]|(?=(?:\\.|\\[\\])(?:\\.|\\[\\]|$))/g;\n/** Used to match backslashes in property paths. */\n\nvar reEscapeChar = /\\\\(\\\\)?/g;\n/**\n * Converts `string` to a property path array.\n *\n * @private\n * @param {string} string The string to convert.\n * @returns {Array} Returns the property path array.\n */\n\nvar stringToPath = memoizeCapped(function (string) {\n var result = [];\n\n if (string.charCodeAt(0) === 46\n /* . */\n) {\n   result.push('');\n }\n\n string.replace(rePropName, function (match, number, quote, subString) {\n   result.push(quote ? subString.replace(reEscapeChar, '$1') : number || match);\n });\n return result;\n});\nexport default stringToPath;","import Symbol from './_Symbol.js';\nimport arrayMap from './_arrayMap.js';\nimport isArray from './isArray.js';\nimport isSymbol from './isSymbol.js';\n/** Used as references for various `Number` constants. */\n\nvar INFINITY = 1 / 0;\n/** Used to convert symbols to primitives and strings. */\n\nvar symbolProto = Symbol ? Symbol.prototype : undefined,\n   symbolToString = symbolProto ? symbolProto.toString : undefined;\n/**\n * The base implementation of `_.toString` which doesn't convert nullish\n * values to empty strings.\n *\n * @private\n * @param {*} value The value to process.\n * @returns {string} Returns the string.\n */\n\nfunction baseToString(value) {\n // Exit early for strings to avoid a performance hit in some environments.\n if (typeof value == 'string') {\n   return value;\n }\n\n if (isArray(value)) {\n   // Recursively convert values (susceptible to call stack limits).\n   return arrayMap(value, baseToString) + '';\n }\n\n if (isSymbol(value)) {\n   return symbolToString ? symbolToString.call(value) : '';\n }\n\n var result = value + '';\n return result == '0' && 1 / value == -INFINITY ? '-0' : result;\n}\n\nexport default baseToString;","import baseToString from './_baseToString.js';\n/**\n * Converts `value` to a string. An empty string is returned for `null`\n * and `undefined` values. The sign of `-0` is preserved.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to convert.\n * @returns {string} Returns the converted string.\n * @example\n *\n * _.toString(null);\n * // => ''\n *\n * _.toString(-0);\n * // => '-0'\n *\n * _.toString([1, 2, 3]);\n * // => '1,2,3'\n */\n\nfunction toString(value) {\n return value == null ? '' : baseToString(value);\n}\n\nexport default toString;","/**\n * Creates a base function for methods like `_.forIn` and `_.forOwn`.\n *\n * @private\n * @param {boolean} [fromRight] Specify iterating from right to left.\n * @returns {Function} Returns the new base function.\n */\nfunction createBaseFor(fromRight) {\n return function (object, iteratee, keysFunc) {\n   var index = -1,\n   iterable = Object(object),\n   props = keysFunc(object),\n   length = props.length;\n\n   while (length--) {\n   var key = props[fromRight ? length : ++index];\n\n   if (iteratee(iterable[key], key, iterable) === false) {\n   break;\n   }\n   }\n\n   return object;\n };\n}\n\nexport default createBaseFor;","import createBaseFor from './_createBaseFor.js';\n/**\n * The base implementation of `baseForOwn` which iterates over `object`\n * properties returned by `keysFunc` and invokes `iteratee` for each property.\n * Iteratee functions may exit iteration early by explicitly returning `false`.\n *\n * @private\n * @param {Object} object The object to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @param {Function} keysFunc The function to get the keys of `object`.\n * @returns {Object} Returns `object`.\n */\n\nvar baseFor = createBaseFor();\nexport default baseFor;","/**\n * The base implementation of `_.times` without support for

iteratee shorthands\n * or max array length checks.\n *\n * @private\n * @param {number} n The number of times to invoke `iteratee`.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the array of results.\n */\nfunction baseTimes(n, iteratee) {\n var index = -1,\n   result = Array(n);\n\n while (++index < n) {\n   result[index] = iteratee(index);\n }\n\n return result;\n}\n\nexport default baseTimes;","import baseTimes from './_baseTimes.js';\nimport isArguments from './isArguments.js';\nimport isArray from './isArray.js';\nimport isBuffer from './isBuffer.js';\nimport isIndex from './_isIndex.js';\nimport isTypedArray from './isTypedArray.js';\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/**\n * Creates an array of the enumerable property names of the array-like `value`.\n *\n * @private\n * @param {*} value The value to query.\n * @param {boolean} inherited Specify returning inherited property names.\n * @returns {Array} Returns the array of property names.\n */\n\nfunction arrayLikeKeys(value, inherited) {\n var isArr = isArray(value),\n   isArg = !isArr && isArguments(value),\n   isBuff = !isArr && !isArg && isBuffer(value),\n   isType = !isArr && !isArg && !isBuff && isTypedArray(value),\n   skipIndexes = isArr || isArg || isBuff || isType,\n   result = skipIndexes ? baseTimes(value.length, String) : [],\n   length = result.length;\n\n for (var key in value) {\n   if ((inherited || hasOwnProperty.call(value, key)) && !(skipIndexes && (// Safari 9 has enumerable `arguments.length` in strict mode.\n   key == 'length' || // Node.js 0.10 has enumerable non-index properties on buffers.\n   isBuff && (key == 'offset' || key == 'parent') || // PhantomJS 2 has enumerable non-index properties on typed arrays.\n   isType && (key == 'buffer' || key == 'byteLength' || key == 'byteOffset') || // Skip index properties.\n   isIndex(key, length)))) {\n   result.push(key);\n   }\n }\n\n return result;\n}\n\nexport default arrayLikeKeys;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar ContentAdd = function ContentAdd(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n   d: 'M19 13h-6v6h-2v-6H5v-2h6V5h2v6h6v2z'\n }));\n};\n\nContentAdd = (0, _pure2.default)(ContentAdd);\nContentAdd.displayName = 'ContentAdd';\nContentAdd.muiName = 'SvgIcon';\n\nexports.default = ContentAdd;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar ContentRemove = function ContentRemove(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n   d: 'M19 13H5v-2h14v2z'\n }));\n};\n\nContentRemove = (0, _pure2.default)(ContentRemove);\nContentRemove.displayName = 'ContentRemove';\nContentRemove.muiName = 'SvgIcon';\n\nexports.default = ContentRemove;","var isHotReloading = function isHotReloading() {\n return !!(typeof module !== 'undefined' && module.hot && typeof module.hot.status === 'function' && module.hot.status() === 'apply');\n};\n\nexport default isHotReloading;","// optional / simple context binding\nvar aFunction = require('./_a-function');\n\nmodule.exports = function (fn, that, length) {\n aFunction(fn);\n if (that === undefined) return fn;\n\n switch (length) {\n   case 1:\n   return function (a) {\n   return fn.call(that, a);\n   };\n\n   case 2:\n   return function (a, b) {\n   return fn.call(that, a, b);\n   };\n\n   case 3:\n   return function (a, b, c) {\n   return fn.call(that, a, b, c);\n   };\n }\n\n return function\n   /* ...args */\n () {\n   return fn.apply(that, arguments);\n };\n};","// 7.1.1 ToPrimitive(input [, PreferredType])\nvar isObject = require('./_is-object'); // instead of the ES6 spec version, we didn't implement @@toPrimitive case\n// and the second argument - flag - preferred type is a string\n\nmodule.exports = function (it, S) {\n if (!isObject(it)) return it;\n var fn, val;\n if (S && typeof (fn = it.toString) == 'function' && !isObject(val = fn.call(it))) return val;\n if (typeof (fn = it.valueOf) == 'function' && !isObject(val = fn.call(it))) return val;\n if (!S && typeof (fn = it.toString) ==

'function' && !isObject(val = fn.call(it))) return val;\n throw TypeError(\"Can't convert object to primitive value\");\n};","var toString = {}.toString;\n\nmodule.exports = function (it) {\n return toString.call(it).slice(8, -1);\n};","// 7.2.1 RequireObjectCoercible(argument)\nmodule.exports = function (it) {\n if (it == undefined) throw TypeError(\"Can't call method on \" + it);\n return it;\n};","// 7.1.4 ToInteger\nvar ceil = Math.ceil;\nvar floor = Math.floor;\n\nmodule.exports = function (it) {\n return isNaN(it = +it) ? 0 : (it > 0 ? floor : ceil)(it);\n};","var shared = require('./_shared')('keys');\n\nvar uid = require('./_uid');\n\nmodule.exports = function (key) {\n return shared[key] || (shared[key] = uid(key));\n};","var core = require('./_core');\n\nvar global = require('./_global');\n\nvar SHARED = '__core-js_shared__';\nvar store = global[SHARED] || (global[SHARED] = {});\n(module.exports = function (key, value) {\n return store[key] || (store[key] = value !== undefined ? value : {});\n})('versions', []).push({\n version: core.version,\n mode: require('./_library') ? 'pure' : 'global',\n copyright: '© 2020 Denis Pushkarev (zloirock.ru)'\n});","// IE 8- don't enum bug keys\nmodule.exports = 'constructor,hasOwnProperty,isPrototypeOf,propertyIsEnumerable,toLocaleString,toString,valueOf'.split(',');","exports.f = Object.getOwnPropertySymbols;","// 19.1.2.2 / 15.2.3.5 Object.create(O [, Properties])\nvar anObject = require('./_an-object');\n\nvar dPs = require('./_object-dps');\n\nvar enumBugKeys = require('./_enum-bug-keys');\n\nvar IE_PROTO = require('./_shared-key')('IE_PROTO');\n\nvar Empty = function Empty() {\n /* empty */\n};\n\nvar PROTOTYPE = 'prototype'; // Create object with fake `null` prototype: use iframe Object with cleared prototype\n\nvar _createDict = function createDict() {\n // Thrash, waste and sodomy: IE GC bug\n var iframe = require('./_dom-create')('iframe');\n\n var i = enumBugKeys.length;\n var lt = '<';\n var gt = '>';\n var iframeDocument;\n iframe.style.display = 'none';\n\n require('./_html').appendChild(iframe);\n\n iframe.src = 'javascript:'; // eslint-disable-line no-script-url\n // createDict = iframe.contentWindow.Object;\n // html.removeChild(iframe);\n\n iframeDocument = iframe.contentWindow.document;\n iframeDocument.open();\n iframeDocument.write(lt + 'script' + gt + 'document.F=Object' + lt + '/script' + gt);\n iframeDocument.close();\n _createDict = iframeDocument.F;\n\n while (i--) {\n   delete _createDict[PROTOTYPE][enumBugKeys[i]];\n }\n\n return _createDict();\n};\n\nmodule.exports = Object.create || function create(O, Properties) {\n var result;\n\n if (O !== null) {\n   Empty[PROTOTYPE] = anObject(O);\n   result = new Empty();\n   Empty[PROTOTYPE] = null; // add \"__proto__\" for Object.getPrototypeOf polyfill\n\n   result[IE_PROTO] = O;\n } else result = _createDict();\n\n return Properties === undefined ? result : dPs(result, Properties);\n};","var def = require('./_object-dp').f;\n\nvar has = require('./_has');\n\nvar TAG = require('./_wks')('toStringTag');\n\nmodule.exports = function (it, tag, stat) {\n if (it && !has(it = stat ? it : it.prototype, TAG)) def(it, TAG, {\n   configurable: true,\n   value: tag\n });\n};","require('./es6.array.iterator');\n\nvar global = require('./_global');\n\nvar hide = require('./_hide');\n\nvar Iterators = require('./_iterators');\n\nvar TO_STRING_TAG = require('./_wks')('toStringTag');\n\nvar DOMIterables = ('CSSRuleList,CSSStyleDeclaration,CSSValueList,ClientRectList,DOMRectList,DOMStringList,' + 'DOMTokenList,DataTransferItemList,FileList,HTMLAllCollection,HTMLCollection,HTMLFormElement,HTMLSelectElement,' + 'MediaList,MimeTypeArray,NamedNodeMap,NodeList,PaintRequestList,Plugin,PluginArray,SVGLengthList,SVGNumberList,' + 'SVGPathSegList,SVGPointList,SVGStringList,SVGTransformList,SourceBufferList,StyleSheetList,TextTrackCueList,' + 'TextTrackList,TouchList').split(',');\n\nfor (var i = 0; i < DOMIterables.length; i++) {\n var NAME = DOMIterables[i];\n var Collection = global[NAME];\n var proto = Collection && Collection.prototype;\n if (proto && !proto[TO_STRING_TAG]) hide(proto, TO_STRING_TAG, NAME);\n Iterators[NAME] = Iterators.Array;\n}","exports.f = require('./_wks');","var global = require('./_global');\n\nvar core = require('./_core');\n\nvar LIBRARY = require('./_library');\n\nvar wksExt = require('./_wks-ext');\n\nvar defineProperty = require('./_object-dp').f;\n\nmodule.exports = function (name) {\n var $Symbol = core.Symbol || (core.Symbol = LIBRARY ? {} : global.Symbol || {});\n if (name.charAt(0) != '_' && !(name in $Symbol)) defineProperty($Symbol, name, {\n   value: wksExt.f(name)\n });\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =

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_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _shallowEqual = require('recompose/shallowEqual');\n\nvar _shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar _autoPrefix = require('../utils/autoPrefix');\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _ScaleIn = require('./ScaleIn');\n\nvar _ScaleIn2 = _interopRequireDefault(_ScaleIn);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar pulsateDuration = 750;\n\nvar FocusRipple = function (_Component) {\n  (0, _inherits3.default)(FocusRipple, _Component);\n\n  function FocusRipple() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, FocusRipple);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = FocusRipple.__proto__ || (0, _getPrototypeOf2.default)(FocusRipple)).call.apply(_ref, [this].concat(args))), _this), _this.pulsate = function () {\n      var innerCircle = _reactDom2.default.findDOMNode(_this.refs.innerCircle);\n\n      if (!innerCircle) return;\n      var startScale = 'scale(1)';\n      var endScale = 'scale(0.85)';\n      var currentScale = innerCircle.style.transform || startScale;\n      var nextScale = currentScale === startScale ? endScale : startScale;\n\n      _autoPrefix2.default.set(innerCircle.style, 'transform', nextScale);\n\n      _this.timeout = setTimeout(_this.pulsate, pulsateDuration);\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(FocusRipple, [{\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n      if (this.props.show) {\n        this.setRippleSize();\n        this.pulsate();\n      }\n    }\n  }, {\n    key: 'shouldComponentUpdate',\n    value: function shouldComponentUpdate(nextProps, nextState) {\n      return !(0, _shallowEqual2.default)(this.props, nextProps) || !(0, _shallowEqual2.default)(this.state, nextState);\n    }\n  }, {\n    key: 'componentDidUpdate',\n    value: function componentDidUpdate() {\n      if (this.props.show) {\n        this.setRippleSize();\n        this.pulsate();\n      } else {\n        if (this.timeout) clearTimeout(this.timeout);\n      }\n    }\n  }, {\n    key: 'componentWillUnmount',\n    value: function componentWillUnmount() {\n      clearTimeout(this.timeout);\n    }\n  }, {\n    key: 'getRippleElement',\n    value: function getRippleElement(props) {\n      var color = props.color,\n          innerStyle = props.innerStyle,\n          opacity = props.opacity;\n      var _context$muiTheme = this.context.muiTheme,\n          prepareStyles = _context$muiTheme.prepareStyles,\n          ripple = _context$muiTheme.ripple;\n      var innerStyles = (0, _simpleAssign2.default)({\n        position: 'absolute',\n        height: '100%',\n        width: '100%',\n        borderRadius: '50%',\n        opacity: opacity ? opacity : 0.16,\n        backgroundColor: color || ripple.color,\n        transition: _transitions2.default.easeOut(pulsateDuration + 'ms', 'transform', null, _transitions2.default.easeInOutFunction)\n      }, innerStyle);\n      return _react2.default.createElement('div', {\n        ref: 'innerCircle',\n        style: prepareStyles((0, _simpleAssign2.default)({}, innerStyles))\n      });\n    }\n  }, {\n    key: 'setRippleSize',\n    value: function setRippleSize() {\n      var el = _reactDom2.default.findDOMNode(this.refs.innerCircle);\n\n      var height = el.offsetHeight;\n      var width = el.offsetWidth;\n      var size = Math.max(height, width);\n      var oldTop = 0; // For browsers that don't support endsWith()\n\n      if (el.style.top.indexOf('px', el.style.top.length - 2) !== -1) {\n        oldTop = parseInt(el.style.top);\n      }\n\n      el.style.height = size + 'px';\n      el.style.top = height / 2 - size / 2 + oldTop + 'px';\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          show = _props.show,\n          style = _props.style;\n      var mergedRootStyles = (0, _simpleAssign2.default)({\n
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height: '100%',\n width: '100%',\n position: 'absolute',\n top: 0,\n left: 0\n }, style);\n var ripple = show ? this.getRippleElement(this.props) : null;\n return _react2.default.createElement(_ScaleIn2.default, {\n maxScale: 0.85,\n style: mergedRootStyles\n }, ripple);\n }\n }]);\n return FocusRipple;\n}(_react.Component);\n\nFocusRipple.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nFocusRipple.propTypes = process.env.NODE_ENV !== \"production\" ? {\n color: _propTypes2.default.string,\n innerStyle: _propTypes2.default.object,\n opacity: _propTypes2.default.number,\n show: _propTypes2.default.bool,\n style: _propTypes2.default.object\n} : {};\nexports.default = FocusRipple;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _AutoComplete = require('./AutoComplete');\n\nvar _AutoComplete2 = _interopRequireDefault(_AutoComplete);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _AutoComplete2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.MenuItem = exports.Menu = undefined;\n\nvar _Menu2 = require('./Menu');\n\nvar _Menu3 = _interopRequireDefault(_Menu2);\n\nvar _MenuItem2 = require('../MenuItem');\n\nvar _MenuItem3 = _interopRequireDefault(_MenuItem2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.Menu = _Menu3.default;\nexports.MenuItem = _MenuItem3.default;\nexports.default = _Menu3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _events = require('../utils/events');\n\nvar _events2 = _interopRequireDefault(_events);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar isDescendant = function isDescendant(el, target) {\n if (target !== null) {\n return el === target || isDescendant(el, target.parentNode);\n }\n\n return false;\n};\n\nvar clickAwayEvents = ['mouseup', 'touchend'];\n\nvar bind = function bind(callback) {\n return clickAwayEvents.forEach(function (event) {\n return _events2.default.on(document, event, callback);\n });\n};\n\nvar unbind = function unbind(callback) {\n return clickAwayEvents.forEach(function (event) {\n return _events2.default.off(document, event, callback);\n });\n};\n\nvar ClickAwayListener = function (_Component) {\n (0, _inherits3.default)(ClickAwayListener, _Component);\n\n function ClickAwayListener() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, ClickAwayListener);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = ClickAwayListener.__proto__ || (0, _getPrototypeOf2.default)(ClickAwayListener)).call.apply(_ref, [this].concat(args))), _this), _this.handleClickAway = function (event) {\n if (event.defaultPrevented) {\n return;\n } // IE11 support, which trigger the handleClickAway even after the unbind\n\n\n if (_this.isCurrentlyMounted) {\n var el = _reactDom2.default.findDOMNode(_this);\n\n if (document.documentElement.contains(event.target) && !isDescendant(el, event.target)) {\n _this.props.onClickAway(event);\n }\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(ClickAwayListener, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n this.isCurrentlyMounted = true;\n\n if (this.props.onClickAway) {\n bind(this.handleClickAway);\n }\n }\n }, {\n key: 'componentDidUpdate',\n value: function

componentDidUpdate(prevProps) {\n if (prevProps.onClickAway !== this.props.onClickAway) {\n unbind(this.handleClickAway);\n\n if (this.props.onClickAway) {\n bind(this.handleClickAway);\n }\n }\n }\n }, {\n key: 'componentWillUnmount',\n value: function componentWillUnmount() {\n this.isCurrentlyMounted = false;\n unbind(this.handleClickAway);\n }\n }, {\n key: 'render',\n value: function render() {\n return this.props.children;\n }\n }]);\n return ClickAwayListener;\n}(_react.Component);\n\nClickAwayListener.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.element,\n onClickAway: _propTypes2.default.func\n} : {};\nexports.default = ClickAwayListener;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _Subheader = require('../Subheader');\n\nvar _Subheader2 = _interopRequireDefault(_Subheader);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar List = function (_Component) {\n (0, _inherits3.default)(List, _Component);\n\n function List() {\n (0, _classCallCheck3.default)(this, List);\n return (0, _possibleConstructorReturn3.default)(this, (List.__proto__ || (0, _getPrototypeOf2.default)(List)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(List, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n children = _props.children,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['children', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var hasSubheader = false;\n\n var firstChild = _react.Children.toArray(children)[0];\n\n if ((0, _react.isValidElement)(firstChild) && firstChild.type === _Subheader2.default) {\n hasSubheader = true;\n }\n\n var styles = {\n root: {\n padding: (hasSubheader ? 0 : 8) + 'px 0px 8px 0px'\n }\n };\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }), children);\n }\n }]);\n return List;\n}(_react.Component);\n\nList.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nList.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * These are usually `ListItem`s that are passed to\n * be part of the list.\n */\n children: _propTypes2.default.node,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = List;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Subheader = require('./Subheader');\n\nvar _Subheader2 = _interopRequireDefault(_Subheader);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _Subheader2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar

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_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-
dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _shallowEqual =
require('recompose/shallowEqual');\n\nvar _shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar
_Popover = require('../Popover/Popover');\n\nvar _Popover2 = _interopRequireDefault(_Popover);\n\nvar _check =
require('../svg-icons/navigation/check');\n\nvar _check2 = _interopRequireDefault(_check);\n\nvar _ListItem =
require('../List/ListItem');\n\nvar _ListItem2 = _interopRequireDefault(_ListItem);\n\nvar _Menu =
require('../Menu/Menu');\n\nvar _Menu2 = _interopRequireDefault(_Menu);\n\nvar _propTypes3 =
require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar
nestedMenuStyle = {\n  position: 'relative'\n};\n\nfunction getStyles(props, context) {\n  var disabledColor =
context.muiTheme.baseTheme.palette.disabledColor;\n  var textColor =
context.muiTheme.baseTheme.palette.textColor;\n  var indent = props.desktop ? 64 : 72;\n  var sidePadding =
props.desktop ? 24 : 16;\n  var styles = {\n    root: {\n      color: props.disabled ? disabledColor : textColor,\n
cursor: props.disabled ? 'default' : 'pointer',\n      minHeight: props.desktop ? '32px' : '48px',\n      lineHeight:
props.desktop ? '32px' : '48px',\n      fontSize: props.desktop ? 15 : 16,\n      whiteSpace: 'nowrap'\n    },\n
innerDivStyle: {\n      paddingLeft: props.leftIcon || props.insetChildren || props.checked ? indent : sidePadding,\n
paddingRight: props.rightIcon ? indent : sidePadding,\n      paddingBottom: 0,\n      paddingTop: 0\n    },\n
secondaryText: {\n      float: 'right'\n    },\n    leftIconDesktop: {\n      margin: 0,\n      left: 24,\n      top: 4\n    },\n
rightIconDesktop: {\n      margin: 0,\n      right: 24,\n      top: 4,\n      fill:
context.muiTheme.menuItem.rightIconDesktopFill\n    }\n  };\n  return styles;\n}\n\nvar MenuItem = function
(_Component) {\n  (0, _inherits3.default)(MenuItem, _Component);\n\n  function MenuItem() {\n    var _ref;\n\n
var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, MenuItem);\n\n    for (var _len = arguments.length,
args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret =
(_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = MenuItem.__proto__ || (0,
_getPrototypeOf2.default)(MenuItem)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      open: false\n
  }, _this.cloneMenuItem = function (item) {\n      return _react2.default.cloneElement(item, {\n        onClick:
function onClick(event) {\n          if (!item.props.menuItems) {\n            _this.handleRequestClose();\n          }\n\n
    if (item.props.onClick) {\n            item.props.onClick(event);\n          }\n        }\n      });\n    }, _this.handleClick =
function (event) {\n      event.preventDefault();\n\n      _this.setState({\n        open: true,\n        anchorEl:
_reactDom2.default.findDOMNode(_this)\n      });\n\n      if (_this.props.onClick) {\n
_this.props.onClick(event);\n      }\n    }, _this.handleRequestClose = function () {\n      _this.setState({\n        open:
false,\n        anchorEl: null\n      });\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0,
_createClass3.default)(MenuItem, [{\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n
    this.applyFocusState();\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function
componentWillReceiveProps(nextProps) {\n      if (this.state.open && nextProps.focusState === 'none') {\n
this.handleRequestClose();\n      }\n    }\n  }, {\n    key: 'shouldComponentUpdate',\n    value: function
shouldComponentUpdate(nextProps, nextState, nextContext) {\n      return !(0, _shallowEqual2.default)(this.props,
nextProps) || !(0, _shallowEqual2.default)(this.state, nextState) || !(0, _shallowEqual2.default)(this.context,
nextContext);\n    }\n  }, {\n    key: 'componentDidUpdate',\n    value: function componentDidUpdate() {\n
this.applyFocusState();\n    }\n  }, {\n    key: 'componentWillUnmount',\n    value: function
```

componentWillUnmount() {\n if (this.state.open) {\n this.setState({\n open: false\n });\n }\n }\n }, {\n key: 'applyFocusState',\n value: function applyFocusState() {\n this.refs.listItem.applyFocusState(this.props.focusState);\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n checked = _props.checked,\n children = _props.children,\n desktop = _props.desktop,\n disabled = _props.disabled,\n focusState = _props.focusState,\n innerDivStyle = _props.innerDivStyle,\n insetChildren = _props.insetChildren,\n leftIcon = _props.leftIcon,\n menuItems = _props.menuItems,\n rightIcon = _props.rightIcon,\n secondaryText = _props.secondaryText,\n style = _props.style,\n animation = _props.animation,\n anchorOrigin = _props.anchorOrigin,\n targetOrigin = _props.targetOrigin,\n value = _props.value,\n other = (0, _objectWithoutProperties3.default)(_props, ['checked', 'children', 'desktop', 'disabled', 'focusState', 'innerDivStyle', 'insetChildren', 'leftIcon', 'menuItems', 'rightIcon', 'secondaryText', 'style', 'animation', 'anchorOrigin', 'targetOrigin', 'value']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var mergedRootStyles = (0, _simpleAssign2.default)(styles.root, style);\n var mergedInnerDivStyles = (0, _simpleAssign2.default)(styles.innerDivStyle, innerDivStyle); // Left Icon\n\n var leftIconElement = leftIcon ? leftIcon : checked ? _react2.default.createElement(_check2.default, null) : null;\n\n if (leftIconElement) {\n var mergedLeftIconStyles = desktop ? (0, _simpleAssign2.default)(styles.leftIconDesktop, leftIconElement.props.style) : leftIconElement.props.style;\n leftIconElement = _react2.default.cloneElement(leftIconElement, {\n style: mergedLeftIconStyles\n });\n } // Right Icon\n\n\n var rightIconElement = void 0;\n\n if (rightIcon) {\n var mergedRightIconStyles = desktop ? (0, _simpleAssign2.default)(styles.rightIconDesktop, rightIcon.props.style) : rightIcon.props.style;\n rightIconElement = _react2.default.cloneElement(rightIcon, {\n style: mergedRightIconStyles\n });\n } // Secondary Text\n\n\n var secondaryTextElement = void 0;\n\n if (secondaryText) {\n var secondaryTextIsAnElement = _react2.default.isValidElement(secondaryText);\n\n var mergedSecondaryTextStyles = secondaryTextIsAnElement ? (0, _simpleAssign2.default)(styles.secondaryText, secondaryText.props.style) : null;\n secondaryTextElement = secondaryTextIsAnElement ? _react2.default.cloneElement(secondaryText, {\n style: mergedSecondaryTextStyles\n }) : _react2.default.createElement('div', {\n style: prepareStyles(styles.secondaryText)\n }, secondaryText);\n }\n\n var childMenuPopover = void 0;\n\n if (menuItems) {\n childMenuPopover = _react2.default.createElement(_Popover2.default, {\n animation: animation,\n anchorOrigin: anchorOrigin,\n anchorEl: this.state.anchorEl,\n open: this.state.open,\n targetOrigin: targetOrigin,\n useLayerForClickAway: false,\n onRequestClose: this.handleRequestClose\n }, _react2.default.createElement(_Menu2.default, {\n desktop: desktop,\n disabled: disabled,\n style: nestedMenuStyle\n }, _react2.default.Children.map(menuItems, this.cloneMenuItem)));\n other.onClick = this.handleClick;\n }\n\n return _react2.default.createElement(_ListItem2.default, (0, _extends3.default)({}, other, {\n disabled: disabled,\n hoverColor: this.context.muiTheme.menuItem.hoverColor,\n innerDivStyle: mergedInnerDivStyles,\n insetChildren: insetChildren,\n leftIcon: leftIconElement,\n ref: 'listItem',\n rightIcon: rightIconElement,\n role: 'menuitem',\n style: mergedRootStyles\n }), children, secondaryTextElement, childMenuPopover);\n }\n }]);\n return MenuItem;\n}(_react.Component);\n\nMenuItem.muiName = 'MenuItem';\nMenuItem.defaultProps = {\n anchorOrigin: {\n horizontal: 'right',\n vertical: 'top'\n },\n checked: false,\n desktop: false,\n disabled: false,\n focusState: 'none',\n insetChildren: false,\n targetOrigin: {\n horizontal: 'left',\n vertical: 'top'\n }\n};\nMenuItem.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nMenuItem.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Location of the anchor for the popover of nested `MenuItem`\n * elements.\n * Options:\n * horizontal: [left, middle, right]\n * vertical: [top, center, bottom].\n */\n anchorOrigin: _propTypes4.default.origin,\n\n /**\n * Override the default animation component used.\n */\n animation: _propTypes2.default.func,\n\n /**\n * If true, a left check mark will be rendered.\n */\n checked: _propTypes2.default.bool,\n\n /**\n * Elements passed as children to the underlying `ListItem`.\n */\n children:

_propTypes2.default.node,\n\n /**\n * @ignore\n * If true, the menu item will render with compact desktop\n * styles.\n */\n desktop: _propTypes2.default.bool,\n\n /**\n * If true, the menu item will be disabled.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * The focus state of the menu item. This prop is used to set the focus\n * state of the underlying `ListItem`.\n */\n focusState: _propTypes2.default.oneOf(['none', 'focused', 'keyboard-focused']),\n\n /**\n * Override the inline-styles of the inner div.\n */\n innerDivStyle: _propTypes2.default.object,\n\n /**\n * If true, the children will be indented.\n * This is only needed when there is no `leftIcon`.\n */\n insetChildren: _propTypes2.default.bool,\n\n /**\n * The `SvgIcon` or `FontIcon` to be displayed on the left side.\n */\n leftIcon: _propTypes2.default.element,\n\n /**\n * `MenuItem` elements to nest within the menu item.\n */\n menuItems: _propTypes2.default.node,\n\n /**\n * Callback function fired when the menu item is clicked.\n *\n * @param {object} event Click event targeting the menu item.\n */\n onClick: _propTypes2.default.func,\n\n /**\n * Can be used to render primary text within the menu item.\n */\n primaryText: _propTypes2.default.node,\n\n /**\n * The `SvgIcon` or `FontIcon` to be displayed on the right side.\n */\n rightIcon: _propTypes2.default.element,\n\n /**\n * Can be used to render secondary text within the menu item.\n */\n secondaryText: _propTypes2.default.node,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Location on the popover of nested `MenuItem` elements that will attach\n * to the anchor's origin.\n * Options:\n * horizontal: [left, middle, right]\n * vertical: [top, center, bottom].\n */\n targetOrigin: _propTypes4.default.origin,\n\n /**\n * The value of the menu item.\n */\n value: _propTypes2.default.any\n} : {};\nexports.default = MenuItem;","var g; // This works in non-strict mode\n\ng = function () {\n return this;\n}();\n\ntry {\n // This works if eval is allowed (see CSP)\n g = g || new Function(\"return this\")();\n} catch (e) {\n // This works if the window reference is available\n if (typeof window === \"object\") g = window;\n} // g can still be undefined, but nothing to do about it...\n// We return undefined, instead of nothing here, so it's\n// easier to handle this case. if(!global) { ...}\n\n\nmodule.exports = g;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Divider = require('./Divider');\n\nvar _Divider2 = _interopRequireDefault(_Divider);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _Divider2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Avatar = require('./Avatar');\n\nvar _Avatar2 = _interopRequireDefault(_Avatar);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _Avatar2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var selected = props.selected;\n var bottomNavigation = context.muiTheme.bottomNavigation;\n var color = selected ? bottomNavigation.selectedColor : bottomNavigation.unselectedColor;\n var styles = {\n root: {\n transition: 'padding-top 0.3s',\n paddingTop: selected ? 6 : 8,\n paddingBottom: 10,\n paddingLeft: 12,\n paddingRight: 12,\n minWidth: 80,\n maxWidth: 168\n },\n label: {\n fontSize: selected ? bottomNavigation.selectedFontSize : bottomNavigation.unselectedFontSize,\n transition: 'color 0.3s, font-size 0.3s',\n color: color\n },\n icon: {\n display: 'block',\n\n /**\n * Used to ensure SVG icons are centered\n */\n width: '100%'\n },\n iconColor: color\n };\n return styles;\n}\n\nvar BottomNavigationItem = function BottomNavigationItem(props, context) {\n var label = props.label,\n icon = props.icon,\n style = props.style,\n other = (0, _objectWithoutProperties3.default)(props, ['label', 'icon',

'style']);\n var prepareStyles = context.muiTheme.prepareStyles;\n var styles = getStyles(props, context);\n var styledIcon = (0, _react.cloneElement)(icon, {\n   style: (0, _simpleAssign2.default)({}, styles.icon, icon.props.style),\n   color: icon.props.color || styles.iconColor\n });\n return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, {\n   style: (0, _simpleAssign2.default)({}, styles.root, style)\n }), styledIcon, _react2.default.createElement('div', {\n   style: prepareStyles(styles.label)\n }, label));\n};\n\nBottomNavigationItem.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * Set the icon representing the view for this item.\n   */\n icon: _propTypes2.default.node,\n\n /**\n   * Set the label describing the view for this item.\n   */\n label: _propTypes2.default.node,\n\n /**\n   * @ignore\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object\n} : {};\nBottomNavigationItem.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nexports.default = BottomNavigationItem;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _Avatar = require('../Avatar');\n\nvar _Avatar2 = _interopRequireDefault(_Avatar);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var card = context.muiTheme.card;\n return {\n   root: {\n   padding: 16,\n   fontWeight: card.fontWeight,\n   boxSizing: 'border-box',\n   position: 'relative',\n   whiteSpace: 'nowrap'\n   },\n   text: {\n   display: 'inline-block',\n   verticalAlign: 'top',\n   whiteSpace: 'normal',\n   paddingRight: '90px'\n   },\n   avatar: {\n   marginRight: 16\n   },\n   title: {\n   color: props.titleColor || card.titleColor,\n   display: 'block',\n   fontSize: 15\n   },\n   subtitle: {\n   color: props.subtitleColor || card.subtitleColor,\n   display: 'block',\n   fontSize: 14\n   }\n };\n}\n\nvar CardHeader = function (_Component) {\n (0, _inherits3.default)(CardHeader, _Component);\n\n function CardHeader() {\n   (0, _classCallCheck3.default)(this, CardHeader);\n   return (0, _possibleConstructorReturn3.default)(this, (CardHeader.__proto__ || (0, _getPrototypeOf2.default)(CardHeader)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(CardHeader, [{\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   actAsExpander = _props.actAsExpander,\n   avatarProp = _props.avatar,\n   children = _props.children,\n   closeIcon = _props.closeIcon,\n   expandable = _props.expandable,\n   openIcon = _props.openIcon,\n   showExpandableButton = _props.showExpandableButton,\n   style = _props.style,\n   subtitle = _props.subtitle,\n   subtitleColor = _props.subtitleColor,\n   subtitleStyle = _props.subtitleStyle,\n   textStyle = _props.textStyle,\n   title = _props.title,\n   titleColor = _props.titleColor,\n   titleStyle = _props.titleStyle,\n   iconStyle = _props.iconStyle,\n   other = (0, _objectWithoutProperties3.default)(_props, ['actAsExpander', 'avatar', 'children', 'closeIcon', 'expandable', 'openIcon', 'showExpandableButton', 'style', 'subtitle', 'subtitleColor', 'subtitleStyle', 'textStyle', 'title', 'titleColor', 'titleStyle', 'iconStyle']);\n   var prepareStyles = this.context.muiTheme.prepareStyles;\n   var styles = getStyles(this.props, this.context);\n   var avatar = avatarProp;\n\n   if ((0, _react.isValidElement)(avatarProp)) {\n   avatar = _react2.default.cloneElement(avatar, {\n   style: (0, _simpleAssign2.default)(styles.avatar,

avatar.props.style)\n });\n } else if (avatar !== null) {\n avatar = _react2.default.createElement(_Avatar2.default, {\n src: avatarProp,\n style: styles.avatar\n });\n }\n\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }), avatar, _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.text, textStyle))\n }, _react2.default.createElement('span', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.title, titleStyle))\n }, title), _react2.default.createElement('span', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.subtitle, subtitleStyle))\n }, subtitle)), children);\n }\n }]);\n return CardHeader;\n}(_react.Component);\n\nCardHeader.muiName = 'CardHeader';\nCardHeader.defaultProps = {\n avatar: null\n};\nCardHeader.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nCardHeader.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * If true, a click on this card component expands the card.\n */\n actAsExpander: _propTypes2.default.bool,\n\n /**\n * This is the [Avatar](/#/components/avatar) element to be displayed on the Card Header.\n * If `avatar` is an `Avatar` or other element, it will be rendered.\n * If `avatar` is a string, it will be used as the image `src` for an `Avatar`.\n */\n avatar: _propTypes2.default.node,\n\n /**\n * Can be used to render elements inside the Card Header.\n */\n children: _propTypes2.default.node,\n\n /**\n * Can be used to pass a closeIcon if you don't like the default expandable close Icon.\n */\n closeIcon: _propTypes2.default.node,\n\n /**\n * If true, this card component is expandable.\n */\n expandable: _propTypes2.default.bool,\n\n /**\n * Override the iconStyle of the Icon Button.\n */\n iconStyle: _propTypes2.default.object,\n\n /**\n * Can be used to pass a openIcon if you don't like the default expandable open Icon.\n */\n openIcon: _propTypes2.default.node,\n\n /**\n * If true, this card component will include a button to expand the card.\n */\n showExpandableButton: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Can be used to render a subtitle in Card Header.\n */\n subtitle: _propTypes2.default.node,\n\n /**\n * Override the subtitle color.\n */\n subtitleColor: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the subtitle.\n */\n subtitleStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the text.\n */\n textStyle: _propTypes2.default.object,\n\n /**\n * Can be used to render a title in Card Header.\n */\n title: _propTypes2.default.node,\n\n /**\n * Override the title color.\n */\n titleColor: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the title.\n */\n titleStyle: _propTypes2.default.object\n} : {};\nexports.default = CardHeader;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var card = context.muiTheme.card;\n return {\n root: {\n padding: 16,\n position: 'relative'\n },\n title: {\n fontSize: 24,\n color: props.titleColor || card.titleColor,\n display: 'block',\n lineHeight: '36px'\n },\n subtitle: {\n fontSize: 14,\n color: props.subtitleColor || card.subtitleColor,\n display: 'block'\n }\n

```
};\n}\n\nvar CardTitle = function (_Component) {\n  (0, _inherits3.default)(CardTitle, _Component);\n\n  function CardTitle() {\n    (0, _classCallCheck3.default)(this, CardTitle);\n    return (0, _possibleConstructorReturn3.default)(this, (CardTitle.__proto__ || (0, _getPrototypeOf2.default)(CardTitle)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(CardTitle, [{\n key: 'render',\n    value: function render() {\n      var _props = this.props,\n          actAsExpander = _props.actAsExpander,\n          children = _props.children,\n          closeIcon = _props.closeIcon,\n          expandable = _props.expandable,\n          showExpandableButton = _props.showExpandableButton,\n          style = _props.style,\n          subtitle = _props.subtitle,\n          subtitleColor = _props.subtitleColor,\n          subtitleStyle = _props.subtitleStyle,\n          title = _props.title,\n          titleColor = _props.titleColor,\n          titleStyle = _props.titleStyle,\n          other = (0, _objectWithoutProperties3.default)(_props, ['actAsExpander', 'children', 'closeIcon', 'expandable', 'showExpandableButton', 'style', 'subtitle', 'subtitleColor', 'subtitleStyle', 'title', 'titleColor', 'titleStyle']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context);\n      var rootStyle = (0, _simpleAssign2.default)({}, styles.root, style);\n      var extendedTitleStyle = (0, _simpleAssign2.default)({}, styles.title, titleStyle);\n      var extendedSubtitleStyle = (0, _simpleAssign2.default)({}, styles.subtitle, subtitleStyle);\n      return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n        style: prepareStyles(rootStyle)\n      }), _react2.default.createElement('span', {\n        style: prepareStyles(extendedTitleStyle)\n      }, title), _react2.default.createElement('span', {\n        style: prepareStyles(extendedSubtitleStyle)\n      }, subtitle), children);\n    }\n  }]);\n  return CardTitle;\n}(_react.Component);\n\nCardTitle.muiName = 'CardTitle';\nCardTitle.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\nCardTitle.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  /**\n   * If true, a click on this card component expands the card.\n   */\n  actAsExpander: _propTypes2.default.bool,\n\n  /**\n   * Can be used to render elements inside the Card Title.\n   */\n  children: _propTypes2.default.node,\n\n  /**\n   * Can be used to pass a closeIcon if you don't like the default expandable close Icon.\n   */\n  closeIcon: _propTypes2.default.node,\n\n  /**\n   * If true, this card component is expandable.\n   */\n  expandable: _propTypes2.default.bool,\n\n  /**\n   * If true, this card component will include a button to expand the card.\n   */\n  showExpandableButton: _propTypes2.default.bool,\n\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object,\n\n  /**\n   * Can be used to render a subtitle in the Card Title.\n   */\n  subtitle: _propTypes2.default.node,\n\n  /**\n   * Override the subtitle color.\n   */\n  subtitleColor: _propTypes2.default.string,\n\n  /**\n   * Override the inline-styles of the subtitle.\n   */\n  subtitleStyle: _propTypes2.default.object,\n\n  /**\n   * Can be used to render a title in the Card Title.\n   */\n  title: _propTypes2.default.node,\n\n  /**\n   * Override the title color.\n   */\n  titleColor: _propTypes2.default.string,\n\n  /**\n   * Override the inline-styles of the title.\n   */\n  titleStyle: _propTypes2.default.object\n} : {};\nexports.default = CardTitle;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var
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cardMedia = context.muiTheme.cardMedia;\n return {\n   root: {\n   position: 'relative'\n   },\n overlayContainer: {\n   position: 'absolute',\n   top: 0,\n   bottom: 0,\n   right: 0,\n   left: 0\n   },\n overlay: {\n   height: '100%',\n   position: 'relative'\n   },\n overlayContent: {\n   position: 'absolute',\n   bottom: 0,\n   right: 0,\n   left: 0,\n   paddingTop: 8,\n   background: cardMedia.overlayContentBackground\n   },\n media: {},\n mediaChild: {\n   verticalAlign: 'top',\n   maxWidth: '100%',\n   minWidth: '100%',\n   width: '100%'\n   }\n };\n}\n\nvar CardMedia = function (_Component) {\n (0, _inherits3.default)(CardMedia, _Component);\n\n function CardMedia() {\n   (0, _classCallCheck3.default)(this, CardMedia);\n   return (0, _possibleConstructorReturn3.default)(this, (CardMedia.__proto__ || (0, _getPrototypeOf2.default)(CardMedia)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(CardMedia, [{\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   actAsExpander = _props.actAsExpander,\n   children = _props.children,\n   expandable = _props.expandable,\n   mediaStyle = _props.mediaStyle,\n   overlay = _props.overlay,\n   overlayContainerStyle = _props.overlayContainerStyle,\n   overlayContentStyle = _props.overlayContentStyle,\n   overlayStyle = _props.overlayStyle,\n   style = _props.style,\n   other = (0, _objectWithoutProperties3.default)(_props, ['actAsExpander', 'children', 'expandable', 'mediaStyle', 'overlay', 'overlayContainerStyle', 'overlayContentStyle', 'overlayStyle', 'style']);\n   var prepareStyles = this.context.muiTheme.prepareStyles;\n   var styles = getStyles(this.props, this.context);\n   var rootStyle = (0, _simpleAssign2.default)(styles.root, style);\n   var extendedMediaStyle = (0, _simpleAssign2.default)(styles.media, mediaStyle);\n   var extendedOverlayContainerStyle = (0, _simpleAssign2.default)(styles.overlayContainer, overlayContainerStyle);\n   var extendedOverlayContentStyle = (0, _simpleAssign2.default)(styles.overlayContent, overlayContentStyle);\n   var extendedOverlayStyle = (0, _simpleAssign2.default)(styles.overlay, overlayStyle);\n   var titleColor = this.context.muiTheme.cardMedia.titleColor;\n   var subtitleColor = this.context.muiTheme.cardMedia.subtitleColor;\n   var color = this.context.muiTheme.cardMedia.color;\n\n   var styledChildren = _react2.default.Children.map(children, function (child) {\n   if (!child) {\n   return child;\n   }\n\n   return _react2.default.cloneElement(child, {\n   style: prepareStyles((0, _simpleAssign2.default)({}, styles.mediaChild, child.props.style))\n   });\n   });\n\n   var overlayChildren = _react2.default.Children.map(overlay, function (child) {\n   var childMuiName = child && child.type ? child.type.muiName : null;\n\n   if (childMuiName === 'CardHeader' || childMuiName === 'CardTitle') {\n   return _react2.default.cloneElement(child, {\n   titleColor: titleColor,\n   subtitleColor: subtitleColor\n   });\n   } else if (childMuiName === 'CardText') {\n   return _react2.default.cloneElement(child, {\n   color: color\n   });\n   } else {\n   return child;\n   }\n   });\n\n   return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n   style: prepareStyles(rootStyle)\n   }), _react2.default.createElement('div', {\n   style: prepareStyles(extendedMediaStyle)\n   }, styledChildren), overlay ? _react2.default.createElement('div', {\n   style: prepareStyles(extendedOverlayContainerStyle)\n   }, _react2.default.createElement('div', {\n   style: prepareStyles(extendedOverlayStyle)\n   }, _react2.default.createElement('div', {\n   style: prepareStyles(extendedOverlayContentStyle)\n   }, overlayChildren))) : '');\n   }\n }]);\n return CardMedia;\n}(_react.Component);\n\nCardMedia.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nCardMedia.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * If true, a click on this card component expands the card.\n   */\n actAsExpander: _propTypes2.default.bool,\n\n /**\n   * Can be used to render elements inside the Card Media.\n   */\n children: _propTypes2.default.node,\n\n /**\n   * If true, this card component is expandable.\n   */\n expandable: _propTypes2.default.bool,\n\n /**\n   * Override the inline-styles of the Card Media.\n   */\n mediaStyle: _propTypes2.default.object,\n\n /**\n   * Can be used to render overlay element in Card Media.\n   */\n overlay: _propTypes2.default.node,\n\n /**\n   * Override the inline-styles of the overlay container.\n   */\n overlayContainerStyle: _propTypes2.default.object,\n\n /**\n   * Override the inline-styles of the overlay content.\n   */\n overlayContentStyle: _propTypes2.default.object,\n\n /**\n   * Override the inline-styles of the overlay element.\n   */\n overlayStyle: _propTypes2.default.object,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object\n} : {};\nexports.default = CardMedia;","'use

strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var cardText = context.muiTheme.cardText;\n return {\n   root: {\n   padding: 16,\n   fontSize: 14,\n   color: props.color || cardText.textColor\n   }\n };\n}\n\nvar CardText = function (_Component) {\n (0, _inherits3.default)(CardText, _Component);\n\n function CardText() {\n   (0, _classCallCheck3.default)(this, CardText);\n   return (0, _possibleConstructorReturn3.default)(this, (CardText.__proto__ || (0, _getPrototypeOf2.default)(CardText)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(CardText, [{\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   actAsExpander = _props.actAsExpander,\n   children = _props.children,\n   color = _props.color,\n   expandable = _props.expandable,\n   style = _props.style,\n   other = (0, _objectWithoutProperties3.default)(_props, ['actAsExpander', 'children', 'color', 'expandable', 'style']);\n   var prepareStyles = this.context.muiTheme.prepareStyles;\n   var styles = getStyles(this.props, this.context);\n   var rootStyle = (0, _simpleAssign2.default)(styles.root, style);\n   return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n   style: prepareStyles(rootStyle)\n   }), children);\n   }\n }]);\n return CardText;\n}(_react.Component);\n\nCardText.muiName = 'CardText';\nCardText.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nCardText.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * If true, a click on this card component expands the card.\n   */\n actAsExpander: _propTypes2.default.bool,\n\n /**\n   * Can be used to render elements inside the Card Text.\n   */\n children: _propTypes2.default.node,\n\n /**\n   * Override the CardText color.\n   */\n color: _propTypes2.default.string,\n\n /**\n   * If true, this card component is expandable.\n   */\n expandable: _propTypes2.default.bool,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object\n} : {};\nexports.default = CardText;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =

require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles() {\n return {\n   root: {\n   padding: 8,\n   position: 'relative'\n   },\n   action: {\n   marginRight: 8\n   }\n };\n}\n\nvar CardActions = function (_Component) {\n (0, _inherits3.default)(CardActions, _Component);\n\n function CardActions() {\n   (0, _classCallCheck3.default)(this, CardActions);\n   return (0, _possibleConstructorReturn3.default)(this, (CardActions.__proto__ || (0, _getPrototypeOf2.default)(CardActions)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(CardActions, [{\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   actAsExpander = _props.actAsExpander,\n   children = _props.children,\n   expandable = _props.expandable,\n   showExpandableButton = _props.showExpandableButton,\n   style = _props.style,\n   other = (0, _objectWithoutProperties3.default)(_props, ['actAsExpander', 'children', 'expandable', 'showExpandableButton', 'style']);\n   var prepareStyles = this.context.muiTheme.prepareStyles;\n   var styles = getStyles(this.props, this.context);\n\n   var styledChildren = _react2.default.Children.map(children, function (child) {\n   if (_react2.default.isValidElement(child)) {\n   return _react2.default.cloneElement(child, {\n   style: (0, _simpleAssign2.default)({}, styles.action, child.props.style)\n   });\n   }\n   });\n\n   return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n   style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n   }), styledChildren);\n   }\n }]);\n return CardActions;\n}(_react.Component);\n\nCardActions.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nCardActions.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * If true, a click on this card component expands the card.\n   */\n actAsExpander: _propTypes2.default.bool,\n\n /**\n   * Can be used to render elements inside the Card Action.\n   */\n children: _propTypes2.default.node,\n\n /**\n   * If true, this card component is expandable.\n   */\n expandable: _propTypes2.default.bool,\n\n /**\n   * If true, this card component will include a button to expand the card.\n   */\n showExpandableButton: _propTypes2.default.bool,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object\n} : {};\nexports.default = CardActions;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactEventListener = require('react-event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _FocusRipple = require('./FocusRipple');\n\nvar _FocusRipple2 = _interopRequireDefault(_FocusRipple);\n\nvar _TouchRipple = require('./TouchRipple');\n\nvar _TouchRipple2 = _interopRequireDefault(_TouchRipple);\n\nvar _Paper = require('./../Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var baseTheme =

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context.muiTheme.baseTheme;\n  return {\n    root: {\n      cursor: props.disabled ? 'not-allowed' : 'pointer',\n
position: 'relative',\n      overflow: 'visible',\n      display: 'table',\n      height: 'auto',\n      width: '100%'\n    },\n
input: {\n      position: 'absolute',\n      cursor: 'inherit',\n      pointerEvents: 'all',\n      opacity: 0,\n      width:
'100%',\n      height: '100%',\n      zIndex: 2,\n      left: 0,\n      boxSizing: 'border-box',\n      padding: 0,\n      margin:
0\n    },\n    controls: {\n      display: 'flex',\n      width: '100%',\n      height: '100%'\n    },\n    label: {\n      float:
'left',\n      position: 'relative',\n      display: 'block',\n      width: 'calc(100% - 60px)',\n      lineHeight: '24px',\n
color: baseTheme.palette.textColor,\n      fontFamily: baseTheme.fontFamily\n    },\n    wrap: {\n      transition:
_transitions2.default.easeOut(),\n      float: 'left',\n      position: 'relative',\n      display: 'block',\n      flexShrink: 0,\n
width: 60 - baseTheme.spacing.desktopGutterLess,\n      marginRight: props.labelPosition === 'right' ?
baseTheme.spacing.desktopGutterLess : 0,\n      marginLeft: props.labelPosition === 'left' ?
baseTheme.spacing.desktopGutterLess : 0\n    },\n    ripple: {\n      color: props.rippleColor ||
baseTheme.palette.primary1Color,\n      height: '200%',\n      width: '200%',\n      top: -12,\n      left: -12\n    }\n
};\n}\n\nvar EnhancedSwitch = function (_Component) {\n  (0, _inherits3.default)(EnhancedSwitch,
_Component);\n\n  function EnhancedSwitch() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0,
_classCallCheck3.default)(this, EnhancedSwitch);\n\n    for (var _len = arguments.length, args = Array(_len), _key
= 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = EnhancedSwitch.__proto__ || (0,
_getPrototypeOf2.default)(EnhancedSwitch)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n
isKeyboardFocused: false\n    }, _this.handleChange = function (event) {\n      _this.tabPressed = false;\n\n
_this.setState({\n        isKeyboardFocused: false\n      });\n\n      var isInputChecked =
_this.refs.checkbox.checked;\n\n      if (!_this.props.hasOwnProperty('checked') &&
_this.props.onParentShouldUpdate) {\n        _this.props.onParentShouldUpdate(isInputChecked);\n      }\n\n      if
(_this.props.onSwitch) {\n        _this.props.onSwitch(event, isInputChecked);\n      }\n    }, _this.handleKeyDown =
function (event) {\n      var code = (0, _keycode2.default)(event);\n\n      if (code === 'tab') {\n        _this.tabPressed
= true;\n      }\n\n      if (_this.state.isKeyboardFocused && code === 'space') {\n        _this.handleChange(event);\n
}\n    }, _this.handleKeyUp = function (event) {\n      if (_this.state.isKeyboardFocused && (0,
_keycode2.default)(event) === 'space') {\n        _this.handleChange(event);\n      }\n    }, _this.handleMouseDown =
function (event) {\n      // only listen to left clicks\n      if (event.button === 0) {\n
_this.refs.touchRipple.start(event);\n      }\n    }, _this.handleMouseUp = function () {\n
_this.refs.touchRipple.end();\n    }, _this.handleMouseLeave = function () {\n      _this.refs.touchRipple.end();\n    },
_this.handleTouchStart = function (event) {\n      _this.refs.touchRipple.start(event);\n    }, _this.handleTouchEnd =
function () {\n      _this.refs.touchRipple.end();\n    }, _this.handleBlur = function (event) {\n      _this.setState({\n
isKeyboardFocused: false\n      });\n\n      if (_this.props.onBlur) {\n        _this.props.onBlur(event);\n      }\n    },
_this.handleFocus = function (event) {\n      // setTimeout is needed becuase the focus event fires first\n      // Wait
so that we can capture if this was a keyboard focus\n      // or touch focus\n      setTimeout(function () {\n        if
(_this.tabPressed) {\n          _this.setState({\n            isKeyboardFocused: true\n          });\n        }\n      }, 150);\n\n
if (_this.props.onFocus) {\n        _this.props.onFocus(event);\n      }\n    }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(EnhancedSwitch, [{\n    key:
'componentWillMount',\n    value: function componentWillMount() {\n
this.componentWillReceiveProps(this.props);\n    }\n  }, {\n    key: 'componentDidMount',\n    value: function
componentDidMount() {\n      var inputNode = this.refs.checkbox;\n\n      if ((!this.props.switched ||
inputNode.checked !== this.props.switched) && this.props.onParentShouldUpdate) {\n
this.props.onParentShouldUpdate(inputNode.checked);\n      }\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n
value: function componentWillReceiveProps(nextProps) {\n      var hasCheckedProp =
nextProps.hasOwnProperty('checked');\n      var hasNewDefaultProp =
nextProps.hasOwnProperty('defaultChecked') && nextProps.defaultChecked !== this.props.defaultChecked;\n\n
if (hasCheckedProp || hasNewDefaultProp) {\n        var switched = nextProps.checked || nextProps.defaultChecked ||
false;\n        this.setState({\n          switched: switched\n        });\n\n        if (this.props.onParentShouldUpdate &&
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switched !== this.props.switched) {\n this.props.onParentShouldUpdate(switched);\n }\n }\n }\n }, {\n key: 'isSwitched',\n value: function isSwitched() {\n return this.refs.checkbox.checked;\n } // no callback here because there is no event\n\n }, {\n key: 'setSwitched',\n value: function setSwitched(newSwitchedValue) {\n if (!this.props.hasOwnProperty('checked') || this.props.checked === false) {\n if (this.props.onParentShouldUpdate) {\n this.props.onParentShouldUpdate(newSwitchedValue);\n }\n\n this.refs.checkbox.checked = newSwitchedValue;\n } else {\n process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(false, 'Material-UI: Cannot call set method while checked is defined as a property.') : void 0;\n }\n }\n }, {\n key: 'getValue',\n value: function getValue() {\n return this.refs.checkbox.value;\n } // Checkbox inputs only use SPACE to change their state. Using ENTER will\n // update the ui but not the input.\n\n /**\n * Because both the ripples and the checkbox input cannot share pointer\n * events, the checkbox input takes control of pointer events and calls\n * ripple animations manually.\n */\n\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n name = _props.name,\n value = _props.value,\n checked = _props.checked,\n iconStyle = _props.iconStyle,\n inputStyle = _props.inputStyle,\n inputType = _props.inputType,\n label = _props.label,\n labelStyle = _props.labelStyle,\n labelPosition = _props.labelPosition,\n onSwitch = _props.onSwitch,\n onBlur = _props.onBlur,\n onFocus = _props.onFocus,\n onMouseUp = _props.onMouseUp,\n onMouseDown = _props.onMouseDown,\n onMouseLeave = _props.onMouseLeave,\n onTouchStart = _props.onTouchStart,\n onTouchEnd = _props.onTouchEnd,\n onParentShouldUpdate = _props.onParentShouldUpdate,\n disabled = _props.disabled,\n disableTouchRipple = _props.disableTouchRipple,\n disableFocusRipple = _props.disableFocusRipple,\n className = _props.className,\n rippleColor = _props.rippleColor,\n rippleStyle = _props.rippleStyle,\n style = _props.style,\n switched = _props.switched,\n switchElement = _props.switchElement,\n thumbStyle = _props.thumbStyle,\n trackStyle = _props.trackStyle,\n other = (0, _objectWithoutProperties3.default)(_props, ['name', 'value', 'checked', 'iconStyle', 'inputStyle', 'inputType', 'label', 'labelStyle', 'labelPosition', 'onSwitch', 'onBlur', 'onFocus', 'onMouseUp', 'onMouseDown', 'onMouseLeave', 'onTouchStart', 'onTouchEnd', 'onParentShouldUpdate', 'disabled', 'disableTouchRipple', 'disableFocusRipple', 'className', 'rippleColor', 'rippleStyle', 'style', 'switched', 'switchElement', 'thumbStyle', 'trackStyle']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var wrapStyles = (0, _simpleAssign2.default)(styles.wrap, iconStyle);\n var mergedRippleStyle = (0, _simpleAssign2.default)(styles.ripple, rippleStyle);\n\n if (thumbStyle) {\n wrapStyles.marginLeft /= 2;\n wrapStyles.marginRight /= 2;\n }\n\n var labelElement = label && _react2.default.createElement('label', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.label, labelStyle))\n }, label);\n\n var showTouchRipple = !disabled && !disableTouchRipple;\n var showFocusRipple = !disabled && !disableFocusRipple;\n\n var touchRipple = _react2.default.createElement(_TouchRipple2.default, {\n ref: 'touchRipple',\n key: 'touchRipple',\n style: mergedRippleStyle,\n color: mergedRippleStyle.color,\n muiTheme: this.context.muiTheme,\n centerRipple: true\n });\n\n var focusRipple = _react2.default.createElement(_FocusRipple2.default, {\n key: 'focusRipple',\n innerStyle: mergedRippleStyle,\n color: mergedRippleStyle.color,\n muiTheme: this.context.muiTheme,\n show: this.state.isKeyboardFocused\n });\n\n var ripples = [showTouchRipple ? touchRipple : null, showFocusRipple ? focusRipple : null];\n var touchHandlers = showTouchRipple ? {\n onMouseUp: this.handleMouseUp,\n onMouseDown: this.handleMouseDown,\n onMouseLeave: this.handleMouseLeave,\n onTouchStart: this.handleTouchStart,\n onTouchEnd: this.handleTouchEnd\n } : {};\n\n var inputElement = _react2.default.createElement('input', (0, _extends3.default)({}, other, {\n ref: 'checkbox',\n type: inputType,\n style: prepareStyles((0, _simpleAssign2.default)(styles.input, inputStyle)),\n name: name,\n value: value,\n checked: this.state.switched,\n disabled: disabled,\n onBlur: this.handleBlur,\n onFocus: this.handleFocus,\n onChange: this.handleChange\n }, touchHandlers)); // If toggle component (indicated by whether the style includes thumb) manually lay out\n // elements in order to nest ripple elements\n\n\n var switchOrThumbElement = !thumbStyle ?

_react2.default.createElement('div', {\n style: prepareStyles(wrapStyles)\n }, switchElement, ripples) : _react2.default.createElement('div', {\n style: prepareStyles(wrapStyles)\n }, _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({}, trackStyle))\n }), _react2.default.createElement(_Paper2.default, {\n style: thumbStyle,\n zDepth: 1,\n circle: true\n }, ' ', ripples, ' '));\n var elementsInOrder = labelPosition === 'right' ? _react2.default.createElement('div', {\n style: styles.controls\n }, switchOrThumbElement, labelElement) : _react2.default.createElement('div', {\n style: styles.controls\n }, labelElement, switchOrThumbElement);\n return _react2.default.createElement('div', {\n ref: 'root',\n className: className,\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }, _react2.default.createElement(_reactEventListener2.default, {\n target: 'window',\n onKeyDown: this.handleKeyDown,\n onKeyUp: this.handleKeyUp\n }), inputElement, elementsInOrder);\n }\n }]);\n return EnhancedSwitch;\n}(_react.Component);\n\nEnhancedSwitch.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nEnhancedSwitch.propTypes = process.env.NODE_ENV !== \"production\" ? {\n checked: _propTypes2.default.bool,\n className: _propTypes2.default.string,\n defaultChecked: _propTypes2.default.bool,\n disableFocusRipple: _propTypes2.default.bool,\n disableTouchRipple: _propTypes2.default.bool,\n disabled: _propTypes2.default.bool,\n iconStyle: _propTypes2.default.object,\n inputStyle: _propTypes2.default.object,\n inputType: _propTypes2.default.string.isRequired,\n label: _propTypes2.default.node,\n labelPosition: _propTypes2.default.oneOf(['left', 'right']),\n labelStyle: _propTypes2.default.object,\n name: _propTypes2.default.string,\n onBlur: _propTypes2.default.func,\n onFocus: _propTypes2.default.func,\n onMouseDown: _propTypes2.default.func,\n onMouseLeave: _propTypes2.default.func,\n onMouseUp: _propTypes2.default.func,\n onParentShouldUpdate: _propTypes2.default.func,\n onSwitch: _propTypes2.default.func,\n onTouchEnd: _propTypes2.default.func,\n onTouchStart: _propTypes2.default.func,\n rippleColor: _propTypes2.default.string,\n rippleStyle: _propTypes2.default.object,\n style: _propTypes2.default.object,\n switchElement: _propTypes2.default.element.isRequired,\n switched: _propTypes2.default.bool.isRequired,\n thumbStyle: _propTypes2.default.object,\n trackStyle: _propTypes2.default.object,\n value: _propTypes2.default.any\n} : {};\nexports.default = EnhancedSwitch;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _DatePicker = require('./DatePicker');\n\nvar _DatePicker2 = _interopRequireDefault(_DatePicker);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _DatePicker2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _TransitionGroup = require('react-transition-group/TransitionGroup');\n\nvar _TransitionGroup2 = _interopRequireDefault(_TransitionGroup);\n\nvar _SlideInChild = require('./SlideInChild');\n\nvar _SlideInChild2 = _interopRequireDefault(_SlideInChild);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar SlideIn = function (_Component) {\n (0,

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_inherits3.default)(SlideIn, _Component);\n\n  function SlideIn() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, SlideIn);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = SlideIn.__proto__ || (0, _getPrototypeOf2.default)(SlideIn)).call.apply(_ref, [this].concat(args))), _this), _this.getLeaveDirection = function () {\n      return _this.props.direction;\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(SlideIn, [{\n    key: 'render',\n    value: function render() {\n      var _this2 = this;\n\n      var _props = this.props,\n          enterDelay = _props.enterDelay,\n          children = _props.children,\n          childStyle = _props.childStyle,\n          direction = _props.direction,\n          style = _props.style,\n          other = (0, _objectWithoutProperties3.default)(_props, ['enterDelay', 'children', 'childStyle', 'direction', 'style']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var mergedRootStyles = (0, _simpleAssign2.default)({}, {\n        position: 'relative',\n        overflow: 'hidden',\n        height: '100%'\n      }, style);\n\n      var newChildren = _react2.default.Children.map(children, function (child) {\n        return _react2.default.createElement(_SlideInChild2.default, {\n          key: child.key,\n          direction: direction,\n          enterDelay: enterDelay,\n          getLeaveDirection: _this2.getLeaveDirection,\n          style: childStyle\n        }, child);\n      }, this);\n\n      return _react2.default.createElement(_TransitionGroup2.default, (0, _extends3.default)({}, other, {\n        style: prepareStyles(mergedRootStyles),\n        component: 'div'\n      }), newChildren);\n    }\n  }]);\n  return SlideIn;\n}(_react.Component);\n\nSlideIn.defaultProps = {\n  enterDelay: 0,\n  direction: 'left'\n};\nSlideIn.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\nSlideIn.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  childStyle: _propTypes2.default.object,\n  children: _propTypes2.default.node,\n  direction: _propTypes2.default.oneOf(['left', 'right', 'up', 'down']),\n  enterDelay: _propTypes2.default.number,\n  style: _propTypes2.default.object\n} : {};\nexports.default = SlideIn;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context, state) {\n  var targetOrigin = props.targetOrigin;\n  var open = state.open;\n  var muiTheme = context.muiTheme;\n  var horizontal = targetOrigin.horizontal.replace('middle', 'center');\n  return {\n    root: {\n      position: 'fixed',\n      zIndex: muiTheme.zIndex.popover,\n      opacity: open ? 1 : 0,\n      transform: open ? 'scaleY(1)' : 'scaleY(0)',\n      transformOrigin: horizontal + ' ' + targetOrigin.vertical,\n      transition: _transitions2.default.easeOut('450ms', ['transform', 'opacity']),\n      maxHeight: '100%'\n    }\n  };\n}\n\nvar PopoverAnimationVertical = function (_Component) {\n  (0, _inherits3.default)(PopoverAnimationVertical, _Component);\n\n  function PopoverAnimationVertical() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, PopoverAnimationVertical);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = PopoverAnimationVertical.__proto__ || (0,
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_getPrototypeOf2.default)(PopoverAnimationVertical)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n open: false\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(PopoverAnimationVertical, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n this.setState({\n open: true\n }); // eslint-disable-line react/no-did-mount-set-state\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n this.setState({\n open: nextProps.open\n });\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n className = _props.className,\n style = _props.style,\n zDepth = _props.zDepth;\n var styles = getStyles(this.props, this.context, this.state);\n return _react2.default.createElement(_Paper2.default, {\n style: (0, _simpleAssign2.default)(styles.root, style),\n zDepth: zDepth,\n className: className\n }, this.props.children);\n }\n }]);\n return PopoverAnimationVertical;\n}(_react.Component);\n\nPopoverAnimationVertical.defaultProps = {\n style: {},\n zDepth: 1\n};\nPopoverAnimationVertical.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nPopoverAnimationVertical.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n className: _propTypes2.default.string,\n open: _propTypes2.default.bool.isRequired,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n targetOrigin: _propTypes4.default.origin.isRequired,\n zDepth: _propTypes4.default.zDepth\n} : {};\nexports.default = PopoverAnimationVertical;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.MenuItem = exports.DropDownMenu = undefined;\n\nvar _DropDownMenu2 = require('./DropDownMenu');\n\nvar _DropDownMenu3 = _interopRequireDefault(_DropDownMenu2);\n\nvar _MenuItem2 = require('../MenuItem/MenuItem');\n\nvar _MenuItem3 = _interopRequireDefault(_MenuItem2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.DropDownMenu = _DropDownMenu3.default;\nexports.MenuItem = _MenuItem3.default;\nexports.default = _DropDownMenu3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _defineProperty2 = require('babel-runtime/helpers/defineProperty');\n\nvar _defineProperty3 = _interopRequireDefault(_defineProperty2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var _titleBar;\n\n var _context$muiTheme = context.muiTheme,\n baseTheme = _context$muiTheme.baseTheme,\n gridTile = _context$muiTheme.gridTile;\n var actionPos = props.actionIcon && props.actionPosition;\n var styles = {\n root: {\n position: 'relative',\n display: 'block',\n height: '100%',\n overflow: 'hidden'\n },\n titleBar: (_titleBar = {\n position: 'absolute',\n left: 0,\n right: 0\n }, (0, _defineProperty3.default)(_titleBar, props.titlePosition, 0), (0, _defineProperty3.default)(_titleBar, 'height', props.subtitle ? 68 : 48), (0, _defineProperty3.default)(_titleBar, 'background', props.titleBackground), (0, _defineProperty3.default)(_titleBar,

'display', 'flex'), (0, _defineProperty3.default)(_titleBar, 'alignItems', 'center'), _titleBar),\n titleWrap: {\n flexGrow: 1,\n marginLeft: actionPos !== 'left' ? baseTheme.spacing.desktopGutterLess : 0,\n marginRight: actionPos === 'left' ? baseTheme.spacing.desktopGutterLess : 0,\n color: gridTile.textColor,\n overflow: 'hidden'\n },\n title: {\n fontSize: '16px',\n textOverflow: 'ellipsis',\n overflow: 'hidden',\n whiteSpace: 'nowrap'\n },\n subtitle: {\n fontSize: '12px',\n textOverflow: 'ellipsis',\n overflow: 'hidden',\n whiteSpace: 'nowrap'\n },\n actionIcon: {\n order: actionPos === 'left' ? -1 : 1\n },\n childImg: {\n height: '100%',\n transform: 'translateX(-50%)',\n position: 'relative',\n left: '50%'\n }\n };\n return styles;\n}\n\nvar GridTile = function (_Component) {\n (0, _inherits3.default)(GridTile, _Component);\n\n function GridTile() {\n (0, _classCallCheck3.default)(this, GridTile);\n return (0, _possibleConstructorReturn3.default)(this, (GridTile.__proto__ || (0, _getPrototypeOf2.default)(GridTile)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(GridTile, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n this.ensureImageCover();\n }\n }, {\n key: 'componentDidUpdate',\n value: function componentDidUpdate() {\n this.ensureImageCover();\n }\n }, {\n key: 'ensureImageCover',\n value: function ensureImageCover() {\n var _this2 = this;\n\n var imgEl = this.refs.img;\n\n if (imgEl) {\n var fit = function fit() {\n if (imgEl.offsetWidth < imgEl.parentNode.offsetWidth) {\n var isRtl = _this2.context.muiTheme.isRtl;\n imgEl.style.height = 'auto';\n\n if (isRtl) {\n imgEl.style.right = '0';\n } else {\n imgEl.style.left = '0';\n }\n\n imgEl.style.width = '100%';\n imgEl.style.top = '50%';\n imgEl.style.transform = imgEl.style.WebkitTransform = 'translateY(-50%)';\n }\n\n imgEl.removeEventListener('load', fit);\n imgEl = null; // prevent closure memory leak\n };\n\n if (imgEl.complete) {\n fit();\n } else {\n imgEl.addEventListener('load', fit);\n }\n }\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n title = _props.title,\n subtitle = _props.subtitle,\n titlePosition = _props.titlePosition,\n titleBackground = _props.titleBackground,\n titleStyle = _props.titleStyle,\n subtitleStyle = _props.subtitleStyle,\n actionIcon = _props.actionIcon,\n actionPosition = _props.actionPosition,\n style = _props.style,\n children = _props.children,\n containerElement = _props.containerElement,\n other = (0, _objectWithoutProperties3.default)(_props, ['title', 'subtitle', 'titlePosition', 'titleBackground', 'titleStyle', 'subtitleStyle', 'actionIcon', 'actionPosition', 'style', 'children', 'containerElement']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var mergedRootStyles = (0, _simpleAssign2.default)(styles.root, style);\n var titleBar = null;\n\n if (title) {\n titleBar = _react2.default.createElement('div', {\n key: 'titlebar',\n style: prepareStyles(styles.titleBar)\n }, _react2.default.createElement('div', {\n style: prepareStyles(styles.titleWrap)\n }, _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.title, titleStyle))\n }, title), subtitle ? _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.subtitle, subtitleStyle))\n }, subtitle) : null), actionIcon ? _react2.default.createElement('div', {\n style: prepareStyles(styles.actionIcon)\n }, actionIcon) : null);\n }\n\n var newChildren = children; // if there is a single image passed as children\n // clone it and add our styles\n\n if (_react2.default.Children.count(children) === 1) {\n newChildren = _react2.default.Children.map(children, function (child) {\n if (child.type === 'img') {\n return _react2.default.cloneElement(child, {\n key: 'img',\n ref: 'img',\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.childImg, child.props.style))\n });\n } else {\n return child;\n }\n });\n }\n\n var containerProps = (0, _extends3.default)({\n style: prepareStyles(mergedRootStyles)\n }, other);\n return _react2.default.isValidElement(containerElement) ? _react2.default.cloneElement(containerElement, containerProps, [newChildren, titleBar]) : _react2.default.createElement(containerElement, containerProps, [newChildren, titleBar]);\n }\n }]);\n return GridTile;\n}(_react.Component);\n\nGridTile.defaultProps = {\n titlePosition: 'bottom',\n titleBackground: 'rgba(0, 0, 0, 0.4)',\n actionPosition: 'right',\n cols: 1,\n rows: 1,\n containerElement: 'div'\n};\nGridTile.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nGridTile.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * An IconButton element to be used as secondary action target\n * (primary action

target is the tile itself).\n */\n actionIcon: _propTypes2.default.element,\n\n /**\n * Position of secondary action IconButton.\n */\n actionPosition: _propTypes2.default.oneOf(['left', 'right']),\n\n /**\n * Theoretically you can pass any node as children, but the main use case is to pass an img,\n * in whichcase GridTile takes care of making the image \"cover\" available space\n * (similar to background-size: cover or to object-fit:cover).\n */\n children: _propTypes2.default.node,\n\n /**\n * Width of the tile in number of grid cells.\n */\n cols: _propTypes2.default.number,\n\n /**\n * Either a string used as tag name for the tile root element, or a ReactElement.\n * This is useful when you have, for example, a custom implementation of\n * a navigation link (that knows about your routes) and you want to use it as the primary tile action.\n * In case you pass a ReactElement, please ensure that it passes all props,\n * accepts styles overrides and render it's children.\n */\n containerElement: _propTypes2.default.oneOfType([_propTypes2.default.string, _propTypes2.default.element]),\n\n /**\n * Height of the tile in number of grid cells.\n */\n rows: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * String or element serving as subtitle (support text).\n */\n subtitle: _propTypes2.default.node,\n\n /**\n * Override the inline-styles of the subtitle element.\n */\n subtitleStyle: _propTypes2.default.object,\n\n /**\n * Title to be displayed on tile.\n */\n title: _propTypes2.default.node,\n\n /**\n * Style used for title bar background.\n * Useful for setting custom gradients for example\n */\n titleBackground: _propTypes2.default.string,\n\n /**\n * Position of the title bar (container of title, subtitle and action icon).\n */\n titlePosition: _propTypes2.default.oneOf(['top', 'bottom']),\n\n /**\n * Override the inline-styles of the title element.\n */\n titleStyle: _propTypes2.default.object\n} : {};\nexports.default = GridTile;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.makeSelectable = undefined;\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _colorManipulator = require('../utils/colorManipulator');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar makeSelectable = function makeSelectable(MyComponent) {\n var _class, _temp2;\n\n return _temp2 = _class = function (_Component) {\n (0, _inherits3.default)(_class, _Component);\n\n function _class() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, _class);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = _class.__proto__ || (0, _getPrototypeOf2.default)(_class)).call.apply(_ref, [this].concat(args))), _this), _this.hasSelectedDescendant = function (previousValue, child) {\n if (_react2.default.isValidElement(child) && child.props.nestedItems && child.props.nestedItems.length > 0) {\n return child.props.nestedItems.reduce(_this.hasSelectedDescendant, previousValue);\n }\n\n return previousValue || _this.isChildSelected(child, _this.props);\n }, _this.handleItemClick = function (event, item) {\n var itemValue = item.props.value;\n\n if (itemValue !== _this.props.value) {\n if (_this.props.onChange) {\n _this.props.onChange(event, itemValue);\n }\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0,

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_createClass3.default)(_class, [{\n      key: 'extendChild',\n      value: function extendChild(child, styles,
selectedItemStyle) {\n        var _this2 = this;\n\n        if (child && child.type && child.type.muiName ===
'ListItem') {\n          var selected = this.isChildSelected(child, this.props);\n          var selectedChildrenStyles = void
0;\n\n          if (selected) {\n            selectedChildrenStyles = (0, _simpleAssign2.default)({}, styles,
selectedItemStyle);\n          }\n\n          var mergedChildrenStyles = (0, _simpleAssign2.default)({},
child.props.style, selectedChildrenStyles);\n          this.keyIndex += 1;\n          return
_react2.default.cloneElement(child, {\n            onClick: function onClick(event) {\n
_this2.handleItemClick(event, child);\n\n              if (child.props.onClick) {\n                child.props.onClick(event);\n
            }\n            },\n            key: this.keyIndex,\n            style: mergedChildrenStyles,\n            nestedItems:
child.props.nestedItems.map(function (child) {\n              return _this2.extendChild(child, styles,
selectedItemStyle);\n            }),\n            initiallyOpen: this.isInitiallyOpen(child)\n          });\n        } else {\n
return child;\n        }\n      }\n    }, {\n      key: 'isInitiallyOpen',\n      value: function isInitiallyOpen(child) {\n        if
(child.props.initiallyOpen) {\n          return child.props.initiallyOpen;\n        }\n\n        return
this.hasSelectedDescendant(false, child);\n      }\n    }, {\n      key: 'isChildSelected',\n      value: function
isChildSelected(child, props) {\n        return props.value === child.props.value;\n      }\n    }, {\n      key: 'render',\n
 value: function render() {\n        var _this3 = this;\n\n        var _props = this.props,\n            children =
_props.children,\n            selectedItemStyle = _props.selectedItemStyle,\n            other = (0,
_objectWithoutProperties3.default)(_props, ['children', 'selectedItemStyle']);\n        this.keyIndex = 0;\n        var
styles = {};\n\n        if (!selectedItemStyle) {\n          var textColor =
this.context.muiTheme.baseTheme.palette.textColor;\n          styles.backgroundColor = (0,
_colorManipulator.fade)(textColor, 0.2);\n        }\n\n        return _react2.default.createElement(MyComponent, (0,
_extends3.default)({}, other, this.state), _react.Children.map(children, function (child) {\n          return
_this3.extendChild(child, styles, selectedItemStyle);\n        }));\n      }\n    }]);\n    return _class;\n
}(_react.Component), _class.propTypes = {\n    children: _propTypes2.default.node,\n    onChange:
_propTypes2.default.func,\n    selectedItemStyle: _propTypes2.default.object,\n    value: _propTypes2.default.any\n
}, _class.contextTypes = {\n    muiTheme: _propTypes2.default.object.isRequired\n  },
_temp2;\n};\n\nexports.makeSelectable = makeSelectable;\nexports.default = makeSelectable;","'use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\nvar red50 = exports.red50 =
'#ffebee';\nvar red100 = exports.red100 = '#ffcdd2';\nvar red200 = exports.red200 = '#ef9a9a';\nvar red300 =
exports.red300 = '#e57373';\nvar red400 = exports.red400 = '#ef5350';\nvar red500 = exports.red500 =
'#f44336';\nvar red600 = exports.red600 = '#e53935';\nvar red700 = exports.red700 = '#d32f2f';\nvar red800 =
exports.red800 = '#c62828';\nvar red900 = exports.red900 = '#b71c1c';\nvar redA100 = exports.redA100 =
'#ff8a80';\nvar redA200 = exports.redA200 = '#ff5252';\nvar redA400 = exports.redA400 = '#ff1744';\nvar redA700
= exports.redA700 = '#d50000';\nvar pink50 = exports.pink50 = '#fce4ec';\nvar pink100 = exports.pink100 =
'#f8bbd0';\nvar pink200 = exports.pink200 = '#f48fb1';\nvar pink300 = exports.pink300 = '#f06292';\nvar pink400 =
exports.pink400 = '#ec407a';\nvar pink500 = exports.pink500 = '#e91e63';\nvar pink600 = exports.pink600 =
'#d81b60';\nvar pink700 = exports.pink700 = '#c2185b';\nvar pink800 = exports.pink800 = '#ad1457';\nvar pink900
= exports.pink900 = '#880e4f';\nvar pinkA100 = exports.pinkA100 = '#ff80ab';\nvar pinkA200 = exports.pinkA200
= '#ff4081';\nvar pinkA400 = exports.pinkA400 = '#f50057';\nvar pinkA700 = exports.pinkA700 = '#c51162';\nvar
purple50 = exports.purple50 = '#f3e5f5';\nvar purple100 = exports.purple100 = '#e1bee7';\nvar purple200 =
exports.purple200 = '#ce93d8';\nvar purple300 = exports.purple300 = '#ba68c8';\nvar purple400 = exports.purple400
= '#ab47bc';\nvar purple500 = exports.purple500 = '#9c27b0';\nvar purple600 = exports.purple600 = '#8e24aa';\nvar
purple700 = exports.purple700 = '#7b1fa2';\nvar purple800 = exports.purple800 = '#6a1b9a';\nvar purple900 =
exports.purple900 = '#4a148c';\nvar purpleA100 = exports.purpleA100 = '#ea80fc';\nvar purpleA200 =
exports.purpleA200 = '#e040fb';\nvar purpleA400 = exports.purpleA400 = '#d500f9';\nvar purpleA700 =
exports.purpleA700 = '#aa00ff';\nvar deepPurple50 = exports.deepPurple50 = '#ede7f6';\nvar deepPurple100 =
exports.deepPurple100 = '#d1c4e9';\nvar deepPurple200 = exports.deepPurple200 = '#b39ddb';\nvar deepPurple300
= exports.deepPurple300 = '#9575cd';\nvar deepPurple400 = exports.deepPurple400 = '#7e57c2';\nvar
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deepPurple500 = exports.deepPurple500 = '#673ab7';\nvar deepPurple600 = exports.deepPurple600 = '#5e35b1';\nvar deepPurple700 = exports.deepPurple700 = '#512da8';\nvar deepPurple800 = exports.deepPurple800 = '#4527a0';\nvar deepPurple900 = exports.deepPurple900 = '#311b92';\nvar deepPurpleA100 = exports.deepPurpleA100 = '#b388ff';\nvar deepPurpleA200 = exports.deepPurpleA200 = '#7c4dff';\nvar deepPurpleA400 = exports.deepPurpleA400 = '#651fff';\nvar deepPurpleA700 = exports.deepPurpleA700 = '#6200ea';\nvar indigo50 = exports.indigo50 = '#e8eaf6';\nvar indigo100 = exports.indigo100 = '#c5cae9';\nvar indigo200 = exports.indigo200 = '#9fa8da';\nvar indigo300 = exports.indigo300 = '#7986cb';\nvar indigo400 = exports.indigo400 = '#5c6bc0';\nvar indigo500 = exports.indigo500 = '#3f51b5';\nvar indigo600 = exports.indigo600 = '#3949ab';\nvar indigo700 = exports.indigo700 = '#303f9f';\nvar indigo800 = exports.indigo800 = '#283593';\nvar indigo900 = exports.indigo900 = '#1a237e';\nvar indigoA100 = exports.indigoA100 = '#8c9eff';\nvar indigoA200 = exports.indigoA200 = '#536dfe';\nvar indigoA400 = exports.indigoA400 = '#3d5afe';\nvar indigoA700 = exports.indigoA700 = '#304ffe';\nvar blue50 = exports.blue50 = '#e3f2fd';\nvar blue100 = exports.blue100 = '#bbdefb';\nvar blue200 = exports.blue200 = '#90caf9';\nvar blue300 = exports.blue300 = '#64b5f6';\nvar blue400 = exports.blue400 = '#42a5f5';\nvar blue500 = exports.blue500 = '#2196f3';\nvar blue600 = exports.blue600 = '#1e88e5';\nvar blue700 = exports.blue700 = '#1976d2';\nvar blue800 = exports.blue800 = '#1565c0';\nvar blue900 = exports.blue900 = '#0d47a1';\nvar blueA100 = exports.blueA100 = '#82b1ff';\nvar blueA200 = exports.blueA200 = '#448aff';\nvar blueA400 = exports.blueA400 = '#2979ff';\nvar blueA700 = exports.blueA700 = '#2962ff';\nvar lightBlue50 = exports.lightBlue50 = '#e1f5fe';\nvar lightBlue100 = exports.lightBlue100 = '#b3e5fc';\nvar lightBlue200 = exports.lightBlue200 = '#81d4fa';\nvar lightBlue300 = exports.lightBlue300 = '#4fc3f7';\nvar lightBlue400 = exports.lightBlue400 = '#29b6f6';\nvar lightBlue500 = exports.lightBlue500 = '#03a9f4';\nvar lightBlue600 = exports.lightBlue600 = '#039be5';\nvar lightBlue700 = exports.lightBlue700 = '#0288d1';\nvar lightBlue800 = exports.lightBlue800 = '#0277bd';\nvar lightBlue900 = exports.lightBlue900 = '#01579b';\nvar lightBlueA100 = exports.lightBlueA100 = '#80d8ff';\nvar lightBlueA200 = exports.lightBlueA200 = '#40c4ff';\nvar lightBlueA400 = exports.lightBlueA400 = '#00b0ff';\nvar lightBlueA700 = exports.lightBlueA700 = '#0091ea';\nvar cyan50 = exports.cyan50 = '#e0f7fa';\nvar cyan100 = exports.cyan100 = '#b2ebf2';\nvar cyan200 = exports.cyan200 = '#80deea';\nvar cyan300 = exports.cyan300 = '#4dd0e1';\nvar cyan400 = exports.cyan400 = '#26c6da';\nvar cyan500 = exports.cyan500 = '#00bcd4';\nvar cyan600 = exports.cyan600 = '#00acc1';\nvar cyan700 = exports.cyan700 = '#0097a7';\nvar cyan800 = exports.cyan800 = '#00838f';\nvar cyan900 = exports.cyan900 = '#006064';\nvar cyanA100 = exports.cyanA100 = '#84ffff';\nvar cyanA200 = exports.cyanA200 = '#18ffff';\nvar cyanA400 = exports.cyanA400 = '#00e5ff';\nvar cyanA700 = exports.cyanA700 = '#00b8d4';\nvar teal50 = exports.teal50 = '#e0f2f1';\nvar teal100 = exports.teal100 = '#b2dfdb';\nvar teal200 = exports.teal200 = '#80cbc4';\nvar teal300 = exports.teal300 = '#4db6ac';\nvar teal400 = exports.teal400 = '#26a69a';\nvar teal500 = exports.teal500 = '#009688';\nvar teal600 = exports.teal600 = '#00897b';\nvar teal700 = exports.teal700 = '#00796b';\nvar teal800 = exports.teal800 = '#00695c';\nvar teal900 = exports.teal900 = '#004d40';\nvar tealA100 = exports.tealA100 = '#a7ffeb';\nvar tealA200 = exports.tealA200 = '#64ffda';\nvar tealA400 = exports.tealA400 = '#1de9b6';\nvar tealA700 = exports.tealA700 = '#00bfa5';\nvar green50 = exports.green50 = '#e8f5e9';\nvar green100 = exports.green100 = '#c8e6c9';\nvar green200 = exports.green200 = '#a5d6a7';\nvar green300 = exports.green300 = '#81c784';\nvar green400 = exports.green400 = '#66bb6a';\nvar green500 = exports.green500 = '#4caf50';\nvar green600 = exports.green600 = '#43a047';\nvar green700 = exports.green700 = '#388e3c';\nvar green800 = exports.green800 = '#2e7d32';\nvar green900 = exports.green900 = '#1b5e20';\nvar greenA100 = exports.greenA100 = '#b9f6ca';\nvar greenA200 = exports.greenA200 = '#69f0ae';\nvar greenA400 = exports.greenA400 = '#00e676';\nvar greenA700 = exports.greenA700 = '#00c853';\nvar lightGreen50 = exports.lightGreen50 = '#f1f8e9';\nvar lightGreen100 = exports.lightGreen100 = '#dcedc8';\nvar lightGreen200 = exports.lightGreen200 = '#c5e1a5';\nvar lightGreen300 = exports.lightGreen300 = '#aed581';\nvar lightGreen400 = exports.lightGreen400 = '#9ccc65';\nvar lightGreen500 = exports.lightGreen500 = '#8bc34a';\nvar lightGreen600 = exports.lightGreen600 = '#7cb342';\nvar lightGreen700 = exports.lightGreen700 = '#689f38';\nvar lightGreen800 = exports.lightGreen800 = '#558b2f';\nvar lightGreen900 = exports.lightGreen900 = '#33691e';\nvar lightGreenA100 = exports.lightGreenA100 = '#ccff90';\nvar lightGreenA200 = exports.lightGreenA200 = '#b2ff59';\nvar

lightGreenA400 = exports.lightGreenA400 = '#76ff03';\nvar lightGreenA700 = exports.lightGreenA700 = '#64dd17';\nvar lime50 = exports.lime50 = '#f9fbe7';\nvar lime100 = exports.lime100 = '#f0f4c3';\nvar lime200 = exports.lime200 = '#e6ee9c';\nvar lime300 = exports.lime300 = '#dce775';\nvar lime400 = exports.lime400 = '#d4e157';\nvar lime500 = exports.lime500 = '#cddc39';\nvar lime600 = exports.lime600 = '#c0ca33';\nvar lime700 = exports.lime700 = '#afb42b';\nvar lime800 = exports.lime800 = '#9e9d24';\nvar lime900 = exports.lime900 = '#827717';\nvar limeA100 = exports.limeA100 = '#f4ff81';\nvar limeA200 = exports.limeA200 = '#eeff41';\nvar limeA400 = exports.limeA400 = '#c6ff00';\nvar limeA700 = exports.limeA700 = '#aeea00';\nvar yellow50 = exports.yellow50 = '#fffde7';\nvar yellow100 = exports.yellow100 = '#fff9c4';\nvar yellow200 = exports.yellow200 = '#fff59d';\nvar yellow300 = exports.yellow300 = '#fff176';\nvar yellow400 = exports.yellow400 = '#ffee58';\nvar yellow500 = exports.yellow500 = '#ffeb3b';\nvar yellow600 = exports.yellow600 = '#fdd835';\nvar yellow700 = exports.yellow700 = '#fbc02d';\nvar yellow800 = exports.yellow800 = '#f9a825';\nvar yellow900 = exports.yellow900 = '#f57f17';\nvar yellowA100 = exports.yellowA100 = '#ffff8d';\nvar yellowA200 = exports.yellowA200 = '#ffff00';\nvar yellowA400 = exports.yellowA400 = '#ffea00';\nvar yellowA700 = exports.yellowA700 = '#ffd600';\nvar amber50 = exports.amber50 = '#fff8e1';\nvar amber100 = exports.amber100 = '#ffecb3';\nvar amber200 = exports.amber200 = '#ffe082';\nvar amber300 = exports.amber300 = '#ffd54f';\nvar amber400 = exports.amber400 = '#ffca28';\nvar amber500 = exports.amber500 = '#ffc107';\nvar amber600 = exports.amber600 = '#ffb300';\nvar amber700 = exports.amber700 = '#ffa000';\nvar amber800 = exports.amber800 = '#ff8f00';\nvar amber900 = exports.amber900 = '#ff6f00';\nvar amberA100 = exports.amberA100 = '#ffe57f';\nvar amberA200 = exports.amberA200 = '#ffd740';\nvar amberA400 = exports.amberA400 = '#ffc400';\nvar amberA700 = exports.amberA700 = '#ffab00';\nvar orange50 = exports.orange50 = '#fff3e0';\nvar orange100 = exports.orange100 = '#ffe0b2';\nvar orange200 = exports.orange200 = '#ffcc80';\nvar orange300 = exports.orange300 = '#ffb74d';\nvar orange400 = exports.orange400 = '#ffa726';\nvar orange500 = exports.orange500 = '#ff9800';\nvar orange600 = exports.orange600 = '#fb8c00';\nvar orange700 = exports.orange700 = '#f57c00';\nvar orange800 = exports.orange800 = '#ef6c00';\nvar orange900 = exports.orange900 = '#e65100';\nvar orangeA100 = exports.orangeA100 = '#ffd180';\nvar orangeA200 = exports.orangeA200 = '#ffab40';\nvar orangeA400 = exports.orangeA400 = '#ff9100';\nvar orangeA700 = exports.orangeA700 = '#ff6d00';\nvar deepOrange50 = exports.deepOrange50 = '#fbe9e7';\nvar deepOrange100 = exports.deepOrange100 = '#ffccbc';\nvar deepOrange200 = exports.deepOrange200 = '#ffab91';\nvar deepOrange300 = exports.deepOrange300 = '#ff8a65';\nvar deepOrange400 = exports.deepOrange400 = '#ff7043';\nvar deepOrange500 = exports.deepOrange500 = '#ff5722';\nvar deepOrange600 = exports.deepOrange600 = '#f4511e';\nvar deepOrange700 = exports.deepOrange700 = '#e64a19';\nvar deepOrange800 = exports.deepOrange800 = '#d84315';\nvar deepOrange900 = exports.deepOrange900 = '#bf360c';\nvar deepOrangeA100 = exports.deepOrangeA100 = '#ff9e80';\nvar deepOrangeA200 = exports.deepOrangeA200 = '#ff6e40';\nvar deepOrangeA400 = exports.deepOrangeA400 = '#ff3d00';\nvar deepOrangeA700 = exports.deepOrangeA700 = '#dd2c00';\nvar brown50 = exports.brown50 = '#efebe9';\nvar brown100 = exports.brown100 = '#d7ccc8';\nvar brown200 = exports.brown200 = '#bcaaa4';\nvar brown300 = exports.brown300 = '#a1887f';\nvar brown400 = exports.brown400 = '#8d6e63';\nvar brown500 = exports.brown500 = '#795548';\nvar brown600 = exports.brown600 = '#6d4c41';\nvar brown700 = exports.brown700 = '#5d4037';\nvar brown800 = exports.brown800 = '#4e342e';\nvar brown900 = exports.brown900 = '#3e2723';\nvar blueGrey50 = exports.blueGrey50 = '#eceff1';\nvar blueGrey100 = exports.blueGrey100 = '#cfd8dc';\nvar blueGrey200 = exports.blueGrey200 = '#b0bec5';\nvar blueGrey300 = exports.blueGrey300 = '#90a4ae';\nvar blueGrey400 = exports.blueGrey400 = '#78909c';\nvar blueGrey500 = exports.blueGrey500 = '#607d8b';\nvar blueGrey600 = exports.blueGrey600 = '#546e7a';\nvar blueGrey700 = exports.blueGrey700 = '#455a64';\nvar blueGrey800 = exports.blueGrey800 = '#37474f';\nvar blueGrey900 = exports.blueGrey900 = '#263238';\nvar grey50 = exports.grey50 = '#fafafa';\nvar grey100 = exports.grey100 = '#f5f5f5';\nvar grey200 = exports.grey200 = '#eeeeee';\nvar grey300 = exports.grey300 = '#e0e0e0';\nvar grey400 = exports.grey400 = '#bdbdbd';\nvar grey500 = exports.grey500 = '#9e9e9e';\nvar grey600 = exports.grey600 = '#757575';\nvar grey700 = exports.grey700 = '#616161';\nvar grey800 = exports.grey800 = '#424242';\nvar grey900 = exports.grey900 = '#212121';\nvar black =

exports.black = '#000000';\nvar white = exports.white = '#ffffff';\nvar transparent = exports.transparent = 'rgba(0, 0, 0, 0)';\nvar fullBlack = exports.fullBlack = 'rgba(0, 0, 0, 1)';\nvar darkBlack = exports.darkBlack = 'rgba(0, 0, 0, 0.87)';\nvar lightBlack = exports.lightBlack = 'rgba(0, 0, 0, 0.54)';\nvar minBlack = exports.minBlack = 'rgba(0, 0, 0, 0.26)';\nvar faintBlack = exports.faintBlack = 'rgba(0, 0, 0, 0.12)';\nvar fullWhite = exports.fullWhite = 'rgba(255, 255, 255, 1)';\nvar darkWhite = exports.darkWhite = 'rgba(255, 255, 255, 0.87)';\nvar lightWhite = exports.lightWhite = 'rgba(255, 255, 255, 0.54)';","\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = capitalizeString;\n\nfunction capitalizeString(str) {\n return str.charAt(0).toUpperCase() + str.slice(1);\n}\n\nmodule.exports = exports[\"default\"];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = isPrefixedValue;\nvar regex = /-webkit-|-moz-|-ms-/;\n\nfunction isPrefixedValue(value) {\n return typeof value === 'string' && regex.test(value);\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.RadioButtonGroup = exports.RadioButton = undefined;\n\nvar _RadioButton2 = require('./RadioButton');\n\nvar _RadioButton3 = _interopRequireDefault(_RadioButton2);\n\nvar _RadioButtonGroup2 = require('./RadioButtonGroup');\n\nvar _RadioButtonGroup3 = _interopRequireDefault(_RadioButtonGroup2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.RadioButton = _RadioButton3.default;\nexports.RadioButtonGroup = _RadioButtonGroup3.default;\nexports.default = _RadioButton3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _RadioButton = require('./RadioButton');\n\nvar _RadioButton2 = _interopRequireDefault(_RadioButton);\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar RadioButtonGroup = function (_Component) {\n (0, _inherits3.default)(RadioButtonGroup, _Component);\n\n function RadioButtonGroup() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, RadioButtonGroup);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = RadioButtonGroup.__proto__ || (0, _getPrototypeOf2.default)(RadioButtonGroup)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n numberCheckedRadioButtons: 0,\n selected: ''\n }, _this.handleChange = function (event, newSelection) {\n _this.updateRadioButtons(newSelection); // Successful update\n\n\n if (_this.state.numberCheckedRadioButtons === 0) {\n if (_this.props.onChange) _this.props.onChange(event, newSelection);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(RadioButtonGroup, [{\n key: 'componentWillMount',\n value: function componentWillMount() {\n var _this2 = this;\n\n var cnt = 0;\n var selected = '';\n var _props = this.props,\n valueSelected = _props.valueSelected,\n defaultSelected = _props.defaultSelected;\n\n if

(valueSelected !== undefined) {\n selected = valueSelected;\n } else if (defaultSelected !== undefined) {\n selected = defaultSelected;\n }\n\n _react2.default.Children.forEach(this.props.children, function (option) {\n if (_this2.hasCheckAttribute(option)) cnt++;\n }, this);\n\n this.setState({\n numberCheckedRadioButtons: cnt,\n selected: selected\n });\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n if (nextProps.hasOwnProperty('valueSelected')) {\n this.setState({\n selected: nextProps.valueSelected\n });\n }\n }\n }, {\n key: 'hasCheckAttribute',\n value: function hasCheckAttribute(radioButton) {\n return radioButton.props.hasOwnProperty('checked') && radioButton.props.checked;\n }\n }, {\n key: 'updateRadioButtons',\n value: function updateRadioButtons(newSelection) {\n if (this.state.numberCheckedRadioButtons === 0) {\n this.setState({\n selected: newSelection\n });\n } else {\n process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(false, 'Material-UI: Cannot select a different radio button while another radio button\\n has the \\'checked\\' property set to true.') : void 0;\n }\n }\n }, {\n key: 'getSelectedValue',\n value: function getSelectedValue() {\n return this.state.selected;\n }\n }, {\n key: 'setSelectedValue',\n value: function setSelectedValue(newSelectionValue) {\n this.updateRadioButtons(newSelectionValue);\n }\n }, {\n key: 'clearValue',\n value: function clearValue() {\n this.setSelectedValue('');\n }\n }, {\n key: 'render',\n value: function render() {\n var _this3 = this;\n\n var prepareStyles = this.context.muiTheme.prepareStyles;\n\n var options = _react2.default.Children.map(this.props.children, function (option) {\n var _option$props = option.props,\n name = _option$props.name,\n value = _option$props.value,\n label = _option$props.label,\n onCheck = _option$props.onCheck,\n other = (0, _objectWithoutProperties3.default)(_option$props, ['name', 'value', 'label', 'onCheck']);\n return _react2.default.createElement(_RadioButton2.default, (0, _extends3.default)({}, other, {\n ref: option.props.value,\n name: _this3.props.name,\n key: option.props.value,\n value: option.props.value,\n label: option.props.label,\n labelPosition: _this3.props.labelPosition,\n onCheck: _this3.handleChange,\n checked: option.props.value === _this3.state.selected\n }));\n }, this);\n\n return _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({}, this.props.style)),\n className: this.props.className\n }, options);\n }\n }]);\n return RadioButtonGroup;\n}(_react.Component);\n\nRadioButtonGroup.defaultProps = {\n style: {}\n};\nRadioButtonGroup.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nRadioButtonGroup.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Should be used to pass `RadioButton` components.\n */\n children: _propTypes2.default.node,\n\n /**\n * The CSS class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * The `value` property of the radio button that will be\n * selected by default. This takes precedence over the `checked` property\n * of the `RadioButton` elements.\n */\n defaultSelected: _propTypes2.default.any,\n\n /**\n * Where the label will be placed for all child radio buttons.\n * This takes precedence over the `labelPosition` property of the\n * `RadioButton` elements.\n */\n labelPosition: _propTypes2.default.oneOf(['left', 'right']),\n\n /**\n * The name that will be applied to all child radio buttons.\n */\n name: _propTypes2.default.string.isRequired,\n\n /**\n * Callback function that is fired when a radio button has\n * been checked.\n *\n * @param {object} event `change` event targeting the selected\n * radio button.\n * @param {*} value The `value` of the selected radio button.\n */\n onChange: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * The `value` of the currently selected radio button.\n */\n valueSelected: _propTypes2.default.any\n} : {};\nexports.default = RadioButtonGroup;","","\"use strict\";\n\nexports.__esModule = true;\n\nvar _isIterable2 = require(\"../core-js/is-iterable\");\n\nvar _isIterable3 = _interopRequireDefault(_isIterable2);\n\nvar _getIterator2 = require(\"../core-js/get-iterator\");\n\nvar _getIterator3 = _interopRequireDefault(_getIterator2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = function () {\n function sliceIterator(arr, i) {\n var _arr = [];\n var _n = true;\n var _d = false;\n var _e = undefined;\n\n try {\n for (var _i = (0, _getIterator3.default)(arr), _s; !(_n = (_s = _i.next()).done); _n = true)

{\n _arr.push(_s.value);\n\n if (i && _arr.length === i) break;\n }\n } catch (err) {\n _d = true;\n _e = err;\n } finally {\n try {\n if (!_n && _i[\"return\"]) _i[\"return\"]();\n } finally {\n if (_d) throw _e;\n }\n }\n\n return _arr;\n }\n\n return function (arr, i) {\n if (Array.isArray(arr)) {\n return arr;\n } else if ((0, _isIterable3.default)(Object(arr))) {\n return sliceIterator(arr, i);\n } else {\n throw new TypeError(\"Invalid attempt to destructure non-iterable instance\");\n }\n };\n}();","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _SelectField = require('./SelectField');\n\nvar _SelectField2 = _interopRequireDefault(_SelectField);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _SelectField2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Slider = require('./Slider');\n\nvar _Slider2 = _interopRequireDefault(_Slider);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _Slider2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _typeof2 = require('babel-runtime/helpers/typeof');\n\nvar _typeof3 = _interopRequireDefault(_typeof2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _checkCircle = require('../svg-icons/action/check-circle');\n\nvar _checkCircle2 = _interopRequireDefault(_checkCircle);\n\nvar _SvgIcon = require('../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar getStyles = function getStyles(_ref, _ref2) {\n var active = _ref.active,\n completed = _ref.completed,\n disabled = _ref.disabled;\n var muiTheme = _ref2.muiTheme,\n stepper = _ref2.stepper;\n var _muiTheme$stepper = muiTheme.stepper,\n textColor = _muiTheme$stepper.textColor,\n disabledTextColor = _muiTheme$stepper.disabledTextColor,\n iconColor = _muiTheme$stepper.iconColor,\n inactiveIconColor = _muiTheme$stepper.inactiveIconColor;\n var baseTheme = muiTheme.baseTheme;\n var orientation = stepper.orientation;\n var styles = {\n root: {\n height: orientation === 'horizontal' ? 72 : 64,\n color: textColor,\n display: 'flex',\n alignItems: 'center',\n fontFamily: baseTheme.fontFamily,\n fontSize: 14,\n paddingLeft: 14,\n paddingRight: 14\n },\n icon: {\n color: iconColor,\n display: 'block',\n fontSize: 24,\n width: 24,\n height: 24\n },\n iconContainer: {\n paddingRight: 8\n }\n };\n\n if (active) {\n styles.root.fontWeight = 500;\n }\n\n if (!completed && !active) {\n styles.icon.color = inactiveIconColor;\n }\n\n if (disabled) {\n styles.icon.color = inactiveIconColor;\n styles.root.color = disabledTextColor;\n styles.root.cursor = 'default';\n }\n\n return styles;\n};\n\nvar renderIcon = function renderIcon(completed, icon, styles) {\n var iconType = typeof icon === 'undefined' ? 'undefined' : (0, _typeof3.default)(icon);\n\n if (iconType === 'number' || iconType === 'string') {\n if (completed) {\n return _react2.default.createElement(_checkCircle2.default, {\n color: styles.icon.color,\n style: styles.icon\n });\n }\n\n return _react2.default.createElement(_SvgIcon2.default, {\n color: styles.icon.color,\n style: styles.icon\n }, _react2.default.createElement('circle', {\n cx: '12',\n cy: '12',\n r: '10'\n }), _react2.default.createElement('text', {\n x: '12',\n y: '16',\n textAnchor: 'middle',\n fontSize: '12',\n fill: '#fff'\n }, icon));\n }\n\n return icon;\n};\n\nvar StepLabel = function StepLabel(props, context) {\n var active = props.active,\n children = props.children,\n completed = props.completed,\n userIcon = props.icon,\n iconContainerStyle = props.iconContainerStyle,\n last = props.last,\n style = props.style,\n other = (0, _objectWithoutProperties3.default)(props, ['active', 'children', 'completed', 'icon', 'iconContainerStyle', 'last', 'style']);\n var prepareStyles = context.muiTheme.prepareStyles;\n var styles = getStyles(props, context);\n var icon = renderIcon(completed, userIcon, styles);\n return _react2.default.createElement('span', (0, _extends3.default)({\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }, other), icon &&

_react2.default.createElement('span', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.iconContainer, iconContainerStyle))\n }, icon), children);\n};\n\nStepLabel.muiName = 'StepLabel';\nStepLabel.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Sets active styling. Overrides disabled coloring.\n */\n active: _propTypes2.default.bool,\n\n /**\n * The label text node\n */\n children: _propTypes2.default.node,\n\n /**\n * Sets completed styling. Overrides disabled coloring.\n */\n completed: _propTypes2.default.bool,\n\n /**\n * Sets disabled styling.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * The icon displayed by the step label.\n */\n icon: _propTypes2.default.oneOfType([_propTypes2.default.element, _propTypes2.default.string, _propTypes2.default.number]),\n\n /**\n * Override the inline-styles of the icon container element.\n */\n iconContainerStyle: _propTypes2.default.object,\n\n /**\n * @ignore\n */\n last: _propTypes2.default.bool,\n\n /**\n * Override the inline-style of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nStepLabel.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired,\n stepper: _propTypes2.default.object\n};\nexports.default = StepLabel;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var tabs = context.muiTheme.tabs;\n return {\n root: {\n color: props.selected ? tabs.selectedTextColor : tabs.textColor,\n fontWeight: 500,\n fontSize: 14,\n width: props.width,\n textTransform: 'uppercase',\n padding: 0\n },\n button: {\n display: 'flex',\n flexDirection: 'column',\n alignItems: 'center',\n justifyContent: 'center',\n height: props.label && props.icon ? 72 : 48\n }\n };\n}\n\nvar Tab = function (_Component) {\n (0, _inherits3.default)(Tab, _Component);\n\n function Tab() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, Tab);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Tab.__proto__ || (0, _getPrototypeOf2.default)(Tab)).call.apply(_ref, [this].concat(args))), _this), _this.handleClick = function (event) {\n if (_this.props.onClick) {\n _this.props.onClick(_this.props.value, event, _this);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(Tab, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n icon = _props.icon,\n index = _props.index,\n onActive = _props.onActive,\n onClick = _props.onClick,\n selected = _props.selected,\n label = _props.label,\n buttonStyle = _props.buttonStyle,\n style = _props.style,\n value = _props.value,\n width = _props.width,\n other = (0, _objectWithoutProperties3.default)(_props, ['icon', 'index', 'onActive', 'onClick', 'selected', 'label', 'buttonStyle', 'style', 'value', 'width']);\n var styles = getStyles(this.props, this.context);\n var iconElement = void 0;\n\n if (icon && _react2.default.isValidElement(icon)) {\n iconElement = _react2.default.cloneElement(icon, {\n style: {\n fontSize: 24,\n color: icon.props

&& icon.props.style && icon.props.style.color ? icon.props.style.color : styles.root.color,\n marginBottom: label ? 5 : 0\n }\n });\n }\n\n var rippleOpacity = 0.3;\n var rippleColor = this.context.muiTheme.tabs.selectedTextColor;\n return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, {\n style: (0, _simpleAssign2.default)(styles.root, style),\n focusRippleColor: rippleColor,\n touchRippleColor: rippleColor,\n focusRippleOpacity: rippleOpacity,\n touchRippleOpacity: rippleOpacity,\n onClick: this.handleClick\n }), _react2.default.createElement('div', {\n style: (0, _simpleAssign2.default)(styles.button, buttonStyle)\n }, iconElement, label));\n }\n }]);\n return Tab;\n}(_react.Component);\n\nTab.muiName = 'Tab';\nTab.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTab.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Override the inline-styles of the button element.\n */\n buttonStyle: _propTypes2.default.object,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Sets the icon of the tab, you can pass `FontIcon` or `SvgIcon` elements.\n */\n icon: _propTypes2.default.node,\n\n /**\n * @ignore\n */\n index: _propTypes2.default.any,\n\n /**\n * Sets the text value of the tab item to the string specified.\n */\n label: _propTypes2.default.node,\n\n /**\n * Fired when the active tab changes by touch or tap.\n * Use this event to specify any functionality when an active tab changes.\n * For example - we are using this to route to home when the third tab becomes active.\n * This function will always recieve the active tab as it\\'s first argument.\n */\n onActive: _propTypes2.default.func,\n\n /**\n * @ignore\n * This property is overriden by the Tabs component.\n */\n onClick: _propTypes2.default.func,\n\n /**\n * @ignore\n * Defines if the current tab is selected or not.\n * The Tabs component is responsible for setting this property.\n */\n selected: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * If value prop passed to Tabs component, this value prop is also required.\n * It assigns a value to the tab so that it can be selected by the Tabs.\n */\n value: _propTypes2.default.any,\n\n /**\n * @ignore\n * This property is overriden by the Tabs component.\n */\n width: _propTypes2.default.string\n} : {};\nexports.default = Tab;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _toConsumableArray2 = require('babel-runtime/helpers/toConsumableArray');\n\nvar _toConsumableArray3 = _interopRequireDefault(_toConsumableArray2);\n\nvar _typeof2 = require('babel-runtime/helpers/typeof');\n\nvar _typeof3 = _interopRequireDefault(_typeof2);\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _Checkbox = require('../Checkbox');\n\nvar _Checkbox2 = _interopRequireDefault(_Checkbox);\n\nvar _TableRowColumn = require('./TableRowColumn');\n\nvar _TableRowColumn2 = _interopRequireDefault(_TableRowColumn);\n\nvar _ClickAwayListener = require('../internal/ClickAwayListener');\n\nvar _ClickAwayListener2 = _interopRequireDefault(_ClickAwayListener);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar TableBody = function (_Component) {\n (0, _inherits3.default)(TableBody, _Component);\n\n function TableBody() {\n var _ref;\n\n var _temp, _this,

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_ret;\n\n    (0, _classCallCheck3.default)(this, TableBody);\n\n    for (var _len = arguments.length, args =
Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp
= (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TableBody.__proto__ || (0,
_getPrototypeOf2.default)(TableBody)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n
selectedRows: []\n    }, _this.isControlled = false, _this.handleClickAway = function () {\n      if
(_this.props.deselectOnClickaway && _this.state.selectedRows.length > 0) {\n        var selectedRows = [];\n\n
_this.setState({\n          selectedRows: selectedRows\n        });\n\n        if (_this.props.onRowSelection) {\n
_this.props.onRowSelection(selectedRows);\n        }\n      }\n    }, _this.onRowClick = function (event, rowNumber)
{\n      event.stopPropagation();\n\n      if (_this.props.selectable) {\n        // Prevent text selection while selecting
rows.\n        if (window.getSelection().rangeCount > 0 &&
window.getSelection().getRangeAt(0).getClientRects.length > 0) {\n
window.getSelection().removeAllRanges();\n        }\n\n        _this.processRowSelection(event, rowNumber);\n
}\n    }, _this.onCellClick = function (event, rowNumber, columnNumber) {\n      event.stopPropagation();\n\n      if
(_this.props.onCellClick) {\n        _this.props.onCellClick(rowNumber, _this.getColumnId(columnNumber),
event);\n      }\n    }, _this.onCellHover = function (event, rowNumber, columnNumber) {\n      if
(_this.props.onCellHover) {\n        _this.props.onCellHover(rowNumber, _this.getColumnId(columnNumber),
event);\n      }\n\n      _this.onRowHover(event, rowNumber);\n    }, _this.onCellHoverExit = function (event,
rowNumber, columnNumber) {\n      if (_this.props.onCellHoverExit) {\n
_this.props.onCellHoverExit(rowNumber, _this.getColumnId(columnNumber), event);\n      }\n\n
_this.onRowHoverExit(event, rowNumber);\n    }, _this.onRowHover = function (event, rowNumber) {\n      if
(_this.props.onRowHover) {\n        _this.props.onRowHover(rowNumber);\n      }\n    }, _this.onRowHoverExit =
function (event, rowNumber) {\n      if (_this.props.onRowHoverExit) {\n
_this.props.onRowHoverExit(rowNumber);\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this,
_ret);\n  }\n\n  (0, _createClass3.default)(TableBody, [{\n    key: 'componentWillMount',\n    value: function
componentWillMount() {\n      if (this.props.preScanRows) {\n        this.setState({\n          selectedRows:
this.getSelectedRows(this.props)\n        });\n      }\n    }\n  }, {\n    key: 'componentDidMount',\n    value: function
componentDidMount() {\n      if (!this.props.preScanRows) {\n        this.setState({\n          // eslint-disable-line
react/no-did-mount-set-state\n          selectedRows: this.getSelectedRows(this.props)\n        });\n      }\n    }\n  }, {\n
key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      if
(this.props.allRowsSelected !== nextProps.allRowsSelected) {\n        if (!nextProps.allRowsSelected) {\n
this.setState({\n            selectedRows: []\n          });\n          return;\n        }\n      }\n\n      this.setState({\n
selectedRows: this.getSelectedRows(nextProps)\n      });\n    }\n  }, {\n    key: 'createRows',\n    value: function
createRows() {\n      var _this2 = this;\n\n      var numChildren =
_react2.default.Children.count(this.props.children);\n\n      var rowNumber = 0;\n      var handlers = {\n
onCellClick: this.onCellClick,\n        onCellHover: this.onCellHover,\n        onCellHoverExit:
this.onCellHoverExit,\n        onRowHover: this.onRowHover,\n        onRowHoverExit: this.onRowHoverExit,\n
onRowClick: this.onRowClick\n      };\n      return _react2.default.Children.map(this.props.children, function (child)
{\n        if (_react2.default.isValidElement(child)) {\n          var props = {\n            hoverable:
_this2.props.showRowHover,\n            selected: _this2.isRowSelected(rowNumber),\n            striped:
_this2.props.stripedRows && rowNumber % 2 === 0,\n            rowNumber: rowNumber++\n          };\n\n          if
(rowNumber === numChildren) {\n            props.displayBorder = false;\n          }\n\n          var children =
[_this2.createRowCheckboxColumn(props)];\n\n          _react2.default.Children.forEach(child.props.children,
function (child) {\n            children.push(child);\n          });\n\n          return _react2.default.cloneElement(child, (0,
_extends3.default)({}, props, handlers), children);\n        }\n      });\n    }\n  }, {\n    key:
'createRowCheckboxColumn',\n    value: function createRowCheckboxColumn(rowProps) {\n      if
(!this.props.displayRowCheckbox) {\n        return null;\n      }\n\n      var name = rowProps.rowNumber + '-cb';\n
var disabled = !this.props.selectable;\n      return _react2.default.createElement(_TableRowColumn2.default, {\n
key: name,\n        columnNumber: 0,\n        style: {\n          width: 24,\n          cursor: disabled ? 'default' : 'inherit'\n
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}\n    }, _react2.default.createElement(_Checkbox2.default, {\n      name: name,\n      value: 'selected',\n      disabled: disabled,\n      checked: rowProps.selected\n    }));\n  }\n }, {\n  key: 'getSelectedRows',\n  value: function getSelectedRows(props) {\n    var _this3 = this;\n\n    var selectedRows = [];\n\n    if (props.selectable) {\n      var index = 0;\n\n      _react2.default.Children.forEach(props.children, function (child) {\n        if (_react2.default.isValidElement(child)) {\n          if (child.props.selected !== undefined) {\n            _this3.isControlled = true;\n          }\n\n          if (child.props.selected && (selectedRows.length === 0 || props.multiSelectable)) {\n            selectedRows.push(index);\n          }\n\n          index++;\n        }\n      });\n    }\n\n    return selectedRows;\n  }\n }, {\n  key: 'isRowSelected',\n  value: function isRowSelected(rowNumber) {\n    var _this4 = this;\n\n    if (this.props.allRowsSelected) {\n      return true;\n    }\n\n    return this.state.selectedRows.some(function (row) {\n      if ((typeof row === 'undefined' ? 'undefined' : (0, _typeof3.default)(row)) === 'object') {\n        if (_this4.isValueInRange(rowNumber, row)) {\n          return true;\n        }\n      } else {\n        if (row === rowNumber) {\n          return true;\n        }\n      }\n\n      return false;\n    });\n  }\n }, {\n  key: 'isValueInRange',\n  value: function isValueInRange(value, range) {\n    if (!range) return false;\n\n    if (range.start <= value && value <= range.end || range.end <= value && value <= range.start) {\n      return true;\n    }\n\n    return false;\n  }\n }, {\n  key: 'processRowSelection',\n  value: function processRowSelection(event, rowNumber) {\n    var selectedRows = [].concat((0, _toConsumableArray3.default)(this.state.selectedRows));\n\n    if (event.shiftKey && this.props.multiSelectable && selectedRows.length > 0) {\n      var lastIndex = selectedRows.length - 1;\n      var lastSelection = selectedRows[lastIndex];\n\n      if ((typeof lastSelection === 'undefined' ? 'undefined' : (0, _typeof3.default)(lastSelection)) === 'object') {\n        lastSelection.end = rowNumber;\n      } else {\n        selectedRows.splice(lastIndex, 1, {\n          start: lastSelection,\n          end: rowNumber\n        });\n      }\n    } else if ((event.ctrlKey && !event.metaKey || event.metaKey && !event.ctrlKey) && this.props.multiSelectable) {\n      var idx = selectedRows.indexOf(rowNumber);\n\n      if (idx < 0) {\n        var foundRange = false;\n\n        for (var i = 0; i < selectedRows.length; i++) {\n          var range = selectedRows[i];\n          if ((typeof range === 'undefined' ? 'undefined' : (0, _typeof3.default)(range)) !== 'object') continue;\n\n          if (this.isValueInRange(rowNumber, range)) {\n            var _selectedRows;\n\n            foundRange = true;\n            var values = this.splitRange(range, rowNumber);\n\n            (_selectedRows = selectedRows).splice.apply(_selectedRows, [i, 1].concat((0, _toConsumableArray3.default)(values)));\n          }\n        }\n\n        if (!foundRange) selectedRows.push(rowNumber);\n      } else {\n        selectedRows.splice(idx, 1);\n      }\n    } else {\n      if (selectedRows.length === 1 && selectedRows[0] === rowNumber) {\n        selectedRows = [];\n      } else {\n        selectedRows = [rowNumber];\n      }\n    }\n\n    if (!this.isControlled) {\n      this.setState({\n        selectedRows: selectedRows\n      });\n    }\n\n    if (this.props.onRowSelection) {\n      this.props.onRowSelection(this.flattenRanges(selectedRows));\n    }\n  }\n }, {\n  key: 'splitRange',\n  value: function splitRange(range, splitPoint) {\n    var splitValues = [];\n    var startOffset = range.start - splitPoint;\n    var endOffset = range.end - splitPoint; // Process start half\n\n    splitValues.push.apply(splitValues, (0, _toConsumableArray3.default)(this.genRangeOfValues(splitPoint, startOffset))); // Process end half\n\n    splitValues.push.apply(splitValues, (0, _toConsumableArray3.default)(this.genRangeOfValues(splitPoint, endOffset)));\n    return splitValues;\n  }\n }, {\n  key: 'genRangeOfValues',\n  value: function genRangeOfValues(start, offset) {\n    var values = [];\n    var dir = offset > 0 ? -1 : 1; // This forces offset to approach 0 from either direction.\n\n    while (offset !== 0) {\n      values.push(start + offset);\n      offset += dir;\n    }\n\n    return values;\n  }\n }, {\n  key: 'flattenRanges',\n  value: function flattenRanges(selectedRows) {\n    var _this5 = this;\n\n    return selectedRows.reduce(function (rows, row) {\n      if ((typeof row === 'undefined' ? 'undefined' : (0, _typeof3.default)(row)) === 'object') {\n        var values = _this5.genRangeOfValues(row.end, row.start - row.end);\n\n        rows.push.apply(rows, [row.end].concat((0, _toConsumableArray3.default)(values)));\n      } else {\n        rows.push(row);\n      }\n\n      return rows;\n    }, []).sort();\n  }\n }, {\n  key: 'getColumnId',\n  value: function getColumnId(columnNumber) {\n    return columnNumber - 1;\n  }\n }, {\n  key: 'render',\n  value: function render() {\n    var _props = this.props,\n      style = _props.style,\n      allRowsSelected =
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_props.allRowsSelected,\n multiSelectable = _props.multiSelectable,\n onCellClick = _props.onCellClick,\n onCellHover = _props.onCellHover,\n onCellHoverExit = _props.onCellHoverExit,\n onRowHover = _props.onRowHover,\n onRowHoverExit = _props.onRowHoverExit,\n onRowSelection = _props.onRowSelection,\n selectable = _props.selectable,\n deselectOnClickaway = _props.deselectOnClickaway,\n showRowHover = _props.showRowHover,\n stripedRows = _props.stripedRows,\n displayRowCheckbox = _props.displayRowCheckbox,\n preScanRows = _props.preScanRows,\n other = (0, _objectWithoutProperties3.default)(_props, ['style', 'allRowsSelected', 'multiSelectable', 'onCellClick', 'onCellHover', 'onCellHoverExit', 'onRowHover', 'onRowHoverExit', 'onRowSelection', 'selectable', 'deselectOnClickaway', 'showRowHover', 'stripedRows', 'displayRowCheckbox', 'preScanRows']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n return _react2.default.createElement(_ClickAwayListener2.default, {\n onClickAway: this.handleClickAway\n }, _react2.default.createElement('tbody', (0, _extends3.default)({\n style: prepareStyles((0, _simpleAssign2.default)({}, style))\n }, other), this.createRows()));\n }\n }]);\n return TableBody;\n}(_react.Component);\n\nTableBody.muiName = 'TableBody';\nTableBody.defaultProps = {\n allRowsSelected: false,\n deselectOnClickaway: true,\n displayRowCheckbox: true,\n multiSelectable: false,\n preScanRows: true,\n selectable: true,\n style: {}\n};\nTableBody.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTableBody.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * @ignore\n * Set to true to indicate that all rows should be selected.\n */\n allRowsSelected: _propTypes2.default.bool,\n\n /**\n * Children passed to table body.\n */\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Controls whether or not to deselect all selected\n * rows after clicking outside the table.\n */\n deselectOnClickaway: _propTypes2.default.bool,\n\n /**\n * Controls the display of the row checkbox. The default value is true.\n */\n displayRowCheckbox: _propTypes2.default.bool,\n\n /**\n * @ignore\n * If true, multiple table rows can be selected.\n * CTRL/CMD+Click and SHIFT+Click are valid actions.\n * The default value is false.\n */\n multiSelectable: _propTypes2.default.bool,\n\n /**\n * @ignore\n * Callback function for when a cell is clicked.\n */\n onCellClick: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when a table cell is hovered. rowNumber\n * is the row number of the hovered row and columnId\n * is the column number or the column key of the cell.\n */\n onCellHover: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when a table cell is no longer hovered.\n * rowNumber is the row number of the row and columnId\n * is the column number or the column key of the cell.\n */\n onCellHoverExit: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when a table row is hovered.\n * rowNumber is the row number of the hovered row.\n */\n onRowHover: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when a table row is no longer\n * hovered. rowNumber is the row number of the row\n * that is no longer hovered.\n */\n onRowHoverExit: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when a row is selected. selectedRows is an\n * array of all row selections. If all rows have been selected,\n * the string \"all\" will be returned instead to indicate that\n * all rows have been selected.\n */\n onRowSelection: _propTypes2.default.func,\n\n /**\n * Controls whether or not the rows are pre-scanned to determine\n * initial state. If your table has a large number of rows and\n * you are experiencing a delay in rendering, turn off this property.\n */\n preScanRows: _propTypes2.default.bool,\n\n /**\n * @ignore\n * If true, table rows can be selected. If multiple\n * row selection is desired, enable multiSelectable.\n * The default value is true.\n */\n selectable: _propTypes2.default.bool,\n\n /**\n * If true, table rows will be highlighted when\n * the cursor is hovering over the row. The default\n * value is false.\n */\n showRowHover: _propTypes2.default.bool,\n\n /**\n * If true, every other table row starting\n * with the first row will be striped. The default value is false.\n */\n stripedRows: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = TableBody;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _toConsumableArray2 =

require('babel-runtime/helpers/toConsumableArray');\n\nvar _toConsumableArray3 = _interopRequireDefault(_toConsumableArray2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _TableRowColumn = require('./TableRowColumn');\n\nvar _TableRowColumn2 = _interopRequireDefault(_TableRowColumn);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var tableFooter = context.muiTheme.tableFooter;\n return {\n   cell: {\n   borderTop: '1px solid ' + tableFooter.borderColor,\n   verticalAlign: 'bottom',\n   padding: 20,\n   textAlign: 'left',\n   whiteSpace: 'nowrap'\n   }\n };\n}\n\nvar TableFooter = function (_Component) {\n (0, _inherits3.default)(TableFooter, _Component);\n\n function TableFooter() {\n   (0, _classCallCheck3.default)(this, TableFooter);\n   return (0, _possibleConstructorReturn3.default)(this, (TableFooter.__proto__ || (0, _getPrototypeOf2.default)(TableFooter)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(TableFooter, [{\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   adjustForCheckbox = _props.adjustForCheckbox,\n   children = _props.children,\n   className = _props.className,\n   style = _props.style,\n   other = (0, _objectWithoutProperties3.default)(_props, ['adjustForCheckbox', 'children', 'className', 'style']);\n   var prepareStyles = this.context.muiTheme.prepareStyles;\n   var styles = getStyles(this.props, this.context);\n\n   var footerRows = _react2.default.Children.map(children, function (child, rowNumber) {\n   var newChildProps = {\n   displayBorder: false,\n   key: 'f-' + rowNumber,\n   rowNumber: rowNumber,\n   style: (0, _simpleAssign2.default)({}, styles.cell, child.props.style)\n   };\n   var newDescendants = void 0;\n\n   if (adjustForCheckbox) {\n   newDescendants = [_react2.default.createElement(_TableRowColumn2.default, {\n   key: 'fpcb' + rowNumber,\n   style: {\n   width: 24\n   }\n   })].concat((0, _toConsumableArray3.default)(_react2.default.Children.toArray(child.props.children)));\n   } else {\n   newDescendants = child.props.children;\n   }\n\n   return _react2.default.cloneElement(child, newChildProps, newDescendants);\n   });\n\n   return _react2.default.createElement('tfoot', (0, _extends3.default)({\n   className: className,\n   style: prepareStyles((0, _simpleAssign2.default)({}, style))\n   }, other), footerRows);\n   }\n }]);\n return TableFooter;\n}(_react.Component);\n\nTableFooter.muiName = 'TableFooter';\nTableFooter.defaultProps = {\n adjustForCheckbox: true,\n style: {}\n};\nTableFooter.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTableFooter.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * @ignore\n   * Controls whether or not header rows should be adjusted\n   * for a checkbox column. If the select all checkbox is true,\n   * this property will not influence the number of columns.\n   * This is mainly useful for \"super header\" rows so that\n   * the checkbox column does not create an offset that needs\n   * to be accounted for manually.\n   */\n adjustForCheckbox: _propTypes2.default.bool,\n\n /**\n   * Children passed to table footer.\n   */\n children: _propTypes2.default.node,\n\n /**\n   * The css class name of the root element.\n   */\n className: _propTypes2.default.string,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object\n} : {};\nexports.default = TableFooter;","'use

strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _Checkbox = require('../Checkbox');\n\nvar _Checkbox2 = _interopRequireDefault(_Checkbox);\n\nvar _TableHeaderColumn = require('./TableHeaderColumn');\n\nvar _TableHeaderColumn2 = _interopRequireDefault(_TableHeaderColumn);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var tableHeader = context.muiTheme.tableHeader;\n return {\n   root: {\n   borderBottom: '1px solid ' + tableHeader.borderColor\n   }\n };\n}\n\nvar TableHeader = function (_Component) {\n (0, _inherits3.default)(TableHeader, _Component);\n\n function TableHeader() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, TableHeader);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TableHeader.__proto__ || (0, _getPrototypeOf2.default)(TableHeader)).call.apply(_ref, [this].concat(args))), _this), _this.handleCheckAll = function (event, checked) {\n   if (_this.props.onSelectAll) {\n   _this.props.onSelectAll(checked);\n   }\n   }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(TableHeader, [{\n   key: 'createSuperHeaderRows',\n   value: function createSuperHeaderRows() {\n   var numChildren = _react2.default.Children.count(this.props.children);\n\n   if (numChildren === 1) return undefined;\n   var superHeaders = [];\n\n   for (var index = 0; index < numChildren - 1; index++) {\n   var child = this.props.children[index];\n   if (!_react2.default.isValidElement(child)) continue;\n   var props = {\n   key: 'sh' + index,\n   rowNumber: index\n   };\n   superHeaders.push(this.createSuperHeaderRow(child, props));\n   }\n\n   if (superHeaders.length) return superHeaders;\n   }\n }, {\n   key: 'createSuperHeaderRow',\n   value: function createSuperHeaderRow(child, props) {\n   var children = [];\n\n   if (this.props.adjustForCheckbox) {\n   children.push(this.getCheckboxPlaceholder(props));\n   }\n\n   _react2.default.Children.forEach(child.props.children, function (child) {\n   children.push(child);\n   });\n\n   return _react2.default.cloneElement(child, props, children);\n   }\n }, {\n   key: 'createBaseHeaderRow',\n   value: function createBaseHeaderRow() {\n   var childrenArray = _react2.default.Children.toArray(this.props.children);\n\n   var numChildren = childrenArray.length;\n\n   if (numChildren < 1) {\n   return null;\n   }\n\n   var child = childrenArray[numChildren - 1];\n   var props = {\n   key: 'h' + numChildren,\n   rowNumber: numChildren\n   };\n   var children = [this.getSelectAllCheckboxColumn(props)];\n\n   _react2.default.Children.forEach(child.props.children, function (child) {\n   children.push(child);\n   });\n\n   return _react2.default.cloneElement(child, props, children);\n   }\n }, {\n   key: 'getCheckboxPlaceholder',\n   value: function getCheckboxPlaceholder(props) {\n   if (!this.props.adjustForCheckbox) return null;\n   var disabled = !this.props.enableSelectAll;\n   var key = 'hpcb' + props.rowNumber;\n   return _react2.default.createElement(_TableHeaderColumn2.default, {\n   key: key,\n   style: {\n   width: 24,\n   cursor: disabled ? 'default' : 'inherit'\n   }\n   });\n   }\n }, {\n   key: 'getSelectAllCheckboxColumn',\n   value: function getSelectAllCheckboxColumn(props) {\n   if (!this.props.displaySelectAll) return this.getCheckboxPlaceholder(props);\n   var disabled = !this.props.enableSelectAll;\n\n   var checkbox = _react2.default.createElement(_Checkbox2.default, {\n   key:

'selectallcb',\n name: 'selectallcb',\n value: 'selected',\n disabled: disabled,\n checked: this.props.selectAllSelected,\n onCheck: this.handleCheckAll\n });\n\n var key = 'hpcb' + props.rowNumber;\n return _react2.default.createElement(_TableHeaderColumn2.default, {\n key: key,\n style: {\n width: 24,\n cursor: disabled ? 'not-allowed' : 'inherit'\n }\n }, checkbox);\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n className = _props.className,\n style = _props.style;\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var superHeaderRows = this.createSuperHeaderRows();\n var baseHeaderRow = this.createBaseHeaderRow();\n return _react2.default.createElement('thead', {\n className: className,\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }, superHeaderRows, baseHeaderRow);\n }\n }]);\n return TableHeader;\n}(_react.Component);\n\nTableHeader.muiName = 'TableHeader';\nTableHeader.defaultProps = {\n adjustForCheckbox: true,\n displaySelectAll: true,\n enableSelectAll: true,\n selectAllSelected: false\n};\nTableHeader.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTableHeader.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Controls whether or not header rows should be\n * adjusted for a checkbox column. If the select all\n * checkbox is true, this property will not influence\n * the number of columns. This is mainly useful for\n * \"super header\" rows so that the checkbox column\n * does not create an offset that needs to be accounted\n * for manually.\n */\n adjustForCheckbox: _propTypes2.default.bool,\n\n /**\n * Children passed to table header.\n */\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Controls whether or not the select all checkbox is displayed.\n */\n displaySelectAll: _propTypes2.default.bool,\n\n /**\n * If set to true, the select all button will be interactable.\n * If set to false, the button will not be interactable.\n * To hide the checkbox, set displaySelectAll to false.\n */\n enableSelectAll: _propTypes2.default.bool,\n\n /**\n * @ignore\n * Callback when select all has been checked.\n */\n onSelectAll: _propTypes2.default.func,\n\n /**\n * @ignore\n * True when select all has been checked.\n */\n selectAllSelected: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = TableHeader;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context, state) {\n var tableRow = context.muiTheme.tableRow;\n var cellBgColor = 'inherit';\n\n if (props.hovered || state.hovered) {\n cellBgColor = tableRow.hoverColor;\n } else if (props.selected) {\n cellBgColor = tableRow.selectedColor;\n } else if (props.striped) {\n cellBgColor = tableRow.stripeColor;\n }\n\n return {\n root: {\n borderBottom: props.displayBorder && '1px solid ' + tableRow.borderColor,\n color: tableRow.textColor,\n height: tableRow.height\n },\n cell: {\n backgroundColor: cellBgColor\n }\n };\n}\n\nvar TableRow = function (_Component) {\n (0, _inherits3.default)(TableRow, _Component);\n\n function TableRow() {\n var _ref;\n\n

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var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, TableRow);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TableRow.__proto__ || (0, _getPrototypeOf2.default)(TableRow)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      hovered: false\n    }, _this.onCellClick = function (event, columnIndex) {\n      if (_this.props.selectable && _this.props.onCellClick) {\n        _this.props.onCellClick(event, _this.props.rowNumber, columnIndex);\n      }\n\n      event.ctrlKey = true;\n\n      _this.onRowClick(event);\n    }, _this.onCellHover = function (event, columnIndex) {\n      if (_this.props.hoverable) {\n        _this.setState({\n          hovered: true\n        });\n\n        if (_this.props.onCellHover) _this.props.onCellHover(event, _this.props.rowNumber, columnIndex);\n\n        _this.onRowHover(event);\n      }\n    }, _this.onCellHoverExit = function (event, columnIndex) {\n      if (_this.props.hoverable) {\n        _this.setState({\n          hovered: false\n        });\n\n        if (_this.props.onCellHoverExit) _this.props.onCellHoverExit(event, _this.props.rowNumber, columnIndex);\n\n        _this.onRowHoverExit(event);\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(TableRow, [{\n    key: 'onRowClick',\n    value: function onRowClick(event) {\n      if (this.props.selectable && this.props.onRowClick) {\n        this.props.onRowClick(event, this.props.rowNumber);\n      }\n    }\n  }, {\n    key: 'onRowHover',\n    value: function onRowHover(event) {\n      if (this.props.onRowHover) {\n        this.props.onRowHover(event, this.props.rowNumber);\n      }\n    }\n  }, {\n    key: 'onRowHoverExit',\n    value: function onRowHoverExit(event) {\n      if (this.props.onRowHoverExit) {\n        this.props.onRowHoverExit(event, this.props.rowNumber);\n      }\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _this2 = this;\n\n      var _props = this.props,\n          className = _props.className,\n          displayBorder = _props.displayBorder,\n          hoverable = _props.hoverable,\n          hovered = _props.hovered,\n          onCellClick = _props.onCellClick,\n          onCellHover = _props.onCellHover,\n          onCellHoverExit = _props.onCellHoverExit,\n          onRowClick = _props.onRowClick,\n          onRowHover = _props.onRowHover,\n          onRowHoverExit = _props.onRowHoverExit,\n          rowNumber = _props.rowNumber,\n          selectable = _props.selectable,\n          selected = _props.selected,\n          striped = _props.striped,\n          style = _props.style,\n          other = (0, _objectWithoutProperties3.default)(_props, ['className', 'displayBorder', 'hoverable', 'hovered', 'onCellClick', 'onCellHover', 'onCellHoverExit', 'onRowClick', 'onRowHover', 'onRowHoverExit', 'rowNumber', 'selectable', 'selected', 'striped', 'style']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context, this.state);\n\n      var rowColumns = _react2.default.Children.map(this.props.children, function (child, columnNumber) {\n        if (_react2.default.isValidElement(child)) {\n          return _react2.default.cloneElement(child, {\n            columnNumber: columnNumber,\n            hoverable: _this2.props.hoverable,\n            key: _this2.props.rowNumber + '-' + columnNumber,\n            onClick: _this2.onCellClick,\n            onHover: _this2.onCellHover,\n            onHoverExit: _this2.onCellHoverExit,\n            style: (0, _simpleAssign2.default)({}, styles.cell, child.props.style)\n          });\n        }\n      });\n\n      return _react2.default.createElement('tr', (0, _extends3.default)({\n        className: className,\n        style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n      }, other), rowColumns);\n    }\n  }]);\n  return TableRow;\n}(_react.Component);\n\nTableRow.defaultProps = {\n  displayBorder: true,\n  hoverable: false,\n  hovered: false,\n  selectable: true,\n  striped: false\n};\nTableRow.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\nTableRow.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  /**\n   * Children passed to table row.\n   */\n  children: _propTypes2.default.node,\n\n  /**\n   * The css class name of the root element.\n   */\n  className: _propTypes2.default.string,\n\n  /**\n   * If true, row border will be displayed for the row.\n   * If false, no border will be drawn.\n   */\n  displayBorder: _propTypes2.default.bool,\n\n  /**\n   * Controls whether or not the row responds to hover events.\n   */\n  hoverable: _propTypes2.default.bool,\n\n  /**\n   * Controls whether or not the row should be rendered as being\n   * hovered. This property is evaluated in addition to this.state.hovered\n   * and can be used to synchronize the hovered state with some other\n   * external events.\n   */\n  hovered: _propTypes2.default.bool,\n\n  /**\n   * @ignore\n   * Called when a row cell is clicked.\n   * rowNumber is the row number and columnId is\n   * the column number or
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the column key.\n */\n onCellClick: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when a table cell is hovered.\n * rowNumber is the row number of the hovered row\n * and columnId is the column number or the column key of the cell.\n */\n onCellHover: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when a table cell is no longer hovered.\n * rowNumber is the row number of the row and columnId\n * is the column number or the column key of the cell.\n */\n onCellHoverExit: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when row is clicked.\n */\n onRowClick: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when a table row is hovered.\n * rowNumber is the row number of the hovered row.\n */\n onRowHover: _propTypes2.default.func,\n\n /**\n * @ignore\n * Called when a table row is no longer hovered.\n * rowNumber is the row number of the row that is no longer hovered.\n */\n onRowHoverExit: _propTypes2.default.func,\n\n /**\n * Number to identify the row. This property is\n * automatically populated when used with the TableBody component.\n */\n rowNumber: _propTypes2.default.number,\n\n /**\n * If true, table rows can be selected. If multiple row\n * selection is desired, enable multiSelectable.\n * The default value is true.\n */\n selectable: _propTypes2.default.bool,\n\n /**\n * Indicates that a particular row is selected.\n * This property can be used to programmatically select rows.\n */\n selected: _propTypes2.default.bool,\n\n /**\n * Indicates whether or not the row is striped.\n */\n striped: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = TableRow;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _TimePicker = require('./TimePicker');\n\nvar _TimePicker2 = _interopRequireDefault(_TimePicker);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _TimePicker2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Toggle = require('./Toggle');\n\nvar _Toggle2 = _interopRequireDefault(_Toggle);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _Toggle2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var firstChild = props.firstChild,\n lastChild = props.lastChild;\n var _context$muiTheme = context.muiTheme,\n baseTheme = _context$muiTheme.baseTheme,\n button = _context$muiTheme.button,\n toolbar = _context$muiTheme.toolbar;\n var marginHorizontal = baseTheme.spacing.desktopGutter;\n var marginVertical = (toolbar.height - button.height) / 2;\n var styles = {\n root: {\n position: 'relative',\n marginLeft: firstChild ? -marginHorizontal : undefined,\n marginRight: lastChild ? -marginHorizontal : undefined,\n display: 'flex',\n justifyContent: 'space-between',\n alignItems: 'center'\n },\n dropDownMenu: {\n root: {\n color: toolbar.color,\n // removes hover color change, we want to keep it\n marginRight: baseTheme.spacing.desktopGutter,\n flex: 1,\n whiteSpace: 'nowrap'\n },\n controlBg: {\n backgroundColor: toolbar.menuHoverColor,\n borderRadius: 0\n },\n underline: {\n display: 'none'\n

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  }\n  },\n  button: {\n    margin: marginVertical + 'px ' + marginHorizontal + 'px',\n    position: 'relative'\n  },\n  icon: {\n    root: {\n      cursor: 'pointer',\n      lineHeight: toolbar.height + 'px',\n      paddingLeft: baseTheme.spacing.desktopGutter\n    },\n    span: {\n      color: toolbar.iconColor,\n      lineHeight: toolbar.height + 'px'\n    }\n  };\n  return styles;\n}\n\nvar ToolbarGroup = function (_Component) {\n  (0, _inherits3.default)(ToolbarGroup, _Component);\n\n  function ToolbarGroup() {\n    (0, _classCallCheck3.default)(this, ToolbarGroup);\n    return (0, _possibleConstructorReturn3.default)(this, (ToolbarGroup.__proto__ || (0, _getPrototypeOf2.default)(ToolbarGroup)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(ToolbarGroup, [{\n    key: 'handleMouseLeaveFontIcon',\n    value: function handleMouseLeaveFontIcon(style) {\n      return function (event) {\n        event.target.style.zIndex = 'auto';\n        event.target.style.color = style.root.color;\n      };\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _this2 = this;\n\n      var _props = this.props,\n          children = _props.children,\n          className = _props.className,\n          firstChild = _props.firstChild,\n          lastChild = _props.lastChild,\n          style = _props.style,\n          other = (0, _objectWithoutProperties3.default)(_props, ['children', 'className', 'firstChild', 'lastChild', 'style']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context);\n\n      var newChildren = _react2.default.Children.map(children, function (currentChild) {\n        if (!currentChild) {\n          return null;\n        }\n\n        if (!currentChild.type) {\n          return currentChild;\n        }\n\n        switch (currentChild.type.muiName) {\n          case 'DropDownMenu':\n            return _react2.default.cloneElement(currentChild, {\n              style: (0, _simpleAssign2.default)({}, styles.dropDownMenu.root, currentChild.props.style),\n              underlineStyle: styles.dropDownMenu.underline\n            });\n\n          case 'RaisedButton':\n          case 'FlatButton':\n            return _react2.default.cloneElement(currentChild, {\n              style: (0, _simpleAssign2.default)({}, styles.button, currentChild.props.style)\n            });\n\n          case 'FontIcon':\n            return _react2.default.cloneElement(currentChild, {\n              style: (0, _simpleAssign2.default)({}, styles.icon.root, currentChild.props.style),\n              color: currentChild.props.color || _this2.context.muiTheme.toolbar.iconColor,\n              hoverColor: currentChild.props.hoverColor || _this2.context.muiTheme.toolbar.hoverColor\n            });\n\n          case 'ToolbarSeparator':\n          case 'ToolbarTitle':\n            return _react2.default.cloneElement(currentChild, {\n              style: (0, _simpleAssign2.default)({}, styles.span, currentChild.props.style)\n            });\n\n          default:\n            return currentChild;\n        }\n      }, this);\n\n      return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n        className: className,\n        style: prepareStyles((0, _simpleAssign2.default)({}, styles.root, style))\n      }), newChildren);\n    }\n  }]);\n  return ToolbarGroup;\n}(_react.Component);\n\nToolbarGroup.defaultProps = {\n  firstChild: false,\n  lastChild: false\n};\nToolbarGroup.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\nToolbarGroup.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  /**\n   * Can be any node or number of nodes.\n   */\n  children: _propTypes2.default.node,\n\n  /**\n   * The css class name of the root element.\n   */\n  className: _propTypes2.default.string,\n\n  /**\n   * Set this to true for if the `ToolbarGroup` is the first child of `Toolbar`\n   * to prevent setting the left gap.\n   */\n  firstChild: _propTypes2.default.bool,\n\n  /**\n   * Set this to true for if the `ToolbarGroup` is the last child of `Toolbar`\n   * to prevent setting the right gap.\n   */\n  lastChild: _propTypes2.default.bool,\n\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object\n} : {};\nexports.default = ToolbarGroup;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
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_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var _context$muiTheme = context.muiTheme,\n baseTheme = _context$muiTheme.baseTheme,\n toolbar = _context$muiTheme.toolbar;\n return {\n root: {\n backgroundColor: toolbar.separatorColor,\n display: 'block',\n height: baseTheme.spacing.desktopGutterMore,\n marginLeft: baseTheme.spacing.desktopGutter,\n width: 1\n }\n };\n}\n\nvar ToolbarSeparator = function (_Component) {\n (0, _inherits3.default)(ToolbarSeparator, _Component);\n\n function ToolbarSeparator() {\n (0, _classCallCheck3.default)(this, ToolbarSeparator);\n return (0, _possibleConstructorReturn3.default)(this, (ToolbarSeparator.__proto__ || (0, _getPrototypeOf2.default)(ToolbarSeparator)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(ToolbarSeparator, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n className = _props.className,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['className', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n return _react2.default.createElement('span', (0, _extends3.default)({}, other, {\n className: className,\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.root, style))\n }));\n }\n }]);\n return ToolbarSeparator;\n}(_react.Component);\n\nToolbarSeparator.muiName = 'ToolbarSeparator';\nToolbarSeparator.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nToolbarSeparator.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = ToolbarSeparator;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var _context$muiTheme = context.muiTheme,\n baseTheme = _context$muiTheme.baseTheme,\n toolbar = _context$muiTheme.toolbar;\n return {\n root: {\n paddingRight: baseTheme.spacing.desktopGutterLess,\n lineHeight: toolbar.height + 'px',\n fontSize: toolbar.titleFontSize,\n fontFamily: baseTheme.fontFamily,\n position: 'relative',\n textOverflow: 'ellipsis',\n whiteSpace: 'nowrap',\n overflow: 'hidden'\n }\n };\n}\n\nvar ToolbarTitle = function (_Component) {\n (0, _inherits3.default)(ToolbarTitle, _Component);\n\n function ToolbarTitle() {\n (0, _classCallCheck3.default)(this, ToolbarTitle);\n return (0,

_possibleConstructorReturn3.default)(this, (ToolbarTitle.__proto__ || (0, _getPrototypeOf2.default)(ToolbarTitle)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(ToolbarTitle, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n style = _props.style,\n text = _props.text,\n other = (0, _objectWithoutProperties3.default)(_props, ['style', 'text']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n return _react2.default.createElement('span', (0, _extends3.default)({\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.root, style))\n }, other), text);\n }\n }]);\n return ToolbarTitle;\n}(_react.Component);\n\nToolbarTitle.muiName = 'ToolbarTitle';\nToolbarTitle.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nToolbarTitle.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * The text to be displayed.\n */\n text: _propTypes2.default.node\n} : {};\nexports.default = ToolbarTitle;","'use strict';\n\nif (process.env.NODE_ENV === 'production') {\n module.exports = require('./cjs/react-is.production.min.js');\n} else {\n module.exports = require('./cjs/react-is.development.js');\n}","import freeGlobal from './_freeGlobal.js';\n\n/** Detect free variable `exports`. */\nvar freeExports = typeof exports == 'object' && exports && !exports.nodeType && exports;\n\n/** Detect free variable `module`. */\nvar freeModule = freeExports && typeof module == 'object' && module && !module.nodeType && module;\n\n/** Detect the popular CommonJS extension `module.exports`. */\nvar moduleExports = freeModule && freeModule.exports === freeExports;\n\n/** Detect free variable `process` from Node.js. */\nvar freeProcess = moduleExports && freeGlobal.process;\n\n/** Used to access faster Node.js helpers. */\nvar nodeUtil = function () {\n try {\n // Use `util.types` for Node.js 10+.\n var types = freeModule && freeModule.require && freeModule.require('util').types;\n\n if (types) {\n return types;\n } // Legacy `process.binding('util')` for Node.js < 10.\n\n\n return freeProcess && freeProcess.binding && freeProcess.binding('util');\n } catch (e) {}\n}();\n\nexport default nodeUtil;","'use strict';\n\n/**\n * Copyright 2015, Yahoo! Inc.\n * Copyrights licensed under the New BSD License. See the accompanying LICENSE file for terms.\n */\n\nvar REACT_STATICS = {\n childContextTypes: true,\n contextTypes: true,\n defaultProps: true,\n displayName: true,\n getDefaultProps: true,\n getDerivedStateFromProps: true,\n mixins: true,\n propTypes: true,\n type: true\n};\nvar KNOWN_STATICS = {\n name: true,\n length: true,\n prototype: true,\n caller: true,\n callee: true,\n arguments: true,\n arity: true\n};\nvar defineProperty = Object.defineProperty;\nvar getOwnPropertyNames = Object.getOwnPropertyNames;\nvar getOwnPropertySymbols = Object.getOwnPropertySymbols;\nvar getOwnPropertyDescriptor = Object.getOwnPropertyDescriptor;\nvar getPrototypeOf = Object.getPrototypeOf;\nvar objectPrototype = getPrototypeOf && getPrototypeOf(Object);\n\nfunction hoistNonReactStatics(targetComponent, sourceComponent, blacklist) {\n if (typeof sourceComponent !== 'string') {\n // don't hoist over string (html) components\n if (objectPrototype) {\n var inheritedComponent = getPrototypeOf(sourceComponent);\n\n if (inheritedComponent && inheritedComponent !== objectPrototype) {\n hoistNonReactStatics(targetComponent, inheritedComponent, blacklist);\n }\n }\n\n var keys = getOwnPropertyNames(sourceComponent);\n\n if (getOwnPropertySymbols) {\n keys = keys.concat(getOwnPropertySymbols(sourceComponent));\n }\n\n for (var i = 0; i < keys.length; ++i) {\n var key = keys[i];\n\n if (!REACT_STATICS[key] && !KNOWN_STATICS[key] && (!blacklist || !blacklist[key])) {\n var descriptor = getOwnPropertyDescriptor(sourceComponent, key);\n\n try {\n // Avoid failures from read-only properties\n defineProperty(targetComponent, key, descriptor);\n } catch (e) {}\n }\n }\n\n return targetComponent;\n }\n\n return targetComponent;\n}\n\nmodule.exports = hoistNonReactStatics;","!function (e, t) {\n \"object\" == typeof exports && \"object\" == typeof module ? module.exports = t(require(\"react\")) : \"function\" == typeof define && define.amd ? define([\"react\"], t) : \"object\" == typeof exports ? exports.reactJsonView = t(require(\"react\")) : e.reactJsonView = t(e.React);\n}(this, function (e) {\n return function (e) {\n var t = {};\n\n function n(a) {\n if (t[a]) return t[a].exports;\n var r = t[a] = {\n i: a,\n l: !1,\n exports: {}\n };\n return e[a].call(r.exports, r, r.exports, n), r.l = !0, r.exports;\n }\n\n return n.m = e, n.c = t, n.d = function (e, t, a) {\n n.o(e, t) || Object.defineProperty(e, t, {\n

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 enumerable: !0,\n        get: a\n      });\n    }, n.r = function (e) {\n      \"undefined\" != typeof Symbol &&
Symbol.toStringTag && Object.defineProperty(e, Symbol.toStringTag, {\n        value: \"Module\"\n      }),
Object.defineProperty(e, \"__esModule\", {\n        value: !0\n      });\n    }, n.t = function (e, t) {\n      if (1 & t && (e
= n(e)), 8 & t) return e;\n      if (4 & t && \"object\" == typeof e && e && e.__esModule) return e;\n      var a =
Object.create(null);\n      if (n.r(a), Object.defineProperty(a, \"default\", {\n        enumerable: !0,\n        value: e\n
}), 2 & t && \"string\" != typeof e) for (var r in e) {\n        n.d(a, r, function (t) {\n          return e[t];\n
}.bind(null, r));\n      }\n      return a;\n    }, n.n = function (e) {\n      var t = e && e.__esModule ? function () {\n
return e.default;\n      } : function () {\n        return e;\n      };\n      return n.d(t, \"a\", t), t;\n    }, n.o = function (e, t)
{\n      return Object.prototype.hasOwnProperty.call(e, t);\n    }, n.p = \"\", n(n.s = 48);\n  }([function (t, n) {\n
t.exports = e;\n  }, function (e, t) {\n    var n = e.exports = {\n      version: \"2.6.12\"\n    };\n    \"number\" == typeof
__e && (__e = n);\n  }, function (e, t, n) {\n    var a = n(26)(\"wks\"),\n        r = n(17),\n        o = n(3).Symbol,\n
i = \"function\" == typeof o;\n    (e.exports = function (e) {\n      return a[e] || (a[e] = i && o[e] || (i ? o :
r)(\"Symbol.\" + e));\n    }).store = a;\n  }, function (e, t) {\n    var n = e.exports = \"undefined\" != typeof window
&& window.Math == Math ? window : \"undefined\" != typeof self && self.Math == Math ? self :
Function(\"return this\")();\n    \"number\" == typeof __g && (__g = n);\n  }, function (e, t, n) {\n    e.exports =
!n(8)(function () {\n      return 7 != Object.defineProperty({}, \"a\", {\n        get: function get() {\n          return 7;\n
}\n      }).a;\n    });\n  }, function (e, t) {\n    var n = {}.hasOwnProperty;\n\n    e.exports = function (e, t) {\n
return n.call(e, t);\n    };\n  }, function (e, t, n) {\n    var a = n(7),\n        r = n(16);\n    e.exports = n(4) ? function (e,
t, n) {\n      return a.f(e, t, r(1, n));\n    } : function (e, t, n) {\n      return e[t] = n, e;\n    };\n  }, function (e, t, n) {\n
var a = n(10),\n        r = n(35),\n        o = n(23),\n        i = Object.defineProperty;\n    t.f = n(4) ?
Object.defineProperty : function (e, t, n) {\n      if (a(e), t = o(t, !0), a(n), r) try {\n        return i(e, t, n);\n      } catch
(e) {}\n      if (\"get\" in n || \"set\" in n) throw TypeError(\"Accessors not supported!\");\n      return \"value\" in n
&& (e[t] = n.value), e;\n    };\n  }, function (e, t) {\n    e.exports = function (e) {\n      try {\n        return !!e();\n      }
catch (e) {\n        return !0;\n      }\n    };\n  }, function (e, t, n) {\n    var a = n(40),\n        r = n(22);\n\n    e.exports =
function (e) {\n      return a(r(e));\n    };\n  }, function (e, t, n) {\n    var a = n(11);\n\n    e.exports = function (e) {\n
if (!a(e)) throw TypeError(e + \" is not an object!\");\n      return e;\n    };\n  }, function (e, t) {\n    e.exports =
function (e) {\n      return \"object\" == typeof e ? null !== e : \"function\" == typeof e;\n    };\n  }, function (e, t) {\n
e.exports = {};\n  }, function (e, t, n) {\n    var a = n(39),\n        r = n(27);\n\n    e.exports = Object.keys || function
(e) {\n      return a(e, r);\n    };\n  }, function (e, t) {\n    e.exports = !0;\n  }, function (e, t, n) {\n    var a = n(3),\n
r = n(1),\n        o = n(53),\n        i = n(6),\n        s = n(5),\n        c = function c(e, t, n) {\n      var l,\n          u,\n
f,\n          p = e & c.F,\n          d = e & c.G,\n          b = e & c.S,\n          h = e & c.P,\n          v = e & c.B,\n          m = e
& c.W,\n          y = d ? r : r[t] || (r[t] = {}),\n          g = y.prototype,\n          E = d ? a : b ? a[t] : (a[t] ||
{}).prototype;\n\n      for (l in d && (n = t), n) {\n        (u = !p && E && void 0 !== E[l]) && s(y, l) || (f = u ? E[l] :
n[l], y[l] = d && \"function\" != typeof E[l] ? n[l] : v && u ? o(f, a) : m && E[l] == f ? function (e) {\n          var t =
function t(_t, n, a) {\n            if (this instanceof e) {\n              switch (arguments.length) {\n                case 0:\n
                return new e();\n\n                case 1:\n                  return new e(_t);\n\n                case 2:\n
                return new e(_t, n);\n              }\n\n              return new e(_t, n, a);\n            }\n\n            return e.apply(this, arguments);\n
          };\n\n          return t.prototype = e.prototype, t;\n        }(f) : h && \"function\" == typeof f ? o(Function.call, f) : f, h
&& ((y.virtual || (y.virtual = {}))[l] = f, e & c.R && g && !g[l] && i(g, l, f)));\n      }\n    };\n\n    c.F = 1, c.G = 2,
c.S = 4, c.P = 8, c.B = 16, c.W = 32, c.U = 64, c.R = 128, e.exports = c;\n  }, function (e, t) {\n    e.exports =
function (e, t) {\n      return {\n        enumerable: !(1 & e),\n        configurable: !(2 & e),\n        writable: !(4 & e),\n
        value: t\n      };\n    };\n  }, function (e, t) {\n    var n = 0,\n        a = Math.random();\n\n    e.exports = function (e)
{\n      return \"Symbol(\".concat(void 0 === e ? \"\" : e, \")_\", (++n + a).toString(36));\n    };\n  }, function (e, t, n)
{\n    var a = n(22);\n\n    e.exports = function (e) {\n      return Object(a(e));\n    };\n  }, function (e, t) {\n    t.f =
{}.propertyIsEnumerable;\n  }, function (e, t, n) {\n    \"use strict\";\n\n    var a = n(52)(!0);\n    n(34)(String,
\"String\", function (e) {\n      this._t = String(e), this._i = 0;\n    }, function () {\n      var e,\n          t = this._t,\n
n = this._i;\n      return n >= t.length ? {\n        value: void 0,\n        done: !0\n      } : (e = a(t, n), this._i += e.length,
{\n        value: e,\n        done: !1\n      });\n    });\n  }, function (e, t) {\n    var n = Math.ceil,\n        a = Math.floor;\n\n
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e.exports = function (e) {\n  return isNaN(e = +e) ? 0 : (e > 0 ? a : n)(e);\n  };\n }, function (e, t) {\n  e.exports = function (e) {\n  if (null == e) throw TypeError(\"Can't call method on  \" + e);\n  return e;\n  };\n }, function (e, t, n) {\n  var a = n(11);\n\n  e.exports = function (e, t) {\n  if (!a(e)) return e;\n  var n, r;\n  if (t && \"function\" == typeof (n = e.toString) && !a(r = n.call(e))) return r;\n  if (\"function\" == typeof (n = e.valueOf) && !a(r = n.call(e))) return r;\n  if (!t && \"function\" == typeof (n = e.toString) && !a(r = n.call(e))) return r;\n  throw TypeError(\"Can't convert object to primitive value\");\n  };\n }, function (e, t) {\n  var n = {}.toString;\n\n  e.exports = function (e) {\n  return n.call(e).slice(8, -1);\n  };\n }, function (e, t, n) {\n  var a = n(26)(\"keys\"),\n  r = n(17);\n\n  e.exports = function (e) {\n  return a[e] || (a[e] = r(e));\n  };\n },
function (e, t, n) {\n  var a = n(1),\n  r = n(3),\n  o = r[\"__core-js_shared__\"] || (r[\"__core-js_shared__\"] = {});\n  (e.exports = function (e, t) {\n  return o[e] || (o[e] = void 0 !== t ? t : {});\n  })(\"versions\", []).push({\n  version: a.version,\n  mode: n(14) ? \"pure\" : \"global\",\n  copyright: \"© 2020 Denis Pushkarev (zloirock.ru)\"\n  });\n }, function (e, t) {\n  e.exports = \"constructor,hasOwnProperty,isPrototypeOf,propertyIsEnumerable,toLocaleString,toString,valueOf\".split(\",\");\n },
function (e, t, n) {\n  var a = n(7).f,\n  r = n(5),\n  o = n(2)(\"toStringTag\");\n\n  e.exports = function (e, t, n) {\n  e && !r(e = n ? e : e.prototype, o) && a(e, o, {\n  configurable: !0,\n  value: t\n  });\n  };\n },
function (e, t, n) {\n  n(62);\n\n  for (var a = n(3), r = n(6), o = n(12), i = n(2)(\"toStringTag\"), s = \"CSSRuleList,CSSStyleDeclaration,CSSValueList,ClientRectList,DOMRectList,DOMStringList,DOMTokenList,DataTransferItemList,FileList,HTMLAllCollection,HTMLCollection,HTMLFormElement,HTMLSelectElement,MediaList,MimeTypeArray,NamedNodeMap,NodeList,PaintRequestList,Plugin,PluginArray,SVGLengthList,SVGNumberList,SVGPathSegList,SVGPointList,SVGStringList,SVGTransformList,SourceBufferList,StyleSheetList,TextTrackCueList,TextTrackList,TouchList\".split(\",\"), c = 0; c < s.length; c++) {\n  var l = s[c],\n  u = a[l],\n  f = u && u.prototype;\n  f && !f[i] && r(f, i, l), o[l] = o.Array;\n  }\n },
function (e, t, n) {\n  t.f = n(2);\n },
function (e, t, n) {\n  var a = n(3),\n  r = n(1),\n  o = n(14),\n  i = n(30),\n  s = n(7).f;\n\n  e.exports = function (e) {\n  var t = r.Symbol || (r.Symbol = o ? {} : a.Symbol || {});\n  \"_\" == e.charAt(0) || e in t || s(t, e, {\n  value: i.f(e)\n  });\n  };\n },
function (e, t) {\n  t.f = Object.getOwnPropertySymbols;\n },
function (e, t) {\n  e.exports = function (e, t, n) {\n  return Math.min(Math.max(e, t), n);\n  };\n },
function (e, t, n) {\n  \"use strict\";\n\n  var a = n(14),\n  r = n(15),\n  o = n(37),\n  i = n(6),\n  s = n(12),\n  c = n(55),\n  l = n(28),\n  u = n(61),\n  f = n(2)(\"iterator\"),\n  p = !([].keys && \"next\" in [].keys()),\n  d = function d() {\n  return this;\n  };\n\n  e.exports = function (e, t, n, b, h, v, m) {\n  c(n, t, b);\n\n  var y,\n  g,\n  E,\n  j = function j(e) {\n  if (!p && e in O) return O[e];\n\n  switch (e) {\n  case \"keys\":\n  case \"values\":\n  return function () {\n  return new n(this, e);\n  };\n  }\n\n  return function () {\n  return new n(this, e);\n  };\n  },\n  x = t + \" Iterator\",\n  _ = \"values\" == h,\n  k = !1,\n  O = e.prototype,\n  C = O[f] || O[\"@@iterator\"] || h && O[h],\n  S = C || j(h),\n  w = h ? _ ? j(\"entries\") : S : void 0,\n  A = \"Array\" == t && O.entries || C;\n\n  if (A && (E = u(A.call(new e()))) !== Object.prototype && E.next && (l(E, x, !0), a || \"function\" == typeof E[f] || i(E, f, d)), _ && C && \"values\" !== C.name && (k = !0, S = function S() {\n  return C.call(this);\n  }), a && !m || !p && !k && O[f] || i(O, f, S), s[t] = S, s[x] = d, h) if (y = {\n  values: _ ? S : j(\"values\"),\n  keys: v ? S : j(\"keys\"),\n  entries: w\n  }, m) for (g in y) {\n  g in O || o(O, g, y[g]);\n  } else r(r.P + r.F * (p || k), t, y);\n  return y;\n  };\n },
function (e, t, n) {\n  e.exports = !n(4) && !n(8)(function () {\n  return 7 != Object.defineProperty(n(36)(\"div\"), \"a\", {\n  get: function get() {\n  return 7;\n  }\n  }).a;\n  });\n },
function (e, t, n) {\n  var a = n(11),\n  r = n(3).document,\n  o = a(r) && a(r.createElement);\n\n  e.exports = function (e) {\n  return o ? r.createElement(e) : {};\n  };\n },
function (e, t, n) {\n  e.exports = n(6);\n },
function (e, t, n) {\n  var a = n(10),\n  r = n(56),\n  o = n(27),\n  i = n(25)(\"IE_PROTO\"),\n  s = function s() {},\n  _c = function c() {\n  var e,\n  t = n(36)(\"iframe\"),\n  a = o.length;\n\n  for (t.style.display = \"none\", n(60).appendChild(t), t.src = \"javascript:\", (e = t.contentWindow.document).open(), e.write(\"<script>document.F=Object<\\/script>\"), e.close(), _c = e.F; a--;) {\n  delete _c.prototype[o[a]];\n  }\n\n  return _c();\n  };\n\n  e.exports = Object.create || function (e, t) {\n  var n;\n  return null !== e ? (s.prototype = a(e), n = new s(), s.prototype = null, n[i] = e) : n = _c(), void 0 === t ? n : r(n, t);\n  };\n },
function
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(e, t, n) {\n    var a = n(5),\n        r = n(9),\n        o = n(57)(!1),\n        i = n(25)(\"IE_PROTO\");\n\n    e.exports =
function (e, t) {\n        var n,\n            s = r(e),\n            c = 0,\n            l = [];\n\n        for (n in s) {\n            n != i && a(s, n)
&& l.push(n);\n        }\n\n        for (; t.length > c;) {\n            a(s, n = t[c++]) && (~o(l, n) || l.push(n));\n        }\n\n
return l;\n    };\n  }, function (e, t, n) {\n    var a = n(24);\n    e.exports = Object(\"z\").propertyIsEnumerable(0) ?
Object : function (e) {\n        return \"String\" == a(e) ? e.split(\"\") : Object(e);\n    };\n  }, function (e, t, n) {\n    var a
= n(39),\n        r = n(27).concat(\"length\", \"prototype\");\n\n    t.f = Object.getOwnPropertyNames || function (e)
{\n        return a(e, r);\n    };\n  }, function (e, t, n) {\n    var a = n(24),\n        r = n(2)(\"toStringTag\"),\n        o =
\"Arguments\" == a(function () {\n        return arguments;\n    }());\n\n    e.exports = function (e) {\n        var t, n, i;\n
return void 0 === e ? \"Undefined\" : null === e ? \"Null\" : \"string\" == typeof (n = function (e, t) {\n        try {\n
return e[t];\n        } catch (e) {}\n    }(t = Object(e), r)) ? n : o ? a(t) : \"Object\" == (i = a(t)) && \"function\" ==
typeof t.callee ? \"Arguments\" : i;\n    };\n  }, function (e, t) {\n    var n;\n\n    n = function () {\n        return this;\n
}();\n\n    try {\n        n = n || new Function(\"return this\")();\n    } catch (e) {\n        \"object\" == typeof window &&
(n = window);\n    }\n\n    e.exports = n;\n  }, function (e, t) {\n    var n = /-?\\d+(\\.\\d+)?%?/g;\n\n    e.exports =
function (e) {\n        return e.match(n);\n    };\n  }, function (e, t, n) {\n    \"use strict\";\n\n    Object.defineProperty(t,
\"__esModule\", {\n        value: !0\n    }), t.getBase16Theme = t.createStyling = t.invertTheme = void 0;\n\n    var a =
d(n(49)),\n        r = d(n(76)),\n        o = d(n(81)),\n        i = d(n(89)),\n        s = d(n(93)),\n        c = function (e) {\n
if (e && e.__esModule) return e;\n        var t = {};\n        if (null != e) for (var n in e) {\n
Object.prototype.hasOwnProperty.call(e, n) && (t[n] = e[n]);\n        }\n        return t.default = e, t;\n    }(n(94)),\n        l
= d(n(132)),\n        u = d(n(133)),\n        f = d(n(138)),\n        p = n(139);\n\n    function d(e) {\n        return e &&
e.__esModule ? e : {\n            default: e\n        };\n    }\n\n    var b = c.default,\n        h = (0, i.default)(b),\n        v = (0,
f.default)(u.default, p.rgb2yuv, function (e) {\n        var t,\n            n = (0, o.default)(e, 3),\n            a = n[0],\n            r =
n[1],\n            i = n[2];\n        return [(t = a, t < .25 ? 1 : t < .5 ? .9 - t : 1.1 - t), r, i];\n    }, p.yuv2rgb, l.default),\n        m
= function m(e) {\n        return function (t) {\n            return {\n                className: [t.className,
e.className].filter(Boolean).join(\" \"),\n                style: (0, r.default)({}, t.style || {}, e.style || {})\n            };\n        };\n
},\n        y = function y(e, t) {\n        var n = (0, i.default)(t);\n\n        for (var o in e) {\n            -1 === n.indexOf(o) &&
n.push(o);\n        }\n\n        return n.reduce(function (n, o) {\n            return n[o] = function (e, t) {\n                if (void 0 ===
e) return t;\n                if (void 0 === t) return e;\n                var n = void 0 === e ? \"undefined\" : (0, a.default)(e),\n
o = void 0 === t ? \"undefined\" : (0, a.default)(t);\n\n                switch (n) {\n                    case \"string\":\n                        switch
(o) {\n                            case \"string\":\n                                return [t, e].filter(Boolean).join(\" \");\n\n                            case \"object\":\n
                                return m({\n                                    className: e,\n                                    style: t\n                                });\n\n                            case \"function\":\n
                                return function (n) {\n                                    for (var a = arguments.length, r = Array(a > 1 ? a - 1 : 0), o = 1; o < a;
o++) {\n                                        r[o - 1] = arguments[o];\n                                    }\n\n                                    return m({\n                                        className:
e\n                                    })(t.apply(void 0, [n].concat(r)));\n                                };\n                        }\n\n                    case \"object\":\n
                        switch (o) {\n                            case \"string\":\n                                return m({\n                                    className: t,\n                                    style: e\n
                                });\n\n                            case \"object\":\n                                return (0, r.default)({}, t, e);\n\n                            case \"function\":\n
                                return function (n) {\n                                    for (var a = arguments.length, r = Array(a > 1 ? a - 1 : 0), o = 1; o < a;
o++) {\n                                        r[o - 1] = arguments[o];\n                                    }\n\n                                    return m({\n                                        style: e\n
                                    })(t.apply(void 0, [n].concat(r)));\n                                };\n                        }\n\n                    case \"function\":\n                        switch
(o) {\n                            case \"string\":\n                                return function (n) {\n                                    for (var a = arguments.length, r =
Array(a > 1 ? a - 1 : 0), o = 1; o < a; o++) {\n                                        r[o - 1] = arguments[o];\n                                    }\n\n
                                    return e.apply(void 0, [m(n)({\n                                        className: t\n                                    })].concat(r));\n                                };\n\n
                            case \"object\":\n                                return function (n) {\n                                    for (var a = arguments.length, r = Array(a > 1 ? a - 1 :
0), o = 1; o < a; o++) {\n                                        r[o - 1] = arguments[o];\n                                    }\n\n                                    return e.apply(void 0,
[m(n)({\n                                        style: t\n                                    })].concat(r));\n                                };\n\n                            case \"function\":\n
                                return function (n) {\n                                    for (var a = arguments.length, r = Array(a > 1 ? a - 1 : 0), o = 1; o < a; o++) {\n
                                        r[o - 1] = arguments[o];\n                                    }\n\n                                    return e.apply(void 0, [t.apply(void 0,
[n].concat(r))].concat(r));\n                                };\n                        }\n\n                    }\n                }(e[o], t[o]), n;\n            }, {});\n        },\n        g =
function g(e, t) {\n        for (var n = arguments.length, o = Array(n > 2 ? n - 2 : 0), s = 2; s < n; s++) {\n            o[s - 2] =
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arguments[s];\n }\n\n if (null === t) return e;\n Array.isArray(t) || (t = [t]);\n var c = t.map(function (t) {\n return e[t];\n }).filter(Boolean),\n l = c.reduce(function (e, t) {\n return \"string\" == typeof t ? e.className = [e.className, t].filter(Boolean).join(\" \") : \"object\" === (void 0 === t ? \"undefined\" : (0, a.default)(t)) ? e.style = (0, r.default)({}, e.style, t) : \"function\" == typeof t && (e = (0, r.default)({}, e, t.apply(void 0, [e].concat(o)))), e;\n }, {\n className: \"\",\n style: {}\n });\n return l.className || delete l.className, 0 === (0, i.default)(l.style).length && delete l.style, l;\n },\n E = t.invertTheme = function (e) {\n return (0, i.default)(e).reduce(function (t, n) {\n return t[n] = /^base/.test(n) ? v(e[n]) : \"scheme\" === n ? e[n] + \":inverted\" : e[n], t;\n }, {});\n },\n j = (t.createStyling = (0, s.default)(function (e) {\n for (var t = arguments.length, n = Array(t > 3 ? t - 3 : 0), a = 3; a < t; a++) {\n n[a - 3] = arguments[a];\n }\n\n var o = arguments.length > 1 && void 0 !== arguments[1] ? arguments[1] : {},\n c = arguments.length > 2 && void 0 !== arguments[2] ? arguments[2] : {},\n l = o.defaultBase16,\n u = void 0 === l ? b : l,\n f = o.base16Themes,\n p = void 0 === f ? null : f,\n d = j(c, p);\n d && (c = (0, r.default)({}, d, c));\n var v = h.reduce(function (e, t) {\n return e[t] = c[t] || u[t], e;\n }, {}),\n m = (0, i.default)(c).reduce(function (e, t) {\n return -1 === h.indexOf(t) ? (e[t] = c[t], e) : e;\n }, {}),\n E = e(v),\n x = y(m, E);\n return (0, s.default)(g, 2).apply(void 0, [x].concat(n));\n }, 3), t.getBase16Theme = function (e, t) {\n if (e && e.extend && (e = e.extend), \"string\" == typeof e) {\n var n = e.split(\":\"),\n a = (0, o.default)(n, 2),\n r = a[0],\n i = a[1];\n e = (t || {})[r] || c[r], \"inverted\" === i && (e = E(e));\n }\n\n return e && e.hasOwnProperty(\"base00\") ? e : void 0;\n });\n }, function (e, t, n) {\n \"use strict\";\n\n var a,\n r = \"object\" == typeof Reflect ? Reflect : null,\n o = r && \"function\" == typeof r.apply ? r.apply : function (e, t, n) {\n return Function.prototype.apply.call(e, t, n);\n };\n a = r && \"function\" == typeof r.ownKeys ? r.ownKeys : Object.getOwnPropertySymbols ? function (e) {\n return Object.getOwnPropertyNames(e).concat(Object.getOwnPropertySymbols(e));\n } : function (e) {\n return Object.getOwnPropertyNames(e);\n };\n\n var i = Number.isNaN || function (e) {\n return e != e;\n };\n\n function s() {\n s.init.call(this);\n }\n\n e.exports = s, e.exports.once = function (e, t) {\n return new Promise(function (n, a) {\n function r() {\n void 0 !== o && e.removeListener(\"error\", o), n([].slice.call(arguments));\n }\n\n var o;\n \"error\" !== t && (o = function o(n) {\n e.removeListener(t, r), a(n);\n }, e.once(\"error\", o)), e.once(t, r);\n });\n }, s.EventEmitter = s, s.prototype._events = void 0, s.prototype._eventsCount = 0, s.prototype._maxListeners = void 0;\n var c = 10;\n\n function l(e) {\n if (\"function\" != typeof e) throw new TypeError('The \"listener\" argument must be of type Function. Received type ' + typeof e);\n }\n\n function u(e) {\n return void 0 === e._maxListeners ? s.defaultMaxListeners : e._maxListeners;\n }\n\n function f(e, t, n, a) {\n var r, o, i, s;\n if (l(n), void 0 === (o = e._events) ? (o = e._events = Object.create(null), e._eventsCount = 0) : (void 0 !== o.newListener && (e.emit(\"newListener\", t, n.listener ? n.listener : n), o = e._events), i = o[t]), void 0 === i) i = o[t] = n, ++e._eventsCount;else if (\"function\" == typeof i ? i = o[t] = a ? [n, i] : [i, n] : a ? i.unshift(n) : i.push(n), (r = u(e)) > 0 && i.length > r && !i.warned) {\n i.warned = !0;\n var c = new Error(\"Possible EventEmitter memory leak detected. \" + i.length + \" \" + String(t) + \" listeners added. Use emitter.setMaxListeners() to increase limit\");\n c.name = \"MaxListenersExceededWarning\", c.emitter = e, c.type = t, c.count = i.length, s = c, console && console.warn && console.warn(s);\n }\n return e;\n }\n\n function p() {\n if (!this.fired) return this.target.removeListener(this.type, this.wrapFn), this.fired = !0, 0 === arguments.length ? this.listener.call(this.target) : this.listener.apply(this.target, arguments);\n }\n\n function d(e, t, n) {\n var a = {\n fired: !1,\n wrapFn: void 0,\n target: e,\n type: t,\n listener: n\n },\n r = p.bind(a);\n return r.listener = n, a.wrapFn = r, r;\n }\n\n function b(e, t, n) {\n var a = e._events;\n if (void 0 === a) return [];\n var r = a[t];\n return void 0 === r ? [] : \"function\" == typeof r ? n ? [r.listener || r] : [r] : n ? function (e) {\n for (var t = new Array(e.length), n = 0; n < t.length; ++n) {\n t[n] = e[n].listener || e[n];\n }\n\n return t;\n }(r) : v(r, r.length);\n }\n\n function h(e) {\n var t = this._events;\n\n if (void 0 !== t) {\n var n = t[e];\n if (\"function\" == typeof n) return 1;\n if (void 0 !== n) return n.length;\n }\n\n return 0;\n }\n\n function v(e, t) {\n for (var n = new Array(t), a = 0; a < t; ++a) {\n n[a] = e[a];\n }\n\n return n;\n }\n\n Object.defineProperty(s, \"defaultMaxListeners\", {\n enumerable:

!0,\n get: function get() {\n return c;\n },\n set: function set(e) {\n if (\"number\" != typeof e || e < 0 || i(e)) throw new RangeError('The value of \"defaultMaxListeners\" is out of range. It must be a non-negative number. Received ' + e + \".\");\n c = e;\n }\n }), s.init = function () {\n void 0 !== this._events && this._events !== Object.getPrototypeOf(this)._events || (this._events = Object.create(null), this._eventsCount = 0), this._maxListeners = this._maxListeners || void 0;\n }, s.prototype.setMaxListeners = function (e) {\n if (\"number\" != typeof e || e < 0 || i(e)) throw new RangeError('The value of \"n\" is out of range. It must be a non-negative number. Received ' + e + \".\");\n return this._maxListeners = e, this;\n }, s.prototype.getMaxListeners = function () {\n return u(this);\n }, s.prototype.emit = function (e) {\n for (var t = [], n = 1; n < arguments.length; n++) {\n t.push(arguments[n]);\n }\n\n var a = \"error\" === e,\n r = this._events;\n if (void 0 !== r) a = a && void 0 === r.error;else if (!a) return !1;\n\n if (a) {\n var i;\n if (t.length > 0 && (i = t[0]), i instanceof Error) throw i;\n var s = new Error(\"Unhandled error.\" + (i ? \" (\" + i.message + \")\" : \"\"));\n throw s.context = i, s;\n }\n\n var c = r[e];\n if (void 0 === c) return !1;\n if (\"function\" == typeof c) o(c, this, t);else {\n var l = c.length,\n u = v(c, l);\n\n for (n = 0; n < l; ++n) {\n o(u[n], this, t);\n }\n }\n return !0;\n }, s.prototype.addListener = function (e, t) {\n return f(this, e, t, !1);\n }, s.prototype.on = s.prototype.addListener, s.prototype.prependListener = function (e, t) {\n return f(this, e, t, !0);\n }, s.prototype.once = function (e, t) {\n return l(t), this.on(e, d(this, e, t)), this;\n }, s.prototype.prependOnceListener = function (e, t) {\n return l(t), this.prependListener(e, d(this, e, t)), this;\n }, s.prototype.removeListener = function (e, t) {\n var n, a, r, o, i;\n if (l(t), void 0 === (a = this._events)) return this;\n if (void 0 === (n = a[e])) return this;\n if (n === t || n.listener === t) 0 == --this._eventsCount ? this._events = Object.create(null) : (delete a[e], a.removeListener && this.emit(\"removeListener\", e, n.listener || t));else if (\"function\" != typeof n) {\n for (r = -1, o = n.length - 1; o >= 0; o--) {\n if (n[o] === t || n[o].listener === t) {\n i = n[o].listener, r = o;\n break;\n }\n }\n\n if (r < 0) return this;\n 0 === r ? n.shift() : function (e, t) {\n for (; t + 1 < e.length; t++) {\n e[t] = e[t + 1];\n }\n\n e.pop();\n }(n, r), 1 === n.length && (a[e] = n[0]), void 0 !== a.removeListener && this.emit(\"removeListener\", e, i || t);\n }\n return this;\n }, s.prototype.off = s.prototype.removeListener, s.prototype.removeAllListeners = function (e) {\n var t, n, a;\n if (void 0 === (n = this._events)) return this;\n if (void 0 === n.removeListener) return 0 === arguments.length ? (this._events = Object.create(null), this._eventsCount = 0) : void 0 !== n[e] && (0 == --this._eventsCount ? this._events = Object.create(null) : delete n[e]), this;\n\n if (0 === arguments.length) {\n var r,\n o = Object.keys(n);\n\n for (a = 0; a < o.length; ++a) {\n \"removeListener\" !== (r = o[a]) && this.removeAllListeners(r);\n }\n\n return this.removeAllListeners(\"removeListener\"), this._events = Object.create(null), this._eventsCount = 0, this;\n }\n\n if (\"function\" == typeof (t = n[e])) this.removeListener(e, t);else if (void 0 !== t) for (a = t.length - 1; a >= 0; a--) {\n this.removeListener(e, t[a]);\n }\n return this;\n }, s.prototype.listeners = function (e) {\n return b(this, e, !0);\n }, s.prototype.rawListeners = function (e) {\n return b(this, e, !1);\n }, s.listenerCount = function (e, t) {\n return \"function\" == typeof e.listenerCount ? e.listenerCount(t) : h.call(e, t);\n }, s.prototype.listenerCount = h, s.prototype.eventNames = function () {\n return this._eventsCount > 0 ? a(this._events) : [];\n };\n }, function (e, t, n) {\n e.exports.Dispatcher = n(140);\n }, function (e, t, n) {\n e.exports = n(142);\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0;\n var a = i(n(50)),\n r = i(n(65)),\n o = \"function\" == typeof r.default && \"symbol\" == typeof a.default ? function (e) {\n return typeof e;\n } : function (e) {\n return e && \"function\" == typeof r.default && e.constructor === r.default && e !== r.default.prototype ? \"symbol\" : typeof e;\n };\n\n function i(e) {\n return e && e.__esModule ? e : {\n default: e\n };\n }\n\n t.default = \"function\" == typeof r.default && \"symbol\" === o(a.default) ? function (e) {\n return void 0 === e ? \"undefined\" : o(e);\n } : function (e) {\n return e && \"function\" == typeof r.default && e.constructor === r.default && e !== r.default.prototype ? \"symbol\" : void 0 === e ? \"undefined\" : o(e);\n };\n }, function (e, t, n) {\n e.exports = {\n default: n(51),\n __esModule: !0\n };\n }, function (e, t, n) {\n n(20), n(29), e.exports = n(30).f(\"iterator\");\n }, function (e, t, n) {\n var a = n(21),\n r = n(22);\n\n e.exports = function (e) {\n return function (t, n) {\n var o,\n i,\n s = String(r(t)),\n c = a(n),\n l = s.length;\n return c < 0 || c >= l ? e ? \"\" : void 0 : (o =

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s.charCodeAt(c)) < 55296 || o > 56319 || c + 1 === l || (i = s.charCodeAt(c + 1)) < 56320 || i > 57343 ? e ? s.charAt(c) : o : e ? s.slice(c, c + 2) : i - 56320 + (o - 55296 << 10) + 65536;\n      };\n    };\n  }, function (e, t, n) {\n var a = n(54);\n\n    e.exports = function (e, t, n) {\n      if (a(e), void 0 === t) return e;\n\n      switch (n) {\n        case 1:\n          return function (n) {\n            return e.call(t, n);\n          };\n\n        case 2:\n          return function (n, a) {\n            return e.call(t, n, a);\n          };\n\n        case 3:\n          return function (n, a, r) {\n            return e.call(t, n, a, r);\n          };\n      }\n\n      return function () {\n        return e.apply(t, arguments);\n      };\n    };\n  }, function (e, t) {\n    e.exports = function (e) {\n      if (\"function\" != typeof e) throw TypeError(e + \" is not a function!\");\n      return e;\n    };\n  }, function (e, t, n) {\n    \"use strict\";\n\n    var a = n(38),\n        r = n(16),\n        o = n(28),\n        i = {};\n    n(6)(i, n(2)(\"iterator\"), function () {\n      return this;\n    }), e.exports = function (e, t, n) {\n      e.prototype = a(i, {\n        next: r(1, n)\n      }), o(e, t + \" Iterator\");\n    };\n  }, function (e, t, n) {\n    var a = n(7),\n        r = n(10),\n        o = n(13);\n    e.exports = n(4) ? Object.defineProperties : function (e, t) {\n      r(e);\n\n      for (var n, i = o(t), s = i.length, c = 0; s > c;) {\n        a.f(e, n = i[c++], t[n]);\n      }\n\n      return e;\n    };\n  }, function (e, t, n) {\n    var a = n(9),\n        r = n(58),\n        o = n(59);\n\n    e.exports = function (e) {\n      return function (t, n, i) {\n        var s,\n            c = a(t),\n            l = r(c.length),\n            u = o(i, l);\n\n        if (e && n != n) {\n          for (; l > u;) {\n            if ((s = c[u++]) != s) return !0;\n          }\n        } else for (; l > u; u++) {\n          if ((e || u in c) && c[u] === n) return e || u || 0;\n        }\n\n        return !e && -1;\n      };\n    };\n  }, function (e, t, n) {\n    var a = n(21),\n        r = Math.min;\n\n    e.exports = function (e) {\n      return e > 0 ? r(a(e), 9007199254740991) : 0;\n    };\n  }, function (e, t, n) {\n    var a = n(21),\n        r = Math.max,\n        o = Math.min;\n\n    e.exports = function (e, t) {\n      return (e = a(e)) < 0 ? r(e + t, 0) : o(e, t);\n    };\n  }, function (e, t, n) {\n    var a = n(3).document;\n    e.exports = a && a.documentElement;\n  }, function (e, t, n) {\n    var a = n(5),\n        r = n(18),\n        o = n(25)(\"IE_PROTO\"),\n        i = Object.prototype;\n\n    e.exports = Object.getPrototypeOf || function (e) {\n      return e = r(e), a(e, o) ? e[o] : \"function\" == typeof e.constructor && e instanceof e.constructor ? e.constructor.prototype : e instanceof Object ? i : null;\n    };\n  }, function (e, t, n) {\n    \"use strict\";\n\n    var a = n(63),\n        r = n(64),\n        o = n(12),\n        i = n(9);\n    e.exports = n(34)(Array, \"Array\", function (e, t) {\n      this._t = i(e), this._i = 0, this._k = t;\n    }, function () {\n      var e = this._t,\n          t = this._k,\n          n = this._i++;\n      return !e || n >= e.length ? (this._t = void 0, r(1)) : r(0, \"keys\" == t ? n : \"values\" == t ? e[n] : [n, e[n]]);\n    }, \"values\"), o.Arguments = o.Array, a(\"keys\"), a(\"values\"), a(\"entries\");\n  }, function (e, t) {\n    e.exports = function () {};\n  }, function (e, t) {\n    e.exports = function (e, t) {\n      return {\n        value: t,\n        done: !!e\n      };\n    };\n  }, function (e, t, n) {\n    e.exports = {\n      default: n(66),\n      __esModule: !0\n    };\n  }, function (e, t, n) {\n    n(67), n(73), n(74), n(75), e.exports = n(1).Symbol;\n  }, function (e, t, n) {\n    \"use strict\";\n\n    var a = n(3),\n        r = n(5),\n        o = n(4),\n        i = n(15),\n        s = n(37),\n        c = n(68).KEY,\n        l = n(8),\n        u = n(26),\n        f = n(28),\n        p = n(17),\n        d = n(2),\n        b = n(30),\n        h = n(31),\n        v = n(69),\n        m = n(70),\n        y = n(10),\n        g = n(11),\n        E = n(18),\n        j = n(9),\n        x = n(23),\n        _ = n(16),\n        k = n(38),\n        O = n(71),\n        C = n(72),\n        S = n(32),\n        w = n(7),\n        A = n(13),\n        M = C.f,\n        P = w.f,\n        F = O.f,\n        _D = a.Symbol,\n        I = a.JSON,\n        R = I && I.stringify,\n        L = d(\"_hidden\"),\n        B = d(\"toPrimitive\"),\n        N = {}.propertyIsEnumerable,\n        z = u(\"symbol-registry\"),\n        T = u(\"symbols\"),\n        q = u(\"op-symbols\"),\n        V = Object.prototype,\n        K = \"function\" == typeof _D && !!S.f,\n        W = a.QObject,\n        H = !W || !W.prototype || !W.prototype.findChild,\n        U = o && l(function () {\n          return 7 != k(P({}, \"a\", {\n            get: function get() {\n              return P(this, \"a\", {\n                value: 7\n              }).a;\n            }\n          })).a;\n        }) ? function (e, t, n) {\n          var a = M(V, t);\n          a && delete V[t], P(e, t, n), a && e !== V && P(V, t, a);\n        } : P,\n        G = function G(e) {\n          var t = T[e] = k(_D.prototype);\n          return t._k = e, t;\n        },\n        J = K && \"symbol\" == typeof _D.iterator ? function (e) {\n          return \"symbol\" == typeof e;\n        } : function (e) {\n          return e instanceof _D;\n        },\n        Y = function Y(e, t, n) {\n          return e === V && Y(q, t, n), y(e), t = x(t, !0), y(n), r(T, t) ? (n.enumerable ? (r(e, L) && e[L][t] && (e[L][t] = !1), n = k(n, {\n            enumerable: _(0, !1)\n          })) : (r(e, L) || P(e, L, _(1, {})), e[L][t] = !0), U(e, t, n)) : P(e, t, n);\n        },\n        $ = function $(e, t) {\n          y(e);\n\n          for (var n, a = v(t = j(t)), r = 0, o = a.length; o > r;) {\n            Y(e, n = a[r++], t[n]);\n          }\n\n          return e;\n        },\n        Q = function Q(e) {\n          var t = N.call(this, e = x(e, !0));\n          return !(this === V && r(T, e) && !r(q, e)) && (!(t || !r(this, e) || !r(T, e) || r(this, L) && this[L][e]) || t);\n
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},\n        Z = function Z(e, t) {\n      if (e = j(e), t = x(t, !0), e !== V || !r(T, t) || r(q, t)) {\n        var n = M(e, t);\n return !n || !r(T, t) || r(e, L) && e[L][t] || (n.enumerable = !0), n;\n      }\n    },\n        X = function X(e) {\n      for (var t, n = F(j(e)), a = [], o = 0; n.length > o;) {\n        r(T, t = n[o++]) || t == L || t == c || a.push(t);\n      }\n\n      return a;\n    },\n        ee = function ee(e) {\n      for (var t, n = e === V, a = F(n ? q : j(e)), o = [], i = 0; a.length > i;) {\n !r(T, t = a[i++]) || n && !r(V, t) || o.push(T[t]);\n      }\n\n      return o;\n    };\n\n    K || (s((_D = function D() {\n if (this instanceof _D) throw TypeError(\"Symbol is not a constructor!\");\n\n      var e = p(arguments.length > 0 ? arguments[0] : void 0),\n          t = function t(n) {\n        this === V && t.call(q, n), r(this, L) && r(this[L], e) && (this[L][e] = !1), U(this, e, _(1, n));\n      };\n\n      return o && H && U(V, e, {\n        configurable: !0,\n        set: t\n      }), G(e);\n    }).prototype, \"toString\", function () {\n      return this._k;\n    }), C.f = Z, w.f = Y, n(41).f = O.f = X, n(19).f = Q, S.f = ee, o && !n(14) && s(V, \"propertyIsEnumerable\", Q, !0), b.f = function (e) {\n      return G(d(e));\n    }), i(i.G + i.W + i.F * !K, {\n      Symbol: _D\n    });\n\n    for (var te = \"hasInstance,isConcatSpreadable,iterator,match,replace,search,species,split,toPrimitive,toStringTag,unscopables\".split(\",\"), ne = 0; te.length > ne;) {\n      d(te[ne++]);\n    }\n\n    for (var ae = A(d.store), re = 0; ae.length > re;) {\n      h(ae[re++]);\n    }\n\n    i(i.S + i.F * !K, \"Symbol\", {\n      for: function _for(e) {\n        return r(z, e += \"\") ? z[e] : z[e] = _D(e);\n      },\n      keyFor: function keyFor(e) {\n        if (!J(e)) throw TypeError(e + \" is not a symbol!\");\n\n        for (var t in z) {\n          if (z[t] === e) return t;\n        }\n      },\n      useSetter: function useSetter() {\n        H = !0;\n      },\n      useSimple: function useSimple() {\n        H = !1;\n      }\n    }), i(i.S + i.F * !K, \"Object\", {\n      create: function create(e, t) {\n        return void 0 === t ? k(e) : $(k(e), t);\n      },\n      defineProperty: Y,\n      defineProperties: $,\n      getOwnPropertyDescriptor: Z,\n      getOwnPropertyNames: X,\n      getOwnPropertySymbols: ee\n    });\n    var oe = l(function () {\n      S.f(1);\n    });\n    i(i.S + i.F * oe, \"Object\", {\n      getOwnPropertySymbols: function getOwnPropertySymbols(e) {\n        return S.f(E(e));\n      }\n    }), I && i(i.S + i.F * (!K || l(function () {\n      var e = _D();\n\n      return \"[null]\" != R([e]) || \"{}\" != R({\n        a: e\n      }) || \"{}\" != R(Object(e));\n    })), \"JSON\", {\n      stringify: function stringify(e) {\n        for (var t, n, a = [e], r = 1; arguments.length > r;) {\n          a.push(arguments[r++]);\n        }\n\n        if (n = t = a[1], (g(t) || void 0 !== e) && !J(e)) return m(t) || (t = function t(e, _t2) {\n          if (\"function\" == typeof n && (_t2 = n.call(this, e, _t2)), !J(_t2)) return _t2;\n        }), a[1] = t, R.apply(I, a);\n      }\n    }), _D.prototype[B] || n(6)(_D.prototype, B, _D.prototype.valueOf), f(_D, \"Symbol\"), f(Math, \"Math\", !0), f(a.JSON, \"JSON\", !0);\n  }, function (e, t, n) {\n    var a = n(17)(\"meta\"),\n        r = n(11),\n        o = n(5),\n        i = n(7).f,\n        s = 0,\n        c = Object.isExtensible || function () {\n      return !0;\n    },\n        l = !n(8)(function () {\n      return c(Object.preventExtensions({}));\n    }),\n        u = function u(e) {\n      i(e, a, {\n        value: {\n          i: \"O\" + ++s,\n          w: {}\n        }\n      });\n    },\n        f = e.exports = {\n      KEY: a,\n      NEED: !1,\n      fastKey: function fastKey(e, t) {\n        if (!r(e)) return \"symbol\" == typeof e ? e : (\"string\" == typeof e ? \"S\" : \"P\") + e;\n\n        if (!o(e, a)) {\n          if (!c(e)) return \"F\";\n          if (!t) return \"E\";\n          u(e);\n        }\n\n        return e[a].i;\n      },\n      getWeak: function getWeak(e, t) {\n        if (!o(e, a)) {\n          if (!c(e)) return !0;\n          if (!t) return !1;\n          u(e);\n        }\n\n        return e[a].w;\n      },\n      onFreeze: function onFreeze(e) {\n        return l && f.NEED && c(e) && !o(e, a) && u(e), e;\n      }\n    };\n  }, function (e, t, n) {\n    var a = n(13),\n        r = n(32),\n        o = n(19);\n\n    e.exports = function (e) {\n      var t = a(e),\n          n = r.f;\n      if (n) for (var i, s = n(e), c = o.f, l = 0; s.length > l;) {\n        c.call(e, i = s[l++]) && t.push(i);\n      }\n      return t;\n    };\n  }, function (e, t, n) {\n    var a = n(24);\n\n    e.exports = Array.isArray || function (e) {\n      return \"Array\" == a(e);\n    };\n  }, function (e, t, n) {\n    var a = n(9),\n        r = n(41).f,\n        o = {}.toString,\n        i = \"object\" == typeof window && window && Object.getOwnPropertyNames ? Object.getOwnPropertyNames(window) : [];\n\n    e.exports.f = function (e) {\n      return i && \"[object Window]\" == o.call(e) ? function (e) {\n        try {\n          return r(e);\n        } catch (e) {\n          return i.slice();\n        }\n      }(e) : r(a(e));\n    };\n  }, function (e, t, n) {\n    var a = n(19),\n        r = n(16),\n        o = n(9),\n        i = n(23),\n        s = n(5),\n        c = n(35),\n        l = Object.getOwnPropertyDescriptor;\n    t.f = n(4) ? l : function (e, t) {\n      if (e = o(e), t = i(t, !0), c) try {\n        return l(e, t);\n      } catch (e) {}\n      if (s(e, t)) return r(!a.f.call(e, t), e[t]);\n    };\n  }, function (e, t) {}, function (e, t, n) {\n    n(31)(\"asyncIterator\");\n  }, function (e, t, n) {\n    n(31)(\"observable\");\n  }, function (e, t, n) {\n    \"use strict\";\n\n    t.__esModule = !0;\n    var a,\n        r = n(77),\n        o = (a = r) && a.__esModule ? a : {\n      default: a\n    };\n\n    t.default = o.default || function (e) {\n
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for (var t = 1; t < arguments.length; t++) {\n var n = arguments[t];\n\n for (var a in n) {\n Object.prototype.hasOwnProperty.call(n, a) && (e[a] = n[a]);\n }\n }\n\n return e;\n };\n }, function (e, t, n) {\n e.exports = {\n default: n(78),\n __esModule: !0\n };\n }, function (e, t, n) {\n n(79), e.exports = n(1).Object.assign;\n }, function (e, t, n) {\n var a = n(15);\n a(a.S + a.F, \"Object\", {\n assign: n(80)\n });\n }, function (e, t, n) {\n \"use strict\";\n\n var a = n(4),\n r = n(13),\n o = n(32),\n i = n(19),\n s = n(18),\n c = n(40),\n l = Object.assign;\n e.exports = !l || n(8)(function () {\n var e = {},\n t = {},\n n = Symbol(),\n a = \"abcdefghijklmnopqrst\";\n return e[n] = 7, a.split(\"\").forEach(function (e) {\n t[e] = e;\n }), 7 != l({}, e)[n] || Object.keys(l({}, t)).join(\"\") != a;\n }) ? function (e, t) {\n for (var n = s(e), l = arguments.length, u = 1, f = o.f, p = i.f; l > u;) {\n for (var d, b = c(arguments[u++]), h = f ? r(b).concat(f(b)) : r(b), v = h.length, m = 0; v > m;) {\n d = h[m++], a && !p.call(b, d) || (n[d] = b[d]);\n }\n }\n\n return n;\n } : l;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0;\n var a = o(n(82)),\n r = o(n(85));\n\n function o(e) {\n return e && e.__esModule ? e : {\n default: e\n };\n }\n\n t.default = function (e, t) {\n if (Array.isArray(e)) return e;\n if ((0, a.default)(Object(e))) return function (e, t) {\n var n = [],\n a = !0,\n o = !1,\n i = void 0;\n\n try {\n for (var s, c = (0, r.default)(e); !(a = (s = c.next()).done) && (n.push(s.value), !t || n.length !== t); a = !0) {\n ;\n }\n } catch (e) {\n o = !0, i = e;\n } finally {\n try {\n !a && c.return && c.return();\n } finally {\n if (o) throw i;\n }\n }\n\n return n;\n }(e, t);\n throw new TypeError(\"Invalid attempt to destructure non-iterable instance\");\n };\n }, function (e, t, n) {\n e.exports = {\n default: n(83),\n __esModule: !0\n };\n }, function (e, t, n) {\n n(29), n(20), e.exports = n(84);\n }, function (e, t, n) {\n var a = n(42),\n r = n(2)(\"iterator\"),\n o = n(12);\n\n e.exports = n(1).isIterable = function (e) {\n var t = Object(e);\n return void 0 !== t[r] || \"@@iterator\" in t || o.hasOwnProperty(a(t));\n };\n }, function (e, t, n) {\n e.exports = {\n default: n(86),\n __esModule: !0\n };\n }, function (e, t, n) {\n n(29), n(20), e.exports = n(87);\n }, function (e, t, n) {\n var a = n(10),\n r = n(88);\n\n e.exports = n(1).getIterator = function (e) {\n var t = r(e);\n if (\"function\" != typeof t) throw TypeError(e + \" is not iterable!\");\n return a(t.call(e));\n };\n }, function (e, t, n) {\n var a = n(42),\n r = n(2)(\"iterator\"),\n o = n(12);\n\n e.exports = n(1).getIteratorMethod = function (e) {\n if (null != e) return e[r] || e[\"@@iterator\"] || o[a(e)];\n };\n }, function (e, t, n) {\n e.exports = {\n default: n(90),\n __esModule: !0\n };\n }, function (e, t, n) {\n n(91), e.exports = n(1).Object.keys;\n }, function (e, t, n) {\n var a = n(18),\n r = n(13);\n n(92)(\"keys\", function () {\n return function (e) {\n return r(a(e));\n };\n });\n }, function (e, t, n) {\n var a = n(15),\n r = n(1),\n o = n(8);\n\n e.exports = function (e, t) {\n var n = (r.Object || {})[e] || Object[e],\n i = {};\n i[e] = t(n), a(a.S + a.F * o(function () {\n n(1);\n }), \"Object\", i);\n };\n }, function (e, t, n) {\n (function (t) {\n var n = [[\"ary\", 128], [\"bind\", 1], [\"bindKey\", 2], [\"curry\", 8], [\"curryRight\", 16], [\"flip\", 512], [\"partial\", 32], [\"partialRight\", 64], [\"rearg\", 256]],\n a = /^\\s+|\\s+$/g,\n r = /\\{(?:\\n\\/\\* \\[wrapped with .+\\] \\*\\/)?\\n?/,\n o = /\\{\\n\\/\\* \\[wrapped with (.+)\\] \\*/,\n i = /,? & /,\n s = /^[-+]0x[0-9a-f]+$/i,\n c = /^0b[01]+$/i,\n l = /^\\[object .+?Constructor\\]$/,\n u = /^0o[0-7]+$/i,\n f = /^(?:0|[1-9]\\d*)$/,\n p = parseInt,\n d = \"object\" == typeof t && t && t.Object === Object && t,\n b = \"object\" == typeof self && self && self.Object === Object && self,\n h = d || b || Function(\"return this\")();\n\n function v(e, t, n) {\n switch (n.length) {\n case 0:\n return e.call(t);\n\n case 1:\n return e.call(t, n[0]);\n\n case 2:\n return e.call(t, n[0], n[1]);\n\n case 3:\n return e.call(t, n[0], n[1], n[2]);\n }\n\n return e.apply(t, n);\n }\n\n function m(e, t) {\n return !!(e ? e.length : 0) && function (e, t, n) {\n if (t != t) return function (e, t, n, a) {\n var r = e.length,\n o = n + (a ? 1 : -1);\n\n for (; a ? o-- : ++o < r;) {\n if (t(e[o], o, e)) return o;\n }\n\n return -1;\n }(e, y, n);\n var a = n - 1,\n r = e.length;\n\n for (; ++a < r;) {\n if (e[a] === t) return a;\n }\n\n return -1;\n }(e, t, 0) > -1;\n }\n\n function y(e) {\n return e != e;\n }\n\n function g(e, t) {\n for (var n = e.length, a = 0; n--;) {\n e[n] === t && a++;\n }\n\n return a;\n }\n\n function E(e, t) {\n for (var n = -1, a = e.length, r = 0, o = []; ++n < a;) {\n var i = e[n];\n i !== t && \"__lodash_placeholder__\" !== i || (e[n] = \"__lodash_placeholder__\", o[r++] = n);\n }\n\n return o;\n }\n\n var j,\n x,\n
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 _,\n          k = Function.prototype,\n          O = Object.prototype,\n          C = h[\"__core-js_shared__\"],\n          S =
(j = /[^.]+$/.exec(C && C.keys && C.keys.IE_PROTO || \"\")) ? \"Symbol(src)_1.\" + j : \"\",\n          w =
k.toString,\n          A = O.hasOwnProperty,\n          M = O.toString,\n          P = RegExp(\"^\\" +
w.call(A).replace(/[\\\\^$.*+?()[\\]{}|]/g, \"\\\\$&\").replace(/hasOwnProperty|(function).*?(?=\\\\\\()| for
.+?(?=\\\\\\])/g, \"$1.*?\") + \"$\"),\n          F = Object.create,\n          D = Math.max,\n          I = Math.min,\n          R
= (x = H(Object, \"defineProperty\"), (_ = H.name) && _.length > 2 ? x : void 0);\n\n      function L(e) {\n
return X(e) ? F(e) : {};\n      }\n\n      function B(e) {\n          return !(!X(e) || function (e) {\n          return !!S && S in
e;\n      }(e)) && (function (e) {\n          var t = X(e) ? M.call(e) : \"\";\n          return \"[object Function]\" == t ||
\"[object GeneratorFunction]\" == t;\n      }(e) || function (e) {\n          var t = !1;\n          if (null != e &&
\"function\" != typeof e.toString) try {\n              t = !!(e + \"\");\n          } catch (e) {}\n          return t;\n      }(e) ? P :
l).test(function (e) {\n          if (null != e) {\n              try {\n                  return w.call(e);\n              } catch (e) {}\n\n
try {\n                  return e + \"\";\n              } catch (e) {}\n          }\n\n          return \"\";\n      }(e));\n      }\n\n
function N(e, t, n, a) {\n          for (var r = -1, o = e.length, i = n.length, s = -1, c = t.length, l = D(o - i, 0), u = Array(c
+ l), f = !a; ++s < c;) {\n              u[s] = t[s];\n          }\n\n          for (; ++r < i;) {\n              (f || r < o) && (u[n[r]] = e[r]);\n
      }\n\n          for (; l--;) {\n              u[s++] = e[r++];\n          }\n\n          return u;\n      }\n\n      function z(e, t, n, a) {\n
for (var r = -1, o = e.length, i = -1, s = n.length, c = -1, l = t.length, u = D(o - s, 0), f = Array(u + l), p = !a; ++r < u;)
{\n              f[r] = e[r];\n          }\n\n          for (var d = r; ++c < l;) {\n              f[d + c] = t[c];\n          }\n\n          for (; ++i < s;)
{\n              (p || r < o) && (f[d + n[i]] = e[r++]);\n          }\n\n          return f;\n      }\n\n      function T(e) {\n          return
function () {\n              var t = arguments;\n\n              switch (t.length) {\n                  case 0:\n                      return new e();\n\n
          case 1:\n                      return new e(t[0]);\n\n                  case 2:\n                      return new e(t[0], t[1]);\n\n                  case 3:\n
                      return new e(t[0], t[1], t[2]);\n\n                  case 4:\n                      return new e(t[0], t[1], t[2], t[3]);\n\n                  case 5:\n
                      return new e(t[0], t[1], t[2], t[3], t[4]);\n\n                  case 6:\n                      return new e(t[0], t[1], t[2], t[3], t[4], t[5]);\n\n
                  case 7:\n                      return new e(t[0], t[1], t[2], t[3], t[4], t[5], t[6]);\n              }\n\n              var n = L(e.prototype),\n
                  a = e.apply(n, t);\n              return X(a) ? a : n;\n          };\n      }\n\n      function q(e, t, n, a, r, o, i, s, c, l) {\n
var u = 128 & t,\n          f = 1 & t,\n          p = 2 & t,\n          d = 24 & t,\n          b = 512 & t,\n          v = p ?
void 0 : T(e);\n          return function m() {\n              for (var y = arguments.length, j = Array(y), x = y; x--;) {\n
j[x] = arguments[x];\n              }\n\n              if (d) var _ = W(m),\n                  k = g(j, _);\n\n              if (a && (j = N(j, a, r,
d)), o && (j = z(j, o, i, d)), y -= k, d && y < l) {\n                  var O = E(j, _);\n                  return V(e, t, q, m.placeholder, n,
j, O, s, c, l - y);\n              }\n\n              var C = f ? n : this,\n                  S = p ? C[e] : e;\n              return y = j.length, s ? j =
Y(j, s) : b && y > 1 && j.reverse(), u && c < y && (j.length = c), this && this !== h && this instanceof m && (S
= v || T(S)), S.apply(C, j);\n          };\n      }\n\n      function V(e, t, n, a, r, o, i, s, c, l) {\n          var u = 8 & t;\n          t |= u
? 32 : 64, 4 & (t &= ~(u ? 64 : 32)) || (t &= -4);\n          var f = n(e, t, r, u ? o : void 0, u ? i : void 0, u ? void 0 : o, u ?
void 0 : i, s, c, l);\n          return f.placeholder = a, $(f, e, t);\n      }\n\n      function K(e, t, n, a, r, o, i, s) {\n          var c =
2 & t;\n          if (!c && \"function\" != typeof e) throw new TypeError(\"Expected a function\");\n          var l = a ?
a.length : 0;\n\n          if (l || (t &= -97, a = r = void 0), i = void 0 === i ? i : D(te(i), 0), s = void 0 === s ? s : te(s), l -=
r ? r.length : 0, 64 & t) {\n              var u = a,\n                  f = r;\n              a = r = void 0;\n          }\n\n          var p = [e, t, n, a, r,
u, f, o, i, s];\n          if (e = p[0], t = p[1], n = p[2], a = p[3], r = p[4], !(s = p[9] = null == p[9] ? c ? 0 : e.length : D(p[9]
- l, 0)) && 24 & t && (t &= -25), t && 1 != t) d = 8 == t || 16 == t ? function (e, t, n) {\n              var a = T(e);\n
return function r() {\n                  for (var o = arguments.length, i = Array(o), s = o, c = W(r); s--;) {\n                      i[s] =
arguments[s];\n                  }\n\n                  var l = o < 3 && i[0] !== c && i[o - 1] !== c ? [] : E(i, c);\n                  if ((o -=
l.length) < n) return V(e, t, q, r.placeholder, void 0, i, l, void 0, void 0, n - o);\n                  var u = this && this !== h
&& this instanceof r ? a : e;\n                  return v(u, this, i);\n              };\n          }(e, t, s) : 32 != t && 33 != t || r.length ?
q.apply(void 0, p) : function (e, t, n, a) {\n              var r = 1 & t,\n                  o = T(e);\n              return function t() {\n
 for (var i = -1, s = arguments.length, c = -1, l = a.length, u = Array(l + s), f = this && this !== h && this instanceof
t ? o : e; ++c < l;) {\n                      u[c] = a[c];\n                  }\n\n                  for (; s--;) {\n                      u[c++] = arguments[++i];\n
              }\n\n                  return v(f, r ? n : this, u);\n              };\n          }(e, t, n, a);else var d = function (e, t, n) {\n              var a = 1
& t,\n                  r = T(e);\n              return function t() {\n                  var o = this && this !== h && this instanceof t ? r : e;\n
              return o.apply(a ? n : this, arguments);\n              };\n          }(e, t, n);\n          return $(d, e, t);\n      }\n\n      function
```

W(e) {\n return e.placeholder;\n }\n\n function H(e, t) {\n var n = function (e, t) {\n return null == e ? void 0 : e[t];\n }(e, t);\n\n return B(n) ? n : void 0;\n }\n\n function U(e) {\n var t = e.match(o);\n return t ? t[1].split(i) : [];\n }\n\n function G(e, t) {\n var n = t.length,\n a = n - 1;\n return t[a] = (n > 1 ? \"& \" : \"\") + t[a], t = t.join(n > 2 ? \", \" : \" \"), e.replace(r, \"{\\n/* [wrapped with \" + t + \"] */\\n\");\n }\n\n function J(e, t) {\n return !!(t = null == t ? 9007199254740991 : t) && (\"number\" == typeof e || f.test(e)) && e > -1 && e % 1 == 0 && e < t;\n }\n\n function Y(e, t) {\n for (var n = e.length, a = I(t.length, n), r = function (e, t) {\n var n = -1,\n a = e.length;\n\n for (t || (t = Array(a)); ++n < a;) {\n t[n] = e[n];\n }\n\n return t;\n }(e); a--;) {\n var o = t[a];\n e[a] = J(o, n) ? r[o] : void 0;\n }\n\n return e;\n }\n\n var $ = R ? function (e, t, n) {\n var a,\n r = t + \"\";\n return R(e, \"toString\", {\n configurable: !0,\n enumerable: !1,\n value: (a = G(r, Q(U(r), n)), function () {\n return a;\n })\n });\n } : function (e) {\n return e;\n };\n\n function Q(e, t) {\n return function (e, t) {\n for (var n = -1, a = e ? e.length : 0; ++n < a && !1 !== t(e[n], n, e);) {\n ;\n }\n }(n, function (n) {\n var a = \"_.\" + n[0];\n t & n[1] && !m(e, a) && e.push(a);\n }), e.sort();\n }\n\n function Z(e, t, n) {\n var a = K(e, 8, void 0, void 0, void 0, void 0, void 0, t = n ? void 0 : t);\n return a.placeholder = Z.placeholder, a;\n }\n\n function X(e) {\n var t = typeof e;\n return !!e && (\"object\" == t || \"function\" == t);\n }\n\n function ee(e) {\n return e ? (e = function (e) {\n if (\"number\" == typeof e) return e;\n if (function (e) {\n return \"symbol\" == typeof e || function (e) {\n return !!e && \"object\" == typeof e;\n }(e) && \"[object Symbol]\" == M.call(e);\n }(e)) return NaN;\n\n if (X(e)) {\n var t = \"function\" == typeof e.valueOf ? e.valueOf() : e;\n e = X(t) ? t + \"\" : t;\n }\n\n if (\"string\" != typeof e) return 0 === e ? e : +e;\n e = e.replace(a, \"\");\n var n = c.test(e);\n return n || u.test(e) ? p(e.slice(2), n ? 2 : 8) : s.test(e) ? NaN : +e;\n }(e)) === 1 / 0 || e === -1 / 0 ? 17976931348623157e292 * (e < 0 ? -1 : 1) : e == e ? e : 0 : 0 === e ? e : 0;\n }\n\n function te(e) {\n var t = ee(e),\n n = t % 1;\n return t == t ? n ? t - n : t : 0;\n }\n\n Z.placeholder = {}, e.exports = Z;\n }).call(this, n(43));\n }, function (e, t, n) {\n \"use strict\";\n\n function a(e) {\n return e && e.__esModule ? e.default : e;\n }\n\n t.__esModule = !0;\n var r = n(95);\n t.threezerotwofour = a(r);\n var o = n(96);\n t.apathy = a(o);\n var i = n(97);\n t.ashes = a(i);\n var s = n(98);\n t.atelierDune = a(s);\n var c = n(99);\n t.atelierForest = a(c);\n var l = n(100);\n t.atelierHeath = a(l);\n var u = n(101);\n t.atelierLakeside = a(u);\n var f = n(102);\n t.atelierSeaside = a(f);\n var p = n(103);\n t.bespin = a(p);\n var d = n(104);\n t.brewer = a(d);\n var b = n(105);\n t.bright = a(b);\n var h = n(106);\n t.chalk = a(h);\n var v = n(107);\n t.codeschool = a(v);\n var m = n(108);\n t.colors = a(m);\n var y = n(109);\n t.default = a(y);\n var g = n(110);\n t.eighties = a(g);\n var E = n(111);\n t.embers = a(E);\n var j = n(112);\n t.flat = a(j);\n var x = n(113);\n t.google = a(x);\n\n var _ = n(114);\n\n t.grayscale = a(_);\n var k = n(115);\n t.greenscreen = a(k);\n var O = n(116);\n t.harmonic = a(O);\n var C = n(117);\n t.hopscotch = a(C);\n var S = n(118);\n t.isotope = a(S);\n var w = n(119);\n t.marrakesh = a(w);\n var A = n(120);\n t.mocha = a(A);\n var M = n(121);\n t.monokai = a(M);\n var P = n(122);\n t.ocean = a(P);\n var F = n(123);\n t.paraiso = a(F);\n var D = n(124);\n t.pop = a(D);\n var I = n(125);\n t.railscasts = a(I);\n var R = n(126);\n t.shapeshifter = a(R);\n var L = n(127);\n t.solarized = a(L);\n var B = n(128);\n t.summerfruit = a(B);\n var N = n(129);\n t.tomorrow = a(N);\n var z = n(130);\n t.tube = a(z);\n var T = n(131);\n t.twilight = a(T);\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0,\n t.default = {\n scheme: \"threezerotwofour\",\n author: \"jan t. sott (http://github.com/idleberg)\",\n base00: \"#090300\",\n base01: \"#3a3432\",\n base02: \"#4a4543\",\n base03: \"#5c5855\",\n base04: \"#807d7c\",\n base05: \"#a5a2a2\",\n base06: \"#d6d5d4\",\n base07: \"#f7f7f7\",\n base08: \"#db2d20\",\n base09: \"#e8bbd0\",\n base0A: \"#fded02\",\n base0B: \"#01a252\",\n base0C: \"#b5e4f4\",\n base0D: \"#01a0e4\",\n base0E: \"#a16a94\",\n base0F: \"#cdab53\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"apathy\",\n author: \"jannik siebert (https://github.com/janniks)\",\n base00: \"#031A16\",\n base01: \"#0B342D\",\n base02: \"#184E45\",\n base03: \"#2B685E\",\n base04: \"#5F9C92\",\n base05: \"#81B5AC\",\n base06: \"#A7CEC8\",\n base07: \"#D2E7E4\",\n base08: \"#3E9688\",\n base09: \"#3E7996\",\n

base0A: \"#3E4C96\",\n base0B: \"#883E96\",\n base0C: \"#963E4C\",\n base0D: \"#96883E\",\n base0E: \"#4C963E\",\n base0F: \"#3E965B\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"ashes\",\n author: \"jannik siebert (https://github.com/janniks)\",\n base00: \"#1C2023\",\n base01: \"#393F45\",\n base02: \"#565E65\",\n base03: \"#747C84\",\n base04: \"#ADB3BA\",\n base05: \"#C7CCD1\",\n base06: \"#DFE2E5\",\n base07: \"#F3F4F5\",\n base08: \"#C7AE95\",\n base09: \"#C7C795\",\n base0A: \"#AEC795\",\n base0B: \"#95C7AE\",\n base0C: \"#95AEC7\",\n base0D: \"#AE95C7\",\n base0E: \"#C795AE\",\n base0F: \"#C79595\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"atelier dune\",\n author: \"bram de haan (http://atelierbram.github.io/syntax-highlighting/atelier-schemes/dune)\",\n base00: \"#20201d\",\n base01: \"#292824\",\n base02: \"#6e6b5e\",\n base03: \"#7d7a68\",\n base04: \"#999580\",\n base05: \"#a6a28c\",\n base06: \"#e8e4cf\",\n base07: \"#fefbec\",\n base08: \"#d73737\",\n base09: \"#b65611\",\n base0A: \"#cfb017\",\n base0B: \"#60ac39\",\n base0C: \"#1fad83\",\n base0D: \"#6684e1\",\n base0E: \"#b854d4\",\n base0F: \"#d43552\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"atelier forest\",\n author: \"bram de haan (http://atelierbram.github.io/syntax-highlighting/atelier-schemes/forest)\",\n base00: \"#1b1918\",\n base01: \"#2c2421\",\n base02: \"#68615e\",\n base03: \"#766e6b\",\n base04: \"#9c9491\",\n base05: \"#a8a19f\",\n base06: \"#e6e2e0\",\n base07: \"#f1efee\",\n base08: \"#f22c40\",\n base09: \"#df5320\",\n base0A: \"#d5911a\",\n base0B: \"#5ab738\",\n base0C: \"#00ad9c\",\n base0D: \"#407ee7\",\n base0E: \"#6666ea\",\n base0F: \"#c33ff3\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"atelier heath\",\n author: \"bram de haan (http://atelierbram.github.io/syntax-highlighting/atelier-schemes/heath)\",\n base00: \"#1b181b\",\n base01: \"#292329\",\n base02: \"#695d69\",\n base03: \"#776977\",\n base04: \"#9e8f9e\",\n base05: \"#ab9bab\",\n base06: \"#d8cad8\",\n base07: \"#f7f3f7\",\n base08: \"#ca402b\",\n base09: \"#a65926\",\n base0A: \"#bb8a35\",\n base0B: \"#379a37\",\n base0C: \"#159393\",\n base0D: \"#516aec\",\n base0E: \"#7b59c0\",\n base0F: \"#cc33cc\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"atelier lakeside\",\n author: \"bram de haan (http://atelierbram.github.io/syntax-highlighting/atelier-schemes/lakeside/)\",\n base00: \"#161b1d\",\n base01: \"#1f292e\",\n base02: \"#516d7b\",\n base03: \"#5a7b8c\",\n base04: \"#7195a8\",\n base05: \"#7ea2b4\",\n base06: \"#c1e4f6\",\n base07: \"#ebf8ff\",\n base08: \"#d22d72\",\n base09: \"#935c25\",\n base0A: \"#8a8a0f\",\n base0B: \"#568c3b\",\n base0C: \"#2d8f6f\",\n base0D: \"#257fad\",\n base0E: \"#5d5db1\",\n base0F: \"#b72dd2\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"atelier seaside\",\n author: \"bram de haan (http://atelierbram.github.io/syntax-highlighting/atelier-schemes/seaside/)\",\n base00: \"#131513\",\n base01: \"#242924\",\n base02: \"#5e6e5e\",\n base03: \"#687d68\",\n base04: \"#809980\",\n base05: \"#8ca68c\",\n base06: \"#cfe8cf\",\n base07: \"#f0fff0\",\n base08: \"#e6193c\",\n base09: \"#87711d\",\n base0A: \"#c3c322\",\n base0B: \"#29a329\",\n base0C: \"#1999b3\",\n base0D: \"#3d62f5\",\n base0E: \"#ad2bee\",\n base0F: \"#e619c3\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"bespin\",\n author: \"jan t. sott\",\n base00: \"#28211c\",\n base01: \"#36312e\",\n base02: \"#5e5d5c\",\n base03: \"#666666\",\n base04: \"#797977\",\n base05: \"#8a8986\",\n base06: \"#9d9b97\",\n base07: \"#baae9e\",\n base08: \"#cf6a4c\",\n base09: \"#cf7d34\",\n base0A: \"#f9ee98\",\n base0B: \"#54be0d\",\n base0C: \"#afc4db\",\n base0D: \"#5ea6ea\",\n base0E: \"#9b859d\",\n base0F: \"#937121\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"brewer\",\n author: \"timothée poisot (http://github.com/tpoisot)\",\n base00: \"#0c0d0e\",\n base01: \"#2e2f30\",\n base02: \"#515253\",\n base03: \"#737475\",\n base04: \"#959697\",\n base05: \"#b7b8b9\",\n base06: \"#dadbdc\",\n base07: \"#fcfdfe\",\n base08: \"#e31a1c\",\n base09: \"#e6550d\",\n base0A: \"#dca060\",\n base0B: \"#31a354\",\n base0C: \"#80b1d3\",\n base0D: \"#3182bd\",\n base0E:

\"#756bb1\",\n base0F: \"#b15928\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"bright\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#000000\",\n base01: \"#303030\",\n base02: \"#505050\",\n base03: \"#b0b0b0\",\n base04: \"#d0d0d0\",\n base05: \"#e0e0e0\",\n base06: \"#f5f5f5\",\n base07: \"#ffffff\",\n base08: \"#fb0120\",\n base09: \"#fc6d24\",\n base0A: \"#fda331\",\n base0B: \"#a1c659\",\n base0C: \"#76c7b7\",\n base0D: \"#6fb3d2\",\n base0E: \"#d381c3\",\n base0F: \"#be643c\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"chalk\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#151515\",\n base01: \"#202020\",\n base02: \"#303030\",\n base03: \"#505050\",\n base04: \"#b0b0b0\",\n base05: \"#d0d0d0\",\n base06: \"#e0e0e0\",\n base07: \"#f5f5f5\",\n base08: \"#fb9fb1\",\n base09: \"#eda987\",\n base0A: \"#ddb26f\",\n base0B: \"#acc267\",\n base0C: \"#12cfc0\",\n base0D: \"#6fc2ef\",\n base0E: \"#e1a3ee\",\n base0F: \"#deaf8f\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"codeschool\",\n author: \"brettof86\",\n base00: \"#232c31\",\n base01: \"#1c3657\",\n base02: \"#2a343a\",\n base03: \"#3f4944\",\n base04: \"#84898c\",\n base05: \"#9ea7a6\",\n base06: \"#a7cfa3\",\n base07: \"#b5d8f6\",\n base08: \"#2a5491\",\n base09: \"#43820d\",\n base0A: \"#a03b1e\",\n base0B: \"#237986\",\n base0C: \"#b02f30\",\n base0D: \"#484d79\",\n base0E: \"#c59820\",\n base0F: \"#c98344\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"colors\",\n author: \"mrmrs (http://clrs.cc)\",\n base00: \"#111111\",\n base01: \"#333333\",\n base02: \"#555555\",\n base03: \"#777777\",\n base04: \"#999999\",\n base05: \"#bbbbbb\",\n base06: \"#dddddd\",\n base07: \"#ffffff\",\n base08: \"#ff4136\",\n base09: \"#ff851b\",\n base0A: \"#ffdc00\",\n base0B: \"#2ecc40\",\n base0C: \"#7fdbff\",\n base0D: \"#0074d9\",\n base0E: \"#b10dc9\",\n base0F: \"#85144b\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"default\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#181818\",\n base01: \"#282828\",\n base02: \"#383838\",\n base03: \"#585858\",\n base04: \"#b8b8b8\",\n base05: \"#d8d8d8\",\n base06: \"#e8e8e8\",\n base07: \"#f8f8f8\",\n base08: \"#ab4642\",\n base09: \"#dc9656\",\n base0A: \"#f7ca88\",\n base0B: \"#a1b56c\",\n base0C: \"#86c1b9\",\n base0D: \"#7cafc2\",\n base0E: \"#ba8baf\",\n base0F: \"#a16946\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"eighties\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#2d2d2d\",\n base01: \"#393939\",\n base02: \"#515151\",\n base03: \"#747369\",\n base04: \"#a09f93\",\n base05: \"#d3d0c8\",\n base06: \"#e8e6df\",\n base07: \"#f2f0ec\",\n base08: \"#f2777a\",\n base09: \"#f99157\",\n base0A: \"#ffcc66\",\n base0B: \"#99cc99\",\n base0C: \"#66cccc\",\n base0D: \"#6699cc\",\n base0E: \"#cc99cc\",\n base0F: \"#d27b53\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"embers\",\n author: \"jannik siebert (https://github.com/janniks)\",\n base00: \"#16130F\",\n base01: \"#2C2620\",\n base02: \"#433B32\",\n base03: \"#5A5047\",\n base04: \"#8A8075\",\n base05: \"#A39A90\",\n base06: \"#BEB6AE\",\n base07: \"#DBD6D1\",\n base08: \"#826D57\",\n base09: \"#828257\",\n base0A: \"#6D8257\",\n base0B: \"#57826D\",\n base0C: \"#576D82\",\n base0D: \"#6D5782\",\n base0E: \"#82576D\",\n base0F: \"#825757\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"flat\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#2C3E50\",\n base01: \"#34495E\",\n base02: \"#7F8C8D\",\n base03: \"#95A5A6\",\n base04: \"#BDC3C7\",\n base05: \"#e0e0e0\",\n base06: \"#f5f5f5\",\n base07: \"#ECF0F1\",\n base08: \"#E74C3C\",\n base09: \"#E67E22\",\n base0A: \"#F1C40F\",\n base0B: \"#2ECC71\",\n base0C: \"#1ABC9C\",\n base0D: \"#3498DB\",\n base0E: \"#9B59B6\",\n base0F: \"#be643c\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"google\",\n author: \"seth wright (http://sethawright.com)\",\n base00: \"#1d1f21\",\n base01: \"#282a2e\",\n base02: \"#373b41\",\n base03: \"#969896\",\n base04: \"#b4b7b4\",\n base05: \"#c5c8c6\",\n base06: \"#e0e0e0\",\n base07: \"#ffffff\",\n base08:

\"#CC342B\",\n base09: \"#F96A38\",\n base0A: \"#FBA922\",\n base0B: \"#198844\",\n base0C: \"#3971ED\",\n base0D: \"#3971ED\",\n base0E: \"#A36AC7\",\n base0F: \"#3971ED\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"grayscale\",\n author: \"alexandre gavioli (https://github.com/alexx2/)\",\n base00: \"#101010\",\n base01: \"#252525\",\n base02: \"#464646\",\n base03: \"#525252\",\n base04: \"#ababab\",\n base05: \"#b9b9b9\",\n base06: \"#e3e3e3\",\n base07: \"#f7f7f7\",\n base08: \"#7c7c7c\",\n base09: \"#999999\",\n base0A: \"#a0a0a0\",\n base0B: \"#8e8e8e\",\n base0C: \"#868686\",\n base0D: \"#686868\",\n base0E: \"#747474\",\n base0F: \"#5e5e5e\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"green screen\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#001100\",\n base01: \"#003300\",\n base02: \"#005500\",\n base03: \"#007700\",\n base04: \"#009900\",\n base05: \"#00bb00\",\n base06: \"#00dd00\",\n base07: \"#00ff00\",\n base08: \"#007700\",\n base09: \"#009900\",\n base0A: \"#007700\",\n base0B: \"#00bb00\",\n base0C: \"#005500\",\n base0D: \"#009900\",\n base0E: \"#00bb00\",\n base0F: \"#005500\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"harmonic16\",\n author: \"jannik siebert (https://github.com/janniks)\",\n base00: \"#0b1c2c\",\n base01: \"#223b54\",\n base02: \"#405c79\",\n base03: \"#627e99\",\n base04: \"#aabcce\",\n base05: \"#cbd6e2\",\n base06: \"#e5ebf1\",\n base07: \"#f7f9fb\",\n base08: \"#bf8b56\",\n base09: \"#bfbf56\",\n base0A: \"#8bbf56\",\n base0B: \"#56bf8b\",\n base0C: \"#568bbf\",\n base0D: \"#8b56bf\",\n base0E: \"#bf568b\",\n base0F: \"#bf5656\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"hopscotch\",\n author: \"jan t. sott\",\n base00: \"#322931\",\n base01: \"#433b42\",\n base02: \"#5c545b\",\n base03: \"#797379\",\n base04: \"#989498\",\n base05: \"#b9b5b8\",\n base06: \"#d5d3d5\",\n base07: \"#ffffff\",\n base08: \"#dd464c\",\n base09: \"#fd8b19\",\n base0A: \"#fdcc59\",\n base0B: \"#8fc13e\",\n base0C: \"#149b93\",\n base0D: \"#1290bf\",\n base0E: \"#c85e7c\",\n base0F: \"#b33508\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"isotope\",\n author: \"jan t. sott\",\n base00: \"#000000\",\n base01: \"#404040\",\n base02: \"#606060\",\n base03: \"#808080\",\n base04: \"#c0c0c0\",\n base05: \"#d0d0d0\",\n base06: \"#e0e0e0\",\n base07: \"#ffffff\",\n base08: \"#ff0000\",\n base09: \"#ff9900\",\n base0A: \"#ff0099\",\n base0B: \"#33ff00\",\n base0C: \"#00ffff\",\n base0D: \"#0066ff\",\n base0E: \"#cc00ff\",\n base0F: \"#3300ff\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"marrakesh\",\n author: \"alexandre gavioli (http://github.com/alexx2/)\",\n base00: \"#201602\",\n base01: \"#302e00\",\n base02: \"#5f5b17\",\n base03: \"#6c6823\",\n base04: \"#86813b\",\n base05: \"#948e48\",\n base06: \"#ccc37a\",\n base07: \"#faf0a5\",\n base08: \"#c35359\",\n base09: \"#b36144\",\n base0A: \"#a88339\",\n base0B: \"#18974e\",\n base0C: \"#75a738\",\n base0D: \"#477ca1\",\n base0E: \"#8868b3\",\n base0F: \"#b3588e\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"mocha\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#3B3228\",\n base01: \"#534636\",\n base02: \"#645240\",\n base03: \"#7e705a\",\n base04: \"#b8afad\",\n base05: \"#d0c8c6\",\n base06: \"#e9e1dd\",\n base07: \"#f5eeeb\",\n base08: \"#cb6077\",\n base09: \"#d28b71\",\n base0A: \"#f4bc87\",\n base0B: \"#beb55b\",\n base0C: \"#7bbda4\",\n base0D: \"#8ab3b5\",\n base0E: \"#a89bb9\",\n base0F: \"#bb9584\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"monokai\",\n author: \"wimer hazenberg (http://www.monokai.nl)\",\n base00: \"#272822\",\n base01: \"#383830\",\n base02: \"#49483e\",\n base03: \"#75715e\",\n base04: \"#a59f85\",\n base05: \"#f8f8f2\",\n base06: \"#f5f4f1\",\n base07: \"#f9f8f5\",\n base08: \"#f92672\",\n base09: \"#fd971f\",\n base0A: \"#f4bf75\",\n base0B: \"#a6e22e\",\n base0C: \"#a1efe4\",\n base0D: \"#66d9ef\",\n base0E: \"#ae81ff\",\n base0F: \"#cc6633\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"ocean\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#2b303b\",\n

base01: \"#343d46\",\n base02: \"#4f5b66\",\n base03: \"#65737e\",\n base04: \"#a7adba\",\n base05: \"#c0c5ce\",\n base06: \"#dfe1e8\",\n base07: \"#eff1f5\",\n base08: \"#bf616a\",\n base09: \"#d08770\",\n base0A: \"#ebcb8b\",\n base0B: \"#a3be8c\",\n base0C: \"#96b5b4\",\n base0D: \"#8fa1b3\",\n base0E: \"#b48ead\",\n base0F: \"#ab7967\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"paraiso\",\n author: \"jan t. sott\",\n base00: \"#2f1e2e\",\n base01: \"#41323f\",\n base02: \"#4f424c\",\n base03: \"#776e71\",\n base04: \"#8d8687\",\n base05: \"#a39e9b\",\n base06: \"#b9b6b0\",\n base07: \"#e7e9db\",\n base08: \"#ef6155\",\n base09: \"#f99b15\",\n base0A: \"#fec418\",\n base0B: \"#48b685\",\n base0C: \"#5bc4bf\",\n base0D: \"#06b6ef\",\n base0E: \"#815ba4\",\n base0F: \"#e96ba8\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"pop\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#000000\",\n base01: \"#202020\",\n base02: \"#303030\",\n base03: \"#505050\",\n base04: \"#b0b0b0\",\n base05: \"#d0d0d0\",\n base06: \"#e0e0e0\",\n base07: \"#ffffff\",\n base08: \"#eb008a\",\n base09: \"#f29333\",\n base0A: \"#f8ca12\",\n base0B: \"#37b349\",\n base0C: \"#00aabb\",\n base0D: \"#0e5a94\",\n base0E: \"#b31e8d\",\n base0F: \"#7a2d00\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"railscasts\",\n author: \"ryan bates (http://railscasts.com)\",\n base00: \"#2b2b2b\",\n base01: \"#272935\",\n base02: \"#3a4055\",\n base03: \"#5a647e\",\n base04: \"#d4cfc9\",\n base05: \"#e6e1dc\",\n base06: \"#f4f1ed\",\n base07: \"#f9f7f3\",\n base08: \"#da4939\",\n base09: \"#cc7833\",\n base0A: \"#ffc66d\",\n base0B: \"#a5c261\",\n base0C: \"#519f50\",\n base0D: \"#6d9cbe\",\n base0E: \"#b6b3eb\",\n base0F: \"#bc9458\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"shapeshifter\",\n author: \"tyler benziger (http://tybenz.com)\",\n base00: \"#000000\",\n base01: \"#040404\",\n base02: \"#102015\",\n base03: \"#343434\",\n base04: \"#555555\",\n base05: \"#ababab\",\n base06: \"#e0e0e0\",\n base07: \"#f9f9f9\",\n base08: \"#e92f2f\",\n base09: \"#e09448\",\n base0A: \"#dddd13\",\n base0B: \"#0ed839\",\n base0C: \"#23edda\",\n base0D: \"#3b48e3\",\n base0E: \"#f996e2\",\n base0F: \"#69542d\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"solarized\",\n author: \"ethan schoonover (http://ethanschoonover.com/solarized)\",\n base00: \"#002b36\",\n base01: \"#073642\",\n base02: \"#586e75\",\n base03: \"#657b83\",\n base04: \"#839496\",\n base05: \"#93a1a1\",\n base06: \"#eee8d5\",\n base07: \"#fdf6e3\",\n base08: \"#dc322f\",\n base09: \"#cb4b16\",\n base0A: \"#b58900\",\n base0B: \"#859900\",\n base0C: \"#2aa198\",\n base0D: \"#268bd2\",\n base0E: \"#6c71c4\",\n base0F: \"#d33682\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"summerfruit\",\n author: \"christopher corley (http://cscorley.github.io/)\",\n base00: \"#151515\",\n base01: \"#202020\",\n base02: \"#303030\",\n base03: \"#505050\",\n base04: \"#B0B0B0\",\n base05: \"#D0D0D0\",\n base06: \"#E0E0E0\",\n base07: \"#FFFFFF\",\n base08: \"#FF0086\",\n base09: \"#FD8900\",\n base0A: \"#ABA800\",\n base0B: \"#00C918\",\n base0C: \"#1faaaa\",\n base0D: \"#3777E6\",\n base0E: \"#AD00A1\",\n base0F: \"#cc6633\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"tomorrow\",\n author: \"chris kempson (http://chriskempson.com)\",\n base00: \"#1d1f21\",\n base01: \"#282a2e\",\n base02: \"#373b41\",\n base03: \"#969896\",\n base04: \"#b4b7b4\",\n base05: \"#c5c8c6\",\n base06: \"#e0e0e0\",\n base07: \"#ffffff\",\n base08: \"#cc6666\",\n base09: \"#de935f\",\n base0A: \"#f0c674\",\n base0B: \"#b5bd68\",\n base0C: \"#8abeb7\",\n base0D: \"#81a2be\",\n base0E: \"#b294bb\",\n base0F: \"#a3685a\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"london tube\",\n author: \"jan t. sott\",\n base00: \"#231f20\",\n base01: \"#1c3f95\",\n base02: \"#5a5758\",\n base03: \"#737171\",\n base04: \"#959ca1\",\n base05: \"#d9d8d8\",\n base06: \"#e7e7e8\",\n base07: \"#ffffff\",\n base08: \"#ee2e24\",\n base09: \"#f386a1\",\n base0A: \"#ffd204\",\n base0B: \"#00853e\",\n base0C: \"#85cebc\",\n base0D: \"#009ddc\",\n base0E: \"#98005d\",\n base0F:

\"#b06110\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n \"use strict\";\n\n t.__esModule = !0, t.default = {\n scheme: \"twilight\",\n author: \"david hart (http://hart-dev.com)\",\n base00: \"#1e1e1e\",\n base01: \"#323537\",\n base02: \"#464b50\",\n base03: \"#5f5a60\",\n base04: \"#838184\",\n base05: \"#a7a7a7\",\n base06: \"#c3c3c3\",\n base07: \"#ffffff\",\n base08: \"#cf6a4c\",\n base09: \"#cda869\",\n base0A: \"#f9ee98\",\n base0B: \"#8f9d6a\",\n base0C: \"#afc4db\",\n base0D: \"#7587a6\",\n base0E: \"#9b859d\",\n base0F: \"#9b703f\"\n }, e.exports = t.default;\n }, function (e, t, n) {\n var a = n(33);\n\n function r(e) {\n var t = Math.round(a(e, 0, 255)).toString(16);\n return 1 == t.length ? \"0\" + t : t;\n }\n\n e.exports = function (e) {\n var t = 4 === e.length ? r(255 * e[3]) : \"\";\n return \"#\" + r(e[0]) + r(e[1]) + r(e[2]) + t;\n };\n }, function (e, t, n) {\n var a = n(134),\n r = n(135),\n o = n(136),\n i = n(137);\n var s = {\n \"#\": r,\n hsl: function hsl(e) {\n var t = a(e),\n n = i(t);\n return 4 === t.length && n.push(t[3]), n;\n },\n rgb: o\n };\n\n function c(e) {\n for (var t in s) {\n if (0 === e.indexOf(t)) return s[t](e);\n }\n }\n\n c.rgb = o, c.hsl = a, c.hex = r, e.exports = c;\n }, function (e, t, n) {\n var a = n(44),\n r = n(33);\n\n function o(e, t) {\n switch (e = parseFloat(e), t) {\n case 0:\n return r(e, 0, 360);\n\n case 1:\n case 2:\n return r(e, 0, 100);\n\n case 3:\n return r(e, 0, 1);\n }\n }\n\n e.exports = function (e) {\n return a(e).map(o);\n };\n }, function (e, t) {\n e.exports = function (e) {\n 4 !== e.length && 5 !== e.length || (e = function (e) {\n for (var t = \"#\", n = 1; n < e.length; n++) {\n var a = e.charAt(n);\n t += a + a;\n }\n\n return t;\n }(e));\n var t = [parseInt(e.substring(1, 3), 16), parseInt(e.substring(3, 5), 16), parseInt(e.substring(5, 7), 16)];\n\n if (9 === e.length) {\n var n = parseFloat((parseInt(e.substring(7, 9), 16) / 255).toFixed(2));\n t.push(n);\n }\n\n return t;\n };\n }, function (e, t, n) {\n var a = n(44),\n r = n(33);\n\n function o(e, t) {\n return t < 3 ? -1 != e.indexOf(\"%\") ? Math.round(255 * r(parseInt(e, 10), 0, 100) / 100) : r(parseInt(e, 10), 0, 255) : r(parseFloat(e), 0, 1);\n }\n\n e.exports = function (e) {\n return a(e).map(o);\n };\n }, function (e, t) {\n e.exports = function (e) {\n var t,\n n,\n a,\n r,\n o,\n i = e[0] / 360,\n s = e[1] / 100,\n c = e[2] / 100;\n if (0 == s) return [o = 255 * c, o, o];\n t = 2 * c - (n = c < .5 ? c * (1 + s) : c + s - c * s), r = [0, 0, 0];\n\n for (var l = 0; l < 3; l++) {\n (a = i + 1 / 3 * -(l - 1)) < 0 && a++, a > 1 && a--, o = 6 * a < 1 ? t + 6 * (n - t) * a : 2 * a < 1 ? n : 3 * a < 2 ? t + (n - t) * (2 / 3 - a) * 6 : t, r[l] = 255 * o;\n }\n\n return r;\n };\n }, function (e, t, n) {\n (function (t) {\n var n = \"object\" == typeof t && t && t.Object === Object && t,\n a = \"object\" == typeof self && self && self.Object === Object && self,\n r = n || a || Function(\"return this\")();\n\n function o(e, t, n) {\n switch (n.length) {\n case 0:\n return e.call(t);\n\n case 1:\n return e.call(t, n[0]);\n\n case 2:\n return e.call(t, n[0], n[1]);\n\n case 3:\n return e.call(t, n[0], n[1], n[2]);\n }\n\n return e.apply(t, n);\n }\n\n function i(e, t) {\n for (var n = -1, a = t.length, r = e.length; ++n < a;) {\n e[r + n] = t[n];\n }\n\n return e;\n }\n\n var s = Object.prototype,\n c = s.hasOwnProperty,\n l = s.toString,\n u = r.Symbol,\n f = s.propertyIsEnumerable,\n p = u ? u.isConcatSpreadable : void 0,\n d = Math.max;\n\n function b(e) {\n return h(e) || function (e) {\n return function (e) {\n return function (e) {\n return !!e && \"object\" == typeof e;\n }(e) && function (e) {\n return null != e && function (e) {\n return \"number\" == typeof e && e > -1 && e % 1 == 0 && e <= 9007199254740991;\n }(e.length) && !function (e) {\n var t = function (e) {\n var t = typeof e;\n return !!e && (\"object\" == t || \"function\" == t);\n }(e) ? l.call(e) : \"\";\n return \"[object Function]\" == t || \"[object GeneratorFunction]\" == t;\n }(e);\n }(e);\n }(e) && c.call(e, \"callee\") && (!f.call(e, \"callee\") || \"[object Arguments]\" == l.call(e));\n }(e) || !!(p && e && e[p]);\n }\n\n var h = Array.isArray;\n var v,\n m,\n y,\n g = (m = function m(e) {\n var t = (e = function e(t, n, a, r, o) {\n var s = -1,\n c = t.length;\n\n for (a || (a = b), o || (o = []); ++s < c;) {\n var l = t[s];\n n > 0 && a(l) ? n > 1 ? e(l, n - 1, a, r, o) : i(o, l) : r || (o[o.length] = l);\n }\n\n return o;\n }(e, 1)).length,\n n = t;\n\n for (v && e.reverse(); n--;) {\n if (\"function\" != typeof e[n]) throw new TypeError(\"Expected a function\");\n }\n\n return function () {\n for (var n = 0, a = t ? e[n].apply(this, arguments) : arguments[0]; ++n < t;) {\n a = e[n].call(this, a);\n }\n\n return a;\n };\n }, y = d(void 0 === y ? m.length - 1 : y, 0), function () {\n for (var e = arguments, t = -1, n = d(e.length

- y, 0), a = Array(n); ++t < n;) {\n a[t] = e[y + t];\n }\n\n t = -1;\n\n for (var r = Array(y + 1); ++t < y;) {\n r[t] = e[t];\n }\n\n return r[y] = a, o(m, this, r);\n });\n e.exports = g;\n }).call(this, n(43));\n }, function (e, t, n) {\n \"use strict\";\n\n Object.defineProperty(t, \"__esModule\", {\n value: !0\n }), t.yuv2rgb = function (e) {\n var t,\n n,\n a,\n r = e[0],\n o = e[1],\n i = e[2];\n return t = 1 * r + 0 * o + 1.13983 * i, n = 1 * r + -.39465 * o + -.5806 * i, a = 1 * r + 2.02311 * o + 0 * i, t = Math.min(Math.max(0, t), 1), n = Math.min(Math.max(0, n), 1), a = Math.min(Math.max(0, a), 1), [255 * t, 255 * n, 255 * a];\n }, t.rgb2yuv = function (e) {\n var t = e[0] / 255,\n n = e[1] / 255,\n a = e[2] / 255;\n return [.299 * t + .587 * n + .114 * a, -.14713 * t + -.28886 * n + .436 * a, .615 * t + -.51499 * n + -.10001 * a];\n };\n }, function (e, t, n) {\n \"use strict\";\n\n function a(e, t, n) {\n return t in e ? Object.defineProperty(e, t, {\n value: n,\n enumerable: !0,\n configurable: !0,\n writable: !0\n }) : e[t] = n, e;\n }\n\n var r = n(141),\n o = function () {\n function e() {\n a(this, \"_callbacks\", void 0), a(this, \"_isDispatching\", void 0), a(this, \"_isHandled\", void 0), a(this, \"_isPending\", void 0), a(this, \"_lastID\", void 0), a(this, \"_pendingPayload\", void 0), this._callbacks = {}, this._isDispatching = !1, this._isHandled = {}, this._isPending = {}, this._lastID = 1;\n }\n\n var t = e.prototype;\n return t.register = function (e) {\n var t = \"ID_\" + this._lastID++;\n return this._callbacks[t] = e, t;\n }, t.unregister = function (e) {\n this._callbacks[e] || r(!1), delete this._callbacks[e];\n }, t.waitFor = function (e) {\n this._isDispatching || r(!1);\n\n for (var t = 0; t < e.length; t++) {\n var n = e[t];\n this._isPending[n] ? this._isHandled[n] || r(!1) : (this._callbacks[n] || r(!1), this._invokeCallback(n));\n }\n }, t.dispatch = function (e) {\n this._isDispatching && r(!1), this._startDispatching(e);\n\n try {\n for (var t in this._callbacks) {\n this._isPending[t] || this._invokeCallback(t);\n }\n } finally {\n this._stopDispatching();\n }\n }, t.isDispatching = function () {\n return this._isDispatching;\n }, t._invokeCallback = function (e) {\n this._isPending[e] = !0, this._callbacks[e](this._pendingPayload), this._isHandled[e] = !0;\n }, t._startDispatching = function (e) {\n for (var t in this._callbacks) {\n this._isPending[t] = !1, this._isHandled[t] = !1;\n }\n\n this._pendingPayload = e, this._isDispatching = !0;\n }, t._stopDispatching = function () {\n delete this._pendingPayload, this._isDispatching = !1;\n }, e;\n }();\n\n e.exports = o;\n }, function (e, t, n) {\n \"use strict\";\n\n var a = function a(e) {};\n\n e.exports = function (e, t) {\n for (var n = arguments.length, r = new Array(n > 2 ? n - 2 : 0), o = 2; o < n; o++) {\n r[o - 2] = arguments[o];\n }\n\n if (a(t), !e) {\n var i;\n if (void 0 === t) i = new Error(\"Minified exception occurred; use the non-minified dev environment for the full error message and additional helpful warnings.\");else {\n var s = 0;\n (i = new Error(t.replace(/%s/g, function () {\n return String(r[s++]);\n }))).name = \"Invariant Violation\";\n }\n throw i.framesToPop = 1, i;\n }\n };\n }, function (e, t, n) {\n \"use strict\";\n\n function a(e, t, n) {\n return t in e ? Object.defineProperty(e, t, {\n value: n,\n enumerable: !0,\n configurable: !0,\n writable: !0\n }) : e[t] = n, e;\n }\n\n function r(e, t) {\n var n = Object.keys(e);\n\n if (Object.getOwnPropertySymbols) {\n var a = Object.getOwnPropertySymbols(e);\n t && (a = a.filter(function (t) {\n return Object.getOwnPropertyDescriptor(e, t).enumerable;\n })), n.push.apply(n, a);\n }\n\n return n;\n }\n\n function o(e) {\n for (var t = 1; t < arguments.length; t++) {\n var n = null != arguments[t] ? arguments[t] : {};\n t % 2 ? r(Object(n), !0).forEach(function (t) {\n a(e, t, n[t]);\n }) : Object.getOwnPropertyDescriptors ? Object.defineProperties(e, Object.getOwnPropertyDescriptors(n)) : r(Object(n)).forEach(function (t) {\n Object.defineProperty(e, t, Object.getOwnPropertyDescriptor(n, t));\n });\n }\n\n return e;\n }\n\n function i(e, t) {\n if (!(e instanceof t)) throw new TypeError(\"Cannot call a class as a function\");\n }\n\n function s(e, t) {\n for (var n = 0; n < t.length; n++) {\n var a = t[n];\n a.enumerable = a.enumerable || !1, a.configurable = !0, \"value\" in a && (a.writable = !0), Object.defineProperty(e, a.key, a);\n }\n }\n\n function c(e, t, n) {\n return t && s(e.prototype, t), n && s(e, n), e;\n }\n\n function l(e, t) {\n return (l = Object.setPrototypeOf || function (e, t) {\n return e.__proto__ = t, e;\n })(e, t);\n }\n\n function u(e, t) {\n if (\"function\" != typeof t && null !== t) throw new TypeError(\"Super expression must either be null or a function\");\n e.prototype = Object.create(t && t.prototype, {\n constructor: {\n value: e,\n writable: !0,\n configurable: !0\n }\n }), t && l(e, t);\n }\n\n

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function f(e) {\n    return (f = Object.setPrototypeOf ? Object.getPrototypeOf : function (e) {\n        return e.__proto__ || Object.getPrototypeOf(e);\n    })(e);\n}\n\nfunction p(e) {\n    return (p = \"function\" == typeof Symbol && \"symbol\" == typeof Symbol.iterator ? function (e) {\n        return typeof e;\n    } : function (e) {\n        return e && \"function\" == typeof Symbol && e.constructor === Symbol && e !== Symbol.prototype ? \"symbol\" : typeof e;\n    })(e);\n}\n\nfunction d(e) {\n    if (void 0 === e) throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n    return e;\n}\n\nfunction b(e, t) {\n    return !t || \"object\" !== p(t) && \"function\" != typeof t ? d(e) : t;\n}\n\nfunction h(e) {\n    var t = function () {\n        if (\"undefined\" == typeof Reflect || !Reflect.construct) return !1;\n        if (Reflect.construct.sham) return !1;\n        if (\"function\" == typeof Proxy) return !0;\n\n        try {\n            return Date.prototype.toString.call(Reflect.construct(Date, [], function () {})), !0;\n        } catch (e) {\n            return !1;\n        }\n    }();\n\n    return function () {\n        var n,\n            a = f(e);\n\n        if (t) {\n            var r = f(this).constructor;\n            n = Reflect.construct(a, arguments, r);\n        } else n = a.apply(this, arguments);\n\n        return b(this, n);\n    };\n}\n\nn.r(t);\nvar v = n(0),\n    m = n.n(v);\n\nfunction y() {\n    var e = this.constructor.getDerivedStateFromProps(this.props, this.state);\n    null != e && this.setState(e);\n}\n\nfunction g(e) {\n    this.setState(function (t) {\n        var n = this.constructor.getDerivedStateFromProps(e, t);\n        return null != n ? n : null;\n    }.bind(this));\n}\n\nfunction E(e, t) {\n    try {\n        var n = this.props,\n            a = this.state;\n        this.props = e, this.state = t, this.__reactInternalSnapshotFlag = !0, this.__reactInternalSnapshot = this.getSnapshotBeforeUpdate(n, a);\n    } finally {\n        this.props = n, this.state = a;\n    }\n}\n\nfunction j(e) {\n    var t = e.prototype;\n    if (!t || !t.isReactComponent) throw new Error(\"Can only polyfill class components\");\n    if (\"function\" != typeof e.getDerivedStateFromProps && \"function\" != typeof t.getSnapshotBeforeUpdate) return e;\n    var n = null,\n        a = null,\n        r = null;\n\n    if (\"function\" == typeof t.componentWillMount ? n = \"componentWillMount\" : \"function\" == typeof t.UNSAFE_componentWillMount && (n = \"UNSAFE_componentWillMount\"), \"function\" == typeof t.componentWillReceiveProps ? a = \"componentWillReceiveProps\" : \"function\" == typeof t.UNSAFE_componentWillReceiveProps && (a = \"UNSAFE_componentWillReceiveProps\"), \"function\" == typeof t.componentWillUpdate ? r = \"componentWillUpdate\" : \"function\" == typeof t.UNSAFE_componentWillUpdate && (r = \"UNSAFE_componentWillUpdate\"), null !== n || null !== a || null !== r) {\n        var o = e.displayName || e.name,\n            i = \"function\" == typeof e.getDerivedStateFromProps ? \"getDerivedStateFromProps()\" : \"getSnapshotBeforeUpdate()\";\n        throw Error(\"Unsafe legacy lifecycles will not be called for components using new component APIs.\\n\\n\" + o + \" uses \" + i + \" but also contains the following legacy lifecycles:\" + (null !== n ? \"\\n  \" + n : \"\") + (null !== a ? \"\\n  \" + a : \"\") + (null !== r ? \"\\n  \" + r : \"\") + \"\\n\\nThe above lifecycles should be removed. Learn more about this warning here:\\nhttps://fb.me/react-async-component-lifecycle-hooks\");\n    }\n\n    if (\"function\" == typeof e.getDerivedStateFromProps && (t.componentWillMount = y, t.componentWillReceiveProps = g), \"function\" == typeof t.getSnapshotBeforeUpdate) {\n        if (\"function\" != typeof t.componentDidUpdate) throw new Error(\"Cannot polyfill getSnapshotBeforeUpdate() for components that do not define componentDidUpdate() on the prototype\");\n        t.componentWillUpdate = E;\n        var s = t.componentDidUpdate;\n\n        t.componentDidUpdate = function (e, t, n) {\n            var a = this.__reactInternalSnapshotFlag ? this.__reactInternalSnapshot : n;\n            s.call(this, e, t, a);\n        };\n    }\n\n    return e;\n}\n\nfunction x(e, t) {\n    if (null == e) return {};\n\n    var n,\n        a,\n        r = function (e, t) {\n            if (null == e) return {};\n            var n,\n                a,\n                r = {},\n                o = Object.keys(e);\n\n            for (a = 0; a < o.length; a++) {\n                n = o[a], t.indexOf(n) >= 0 || (r[n] = e[n]);\n            }\n\n            return r;\n        }(e, t);\n\n    if (Object.getOwnPropertySymbols) {\n        var o = Object.getOwnPropertySymbols(e);\n\n        for (a = 0; a < o.length; a++) {\n            n = o[a], t.indexOf(n) >= 0 || Object.prototype.propertyIsEnumerable.call(e, n) && (r[n] = e[n]);\n        }\n    }\n\n    return r;\n}\n\nfunction _(e) {\n    var t = function (e) {\n        return {}.toString.call(e).match(/\\s([a-zA-Z]+)/)[1].toLowerCase();\n    }(e);\n\n    return \"number\" === t && (t = isNaN(e) ? \"nan\" : (0 | e) != e ? \"float\" : \"integer\"), t;\n}\n\ny.__suppressDeprecationWarning = !0, g.__suppressDeprecationWarning = !0, E.__suppressDeprecationWarning = !0;\n\nvar k = {\n    scheme: \"rjv-
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default\",\n author: \"mac gainor\",\n base00: \"rgba(0, 0, 0, 0)\",\n base01: \"rgb(245, 245, 245)\",\n base02: \"rgb(235, 235, 235)\",\n base03: \"#93a1a1\",\n base04: \"rgba(0, 0, 0, 0.3)\",\n base05: \"#586e75\",\n base06: \"#073642\",\n base07: \"#002b36\",\n base08: \"#d33682\",\n base09: \"#cb4b16\",\n base0A: \"#dc322f\",\n base0B: \"#859900\",\n base0C: \"#6c71c4\",\n base0D: \"#586e75\",\n base0E: \"#2aa198\",\n base0F: \"#268bd2\"\n },\n O = {\n scheme: \"rjv-grey\",\n author: \"mac gainor\",\n base00: \"rgba(1, 1, 1, 0)\",\n base01: \"rgba(1, 1, 1, 0.1)\",\n base02: \"rgba(0, 0, 0, 0.2)\",\n base03: \"rgba(1, 1, 1, 0.3)\",\n base04: \"rgba(0, 0, 0, 0.4)\",\n base05: \"rgba(1, 1, 1, 0.5)\",\n base06: \"rgba(1, 1, 1, 0.6)\",\n base07: \"rgba(1, 1, 1, 0.7)\",\n base08: \"rgba(1, 1, 1, 0.8)\",\n base09: \"rgba(1, 1, 1, 0.8)\",\n base0A: \"rgba(1, 1, 1, 0.8)\",\n base0B: \"rgba(1, 1, 1, 0.8)\",\n base0C: \"rgba(1, 1, 1, 0.8)\",\n base0D: \"rgba(1, 1, 1, 0.8)\",\n base0E: \"rgba(1, 1, 1, 0.8)\",\n base0F: \"rgba(1, 1, 1, 0.8)\"\n },\n C = {\n white: \"#fff\",\n black: \"#000\",\n transparent: \"rgba(1, 1, 1, 0)\",\n globalFontFamily: \"monospace\",\n globalCursor: \"default\",\n indentBlockWidth: \"5px\",\n braceFontWeight: \"bold\",\n braceCursor: \"pointer\",\n ellipsisFontSize: \"18px\",\n ellipsisLineHeight: \"10px\",\n ellipsisCursor: \"pointer\",\n keyMargin: \"0px 5px\",\n keyLetterSpacing: \"0.5px\",\n keyFontStyle: \"none\",\n keyBorderRadius: \"3px\",\n keyColonWeight: \"bold\",\n keyVerticalAlign: \"top\",\n keyOpacity: \"0.85\",\n keyOpacityHover: \"1\",\n keyValPaddingTop: \"3px\",\n keyValPaddingBottom: \"3px\",\n keyValPaddingRight: \"5px\",\n keyValBorderLeft: \"1px solid\",\n keyValBorderHover: \"2px solid\",\n keyValPaddingHover: \"3px 5px 3px 4px\",\n pushedContentMarginLeft: \"6px\",\n variableValuePaddingRight: \"6px\",\n nullFontSize: \"11px\",\n nullFontWeight: \"bold\",\n nullPadding: \"1px 2px\",\n nullBorderRadius: \"3px\",\n nanFontSize: \"11px\",\n nanFontWeight: \"bold\",\n nanPadding: \"1px 2px\",\n nanBorderRadius: \"3px\",\n undefinedFontSize: \"11px\",\n undefinedFontWeight: \"bold\",\n undefinedPadding: \"1px 2px\",\n undefinedBorderRadius: \"3px\",\n dataTypeFontSize: \"11px\",\n dataTypeMarginRight: \"4px\",\n datatypeOpacity: \"0.8\",\n objectSizeBorderRadius: \"3px\",\n objectSizeFontStyle: \"italic\",\n objectSizeMargin: \"0px 6px 0px 0px\",\n clipboardCursor: \"pointer\",\n clipboardCheckMarginLeft: \"-12px\",\n metaDataPadding: \"0px 0px 0px 10px\",\n arrayGroupMetaPadding: \"0px 0px 0px 4px\",\n iconContainerWidth: \"17px\",\n tooltipPadding: \"4px\",\n editInputMinWidth: \"130px\",\n editInputBorderRadius: \"2px\",\n editInputPadding: \"5px\",\n editInputMarginRight: \"4px\",\n editInputFontFamily: \"monospace\",\n iconCursor: \"pointer\",\n iconFontSize: \"15px\",\n iconPaddingRight: \"1px\",\n dateValueMarginLeft: \"2px\",\n iconMarginRight: \"3px\",\n detectedRowPaddingTop: \"3px\",\n addKeyCoverBackground: \"rgba(255, 255, 255, 0.3)\",\n addKeyCoverPosition: \"absolute\",\n addKeyCoverPositionPx: \"0px\",\n addKeyModalWidth: \"200px\",\n addKeyModalMargin: \"auto\",\n addKeyModalPadding: \"10px\",\n addKeyModalRadius: \"3px\"\n },\n S = n(45),\n w = function w(e) {\n var t = function (e) {\n return {\n backgroundColor: e.base00,\n ellipsisColor: e.base09,\n braceColor: e.base07,\n expandedIcon: e.base0D,\n collapsedIcon: e.base0E,\n keyColor: e.base07,\n arrayKeyColor: e.base0C,\n objectSize: e.base04,\n copyToClipboard: e.base0F,\n copyToClipboardCheck: e.base0D,\n objectBorder: e.base02,\n dataTypes: {\n boolean: e.base0E,\n date: e.base0D,\n float: e.base0B,\n function: e.base0D,\n integer: e.base0F,\n string: e.base09,\n nan: e.base08,\n null: e.base0A,\n undefined: e.base05,\n regexp: e.base0A,\n background: e.base02\n },\n editVariable: {\n editIcon: e.base0E,\n cancelIcon: e.base09,\n removeIcon: e.base09,\n addIcon: e.base0E,\n checkIcon: e.base0E,\n background: e.base01,\n color: e.base0A,\n border: e.base07\n },\n addKeyModal: {\n background: e.base05,\n border: e.base04,\n color: e.base0A,\n labelColor: e.base01\n },\n validationFailure: {\n background: e.base09,\n iconColor: e.base01,\n fontColor: e.base01\n }\n };\n }(e);\n\n return {\n \"app-container\": {\n fontFamily: C.globalFontFamily,\n cursor: C.globalCursor,\n backgroundColor: t.backgroundColor,\n position: \"relative\"\n },\n ellipsis: {\n display: \"inline-block\",\n color: t.ellipsisColor,\n fontSize: C.ellipsisFontSize,\n lineHeight:

C.ellipsisLineHeight,\n cursor: C.ellipsisCursor\n },\n \"brace-row\": {\n display: \"inline-block\",\n cursor: \"pointer\"\n },\n brace: {\n display: \"inline-block\",\n cursor: C.braceCursor,\n fontWeight: C.braceFontWeight,\n color: t.braceColor\n },\n \"expanded-icon\": {\n color: t.expandedIcon\n },\n \"collapsed-icon\": {\n color: t.collapsedIcon\n },\n colon: {\n display: \"inline-block\",\n margin: C.keyMargin,\n color: t.keyColor,\n verticalAlign: \"top\"\n },\n objectKeyVal: function objectKeyVal(e, n) {\n return {\n style: o({\n paddingTop: C.keyValPaddingTop,\n paddingRight: C.keyValPaddingRight,\n paddingBottom: C.keyValPaddingBottom,\n borderLeft: C.keyValBorderLeft + \" \" + t.objectBorder,\n \":hover\": {\n paddingLeft: n.paddingLeft - 1 + \"px\",\n borderLeft: C.keyValBorderHover + \" \" + t.objectBorder\n }\n }, n)\n };\n },\n \"object-key-val-no-border\": {\n padding: C.keyValPadding\n },\n \"pushed-content\": {\n marginLeft: C.pushedContentMarginLeft\n },\n variableValue: function variableValue(e, t) {\n return {\n style: o({\n display: \"inline-block\",\n paddingRight: C.variableValuePaddingRight,\n position: \"relative\"\n }, t)\n };\n },\n \"object-name\": {\n display: \"inline-block\",\n color: t.keyColor,\n letterSpacing: C.keyLetterSpacing,\n fontStyle: C.keyFontStyle,\n verticalAlign: C.keyVerticalAlign,\n opacity: C.keyOpacity,\n \":hover\": {\n opacity: C.keyOpacityHover\n }\n },\n \"array-key\": {\n display: \"inline-block\",\n color: t.arrayKeyColor,\n letterSpacing: C.keyLetterSpacing,\n fontStyle: C.keyFontStyle,\n verticalAlign: C.keyVerticalAlign,\n opacity: C.keyOpacity,\n \":hover\": {\n opacity: C.keyOpacityHover\n }\n },\n \"object-size\": {\n color: t.objectSize,\n borderRadius: C.objectSizeBorderRadius,\n fontStyle: C.objectSizeFontStyle,\n margin: C.objectSizeMargin,\n cursor: \"default\"\n },\n \"data-type-label\": {\n fontSize: C.dataTypeFontSize,\n marginRight: C.dataTypeMarginRight,\n opacity: C.datatypeOpacity\n },\n boolean: {\n display: \"inline-block\",\n color: t.dataTypes.boolean\n },\n date: {\n display: \"inline-block\",\n color: t.dataTypes.date\n },\n \"date-value\": {\n marginLeft: C.dateValueMarginLeft\n },\n float: {\n display: \"inline-block\",\n color: t.dataTypes.float\n },\n function: {\n display: \"inline-block\",\n color: t.dataTypes.function,\n cursor: \"pointer\",\n whiteSpace: \"pre-line\"\n },\n \"function-value\": {\n fontStyle: \"italic\"\n },\n integer: {\n display: \"inline-block\",\n color: t.dataTypes.integer\n },\n string: {\n display: \"inline-block\",\n color: t.dataTypes.string\n },\n nan: {\n display: \"inline-block\",\n color: t.dataTypes.nan,\n fontSize: C.nanFontSize,\n fontWeight: C.nanFontWeight,\n backgroundColor: t.dataTypes.background,\n padding: C.nanPadding,\n borderRadius: C.nanBorderRadius\n },\n null: {\n display: \"inline-block\",\n color: t.dataTypes.null,\n fontSize: C.nullFontSize,\n fontWeight: C.nullFontWeight,\n backgroundColor: t.dataTypes.background,\n padding: C.nullPadding,\n borderRadius: C.nullBorderRadius\n },\n undefined: {\n display: \"inline-block\",\n color: t.dataTypes.undefined,\n fontSize: C.undefinedFontSize,\n padding: C.undefinedPadding,\n borderRadius: C.undefinedBorderRadius,\n backgroundColor: t.dataTypes.background\n },\n regexp: {\n display: \"inline-block\",\n color: t.dataTypes.regexp\n },\n \"copy-to-clipboard\": {\n cursor: C.clipboardCursor\n },\n \"copy-icon\": {\n color: t.copyToClipboard,\n fontSize: C.iconFontSize,\n marginRight: C.iconMarginRight,\n verticalAlign: \"top\"\n },\n \"copy-icon-copied\": {\n color: t.copyToClipboardCheck,\n marginLeft: C.clipboardCheckMarginLeft\n },\n \"array-group-meta-data\": {\n display: \"inline-block\",\n padding: C.arrayGroupMetaPadding\n },\n \"object-meta-data\": {\n display: \"inline-block\",\n padding: C.metaDataPadding\n },\n \"icon-container\": {\n display: \"inline-block\",\n width: C.iconContainerWidth\n },\n tooltip: {\n padding: C.tooltipPadding\n },\n removeVarIcon: {\n verticalAlign: \"top\",\n display: \"inline-block\",\n color: t.editVariable.removeIcon,\n cursor: C.iconCursor,\n fontSize: C.iconFontSize,\n marginRight: C.iconMarginRight\n },\n addVarIcon: {\n verticalAlign: \"top\",\n display: \"inline-block\",\n color: t.editVariable.addIcon,\n cursor: C.iconCursor,\n fontSize:

C.iconFontSize,\n marginRight: C.iconMarginRight\n },\n editVarIcon: {\n verticalAlign: \"top\",\n display: \"inline-block\",\n color: t.editVariable.editIcon,\n cursor: C.iconCursor,\n fontSize: C.iconFontSize,\n marginRight: C.iconMarginRight\n },\n \"edit-icon-container\": {\n display: \"inline-block\",\n verticalAlign: \"top\"\n },\n \"check-icon\": {\n display: \"inline-block\",\n cursor: C.iconCursor,\n color: t.editVariable.checkIcon,\n fontSize: C.iconFontSize,\n paddingRight: C.iconPaddingRight\n },\n \"cancel-icon\": {\n display: \"inline-block\",\n cursor: C.iconCursor,\n color: t.editVariable.cancelIcon,\n fontSize: C.iconFontSize,\n paddingRight: C.iconPaddingRight\n },\n \"edit-input\": {\n display: \"inline-block\",\n minWidth: C.editInputMinWidth,\n borderRadius: C.editInputBorderRadius,\n backgroundColor: t.editVariable.background,\n color: t.editVariable.color,\n padding: C.editInputPadding,\n marginRight: C.editInputMarginRight,\n fontFamily: C.editInputFontFamily\n },\n \"detected-row\": {\n paddingTop: C.detectedRowPaddingTop\n },\n \"key-modal-request\": {\n position: C.addKeyCoverPosition,\n top: C.addKeyCoverPositionPx,\n left: C.addKeyCoverPositionPx,\n right: C.addKeyCoverPositionPx,\n bottom: C.addKeyCoverPositionPx,\n backgroundColor: C.addKeyCoverBackground\n },\n \"key-modal\": {\n width: C.addKeyModalWidth,\n backgroundColor: t.addKeyModal.background,\n marginLeft: C.addKeyModalMargin,\n marginRight: C.addKeyModalMargin,\n padding: C.addKeyModalPadding,\n borderRadius: C.addKeyModalRadius,\n marginTop: \"15px\",\n position: \"relative\"\n },\n \"key-modal-label\": {\n color: t.addKeyModal.labelColor,\n marginLeft: \"2px\",\n marginBottom: \"5px\",\n fontSize: \"11px\"\n },\n \"key-modal-input-container\": {\n overflow: \"hidden\"\n },\n \"key-modal-input\": {\n width: \"100%\",\n padding: \"3px 6px\",\n fontFamily: \"monospace\",\n color: t.addKeyModal.color,\n border: \"none\",\n boxSizing: \"border-box\",\n borderRadius: \"2px\"\n },\n \"key-modal-cancel\": {\n backgroundColor: t.editVariable.removeIcon,\n position: \"absolute\",\n top: \"0px\",\n right: \"0px\",\n borderRadius: \"0px 3px 0px 3px\",\n cursor: \"pointer\"\n },\n \"key-modal-cancel-icon\": {\n color: t.addKeyModal.labelColor,\n fontSize: C.iconFontSize,\n transform: \"rotate(45deg)\"\n },\n \"key-modal-submit\": {\n color: t.editVariable.addIcon,\n fontSize: C.iconFontSize,\n position: \"absolute\",\n right: \"2px\",\n top: \"3px\",\n cursor: \"pointer\"\n },\n \"function-ellipsis\": {\n display: \"inline-block\",\n color: t.ellipsisColor,\n fontSize: C.ellipsisFontSize,\n lineHeight: C.ellipsisLineHeight,\n cursor: C.ellipsisCursor\n },\n \"validation-failure\": {\n float: \"right\",\n padding: \"3px 6px\",\n borderRadius: \"2px\",\n cursor: \"pointer\",\n color: t.validationFailure.fontColor,\n backgroundColor: t.validationFailure.background\n },\n \"validation-failure-label\": {\n marginRight: \"6px\"\n },\n \"validation-failure-clear\": {\n position: \"relative\",\n verticalAlign: \"top\",\n cursor: \"pointer\",\n color: t.validationFailure.iconColor,\n fontSize: C.iconFontSize,\n transform: \"rotate(45deg)\"\n }\n };\n };\n\n function A(e, t, n) {\n return e || console.error(\"theme has not been set\"), function (e) {\n var t = k;\n return !1 !== e && \"none\" !== e || (t = O), Object(S.createStyling)(w, {\n defaultBase16: t\n })(e);\n }(e)(t, n);\n }\n\n var M = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = (e.rjvId, e.type_name),\n n = e.displayDataTypes,\n a = e.theme;\n return n ? m.a.createElement(\"span\", Object.assign({\n className: \"data-type-label\"\n }, A(a, \"data-type-label\")), t) : null;\n }\n }]), n;\n }(m.a.PureComponent),\n P = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props;\n return m.a.createElement(\"div\", A(e.theme, \"boolean\"), m.a.createElement(M, Object.assign({\n type_name: \"bool\"\n }, e)), e.value ? \"true\" : \"false\");\n }\n }]), n;\n }(m.a.PureComponent),\n F = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props;\n return m.a.createElement(\"div\", A(e.theme, \"date\"),

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m.a.createElement(M, Object.assign({\n type_name: \"date\"\n }, e)), m.a.createElement(\"span\", Object.assign({\n className: \"date-value\"\n }, A(e.theme, \"date-value\")), e.value.toLocaleTimeString(\"en-us\", {\n weekday: \"short\",\n year: \"numeric\",\n month: \"short\",\n day: \"numeric\",\n hour: \"2-digit\",\n minute: \"2-digit\"\n }));\n }\n }]), n;\n }(m.a.PureComponent),\n D = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props;\n return m.a.createElement(\"div\", A(e.theme, \"float\"), m.a.createElement(M, Object.assign({\n type_name: \"float\"\n }, e)), this.props.value);\n }\n }]), n;\n }(m.a.PureComponent);\n\n function I(e, t) {\n (null == t || t > e.length) && (t = e.length);\n\n for (var n = 0, a = new Array(t); n < t; n++) {\n a[n] = e[n];\n }\n\n return a;\n }\n\n function R(e, t) {\n if (e) {\n if (\"string\" == typeof e) return I(e, t);\n var n = Object.prototype.toString.call(e).slice(8, -1);\n return \"Object\" === n && e.constructor && (n = e.constructor.name), \"Map\" === n || \"Set\" === n ? Array.from(e) : \"Arguments\" === n || /^(?:Ui|I)nt(?:8|16|32)(?:Clamped)?Array$/.test(n) ? I(e, t) : void 0;\n }\n }\n\n function L(e, t) {\n var _n;\n\n if (\"undefined\" == typeof Symbol || null == e[Symbol.iterator]) {\n if (Array.isArray(e) || (_n = R(e)) || t && e && \"number\" == typeof e.length) {\n _n && (e = _n);\n\n var a = 0,\n r = function r() {};\n\n return {\n s: r,\n n: function n() {\n return a >= e.length ? {\n done: !0\n } : {\n done: !1,\n value: e[a++]\n };\n },\n e: function e(_e2) {\n throw _e2;\n },\n f: r\n };\n }\n\n throw new TypeError(\"Invalid attempt to iterate non-iterable instance.\\nIn order to be iterable, non-array objects must have a [Symbol.iterator]() method.\");\n }\n\n var o,\n i = !0,\n s = !1;\n return {\n s: function s() {\n _n = e[Symbol.iterator]();\n },\n n: function n() {\n var e = _n.next();\n\n return i = e.done, e;\n },\n e: function e(_e3) {\n s = !0, o = _e3;\n },\n f: function f() {\n try {\n i || null == _n.return || _n.return();\n } finally {\n if (s) throw o;\n }\n }\n };\n }\n\n function B(e) {\n return function (e) {\n if (Array.isArray(e)) return I(e);\n }(e) || function (e) {\n if (\"undefined\" != typeof Symbol && Symbol.iterator in Object(e)) return Array.from(e);\n }(e) || R(e) || function () {\n throw new TypeError(\"Invalid attempt to spread non-iterable instance.\\nIn order to be iterable, non-array objects must have a [Symbol.iterator]() method.\");\n }();\n }\n\n var N = n(46),\n z = new (n(47).Dispatcher)(),\n T = new (function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n var e;\n i(this, n);\n\n for (var a = arguments.length, r = new Array(a), s = 0; s < a; s++) {\n r[s] = arguments[s];\n }\n\n return (e = t.call.apply(t, [this].concat(r))).objects = {}, e.set = function (t, n, a, r) {\n void 0 === e.objects[t] && (e.objects[t] = {}), void 0 === e.objects[t][n] && (e.objects[t][n] = {}), e.objects[t][n][a] = r;\n }, e.get = function (t, n, a, r) {\n return void 0 === e.objects[t] || void 0 === e.objects[t][n] || null == e.objects[t][n][a] ? r : e.objects[t][n][a];\n }, e.handleAction = function (t) {\n var n = t.rjvId,\n a = t.data;\n\n switch (t.name) {\n case \"RESET\":\n e.emit(\"reset-\" + n);\n break;\n\n case \"VARIABLE_UPDATED\":\n t.data.updated_src = e.updateSrc(n, a), e.set(n, \"action\", \"variable-update\", o(o({}, a), {}, {\n type: \"variable-edited\"\n })), e.emit(\"variable-update-\" + n);\n break;\n\n case \"VARIABLE_REMOVED\":\n t.data.updated_src = e.updateSrc(n, a), e.set(n, \"action\", \"variable-update\", o(o({}, a), {}, {\n type: \"variable-removed\"\n })), e.emit(\"variable-update-\" + n);\n break;\n\n case \"VARIABLE_ADDED\":\n t.data.updated_src = e.updateSrc(n, a), e.set(n, \"action\", \"variable-update\", o(o({}, a), {}, {\n type: \"variable-added\"\n })), e.emit(\"variable-update-\" + n);\n break;\n\n case \"ADD_VARIABLE_KEY_REQUEST\":\n e.set(n, \"action\", \"new-key-request\", a), e.emit(\"add-key-request-\" + n);\n }\n }, e.updateSrc = function (t, n) {\n var a = n.name,\n r = n.namespace,\n o = n.new_value,\n i = (n.existing_value, n.variable_removed);\n r.shift();\n var s,\n c = e.get(t, \"global\", \"src\"),\n l = e.deepCopy(c, B(r)),\n u = l,\n f = L(r);\n\n try {\n for (f.s(); !(s = f.n()).done;) {\n u = u[s.value];\n }\n } catch (e) {\n f.e(e);\n } finally {\n f.f();\n }\n\n return i ? \"array\" == _(u) ? u.splice(a, 1) : delete u[a] : null !== a ? u[a] = o : l = o, e.set(t, \"global\", \"src\", l), l;\n }, e.deepCopy =
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function (t, n) {\n var a,\n r = _(t),\n i = n.shift();\n\n return \"array\" == r ? a = B(t) : \"object\" == r && (a = o({}, t)), void 0 !== i && (a[i] = e.deepCopy(t[i], n)), a;\n }, e;\n }\n\n return n;\n }(N.EventEmitter))();\n z.register(T.handleAction.bind(T));\n\n var q = T,\n V = function (e) {\n u(n, e);\n var t = h(n);\n\n function n(e) {\n var a;\n return i(this, n), (a = t.call(this, e)).toggleCollapsed = function () {\n a.setState({\n collapsed: !a.state.collapsed\n }, function () {\n q.set(a.props.rjvId, a.props.namespace, \"collapsed\", a.state.collapsed);\n });\n }, a.getFunctionDisplay = function (e) {\n var t = d(a).props;\n return e ? m.a.createElement(\"span\", null, a.props.value.toString().slice(9, -1).replace(/\\{[\\s\\S]+/, \"\"), m.a.createElement(\"span\", {\n className: \"function-collapsed\",\n style: {\n fontWeight: \"bold\"\n }\n }, m.a.createElement(\"span\", null, \"{\"), m.a.createElement(\"span\", A(t.theme, \"ellipsis\"), \"...\"), m.a.createElement(\"span\", null, \"}\"))) : a.props.value.toString().slice(9, -1);\n }, a.state = {\n collapsed: q.get(e.rjvId, e.namespace, \"collapsed\", !0)\n }, a;\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = this.state.collapsed;\n return m.a.createElement(\"div\", A(e.theme, \"function\"), m.a.createElement(M, Object.assign({\n type_name: \"function\"\n }, e)), m.a.createElement(\"span\", Object.assign({}, A(e.theme, \"function-value\"), {\n className: \"rjv-function-container\",\n onClick: this.toggleCollapsed\n }), this.getFunctionDisplay(t)));\n }\n }]), n;\n }(m.a.PureComponent),\n K = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n return m.a.createElement(\"div\", A(this.props.theme, \"nan\"), \"NaN\");\n }\n }]), n;\n }(m.a.PureComponent),\n W = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n return m.a.createElement(\"div\", A(this.props.theme, \"null\"), \"NULL\");\n }\n }]), n;\n }(m.a.PureComponent),\n H = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props;\n return m.a.createElement(\"div\", A(e.theme, \"integer\"), m.a.createElement(M, Object.assign({\n type_name: \"int\"\n }, e)), this.props.value);\n }\n }]), n;\n }(m.a.PureComponent),\n U = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props;\n return m.a.createElement(\"div\", A(e.theme, \"regexp\"), m.a.createElement(M, Object.assign({\n type_name: \"regexp\"\n }, e)), this.props.value.toString());\n }\n }]), n;\n }(m.a.PureComponent),\n G = function (e) {\n u(n, e);\n var t = h(n);\n\n function n(e) {\n var a;\n return i(this, n), (a = t.call(this, e)).toggleCollapsed = function () {\n a.setState({\n collapsed: !a.state.collapsed\n }, function () {\n q.set(a.props.rjvId, a.props.namespace, \"collapsed\", a.state.collapsed);\n });\n }, a.state = {\n collapsed: q.get(e.rjvId, e.namespace, \"collapsed\", !0)\n }, a;\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n this.state.collapsed;\n var e = this.props,\n t = e.collapseStringsAfterLength,\n n = e.theme,\n a = e.value,\n r = {\n style: {\n cursor: \"default\"\n }\n };\n return \"integer\" === _(t) && a.length > t && (r.style.cursor = \"pointer\", this.state.collapsed && (a = m.a.createElement(\"span\", null, a.substring(0, t), m.a.createElement(\"span\", A(n, \"ellipsis\"), \" ...\")))), m.a.createElement(\"div\", A(n, \"string\"), m.a.createElement(M, Object.assign({\n type_name: \"string\"\n }, e)), m.a.createElement(\"span\", Object.assign({\n className: \"string-value\"\n }, r, {\n onClick: this.toggleCollapsed\n }), '\"', a, '\"'));\n }\n }]), n;\n }(m.a.PureComponent),\n J = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n return m.a.createElement(\"div\", A(this.props.theme, \"undefined\"), \"undefined\");\n }\n }]), n;\n }(m.a.PureComponent);\n\n function Y() {\n return (Y = Object.assign || function (e) {\n for (var t = 1; t < arguments.length; t++) {\n var n = arguments[t];\n\n for (var a in n) {\n Object.prototype.hasOwnProperty.call(n, a) && (e[a] = n[a]);\n }\n }\n\n
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return e;\n    }).apply(this, arguments);\n  }\n\n  var $ = v.useLayoutEffect,\n      Q = function Q(e) {\n    var t = Object(v.useRef)(e);\n    return $(function () {\n      t.current = e;\n    }), t;\n  },\n      Z = function Z(e, t) {\n    \"function\" != typeof e ? e.current = t : e(t);\n  },\n      X = function X(e, t) {\n    var n = Object(v.useRef)();\n    return Object(v.useCallback)(function (a) {\n      e.current = a, n.current && Z(n.current, null), n.current = t, t && Z(t, a);\n    }, [t]);\n  },\n      ee = {\n    \"min-height\": \"0\",\n    \"max-height\": \"none\",\n    height: \"0\",\n    visibility: \"hidden\",\n    overflow: \"hidden\",\n    position: \"absolute\",\n    \"z-index\": \"-1000\",\n    top: \"0\",\n    right: \"0\"\n  },\n      te = function te(e) {\n    Object.keys(ee).forEach(function (t) {\n      e.style.setProperty(t, ee[t], \"important\");\n    });\n  },\n      ne = null;\n\n  var ae = function ae() {},\n      re = [\"borderBottomWidth\", \"borderLeftWidth\", \"borderRightWidth\", \"borderTopWidth\", \"boxSizing\", \"fontFamily\", \"fontSize\", \"fontStyle\", \"fontWeight\", \"letterSpacing\", \"lineHeight\", \"paddingBottom\", \"paddingLeft\", \"paddingRight\", \"paddingTop\", \"tabSize\", \"textIndent\", \"textRendering\", \"textTransform\", \"width\"],\n      oe = !!document.documentElement.currentStyle,\n      ie = function ie(e, t) {\n    var n = e.cacheMeasurements,\n        a = e.maxRows,\n        r = e.minRows,\n        o = e.onChange,\n        i = void 0 === o ? ae : o,\n        s = e.onHeightChange,\n        c = void 0 === s ? ae : s,\n        l = function (e, t) {\n      if (null == e) return {};\n      var n,\n          a,\n          r = {},\n          o = Object.keys(e);\n\n      for (a = 0; a < o.length; a++) {\n        n = o[a], t.indexOf(n) >= 0 || (r[n] = e[n]);\n      }\n\n      return r;\n    }(e, [\"cacheMeasurements\", \"maxRows\", \"minRows\", \"onChange\", \"onHeightChange\"]);\n\n    var u,\n        f = void 0 !== l.value,\n        p = Object(v.useRef)(null),\n        d = X(p, t),\n        b = Object(v.useRef)(0),\n        h = Object(v.useRef)(),\n        m = function m() {\n      var e = p.current,\n          t = n && h.current ? h.current : function (e) {\n        var t = window.getComputedStyle(e);\n        if (null === t) return null;\n        var n,\n            a = (n = t, re.reduce(function (e, t) {\n          return e[t] = n[t], e;\n        }, {})),\n            r = a.boxSizing;\n        return \"\" === r ? null : (oe && \"border-box\" === r && (a.width = parseFloat(a.width) + parseFloat(a.borderRightWidth) + parseFloat(a.borderLeftWidth) + parseFloat(a.paddingRight) + parseFloat(a.paddingLeft) + \"px\"), {\n          sizingStyle: a,\n          paddingSize: parseFloat(a.paddingBottom) + parseFloat(a.paddingTop),\n          borderSize: parseFloat(a.borderBottomWidth) + parseFloat(a.borderTopWidth)\n        });\n      }(e);\n\n      if (t) {\n        h.current = t;\n\n        var o = function (e, t, n, a) {\n          void 0 === n && (n = 1), void 0 === a && (a = 1 / 0), ne || ((ne = document.createElement(\"textarea\")).setAttribute(\"tab-index\", \"-1\"), ne.setAttribute(\"aria-hidden\", \"true\"), te(ne)), null === ne.parentNode && document.body.appendChild(ne);\n          var r = e.paddingSize,\n              o = e.borderSize,\n              i = e.sizingStyle,\n              s = i.boxSizing;\n          Object.keys(i).forEach(function (e) {\n            var t = e;\n            ne.style[t] = i[t];\n          }), te(ne), ne.value = t;\n\n          var c = function (e, t) {\n            var n = e.scrollHeight;\n            return \"border-box\" === t.sizingStyle.boxSizing ? n + t.borderSize : n - t.paddingSize;\n          }(ne, e);\n\n          ne.value = \"x\";\n          var l = ne.scrollHeight - r,\n              u = l * n;\n          \"border-box\" === s && (u = u + r + o), c = Math.max(u, c);\n          var f = l * a;\n          return \"border-box\" === s && (f = f + r + o), [c = Math.min(f, c), l];\n        }(t, e.value || e.placeholder || \"x\", r, a),\n            i = o[0],\n            s = o[1];\n\n        b.current !== i && (b.current = i, e.style.setProperty(\"height\", i + \"px\", \"important\"), c(i, {\n          rowHeight: s\n        }));\n      }\n    };\n\n    return Object(v.useLayoutEffect)(m), u = Q(m), Object(v.useLayoutEffect)(function () {\n      var e = function e(_e4) {\n        u.current(_e4);\n      };\n\n      return window.addEventListener(\"resize\", e), function () {\n        window.removeEventListener(\"resize\", e);\n      };\n    }, []), Object(v.createElement)(\"textarea\", Y({}, l, {\n      onChange: function onChange(e) {\n        f || m(), i(e);\n      },\n      ref: d\n    }));\n  },\n      se = Object(v.forwardRef)(ie);\n\n  function ce(e) {\n    e = e.trim();\n\n    try {\n      if (\"[\" === (e = JSON.stringify(JSON.parse(e)))[0]) return le(\"array\", JSON.parse(e));\n      if (\"{\" === e[0]) return le(\"object\", JSON.parse(e));\n      if (e.match(/\\-?\\d+\\.\\d+/) && e.match(/\\-?\\d+\\.\\d+/)[0] === e) return le(\"float\", parseFloat(e));\n      if (e.match(/\\-?\\d+e-\\d+/) && e.match(/\\-?\\d+e-\\d+/)[0] === e) return le(\"float\", Number(e));\n      if (e.match(/\\-?\\d+/) && e.match(/\\-?\\d+/)[0] === e) return le(\"integer\", parseInt(e));\n      if (e.match(/\\-?\\d+e\\+\\d+/) && e.match(/\\-?\\d+e\\+\\d+/)[0] === e) return le(\"integer\", Number(e));\n    } catch (e) {}\n\n    switch (e = e.toLowerCase()) {\n      case \"undefined\":\n        return le(\"undefined\", void 0);\n\n
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case \"nan\":\n return le(\"nan\", NaN);\n\n case \"null\":\n return le(\"null\", null);\n\n case \"true\":\n return le(\"boolean\", !0);\n\n case \"false\":\n return le(\"boolean\", !1);\n\n default:\n if (e = Date.parse(e)) return le(\"date\", new Date(e));\n }\n\n return le(!1, null);\n }\n\n function le(e, t) {\n return {\n type: e,\n value: t\n };\n }\n\n var ue = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({}, xe(t), {\n viewBox: \"0 0 24 24\",\n fill: \"currentColor\",\n preserveAspectRatio: \"xMidYMid meet\"\n }), m.a.createElement(\"path\", {\n d: \"M12,20C7.59,20 4,16.41 4,12C4,7.59 7.59,4 12,4C16.41,4 20,7.59 20,12C20,16.41 16.41,20 12,20M12,2A10,10 0 0,0 2,12A10,10 0 0,0 12,22A10,10 0 0,0 22,12A10,10 0 0,0 12,2M7,13H17V11H7\"\n }));\n }\n }]), n;\n }(m.a.PureComponent),\n fe = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({}, xe(t), {\n viewBox: \"0 0 24 24\",\n fill: \"currentColor\",\n preserveAspectRatio: \"xMidYMid meet\"\n }), m.a.createElement(\"path\", {\n d: \"M12,20C7.59,20 4,16.41 4,12C4,7.59 7.59,4 12,4C16.41,4 20,7.59 20,12C20,16.41 16.41,20 12,20M12,2A10,10 0 0,0 2,12A10,10 0 0,0 12,22A10,10 0 0,0 22,12A10,10 0 0,0 12,2M13,7H11V11H7V13H11V17H13V13H17V11H13V7Z\"\n }));\n }\n }]), n;\n }(m.a.PureComponent),\n pe = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]),\n a = xe(t).style;\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", {\n fill: a.color,\n width: a.height,\n height: a.width,\n style: a,\n viewBox: \"0 0 1792 1792\"\n }, m.a.createElement(\"path\", {\n d: \"M1344 800v64q0 14-9 23t-23 9h-832q-14 0-23-9t-9-23v-64q0-14 9-23t23-9h832q14 0 23 9t9 23zm128 448v-832q0-66-47-113t-113-47h-832q-66 0-113 47t-47 113v832q0 66 47 113t113 47h832q66 0 113-47t47-113zm128-832v832q0 119-84.5 203.5t-203.5 84.5h-832q-119 0-203.5-84.5t-84.5-203.5v-832q0-119 84.5-203.5t203.5-84.5h832q119 0 203.5 84.5t84.5 203.5z\"\n }));\n }\n }]), n;\n }(m.a.PureComponent),\n de = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]),\n a = xe(t).style;\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", {\n fill: a.color,\n width: a.height,\n height: a.width,\n style: a,\n viewBox: \"0 0 1792 1792\"\n }, m.a.createElement(\"path\", {\n d: \"M1344 800v64q0 14-9 23t-23 9h-352v352q0 14-9 23t-23 9h-64q-14 0-23-9t-9-23v-352h-352q-14 0-23-9t-9-23v-64q0-14 9-23t23-9h352v-352q0-14 9-23t23-9h64q14 0 23 9t9 23v352h352q14 0 23 9t9 23zm128 448v-832q0-66-47-113t-113-47h-832q-66 0-113 47t-47 113v832q0 66 47 113t113 47h832q66 0 113-47t47-113zm128-832v832q0 119-84.5 203.5t-203.5 84.5h-832q-119 0-203.5-84.5t-84.5-203.5v-832q0-119 84.5-203.5t203.5-84.5h832q119 0 203.5 84.5t84.5 203.5z\"\n }));\n }\n }]), n;\n }(m.a.PureComponent),\n be = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", {\n style: o(o({}, xe(t).style), {}, {\n paddingLeft: \"2px\",\n verticalAlign: \"top\"\n }),\n viewBox: \"0 0 15 15\",\n fill: \"currentColor\"\n }, m.a.createElement(\"path\", {\n d: \"M0 14l6-6-6-6z\"\n }));\n }\n }]), n;\n }(m.a.PureComponent),\n he = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", {\n style: o(o({}, xe(t).style), {}, {\n paddingLeft: \"2px\",\n verticalAlign: \"top\"\n }),\n viewBox: \"0 0 15 15\",\n fill:
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\"currentColor\"\n }, m.a.createElement(\"path\", {\n d: \"M0 5l6 6 6-6z\"\n }));\n }\n }]),\n n;\n }(m.a.PureComponent),\n ve = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({}, xe(t), {\n viewBox: \"0 0 40 40\",\n fill: \"currentColor\",\n preserveAspectRatio: \"xMidYMid meet\"\n }), m.a.createElement(\"g\", null, m.a.createElement(\"path\", {\n d: \"m30 35h-25v-22.5h25v7.5h2.5v-12.5c0-1.4-1.1-2.5-2.5-2.5h-7.5c0-2.8-2.2-5-5-5s-5 2.2-5 5h-7.5c-1.4 0-2.5 1.1-2.5 2.5v27.5c0 1.4 1.1 2.5 2.5 2.5h25c1.4 0 2.5-1.1 2.5-2.5v-5h-2.5v5z m-20-27.5h2.5s2.5-1.1 2.5-2.5 1.1-2.5 2.5-2.5 2.5 1.1 2.5 2.5 1.3 2.5 2.5 2.5h2.5s2.5 1.1 2.5 2.5h-20c0-1.5 1.1-2.5 2.5-2.5z m-2.5 20h5v-2.5h-5v2.5z m17.5-5v-5l-10 7.5 10 7.5v-5h12.5v-5h-12.5z m-17.5 10h7.5v-2.5h-7.5v2.5z m12.5-17.5h-12.5v2.5h12.5v-2.5z m-7.5 5h-5v2.5h5v-2.5z\"\n }))));\n }\n }]),\n n;\n }(m.a.PureComponent),\n me = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({}, xe(t), {\n viewBox: \"0 0 40 40\",\n fill: \"currentColor\",\n preserveAspectRatio: \"xMidYMid meet\"\n }), m.a.createElement(\"g\", null, m.a.createElement(\"path\", {\n d: \"m28.6 25q0-0.5-0.4-1l-4-4 4-4q0.4-0.5 0.4-1 0-0.6-0.4-1.1l-2-2q-0.4-0.4-1-0.4-0.6 0-1 0.4l-4.1 4.1-4-4.1q-0.4-0.4-1-0.4-0.6 0-1 0.4l-2 2q-0.5 0.5-0.5 1.1 0 0.5 0.5 1l4 4-4 4q-0.5 0.5-0.5 1 0 0.7 0.5 1.1l2 2q0.4 0.4 1 0.4 0.6 0 1-0.4l4-4.1 4.1 4.1q0.4 0.4 1 0.4 0.6 0 1-0.4l2-2q0.4-0.4 0.4-1z m8.7-5q0 4.7-2.3 8.6t-6.3 6.2-8.6 2.3-8.6-2.3-6.2-6.2-2.3-8.6 2.3-8.6 6.2-6.2 8.6-2.3 8.6 2.3 6.3 6.2 2.3 8.6z\"\n }))));\n }\n }]), n;\n }(m.a.PureComponent),\n ye = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({}, xe(t), {\n viewBox: \"0 0 40 40\",\n fill: \"currentColor\",\n preserveAspectRatio: \"xMidYMid meet\"\n }), m.a.createElement(\"g\", null, m.a.createElement(\"path\", {\n d: \"m30.1 21.4v-2.8q0-0.6-0.4-1t-1-0.5h-5.7v-5.7q0-0.6-0.4-1t-1-0.4h-2.9q-0.6 0-1 0.4t-0.4 1v5.7h-5.7q-0.6 0-1 0.5t-0.5 1v2.8q0 0.6 0.5 1t1 0.5h5.7v5.7q0 0.5 0.4 1t1 0.4h2.9q0.6 0 1-0.4t0.4-1v-5.7h5.7q0.6 0 1-0.5t0.4-1z m7.2-1.4q0 4.7-2.3 8.6t-6.3 6.2-8.6 2.3-8.6-2.3-6.2-6.2-2.3-8.6 2.3-8.6 6.2-6.2 8.6-2.3 8.6 2.3 6.3 6.2 2.3 8.6z\"\n }))));\n }\n }]), n;\n }(m.a.PureComponent),\n ge = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({}, xe(t), {\n viewBox: \"0 0 40 40\",\n fill: \"currentColor\",\n preserveAspectRatio: \"xMidYMid meet\"\n }), m.a.createElement(\"g\", null, m.a.createElement(\"path\", {\n d: \"m31.6 21.6h-10v10h-3.2v-10h-10v-3.2h10v-10h3.2v10h10v3.2z\"\n }))));\n }\n }]), n;\n }(m.a.PureComponent),\n Ee = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({}, xe(t), {\n viewBox: \"0 0 40 40\",\n fill: \"currentColor\",\n preserveAspectRatio: \"xMidYMid meet\"\n }), m.a.createElement(\"g\", null, m.a.createElement(\"path\", {\n d: \"m19.8 26.4l2.6-2.6-3.4-3.4-2.6 2.6v1.3h2.2v2.1h1.2z m9.8-16q-0.3-0.4-0.7 0l-7.8 7.8q-0.4 0.4 0 0.7t0.7 0l7.8-7.8q0.4-0.4 0-0.7z m1.8 13.2v4.3q0 2.6-1.9 4.5t-4.5 1.9h-18.6q-2.6 0-4.5-1.9t-1.9-4.5v-18.6q0-2.7 1.9-4.6t4.5-1.8h18.6q1.4 0 2.6 0.5 0.3 0.2 0.4 0.5 0.1 0.4-0.2 0.7l-1.1 1.1q-0.3 0.3-0.7 0.1-0.5-0.1-1-0.1h-18.6q-1.4 0-2.5 1.1t-1 2.5v18.6q0 1.4 1 2.5t2.5 1h18.6q1.5 0 2.5-1t1.1-2.5v-2.9q0-0.2 0.2-0.4l1.4-1.5q0.3-0.3 0.8-0.1t0.4 0.6z m-2.1-16.5l6.4 6.5-15 15h-6.4v-6.5z m9.9 3l-2.1 2-6.4-6.4 2.1-2q0.6-0.7 1.5-0.7t1.5 0.7l3.4 3.4q0.6 0.6 0.6 1.5t-0.6 1.5z\"\n }))));\n }\n }]), n;\n }(m.a.PureComponent),\n je = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n return i(this, n), t.apply(this, arguments);\n }\n\n return c(n, [{\n key:

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\"render\",\n value: function value() {\n var e = this.props,\n t = e.style,\n n = x(e, [\"style\"]);\n return m.a.createElement(\"span\", n, m.a.createElement(\"svg\", Object.assign({}, xe(t), {\n viewBox: \"0 0 40 40\",\n fill: \"currentColor\",\n preserveAspectRatio: \"xMidYMid meet\"\n }), m.a.createElement(\"g\", null, m.a.createElement(\"path\", {\n d: \"m31.7 16.4q0-0.6-0.4-1l-2.1-2.1q-0.4-0.4-1-0.4t-1 0.4l-9.1 9.1-5-5q-0.5-0.4-1-0.4t-1 0.4l-2.1 2q-0.4 0.4-0.4 1 0 0.6 0.4 1l8.1 8.1q0.4 0.4 1 0.4 0.6 0 1-0.4l12.2-12.1q0.4-0.4 0.4-1z m5.6 3.6q0 4.7-2.3 8.6t-6.3 6.2-8.6 2.3-8.6-2.3-6.2-6.2-2.3-8.6 2.3-8.6 6.2-6.2 8.6-2.3 8.6 2.3 6.3 6.2 2.3 8.6z\"\n }))));\n }\n }]), n;\n }(m.a.PureComponent);\n\n function xe(e) {\n return e || (e = {}), {\n style: o(o({\n verticalAlign: \"middle\"\n }, e), {}, {\n color: e.color ? e.color : \"#000000\",\n height: \"1em\",\n width: \"1em\"\n })\n };\n }\n\n var _e = function (e) {\n u(n, e);\n var t = h(n);\n\n function n(e) {\n var a;\n return i(this, n), (a = t.call(this, e)).copiedTimer = null, a.handleCopy = function () {\n var e = document.createElement(\"textarea\"),\n t = a.props,\n n = t.clickCallback,\n r = t.src,\n o = t.namespace;\n e.innerHTML = JSON.stringify(a.clipboardValue(r), null, \"  \"), document.body.appendChild(e), e.select(), document.execCommand(\"copy\"), document.body.removeChild(e), a.copiedTimer = setTimeout(function () {\n a.setState({\n copied: !1\n });\n }, 5500), a.setState({\n copied: !0\n }, function () {\n \"function\" == typeof n && n({\n src: r,\n namespace: o,\n name: o[o.length - 1]\n });\n });\n }, a.getClippyIcon = function () {\n var e = a.props.theme;\n return a.state.copied ? m.a.createElement(\"span\", null, m.a.createElement(ve, Object.assign({\n className: \"copy-icon\"\n }, A(e, \"copy-icon\"))), m.a.createElement(\"span\", A(e, \"copy-icon-copied\"), \"\")) : m.a.createElement(ve, Object.assign({\n className: \"copy-icon\"\n }, A(e, \"copy-icon\")));\n }, a.clipboardValue = function (e) {\n switch (_(e)) {\n case \"function\":\n case \"regexp\":\n return e.toString();\n\n default:\n return e;\n }\n }, a.state = {\n copied: !1\n }, a;\n }\n\n return c(n, [{\n key: \"componentWillUnmount\",\n value: function value() {\n this.copiedTimer && (clearTimeout(this.copiedTimer), this.copiedTimer = null);\n }\n }, {\n key: \"render\",\n value: function value() {\n var e = this.props,\n t = (e.src, e.theme),\n n = e.hidden,\n a = e.rowHovered,\n r = A(t, \"copy-to-clipboard\").style,\n i = \"inline\";\n return n && (i = \"none\"), m.a.createElement(\"span\", {\n className: \"copy-to-clipboard-container\",\n title: \"Copy to clipboard\",\n style: {\n verticalAlign: \"top\",\n display: a ? \"inline-block\" : \"none\"\n }\n }, m.a.createElement(\"span\", {\n style: o(o({}, r), {}, {\n display: i\n }),\n onClick: this.handleCopy\n }, this.getClippyIcon()));\n }\n }]), n;\n }(m.a.PureComponent),\n ke = function (e) {\n u(n, e);\n var t = h(n);\n\n function n(e) {\n var a;\n return i(this, n), (a = t.call(this, e)).getEditIcon = function () {\n var e = a.props,\n t = e.variable,\n n = e.theme;\n return m.a.createElement(\"div\", {\n className: \"click-to-edit\",\n style: {\n verticalAlign: \"top\",\n display: a.state.hovered ? \"inline-block\" : \"none\"\n }\n }, m.a.createElement(Ee, Object.assign({\n className: \"click-to-edit-icon\"\n }, A(n, \"editVarIcon\"), {\n onClick: function onClick() {\n a.prepopInput(t);\n }\n })));\n }, a.prepopInput = function (e) {\n if (!1 !== a.props.onEdit) {\n var t = function (e) {\n var t;\n\n switch (_(e)) {\n case \"undefined\":\n t = \"undefined\";\n break;\n\n case \"nan\":\n t = \"NaN\";\n break;\n\n case \"string\":\n t = e;\n break;\n\n case \"date\":\n case \"function\":\n case \"regexp\":\n t = e.toString();\n break;\n\n default:\n try {\n t = JSON.stringify(e, null, \"  \");\n } catch (e) {\n t = \"\";\n }\n\n }\n\n return t;\n }(e.value),\n n = ce(t);\n\n a.setState({\n editMode: !0,\n editValue: t,\n parsedInput: {\n type: n.type,\n value: n.value\n }\n });\n }\n }, a.getRemoveIcon = function () {\n var e = a.props,\n t = e.variable,\n n = e.namespace,\n r = e.theme,\n o = e.rjvId;\n return m.a.createElement(\"div\", {\n className: \"click-to-remove\",\n style: {\n verticalAlign: \"top\",\n display: a.state.hovered ? \"inline-block\" : \"none\"\n }\n }, m.a.createElement(me, Object.assign({\n className: \"click-to-remove-icon\"\n
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}, A(r, \"removeVarIcon\"), {\n onClick: function onClick() {\n z.dispatch({\n name: \"VARIABLE_REMOVED\",\n rjvId: o,\n data: {\n name: t.name,\n namespace: n,\n existing_value: t.value,\n variable_removed: !0\n }\n });\n }\n }))));\n }, a.getValue = function (e, t) {\n var n = !t && e.type,\n r = d(a).props;\n\n switch (n) {\n case !1:\n return a.getEditInput();\n\n case \"string\":\n return m.a.createElement(G, Object.assign({\n value: e.value\n }, r));\n\n case \"integer\":\n return m.a.createElement(H, Object.assign({\n value: e.value\n }, r));\n\n case \"float\":\n return m.a.createElement(D, Object.assign({\n value: e.value\n }, r));\n\n case \"boolean\":\n return m.a.createElement(P, Object.assign({\n value: e.value\n }, r));\n\n case \"function\":\n return m.a.createElement(V, Object.assign({\n value: e.value\n }, r));\n\n case \"null\":\n return m.a.createElement(W, r);\n\n case \"nan\":\n return m.a.createElement(K, r);\n\n case \"undefined\":\n return m.a.createElement(J, r);\n\n case \"date\":\n return m.a.createElement(F, Object.assign({\n value: e.value\n }, r));\n\n case \"regexp\":\n return m.a.createElement(U, Object.assign({\n value: e.value\n }, r));\n\n default:\n return m.a.createElement(\"div\", {\n className: \"object-value\"\n }, JSON.stringify(e.value));\n }\n }, a.getEditInput = function () {\n var e = a.props.theme,\n t = a.state.editValue;\n return m.a.createElement(\"div\", null, m.a.createElement(se, Object.assign({\n type: \"text\",\n inputRef: function inputRef(e) {\n return e && e.focus();\n },\n value: t,\n className: \"variable-editor\",\n onChange: function onChange(e) {\n var t = e.target.value,\n n = ce(t);\n a.setState({\n editValue: t,\n parsedInput: {\n type: n.type,\n value: n.value\n }\n });\n },\n onKeyDown: function onKeyDown(e) {\n switch (e.key) {\n case \"Escape\":\n a.setState({\n editMode: !1,\n editValue: \"\"\n });\n break;\n\n case \"Enter\":\n (e.ctrlKey || e.metaKey) && a.submitEdit(!0);\n }\n\n e.stopPropagation();\n },\n placeholder: \"update this value\",\n minRows: 2\n }, A(e, \"edit-input\"))), m.a.createElement(\"div\", A(e, \"edit-icon-container\"), m.a.createElement(me, Object.assign({\n className: \"edit-cancel\"\n }, A(e, \"cancel-icon\"), {\n onClick: function onClick() {\n a.setState({\n editMode: !1,\n editValue: \"\"\n });\n }\n })), m.a.createElement(je, Object.assign({\n className: \"edit-check string-value\"\n }, A(e, \"check-icon\"), {\n onClick: function onClick() {\n a.submitEdit();\n }\n })), m.a.createElement(\"div\", null, a.showDetected())));\n }, a.submitEdit = function (e) {\n var t = a.props,\n n = t.variable,\n r = t.namespace,\n o = t.rjvId,\n i = a.state,\n s = i.editValue,\n c = i.parsedInput,\n l = s;\n e && c.type && (l = c.value), a.setState({\n editMode: !1\n }), z.dispatch({\n name: \"VARIABLE_UPDATED\",\n rjvId: o,\n data: {\n name: n.name,\n namespace: r,\n existing_value: n.value,\n new_value: l,\n variable_removed: !1\n }\n });\n }, a.showDetected = function () {\n var e = a.props,\n t = e.theme,\n n = (e.variable, e.namespace, e.rjvId, a.state.parsedInput),\n r = (n.type, n.value, a.getDetectedInput());\n if (r) return m.a.createElement(\"div\", null, m.a.createElement(\"div\", A(t, \"detected-row\"), r, m.a.createElement(je, {\n className: \"edit-check detected\",\n style: o({\n verticalAlign: \"top\",\n paddingLeft: \"3px\"\n }, A(t, \"check-icon\").style),\n onClick: function onClick() {\n a.submitEdit(!0);\n }\n }))));\n }, a.getDetectedInput = function () {\n var e = a.state.parsedInput,\n t = e.type,\n n = e.value,\n r = d(a).props,\n i = r.theme;\n if (!1 !== t) switch (t.toLowerCase()) {\n case \"object\":\n return m.a.createElement(\"span\", null, m.a.createElement(\"span\", {\n style: o(o({}, A(i, \"brace\").style), {}, {\n cursor: \"default\"\n })\n }, \"{\"), m.a.createElement(\"span\", {\n style: o(o({}, A(i, \"ellipsis\").style), {}, {\n cursor: \"default\"\n })\n }, \"...\"), m.a.createElement(\"span\", {\n style: o(o({}, A(i, \"brace\").style), {}, {\n cursor: \"default\"\n })\n }, \"}\"));\n\n case \"array\":\n return m.a.createElement(\"span\", null, m.a.createElement(\"span\", {\n style: o(o({}, A(i, \"brace\").style), {},
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{\n cursor: \"default\"\n })\n }, \"[\"), m.a.createElement(\"span\", {\n style: o(o({}, A(i, \"ellipsis\").style), {}, {\n cursor: \"default\"\n })\n }, \"...\"), m.a.createElement(\"span\", {\n style: o(o({}, A(i, \"brace\").style), {}, {\n cursor: \"default\"\n })\n }, \"]\"));\n\n case \"string\":\n return m.a.createElement(G, Object.assign({\n value: n\n }, r));\n\n case \"integer\":\n return m.a.createElement(H, Object.assign({\n value: n\n }, r));\n\n case \"float\":\n return m.a.createElement(D, Object.assign({\n value: n\n }, r));\n\n case \"boolean\":\n return m.a.createElement(P, Object.assign({\n value: n\n }, r));\n\n case \"function\":\n return m.a.createElement(V, Object.assign({\n value: n\n }, r));\n\n case \"null\":\n return m.a.createElement(W, r);\n\n case \"nan\":\n return m.a.createElement(K, r);\n\n case \"undefined\":\n return m.a.createElement(J, r);\n\n case \"date\":\n return m.a.createElement(F, Object.assign({\n value: new Date(n)\n }, r));\n }\n }, a.state = {\n editMode: !1,\n editValue: \"\",\n hovered: !1,\n renameKey: !1,\n parsedInput: {\n type: !1,\n value: null\n }\n }, a;\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this,\n t = this.props,\n n = t.variable,\n a = t.singleIndent,\n r = t.type,\n i = t.theme,\n s = t.namespace,\n c = t.indentWidth,\n l = t.enableClipboard,\n u = t.onEdit,\n f = t.onDelete,\n p = t.onSelect,\n d = t.displayArrayKey,\n b = t.quotesOnKeys,\n h = this.state.editMode;\n return m.a.createElement(\"div\", Object.assign({}, A(i, \"objectKeyVal\", {\n paddingLeft: c * a\n }), {\n onMouseEnter: function onMouseEnter() {\n return e.setState(o(o({}, e.state), {}, {\n hovered: !0\n }));\n },\n onMouseLeave: function onMouseLeave() {\n return e.setState(o(o({}, e.state), {}, {\n hovered: !1\n }));\n },\n className: \"variable-row\",\n key: n.name\n }), \"array\" == r ? d ? m.a.createElement(\"span\", Object.assign({}, A(i, \"array-key\"), {\n key: n.name + \"_\" + s\n }), n.name, m.a.createElement(\"div\", A(i, \"colon\"), \":\")) : null : m.a.createElement(\"span\", null, m.a.createElement(\"span\", Object.assign({}, A(i, \"object-name\"), {\n className: \"object-key\",\n key: n.name + \"_\" + s\n }), !!b && m.a.createElement(\"span\", {\n style: {\n verticalAlign: \"top\"\n }\n }, '\"'), m.a.createElement(\"span\", {\n style: {\n display: \"inline-block\"\n }\n }, n.name), !!b && m.a.createElement(\"span\", {\n style: {\n verticalAlign: \"top\"\n }\n }, '\"')), m.a.createElement(\"span\", A(i, \"colon\"), \":\")), m.a.createElement(\"div\", Object.assign({\n className: \"variable-value\",\n onClick: !1 === p && !1 === u ? null : function (t) {\n var a = B(s);\n (t.ctrlKey || t.metaKey) && !1 !== u ? e.prepopInput(n) : !1 !== p && (a.shift(), p(o(o({}, n), {}, {\n namespace: a\n })));\n }\n }, A(i, \"variableValue\", {\n cursor: !1 === p ? \"default\" : \"pointer\"\n })), this.getValue(n, h)), l ? m.a.createElement(_e, {\n rowHovered: this.state.hovered,\n hidden: h,\n src: n.value,\n clickCallback: l,\n theme: i,\n namespace: [].concat(B(s), [n.name])\n }) : null, !1 !== u && 0 == h ? this.getEditIcon() : null, !1 !== f && 0 == h ? this.getRemoveIcon() : null);\n }\n }]), n;\n }(m.a.PureComponent),\n Oe = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n var e;\n i(this, n);\n\n for (var a = arguments.length, r = new Array(a), s = 0; s < a; s++) {\n r[s] = arguments[s];\n }\n\n return (e = t.call.apply(t, [this].concat(r))).getObjectSize = function () {\n var t = e.props,\n n = t.size,\n a = t.theme;\n if (t.displayObjectSize) return m.a.createElement(\"span\", Object.assign({\n className: \"object-size\"\n }, A(a, \"object-size\")), n, \" item\", 1 === n ? \"\" : \"s\");\n }, e.getAddAttribute = function (t) {\n var n = e.props,\n a = n.theme,\n r = n.namespace,\n i = n.name,\n s = n.src,\n c = n.rjvId,\n l = n.depth;\n return m.a.createElement(\"span\", {\n className: \"click-to-add\",\n style: {\n verticalAlign: \"top\",\n display: t ? \"inline-block\" : \"none\"\n }\n }, m.a.createElement(ye, Object.assign({\n className: \"click-to-add-icon\"\n }, A(a, \"addVarIcon\"), {\n onClick: function onClick() {\n var e = {\n name: l > 0 ? i : null,\n namespace: r.splice(0, r.length - 1),\n existing_value: s,\n variable_removed: !1,\n key_name: null\n };\n \"object\" === _(s) ? z.dispatch({\n name:

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\"ADD_VARIABLE_KEY_REQUEST\",\n rjvId: c,\n data: e\n }) : z.dispatch({\n name: \"VARIABLE_ADDED\",\n rjvId: c,\n data: o(o({}, e), {}, {\n new_value: [].concat(B(s), [null])\n })\n });\n }\n }));\n }, e.getRemoveObject = function (t) {\n var n = e.props,\n a = n.theme,\n r = (n.hover, n.namespace),\n o = n.name,\n i = n.src,\n s = n.rjvId;\n if (1 !== r.length) return m.a.createElement(\"span\", {\n className: \"click-to-remove\",\n style: {\n display: t ? \"inline-block\" : \"none\"\n }\n }, m.a.createElement(me, Object.assign({\n className: \"click-to-remove-icon\"\n }, A(a, \"removeVarIcon\"), {\n onClick: function onClick() {\n z.dispatch({\n name: \"VARIABLE_REMOVED\",\n rjvId: s,\n data: {\n name: o,\n namespace: r.splice(0, r.length - 1),\n existing_value: i,\n variable_removed: !0\n }\n });\n }\n })));\n }, e.render = function () {\n var t = e.props,\n n = t.theme,\n a = t.onDelete,\n r = t.onAdd,\n o = t.enableClipboard,\n i = t.src,\n s = t.namespace,\n c = t.rowHovered;\n return m.a.createElement(\"div\", Object.assign({}, A(n, \"object-meta-data\"), {\n className: \"object-meta-data\",\n onClick: function onClick(e) {\n e.stopPropagation();\n }\n }), e.getObjectSize(), o ? m.a.createElement(_e, {\n rowHovered: c,\n clickCallback: o,\n src: i,\n theme: n,\n namespace: s\n }) : null, !1 !== r ? e.getAddAttribute(c) : null, !1 !== a ? e.getRemoveObject(c) : null);\n }, e;\n }\n\n return n;\n }(m.a.PureComponent);\n\n function Ce(e) {\n var t = e.parent_type,\n n = e.namespace,\n a = e.quotesOnKeys,\n r = e.theme,\n o = e.jsvRoot,\n i = e.name,\n s = e.displayArrayKey,\n c = e.name ? e.name : \"\";\n return !o || !1 !== i && null !== i ? \"array\" == t ? s ? m.a.createElement(\"span\", Object.assign({}, A(r, \"array-key\"), {\n key: n\n }), m.a.createElement(\"span\", {\n className: \"array-key\"\n }, c), m.a.createElement(\"span\", A(r, \"colon\"), \":\")) : m.a.createElement(\"span\", null) : m.a.createElement(\"span\", Object.assign({}, A(r, \"object-name\"), {\n key: n\n }), m.a.createElement(\"span\", {\n className: \"object-key\"\n }, a && m.a.createElement(\"span\", {\n style: {\n verticalAlign: \"top\"\n }\n }, '\"'), m.a.createElement(\"span\", null, c), a && m.a.createElement(\"span\", {\n style: {\n verticalAlign: \"top\"\n }\n }, '\"')), m.a.createElement(\"span\", A(r, \"colon\"), \":\")) : m.a.createElement(\"span\", null);\n }\n\n function Se(e) {\n var t = e.theme;\n\n switch (e.iconStyle) {\n case \"triangle\":\n return m.a.createElement(he, Object.assign({}, A(t, \"expanded-icon\"), {\n className: \"expanded-icon\"\n }));\n\n case \"square\":\n return m.a.createElement(pe, Object.assign({}, A(t, \"expanded-icon\"), {\n className: \"expanded-icon\"\n }));\n\n default:\n return m.a.createElement(ue, Object.assign({}, A(t, \"expanded-icon\"), {\n className: \"expanded-icon\"\n }));\n }\n }\n\n function we(e) {\n var t = e.theme;\n\n switch (e.iconStyle) {\n case \"triangle\":\n return m.a.createElement(be, Object.assign({}, A(t, \"collapsed-icon\"), {\n className: \"collapsed-icon\"\n }));\n\n case \"square\":\n return m.a.createElement(de, Object.assign({}, A(t, \"collapsed-icon\"), {\n className: \"collapsed-icon\"\n }));\n\n default:\n return m.a.createElement(fe, Object.assign({}, A(t, \"collapsed-icon\"), {\n className: \"collapsed-icon\"\n }));\n }\n }\n\n var Ae = function (e) {\n u(n, e);\n var t = h(n);\n\n function n(e) {\n var a;\n return i(this, n), (a = t.call(this, e)).toggleCollapsed = function (e) {\n var t = [];\n\n for (var n in a.state.expanded) {\n t.push(a.state.expanded[n]);\n }\n\n t[e] = !t[e], a.setState({\n expanded: t\n });\n }, a.state = {\n expanded: []\n }, a;\n }\n\n return c(n, [{\n key: \"getExpandedIcon\",\n value: function value(e) {\n var t = this.props,\n n = t.theme,\n a = t.iconStyle;\n return this.state.expanded[e] ? m.a.createElement(Se, {\n theme: n,\n iconStyle: a\n }) : m.a.createElement(we, {\n theme: n,\n iconStyle: a\n });\n }\n }, {\n key: \"render\",\n value: function value() {\n var e = this,\n t = this.props,\n n = t.src,\n a = t.groupArraysAfterLength,\n r = (t.depth, t.name),\n o = t.theme,\n i = t.jsvRoot,\n s = t.namespace,\n c = (t.parent_type, x(t, [\"src\", \"groupArraysAfterLength\", \"depth\", \"name\", \"theme\", \"jsvRoot\", \"namespace\", \"parent_type\"])),\n l = 0,\n u = 5 * this.props.indentWidth;\n i || (l = 5 * this.props.indentWidth);\n var f = a,\n p =
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Math.ceil(n.length / f);\n          return m.a.createElement(\"div\", Object.assign({\n            className: \"object-key-val\"\n          }, A(o, i ? \"jsv-root\" : \"objectKeyVal\", {\n            paddingLeft: l\n          })), m.a.createElement(Ce, this.props), m.a.createElement(\"span\", null, m.a.createElement(Oe, Object.assign({\n            size: n.length\n          }, this.props))), B(Array(p)).map(function (t, a) {\n            return m.a.createElement(\"div\", Object.assign({\n              key: a,\n              className: \"object-key-val array-group\"\n            }, A(o, \"objectKeyVal\", {\n              marginLeft: 6,\n              paddingLeft: u\n            })), m.a.createElement(\"span\", A(o, \"brace-row\"), m.a.createElement(\"div\", Object.assign({\n              className: \"icon-container\"\n            }, A(o, \"icon-container\"), {\n              onClick: function onClick(t) {\n                e.toggleCollapsed(a);\n              }\n            }), e.getExpandedIcon(a)), e.state.expanded[a] ? m.a.createElement(Fe, Object.assign({\n              key: r + a,\n              depth: 0,\n              name: !1,\n              collapsed: !1,\n              groupArraysAfterLength: f,\n              index_offset: a * f,\n              src: n.slice(a * f, a * f + f),\n              namespace: s,\n              type: \"array\",\n              parent_type: \"array_group\",\n              theme: o\n            }, c)) : m.a.createElement(\"span\", Object.assign({}, A(o, \"brace\"), {\n              onClick: function onClick(t) {\n                e.toggleCollapsed(a);\n              },\n              className: \"array-group-brace\"\n            }), \"[\", m.a.createElement(\"div\", Object.assign({}, A(o, \"array-group-meta-data\"), {\n              className: \"array-group-meta-data\"\n            }), m.a.createElement(\"span\", Object.assign({\n              className: \"object-size\"\n            }, A(o, \"object-size\")), a * f, \" - \", a * f + f > n.length ? n.length : a * f + f)), \"]\")));\n          }));\n        }\n      }]), n;\n    }(m.a.PureComponent),\n    Me = function (e) {\n      u(n, e);\n      var t = h(n);\n\n      function n(e) {\n        var a;\n        i(this, n), (a = t.call(this, e)).toggleCollapsed = function () {\n          a.setState({\n            expanded: !a.state.expanded\n          }, function () {\n            q.set(a.props.rjvId, a.props.namespace, \"expanded\", a.state.expanded);\n          });\n        }, a.getObjectContent = function (e, t, n) {\n          return m.a.createElement(\"div\", {\n            className: \"pushed-content object-container\"\n          }, m.a.createElement(\"div\", Object.assign({\n            className: \"object-content\"\n          }, A(a.props.theme, \"pushed-content\")), a.renderObjectContents(t, n)));\n        }, a.getEllipsis = function () {\n          return 0 === a.state.size ? null : m.a.createElement(\"div\", Object.assign({}, A(a.props.theme, \"ellipsis\"), {\n            className: \"node-ellipsis\",\n            onClick: a.toggleCollapsed\n          }), \"...\");\n        }, a.getObjectMetaData = function (e) {\n          var t = a.props,\n            n = (t.rjvId, t.theme, a.state),\n            r = n.size,\n            o = n.hovered;\n          return m.a.createElement(Oe, Object.assign({\n            rowHovered: o,\n            size: r\n          }, a.props));\n        }, a.renderObjectContents = function (e, t) {\n          var n,\n            r = a.props,\n            o = r.depth,\n            i = r.parent_type,\n            s = r.index_offset,\n            c = r.groupArraysAfterLength,\n            l = r.namespace,\n            u = a.state.object_type,\n            f = [],\n            p = Object.keys(e || {});\n          return a.props.sortKeys && \"array\" !== u && (p = p.sort()), p.forEach(function (r) {\n            if (n = new Pe(r, e[r]), \"array_group\" === i && s && (n.name = parseInt(n.name) + s), e.hasOwnProperty(r)) if (\"object\" === n.type) f.push(m.a.createElement(Fe, Object.assign({\n              key: n.name,\n              depth: o + 1,\n              name: n.name,\n              src: n.value,\n              namespace: l.concat(n.name),\n              parent_type: u\n            }, t)));else if (\"array\" === n.type) {\n              var p = Fe;\n              c && n.value.length > c && (p = Ae), f.push(m.a.createElement(p, Object.assign({\n                key: n.name,\n                depth: o + 1,\n                name: n.name,\n                src: n.value,\n                namespace: l.concat(n.name),\n                type: \"array\",\n                parent_type: u\n              }, t)));\n            } else f.push(m.a.createElement(ke, Object.assign({\n              key: n.name + \"_\" + l,\n              variable: n,\n              singleIndent: 5,\n              namespace: l,\n              type: a.props.type\n            }, t)));\n          }), f;\n        };\n        var r = n.getState(e);\n        return a.state = o(o({}, r), {}, {\n          prevProps: {}\n        }), a;\n      }\n\n      return c(n, [{\n        key: \"getBraceStart\",\n        value: function value(e, t) {\n          var n = this,\n            a = this.props,\n            r = a.src,\n            o = a.theme,\n            i = a.iconStyle;\n          if (\"array_group\" === a.parent_type) return m.a.createElement(\"span\", null, m.a.createElement(\"span\", A(o, \"brace\"), \"array\" === e ? \"[\" : \"{\"), t ? this.getObjectMetaData(r) : null);\n          var s = t ? Se : we;\n          return m.a.createElement(\"span\", null, m.a.createElement(\"span\", Object.assign({\n            onClick: function onClick(e) {\n              n.toggleCollapsed();\n            }\n          }, A(o, \"brace-row\")), m.a.createElement(\"div\", Object.assign({\n            className: \"icon-container\"\n          }, A(o, \"icon-container\")), m.a.createElement(s, {\n            theme: o,\n            iconStyle: i\n          })), m.a.createElement(Ce, this.props), m.a.createElement(\"span\",
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A(o, \"brace\"), \"array\" === e ? \"[\" : \"{\")), t ? this.getObjectMetaData(r) : null);\n }\n }, {\n key: \"render\",\n value: function value() {\n var e = this,\n t = this.props,\n n = t.depth,\n a = t.src,\n r = (t.namespace, t.name, t.type, t.parent_type),\n i = t.theme,\n s = t.jsvRoot,\n c = t.iconStyle,\n l = x(t, [\"depth\", \"src\", \"namespace\", \"name\", \"type\", \"parent_type\", \"theme\", \"jsvRoot\", \"iconStyle\"]),\n u = this.state,\n f = u.object_type,\n p = u.expanded,\n d = {};\n return s || \"array_group\" === r ? \"array_group\" === r && (d.borderLeft = 0, d.display = \"inline\") : d.paddingLeft = 5 * this.props.indentWidth, m.a.createElement(\"div\", Object.assign({\n className: \"object-key-val\",\n onMouseEnter: function onMouseEnter() {\n return e.setState(o(o({}, e.state), {}, {\n hovered: !0\n }));\n },\n onMouseLeave: function onMouseLeave() {\n return e.setState(o(o({}, e.state), {}, {\n hovered: !1\n }));\n }\n }, A(i, s ? \"jsv-root\" : \"objectKeyVal\", d)), this.getBraceStart(f, p), p ? this.getObjectContent(n, a, o({\n theme: i,\n iconStyle: c\n }, l)) : this.getEllipsis(), m.a.createElement(\"span\", {\n className: \"brace-row\"\n }, m.a.createElement(\"span\", {\n style: o(o({}, A(i, \"brace\").style), {}, {\n paddingLeft: p ? \"3px\" : \"0px\"\n })\n }, \"array\" === f ? \"]\" : \"}\"), p ? null : this.getObjectMetaData(a)));\n }\n }], [{\n key: \"getDerivedStateFromProps\",\n value: function value(e, t) {\n var a = t.prevProps;\n return e.src !== a.src || e.collapsed !== a.collapsed || e.name !== a.name || e.namespace !== a.namespace || e.rjvId !== a.rjvId ? o(o({}, n.getState(e)), {}, {\n prevProps: e\n }) : null;\n }\n }]), n;\n }(m.a.PureComponent);\n\n Me.getState = function (e) {\n var t = Object.keys(e.src).length,\n n = (!1 === e.collapsed || !0 !== e.collapsed && e.collapsed > e.depth) && (!e.shouldCollapse || !1 === e.shouldCollapse({\n name: e.name,\n src: e.src,\n type: _(e.src),\n namespace: e.namespace\n })) && 0 !== t;\n return {\n expanded: q.get(e.rjvId, e.namespace, \"expanded\", n),\n object_type: \"array\" === e.type ? \"array\" : \"object\",\n parent_type: \"array\" === e.type ? \"array\" : \"object\",\n size: t,\n hovered: !1\n };\n };\n\n var Pe = function e(t, n) {\n i(this, e), this.name = t, this.value = n, this.type = _(n);\n };\n\n j(Me);\n\n var Fe = Me,\n De = function (e) {\n u(n, e);\n var t = h(n);\n\n function n() {\n var e;\n i(this, n);\n\n for (var a = arguments.length, r = new Array(a), o = 0; o < a; o++) {\n r[o] = arguments[o];\n }\n\n return (e = t.call.apply(t, [this].concat(r))).render = function () {\n var t = d(e).props,\n n = [t.name],\n a = Fe;\n return Array.isArray(t.src) && t.groupArraysAfterLength && t.src.length > t.groupArraysAfterLength && (a = Ae), m.a.createElement(\"div\", {\n className: \"pretty-json-container object-container\"\n }, m.a.createElement(\"div\", {\n className: \"object-content\"\n }, m.a.createElement(a, Object.assign({\n namespace: n,\n depth: 0,\n jsvRoot: !0\n }, t))));\n }, e;\n }\n\n return n;\n }(m.a.PureComponent),\n Ie = function (e) {\n u(n, e);\n var t = h(n);\n\n function n(e) {\n var a;\n return i(this, n), (a = t.call(this, e)).closeModal = function () {\n z.dispatch({\n rjvId: a.props.rjvId,\n name: \"RESET\"\n });\n }, a.submit = function () {\n a.props.submit(a.state.input);\n }, a.state = {\n input: e.input ? e.input : \"\"\n }, a;\n }\n\n return c(n, [{\n key: \"render\",\n value: function value() {\n var e = this,\n t = this.props,\n n = t.theme,\n a = t.rjvId,\n r = t.isValid,\n o = this.state.input,\n i = r(o);\n return m.a.createElement(\"div\", Object.assign({\n className: \"key-modal-request\"\n }, A(n, \"key-modal-request\"), {\n onClick: this.closeModal\n }), m.a.createElement(\"div\", Object.assign({}, A(n, \"key-modal\"), {\n onClick: function onClick(e) {\n e.stopPropagation();\n }\n }), m.a.createElement(\"div\", A(n, \"key-modal-label\"), \"Key Name:\"), m.a.createElement(\"div\", {\n style: {\n position: \"relative\"\n }\n }, m.a.createElement(\"input\", Object.assign({}, A(n, \"key-modal-input\"), {\n className: \"key-modal-input\",\n ref: function ref(e) {\n return e && e.focus();\n },\n spellCheck: !1,\n value: o,\n placeholder: \"...\",\n onChange: function onChange(t) {\n e.setState({\n input: t.target.value\n });\n },\n onKeyPress: function onKeyPress(t) {\n i && \"Enter\" === t.key ? e.submit() : \"Escape\" === t.key && e.closeModal();\n }\n })), i ? m.a.createElement(je, Object.assign({}, A(n, \"key-modal-submit\"), {\n className: \"key-modal-submit\",\n onClick: function onClick(t) {\n return e.submit();\n
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}\n        })) : null), m.a.createElement(\"span\", A(n, \"key-modal-cancel\"), m.a.createElement(ge,
Object.assign({}, A(n, \"key-modal-cancel-icon\"), {\n          className: \"key-modal-cancel\",\n          onClick:
function onClick() {\n            z.dispatch({\n              rjvId: a,\n              name: \"RESET\"\n            });\n
}\n        }))))));\n      }\n    }]), n;\n  }(m.a.PureComponent),\n      Re = function (e) {\n    u(n, e);\n    var t =
h(n);\n\n    function n() {\n      var e;\n      i(this, n);\n\n      for (var a = arguments.length, r = new Array(a), s =
0; s < a; s++) {\n        r[s] = arguments[s];\n      }\n\n      return (e = t.call.apply(t, [this].concat(r))).isValid =
function (t) {\n        var n = e.props.rjvId,\n            a = q.get(n, \"action\", \"new-key-request\");\n        return \"\"
!= t && -1 === Object.keys(a.existing_value).indexOf(t);\n      }, e.submit = function (t) {\n        var n =
e.props.rjvId,\n            a = q.get(n, \"action\", \"new-key-request\");\n        a.new_value = o({}, a.existing_value),
a.new_value[t] = e.props.defaultValue, z.dispatch({\n          name: \"VARIABLE_ADDED\",\n          rjvId: n,\n
data: a\n        });\n      }, e;\n    }\n\n    return c(n, [{\n      key: \"render\",\n      value: function value() {\n
var e = this.props,\n            t = e.active,\n            n = e.theme,\n            a = e.rjvId;\n        return t ?
m.a.createElement(Ie, {\n          rjvId: a,\n          theme: n,\n          isValid: this.isValid,\n          submit:
this.submit\n        }) : null;\n      }\n    }]), n;\n  }(m.a.PureComponent),\n      Le = function (e) {\n    u(n, e);\n
var t = h(n);\n\n    function n() {\n      return i(this, n), t.apply(this, arguments);\n    }\n\n    return c(n, [{\n
key: \"render\",\n      value: function value() {\n        var e = this.props,\n            t = e.message,\n            n =
e.active,\n            a = e.theme,\n            r = e.rjvId;\n        return n ? m.a.createElement(\"div\", Object.assign({\n
className: \"validation-failure\"\n        }, A(a, \"validation-failure\"), {\n          onClick: function onClick()
{\n            z.dispatch({\n              rjvId: r,\n              name: \"RESET\"\n            });\n          }\n        }),
m.a.createElement(\"span\", A(a, \"validation-failure-label\"), t), m.a.createElement(ge, A(a, \"validation-failure-
clear\"))) : null;\n      }\n    }]), n;\n  }(m.a.PureComponent),\n      Be = function (e) {\n    u(n, e);\n    var t =
h(n);\n\n    function n(e) {\n      var a;\n      return i(this, n), (a = t.call(this, e)).rjvId = Date.now().toString(),
a.getListeners = function () {\n        return {\n          reset: a.resetState,\n          \"variable-update\": a.updateSrc,\n
\"add-key-request\": a.addKeyRequest\n        };\n      }, a.updateSrc = function () {\n        var e,\n            t
= q.get(a.rjvId, \"action\", \"variable-update\"),\n            n = t.name,\n            r = t.namespace,\n            o =
t.new_value,\n            i = t.existing_value,\n            s = (t.variable_removed, t.updated_src),\n            c = t.type,\n
l = a.props,\n            u = l.onEdit,\n            f = l.onDelete,\n            p = l.onAdd,\n            d = {\n
existing_src: a.state.src,\n            new_value: o,\n            updated_src: s,\n            name: n,\n            namespace: r,\n
existing_value: i\n        };\n\n        switch (c) {\n          case \"variable-added\":\n            e = p(d);\n
break;\n\n          case \"variable-edited\":\n            e = u(d);\n            break;\n\n          case \"variable-
removed\":\n            e = f(d);\n        }\n\n        !1 !== e ? (q.set(a.rjvId, \"global\", \"src\", s), a.setState({\n
src: s\n        })) : a.setState({\n          validationFailure: !0\n        });\n      }, a.addKeyRequest = function () {\n
a.setState({\n          addKeyRequest: !0\n        });\n      }, a.resetState = function () {\n        a.setState({\n
validationFailure: !1,\n          addKeyRequest: !1\n        });\n      }, a.state = {\n        addKeyRequest: !1,\n
editKeyRequest: !1,\n        validationFailure: !1,\n        src: n.defaultProps.src,\n        name:
n.defaultProps.name,\n        theme: n.defaultProps.theme,\n        validationMessage:
n.defaultProps.validationMessage,\n        prevSrc: n.defaultProps.src,\n        prevName: n.defaultProps.name,\n
prevTheme: n.defaultProps.theme\n      }, a;\n    }\n\n    return c(n, [{\n      key: \"componentDidMount\",\n
value: function value() {\n        q.set(this.rjvId, \"global\", \"src\", this.state.src);\n        var e =
this.getListeners();\n\n        for (var t in e) {\n          q.on(t + \"-\" + this.rjvId, e[t]);\n        }\n\n
this.setState({\n          addKeyRequest: !1,\n          editKeyRequest: !1\n        });\n      }\n    }, {\n      key:
\"componentDidUpdate\",\n      value: function value(e, t) {\n        !1 !== t.addKeyRequest && this.setState({\n
addKeyRequest: !1\n        }), !1 !== t.editKeyRequest && this.setState({\n          editKeyRequest: !1\n
}), e.src !== this.state.src && q.set(this.rjvId, \"global\", \"src\", this.state.src);\n      }\n    }, {\n      key:
\"componentWillUnmount\",\n      value: function value() {\n        var e = this.getListeners();\n\n        for (var t in
e) {\n          q.removeListener(t + \"-\" + this.rjvId, e[t]);\n        }\n      }\n    }, {\n      key: \"render\",\n
value: function value() {\n        var e = this.state,\n            t = e.validationFailure,\n            n =
e.validationMessage,\n            a = e.addKeyRequest,\n            r = e.theme,\n            i = e.src,\n            s =
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e.name,\n c = this.props,\n l = c.style,\n u = c.defaultValue;\n return m.a.createElement(\"div\", {\n className: \"react-json-view\",\n style: o(o({}, A(r, \"app-container\").style), l)\n }, m.a.createElement(Le, {\n message: n,\n active: t,\n theme: r,\n rjvId: this.rjvId\n }), m.a.createElement(De, Object.assign({}, this.props, {\n src: i,\n name: s,\n theme: r,\n type: _(i),\n rjvId: this.rjvId\n })), m.a.createElement(Re, {\n active: a,\n theme: r,\n rjvId: this.rjvId,\n defaultValue: u\n }));\n }\n }], [{\n key: \"getDerivedStateFromProps\",\n value: function value(e, t) {\n if (e.src !== t.prevSrc || e.name !== t.prevName || e.theme !== t.prevTheme) {\n var a = {\n src: e.src,\n name: e.name,\n theme: e.theme,\n validationMessage: e.validationMessage,\n prevSrc: e.src,\n prevName: e.name,\n prevTheme: e.theme\n };\n return n.validateState(a);\n }\n\n return null;\n }\n }]), n;\n }(m.a.PureComponent);\n\n Be.defaultProps = {\n src: {},\n name: \"root\",\n theme: \"rjv-default\",\n collapsed: !1,\n collapseStringsAfterLength: !1,\n shouldCollapse: !1,\n sortKeys: !1,\n quotesOnKeys: !0,\n groupArraysAfterLength: 100,\n indentWidth: 4,\n enableClipboard: !0,\n displayObjectSize: !0,\n displayDataTypes: !0,\n onEdit: !1,\n onDelete: !1,\n onAdd: !1,\n onSelect: !1,\n iconStyle: \"triangle\",\n style: {},\n validationMessage: \"Validation Error\",\n defaultValue: null,\n displayArrayKey: !0\n }, Be.validateState = function (e) {\n var t = {};\n return \"object\" !== _(e.theme) || function (e) {\n var t = [\"base00\", \"base01\", \"base02\", \"base03\", \"base04\", \"base05\", \"base06\", \"base07\", \"base08\", \"base09\", \"base0A\", \"base0B\", \"base0C\", \"base0D\", \"base0E\", \"base0F\"];\n\n if (\"object\" === _(e)) {\n for (var n = 0; n < t.length; n++) {\n if (!(t[n] in e)) return !1;\n }\n\n return !0;\n }\n\n return !1;\n }(e.theme) || (console.error(\"react-json-view error:\", \"theme prop must be a theme name or valid base-16 theme object.\", 'defaulting to \"rjv-default\" theme'), t.theme = \"rjv-default\"), \"object\" !== _(e.src) && \"array\" !== _(e.src) && (console.error(\"react-json-view error:\", \"src property must be a valid json object\"), t.name = \"ERROR\", t.src = {\n message: \"src property must be a valid json object\"\n }), o(o({}, e), t);\n }, j(Be);\n t.default = Be;\n }]);\n});","/*\nobject-assign\n(c) Sindre Sorhus\n@license MIT\n*/\n'use strict';\n/* eslint-disable no-unused-vars */\n\nvar getOwnPropertySymbols = Object.getOwnPropertySymbols;\nvar hasOwnProperty = Object.prototype.hasOwnProperty;\nvar propIsEnumerable = Object.prototype.propertyIsEnumerable;\n\nfunction toObject(val) {\n if (val === null || val === undefined) {\n throw new TypeError('Object.assign cannot be called with null or undefined');\n }\n\n return Object(val);\n}\n\nfunction shouldUseNative() {\n try {\n if (!Object.assign) {\n return false;\n } // Detect buggy property enumeration order in older V8 versions.\n // https://bugs.chromium.org/p/v8/issues/detail?id=4118\n\n var test1 = new String('abc'); // eslint-disable-line no-new-wrappers\n\n test1[5] = 'de';\n\n if (Object.getOwnPropertyNames(test1)[0] === '5') {\n return false;\n } // https://bugs.chromium.org/p/v8/issues/detail?id=3056\n\n var test2 = {};\n\n for (var i = 0; i < 10; i++) {\n test2['_' + String.fromCharCode(i)] = i;\n }\n\n var order2 = Object.getOwnPropertyNames(test2).map(function (n) {\n return test2[n];\n });\n\n if (order2.join('') !== '0123456789') {\n return false;\n } // https://bugs.chromium.org/p/v8/issues/detail?id=3056\n\n var test3 = {};\n 'abcdefghijklmnopqrst'.split('').forEach(function (letter) {\n test3[letter] = letter;\n });\n\n if (Object.keys(Object.assign({}, test3)).join('') !== 'abcdefghijklmnopqrst') {\n return false;\n }\n\n return true;\n } catch (err) {\n // We don't expect any of the above to throw, but better to be safe.\n return false;\n }\n}\n\nmodule.exports = shouldUseNative() ? Object.assign : function (target, source) {\n var from;\n var to = toObject(target);\n var symbols;\n\n for (var s = 1; s < arguments.length; s++) {\n from = Object(arguments[s]);\n\n for (var key in from) {\n if (hasOwnProperty.call(from, key)) {\n to[key] = from[key];\n }\n }\n\n if (getOwnPropertySymbols) {\n symbols = getOwnPropertySymbols(from);\n\n for (var i = 0; i < symbols.length; i++) {\n if (propIsEnumerable.call(from, symbols[i])) {\n to[symbols[i]] = from[symbols[i]];\n }\n }\n }\n }\n\n return to;\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _AppBar = require('./AppBar');\n\nvar _AppBar2 = _interopRequireDefault(_AppBar);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _AppBar2.default;","module.exports =

!require('./_descriptors') && !require('./_fails')(function () {\n return Object.defineProperty(require('./_dom-create')('div'), 'a', {\n   get: function get() {\n   return 7;\n   }\n }).a != 7;\n});","var isObject = require('./_is-object');\n\nvar document = require('./_global').document; // typeof document.createElement is 'object' in old IE\n\n\nvar is = isObject(document) && isObject(document.createElement);\n\nmodule.exports = function (it) {\n return is ? document.createElement(it) : {};\n};","var has = require('./_has');\n\nvar toIObject = require('./_to-iobject');\n\nvar arrayIndexOf = require('./_array-includes')(false);\n\nvar IE_PROTO = require('./_shared-key')('IE_PROTO');\n\nmodule.exports = function (object, names) {\n var O = toIObject(object);\n var i = 0;\n var result = [];\n var key;\n\n for (key in O) {\n   if (key != IE_PROTO) has(O, key) && result.push(key);\n } // Don't enum bug & hidden keys\n\n\n while (names.length > i) {\n   if (has(O, key = names[i++])) {\n   ~arrayIndexOf(result, key) || result.push(key);\n   }\n }\n\n return result;\n};","// fallback for non-array-like ES3 and non-enumerable old V8 strings\nvar cof = require('./_cof'); // eslint-disable-next-line no-prototype-builtins\n\n\nmodule.exports = Object('z').propertyIsEnumerable(0) ? Object : function (it) {\n return cof(it) == 'String' ? it.split('') : Object(it);\n};","// 7.1.15 ToLength\nvar toInteger = require('./_to-integer');\n\nvar min = Math.min;\n\nmodule.exports = function (it) {\n return it > 0 ? min(toInteger(it), 0x1fffffffffffff) : 0; // pow(2, 53) - 1 == 9007199254740991\n};","module.exports = {\n \"default\": require(\"core-js/library/fn/object/keys\"),\n __esModule: true\n};","// most Object methods by ES6 should accept primitives\nvar $export = require('./_export');\n\nvar core = require('./_core');\n\nvar fails = require('./_fails');\n\nmodule.exports = function (KEY, exec) {\n var fn = (core.Object || {})[KEY] || Object[KEY];\n var exp = {};\n exp[KEY] = exec(fn);\n $export($export.S + $export.F * fails(function () {\n   fn(1);\n }), 'Object', exp);\n};","// 19.1.2.9 / 15.2.3.2 Object.getPrototypeOf(O)\nvar has = require('./_has');\n\nvar toObject = require('./_to-object');\n\nvar IE_PROTO = require('./_shared-key')('IE_PROTO');\n\nvar ObjectProto = Object.prototype;\n\nmodule.exports = Object.getPrototypeOf || function (O) {\n O = toObject(O);\n if (has(O, IE_PROTO)) return O[IE_PROTO];\n\n if (typeof O.constructor == 'function' && O instanceof O.constructor) {\n   return O.constructor.prototype;\n }\n\n return O instanceof Object ? ObjectProto : null;\n};","module.exports = {\n \"default\": require(\"core-js/library/fn/object/define-property\"),\n __esModule: true\n};","'use strict';\n\nvar LIBRARY = require('./_library');\n\nvar $export = require('./_export');\n\nvar redefine = require('./_redefine');\n\nvar hide = require('./_hide');\n\nvar Iterators = require('./_iterators');\n\nvar $iterCreate = require('./_iter-create');\n\nvar setToStringTag = require('./_set-to-string-tag');\n\nvar getPrototypeOf = require('./_object-gpo');\n\nvar ITERATOR = require('./_wks')('iterator');\n\nvar BUGGY = !([].keys && 'next' in [].keys()); // Safari has buggy iterators w/o `next`\n\nvar FF_ITERATOR = '@@iterator';\nvar KEYS = 'keys';\nvar VALUES = 'values';\n\nvar returnThis = function returnThis() {\n return this;\n};\n\nmodule.exports = function (Base, NAME, Constructor, next, DEFAULT, IS_SET, FORCED) {\n $iterCreate(Constructor, NAME, next);\n\n var getMethod = function getMethod(kind) {\n   if (!BUGGY && kind in proto) return proto[kind];\n\n   switch (kind) {\n   case KEYS:\n   return function keys() {\n   return new Constructor(this, kind);\n   };\n\n   case VALUES:\n   return function values() {\n   return new Constructor(this, kind);\n   };\n   }\n\n   return function entries() {\n   return new Constructor(this, kind);\n   };\n };\n\n var TAG = NAME + ' Iterator';\n var DEF_VALUES = DEFAULT == VALUES;\n var VALUES_BUG = false;\n var proto = Base.prototype;\n var $native = proto[ITERATOR] || proto[FF_ITERATOR] || DEFAULT && proto[DEFAULT];\n var $default = $native || getMethod(DEFAULT);\n var $entries = DEFAULT ? !DEF_VALUES ? $default : getMethod('entries') : undefined;\n var $anyNative = NAME == 'Array' ? proto.entries || $native : $native;\n var methods, key, IteratorPrototype; // Fix native\n\n if ($anyNative) {\n   IteratorPrototype = getPrototypeOf($anyNative.call(new Base()));\n\n   if (IteratorPrototype !== Object.prototype && IteratorPrototype.next) {\n   // Set @@toStringTag to native iterators\n   setToStringTag(IteratorPrototype, TAG, true); // fix for some old engines\n\n   if (!LIBRARY && typeof IteratorPrototype[ITERATOR] != 'function') hide(IteratorPrototype, ITERATOR, returnThis);\n   }\n } // fix Array#{values, @@iterator}.name in V8 / FF\n\n\n if (DEF_VALUES && $native && $native.name !== VALUES) {\n   VALUES_BUG = true;\n\n $default = function values() {\n   return $native.call(this);\n   };\n } // Define iterator\n\n\n if ((!LIBRARY || FORCED) && (BUGGY || VALUES_BUG || !proto[ITERATOR])) {\n   hide(proto, ITERATOR, $default);\n } // Plug for library\n\n\n Iterators[NAME] =

$default;\n Iterators[TAG] = returnThis;\n\n if (DEFAULT) {\n   methods = {\n   values: DEF_VALUES ? $default : getMethod(VALUES),\n   keys: IS_SET ? $default : getMethod(KEYS),\n   entries: $entries\n   };\n if (FORCED) for (key in methods) {\n   if (!(key in proto)) redefine(proto, key, methods[key]);\n   } else $export($export.P + $export.F * (BUGGY || VALUES_BUG), NAME, methods);\n }\n\n return methods;\n};","module.exports = require('./_hide');","// 19.1.2.7 / 15.2.3.4 Object.getOwnPropertyNames(O)\nvar $keys = require('./_object-keys-internal');\n\nvar hiddenKeys = require('./_enum-bug-keys').concat('length', 'prototype');\n\nexports.f = Object.getOwnPropertyNames || function getOwnPropertyNames(O) {\n return $keys(O, hiddenKeys);\n};","var pIE = require('./_object-pie');\n\nvar createDesc = require('./_property-desc');\n\nvar toIObject = require('./_to-iobject');\n\nvar toPrimitive = require('./_to-primitive');\n\nvar has = require('./_has');\n\nvar IE8_DOM_DEFINE = require('./_ie8-dom-define');\n\nvar gOPD = Object.getOwnPropertyDescriptor;\n\nexports.f = require('./_descriptors') ? gOPD : function getOwnPropertyDescriptor(O, P) {\n O = toIObject(O);\n P = toPrimitive(P, true);\n if (IE8_DOM_DEFINE) try {\n   return gOPD(O, P);\n } catch (e) {\n   /* empty */\n }\n if (has(O, P)) return createDesc(!pIE.f.call(O, P), O[P]);\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _toConsumableArray2 = require('babel-runtime/helpers/toConsumableArray');\n\nvar _toConsumableArray3 = _interopRequireDefault(_toConsumableArray2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _toArray2 = require('babel-runtime/helpers/toArray');\n\nvar _toArray3 = _interopRequireDefault(_toArray2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _TransitionGroup = require('react-transition-group/TransitionGroup');\n\nvar _TransitionGroup2 = _interopRequireDefault(_TransitionGroup);\n\nvar _dom = require('../utils/dom');\n\nvar _dom2 = _interopRequireDefault(_dom);\n\nvar _CircleRipple = require('./CircleRipple');\n\nvar _CircleRipple2 = _interopRequireDefault(_CircleRipple);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n} // Remove the first element of the array\n\n\nvar shift = function shift(_ref) {\n var _ref2 = (0, _toArray3.default)(_ref),\n   newArray = _ref2.slice(1);\n\n return newArray;\n};\n\nvar TouchRipple = function (_Component) {\n (0, _inherits3.default)(TouchRipple, _Component);\n\n function TouchRipple(props, context) {\n   (0, _classCallCheck3.default)(this, TouchRipple); // Touch start produces a mouse down event for compat reasons. To avoid\n   // showing ripples twice we skip showing a ripple for the first mouse down\n   // after a touch start. Note we don't store ignoreNextMouseDown in this.state\n   // to avoid re-rendering when we change it.\n\n   var _this = (0, _possibleConstructorReturn3.default)(this, (TouchRipple.__proto__ || (0, _getPrototypeOf2.default)(TouchRipple)).call(this, props, context));\n\n   _this.handleMouseDown = function (event) {\n   // only listen to left clicks\n   if (event.button === 0) {\n   _this.start(event, false);\n   }\n   };\n\n   _this.handleMouseUp = function () {\n   _this.end();\n   };\n\n   _this.handleMouseLeave = function () {\n   _this.end();\n   };\n\n   _this.handleTouchStart = function (event) {\n   event.stopPropagation(); // If the user is swiping (not just tapping), save the position so we can\n   // abort ripples if the user appears to be scrolling.\n\n   if (_this.props.abortOnScroll && event.touches) {\n   _this.startListeningForScrollAbort(event);\n\n   _this.startTime = Date.now();\n   }\n\n   _this.start(event, true);\n   };\n\n   _this.handleTouchEnd = function () {\n   _this.end();\n   };\n\n   _this.handleTouchMove = function (event) {\n   // Stop trying to abort if we're already 300ms into the animation\n   var timeSinceStart =

Math.abs(Date.now() - _this.startTime);\n\n if (timeSinceStart > 300) {\n _this.stopListeningForScrollAbort();\n\n return;\n } // If the user is scrolling...\n\n\n var deltaY = Math.abs(event.touches[0].clientY - _this.firstTouchY);\n var deltaX = Math.abs(event.touches[0].clientX - _this.firstTouchX); // Call it a scroll after an arbitrary 6px (feels reasonable in testing)\n\n if (deltaY > 6 || deltaX > 6) {\n var currentRipples = _this.state.ripples;\n var ripple = currentRipples[0]; // This clone will replace the ripple in ReactTransitionGroup with a\n // version that will disappear immediately when removed from the DOM\n\n var abortedRipple = _react2.default.cloneElement(ripple, {\n aborted: true\n }); // Remove the old ripple and replace it with the new updated one\n\n\n currentRipples = shift(currentRipples);\n currentRipples = [].concat((0, _toConsumableArray3.default)(currentRipples), [abortedRipple]);\n\n _this.setState({\n ripples: currentRipples\n }, function () {\n // Call end after we've set the ripple to abort otherwise the setState\n // in end() merges with this and the ripple abort fails\n _this.end();\n });\n }\n };\n\n _this.ignoreNextMouseDown = false;\n _this.state = {\n // This prop allows us to only render the ReactTransitionGroup\n // on the first click of the component, making the inital render faster.\n hasRipples: false,\n nextKey: 0,\n ripples: []\n };\n return _this;\n }\n\n (0, _createClass3.default)(TouchRipple, [{\n key: 'start',\n value: function start(event, isRippleTouchGenerated) {\n var theme = this.context.muiTheme.ripple;\n\n if (this.ignoreNextMouseDown && !isRippleTouchGenerated) {\n this.ignoreNextMouseDown = false;\n return;\n }\n\n var ripples = this.state.ripples; // Add a ripple to the ripples array\n\n ripples = [].concat((0, _toConsumableArray3.default)(ripples), [_react2.default.createElement(_CircleRipple2.default, {\n key: this.state.nextKey,\n style: !this.props.centerRipple ? this.getRippleStyle(event) : {},\n color: this.props.color || theme.color,\n opacity: this.props.opacity,\n touchGenerated: isRippleTouchGenerated\n })]);\n this.ignoreNextMouseDown = isRippleTouchGenerated;\n this.setState({\n hasRipples: true,\n nextKey: this.state.nextKey + 1,\n ripples: ripples\n });\n }\n }, {\n key: 'end',\n value: function end() {\n var currentRipples = this.state.ripples;\n this.setState({\n ripples: shift(currentRipples)\n });\n\n if (this.props.abortOnScroll) {\n this.stopListeningForScrollAbort();\n }\n } // Check if the user seems to be scrolling and abort the animation if so\n\n }, {\n key: 'startListeningForScrollAbort',\n value: function startListeningForScrollAbort(event) {\n this.firstTouchY = event.touches[0].clientY;\n this.firstTouchX = event.touches[0].clientX; // Note that when scolling Chrome throttles this event to every 200ms\n // Also note we don't listen for scroll events directly as there's no general\n // way to cover cases like scrolling within containers on the page\n\n document.body.addEventListener('touchmove', this.handleTouchMove);\n }\n }, {\n key: 'stopListeningForScrollAbort',\n value: function stopListeningForScrollAbort() {\n document.body.removeEventListener('touchmove', this.handleTouchMove);\n }\n }, {\n key: 'getRippleStyle',\n value: function getRippleStyle(event) {\n var el = _reactDom2.default.findDOMNode(this);\n\n var elHeight = el.offsetHeight;\n var elWidth = el.offsetWidth;\n\n var offset = _dom2.default.offset(el);\n\n var isTouchEvent = event.touches && event.touches.length;\n var pageX = isTouchEvent ? event.touches[0].pageX : event.pageX;\n var pageY = isTouchEvent ? event.touches[0].pageY : event.pageY;\n var pointerX = pageX - offset.left;\n var pointerY = pageY - offset.top;\n var topLeftDiag = this.calcDiag(pointerX, pointerY);\n var topRightDiag = this.calcDiag(elWidth - pointerX, pointerY);\n var botRightDiag = this.calcDiag(elWidth - pointerX, elHeight - pointerY);\n var botLeftDiag = this.calcDiag(pointerX, elHeight - pointerY);\n var rippleRadius = Math.max(topLeftDiag, topRightDiag, botRightDiag, botLeftDiag);\n var rippleSize = rippleRadius * 2;\n var left = pointerX - rippleRadius;\n var top = pointerY - rippleRadius;\n return {\n directionInvariant: true,\n height: rippleSize,\n width: rippleSize,\n top: top,\n left: left\n };\n }\n }, {\n key: 'calcDiag',\n value: function calcDiag(a, b) {\n return Math.sqrt(a * a + b * b);\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n children = _props.children,\n style = _props.style;\n var _state = this.state,\n hasRipples = _state.hasRipples,\n ripples = _state.ripples;\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var rippleGroup = void 0;\n\n if (hasRipples) {\n var mergedStyles = (0, _simpleAssign2.default)({\n height: '100%',\n width: '100%',\n position: 'absolute',\n top: 0,\n left: 0,\n overflow: 'hidden',\n pointerEvents:

'none',\n zIndex: 1 // This is also needed so that ripples do not bleed past a parent border radius.\n\n },
style);\n rippleGroup = _react2.default.createElement(_TransitionGroup2.default, {\n style:
prepareStyles(mergedStyles)\n }, ripples);\n }\n\n return _react2.default.createElement('div', {\n
onMouseUp: this.handleMouseUp,\n onMouseDown: this.handleMouseDown,\n onMouseLeave:
this.handleMouseLeave,\n onTouchStart: this.handleTouchStart,\n onTouchEnd: this.handleTouchEnd\n
}, rippleGroup, children);\n }\n }]);\n return TouchRipple;\n}(_react.Component);\n\nTouchRipple.defaultProps
= {\n abortOnScroll: true\n};\nTouchRipple.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\nTouchRipple.propTypes = process.env.NODE_ENV !== \"production\"
? {\n abortOnScroll: _propTypes2.default.bool,\n centerRipple: _propTypes2.default.bool,\n children:
_propTypes2.default.node,\n color: _propTypes2.default.string,\n opacity: _propTypes2.default.number,\n style:
_propTypes2.default.object\n} : {};\nexports.default = TouchRipple;","module.exports = {\n \"default\":
require(\"core-js/library/fn/array/from\"),\n __esModule: true\n};","var classof = require('./_classof');\n\nvar
ITERATOR = require('./_wks')('iterator');\n\nvar Iterators = require('./_iterators');\n\nmodule.exports =
require('./_core').getIteratorMethod = function (it) {\n if (it != undefined) return it[ITERATOR] || it['@@iterator'] ||
Iterators[classof(it)];\n};","// getting tag from 19.1.3.6 Object.prototype.toString()\nvar cof = require('./_cof');\n\nvar
TAG = require('./_wks')('toStringTag'); // ES3 wrong here\n\n\nvar ARG = cof(function () {\n return
arguments;\n}()) == 'Arguments'; // fallback for IE11 Script Access Denied error\n\nvar tryGet = function tryGet(it,
key) {\n try {\n return it[key];\n } catch (e) {\n /* empty */\n }\n};\n\nmodule.exports = function (it) {\n var
O, T, B;\n return it === undefined ? 'Undefined' : it === null ? 'Null' // @@toStringTag case\n : typeof (T =
tryGet(O = Object(it), TAG)) == 'string' ? T // builtinTag case\n : ARG ? cof(O) // ES3 arguments fallback\n : (B =
cof(O)) == 'Object' && typeof O.callee == 'function' ? 'Arguments' : B;\n};","\"use strict\";\n\nexports.__esModule
= true;\n\nvar _from = require(\"../core-js/array/from\");\n\nvar _from2 =
_interopRequireDefault(_from);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj :
{\n default: obj\n };\n}\n\nexports.default = function (arr) {\n return Array.isArray(arr) ? arr : (0,
_from2.default)(arr);\n};","\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value:
true\n});\nexports.default = {\n isDescendant: function isDescendant(parent, child) {\n var node =
child.parentNode;\n\n while (node !== null) {\n if (node === parent) return true;\n node =
node.parentNode;\n }\n\n return false;\n },\n offset: function offset(el) {\n var rect =
el.getBoundingClientRect();\n return {\n top: rect.top + document.body.scrollTop,\n left: rect.left +
document.body.scrollLeft\n };\n }\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value:
true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 =
_interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-
runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions =
require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction
getStyles(props, context, state) {\n var verticalPosition = props.verticalPosition;\n var horizontalPosition =
props.horizontalPosition;\n var touchMarginOffset = props.touch ? 10 : 0;\n var touchOffsetTop = props.touch ? -

20 : -10;\n var offset = verticalPosition === 'bottom' ? 14 + touchMarginOffset : -14 - touchMarginOffset;\n var _context$muiTheme = context.muiTheme,\n   baseTheme = _context$muiTheme.baseTheme,\n   zIndex = _context$muiTheme.zIndex,\n   tooltip = _context$muiTheme.tooltip,\n   borderRadius = _context$muiTheme.borderRadius;\n var styles = {\n   root: {\n   position: 'absolute',\n   fontFamily: baseTheme.fontFamily,\n   fontSize: '10px',\n   lineHeight: '22px',\n   padding: '0 8px',\n   zIndex: zIndex.tooltip,\n   color: tooltip.color,\n   overflow: 'hidden',\n   top: -10000,\n   borderRadius: borderRadius,\n   userSelect: 'none',\n   opacity: 0,\n   right: horizontalPosition === 'left' ? 12 : null,\n   left: horizontalPosition === 'center' ? (state.offsetWidth - 48) / 2 * -1 : horizontalPosition === 'right' ? 12 : null,\n   transition: _transitions2.default.easeOut('0ms', 'top', '450ms') + ', ' + _transitions2.default.easeOut('450ms', 'transform', '0ms') + ', ' + _transitions2.default.easeOut('450ms', 'opacity', '0ms')\n   },\n   label: {\n   position: 'relative',\n   whiteSpace: 'nowrap'\n   },\n   ripple: {\n   position: 'absolute',\n   left: horizontalPosition === 'center' ? '50%' : horizontalPosition === 'left' ? '100%' : '0%',\n   top: verticalPosition === 'bottom' ? 0 : '100%',\n   transform: 'translate(-50%, -50%)',\n   borderRadius: '50%',\n   backgroundColor: 'transparent',\n   transition: _transitions2.default.easeOut('0ms', 'width', '450ms') + ', ' + _transitions2.default.easeOut('0ms', 'height', '450ms') + ', ' + _transitions2.default.easeOut('450ms', 'backgroundColor', '0ms')\n   },\n   rootWhenShown: {\n   top: verticalPosition === 'top' ? touchOffsetTop : 36,\n   opacity: tooltip.opacity,\n   transform: 'translate(0px, ' + offset + 'px)',\n   transition: _transitions2.default.easeOut('0ms', 'top', '0ms') + ', ' + _transitions2.default.easeOut('450ms', 'transform', '0ms') + ', ' + _transitions2.default.easeOut('450ms', 'opacity', '0ms')\n   },\n   rootWhenTouched: {\n   fontSize: '14px',\n   lineHeight: '32px',\n   padding: '0 16px'\n   },\n   rippleWhenShown: {\n   backgroundColor: tooltip.rippleBackgroundColor,\n   transition: _transitions2.default.easeOut('450ms', 'width', '0ms') + ', ' + _transitions2.default.easeOut('450ms', 'height', '0ms') + ', ' + _transitions2.default.easeOut('450ms', 'backgroundColor', '0ms')\n   }\n };\n return styles;\n}\n\nvar Tooltip = function (_Component) {\n (0, _inherits3.default)(Tooltip, _Component);\n\n function Tooltip() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, Tooltip);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Tooltip.__proto__ || (0, _getPrototypeOf2.default)(Tooltip)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n   offsetWidth: null\n   }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(Tooltip, [{\n   key: 'componentDidMount',\n   value: function componentDidMount() {\n   this.setRippleSize();\n   this.setTooltipPosition();\n   }\n }, {\n   key: 'componentWillReceiveProps',\n   value: function componentWillReceiveProps() {\n   this.setTooltipPosition();\n   }\n }, {\n   key: 'componentDidUpdate',\n   value: function componentDidUpdate() {\n   this.setRippleSize();\n   }\n }, {\n   key: 'setRippleSize',\n   value: function setRippleSize() {\n   var ripple = this.refs.ripple;\n   var tooltip = this.refs.tooltip;\n   var tooltipWidth = parseInt(tooltip.offsetWidth, 10) / (this.props.horizontalPosition === 'center' ? 2 : 1);\n   var tooltipHeight = parseInt(tooltip.offsetHeight, 10);\n   var rippleDiameter = Math.ceil(Math.sqrt(Math.pow(tooltipHeight, 2) + Math.pow(tooltipWidth, 2)) * 2);\n\n   if (this.props.show) {\n   ripple.style.height = rippleDiameter + 'px';\n   ripple.style.width = rippleDiameter + 'px';\n   } else {\n   ripple.style.width = '0px';\n   ripple.style.height = '0px';\n   }\n   }\n }, {\n   key: 'setTooltipPosition',\n   value: function setTooltipPosition() {\n   this.setState({\n   offsetWidth: this.refs.tooltip.offsetWidth\n   });\n   }\n }, {\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   horizontalPosition = _props.horizontalPosition,\n   label = _props.label,\n   show = _props.show,\n   touch = _props.touch,\n   verticalPosition = _props.verticalPosition,\n   other = (0, _objectWithoutProperties3.default)(_props, ['horizontalPosition', 'label', 'show', 'touch', 'verticalPosition']);\n   var prepareStyles = this.context.muiTheme.prepareStyles;\n   var styles = getStyles(this.props, this.context, this.state);\n   return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n   ref: 'tooltip',\n   style: prepareStyles((0, _simpleAssign2.default)(styles.root, this.props.show && styles.rootWhenShown, this.props.touch && styles.rootWhenTouched, this.props.style))\n   }), _react2.default.createElement('div', {\n   ref: 'ripple',\n   style: prepareStyles((0, _simpleAssign2.default)(styles.ripple, this.props.show && styles.rippleWhenShown))\n   }),

_react2.default.createElement('span', {\n style: prepareStyles(styles.label)\n }, label));\n }\n }]);\n return Tooltip;\n}(_react.Component);\n\nTooltip.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTooltip.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n horizontalPosition: _propTypes2.default.oneOf(['left', 'right', 'center']),\n label: _propTypes2.default.node.isRequired,\n show: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n touch: _propTypes2.default.bool,\n verticalPosition: _propTypes2.default.oneOf(['top', 'bottom'])\n} : {};\nexports.default = Tooltip;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.extendChildren = extendChildren;\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction extendChildren(children, extendedProps, extendedChildren) {\n return _react2.default.Children.map(children, function (child) {\n if (!_react2.default.isValidElement(child)) {\n return child;\n }\n\n var newProps = typeof extendedProps === 'function' ? extendedProps(child) : extendedProps;\n var newChildren = typeof extendedChildren === 'function' ? extendedChildren(child) : extendedChildren ? extendedChildren : child.props.children;\n return _react2.default.cloneElement(child, newProps, newChildren);\n });\n}","'use strict';\n\nexports.__esModule = true;\n\nvar _setStatic = require('./setStatic');\n\nvar _setStatic2 = _interopRequireDefault(_setStatic);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar setDisplayName = function setDisplayName(displayName) {\n return (0, _setStatic2.default)('displayName', displayName);\n};\n\nexports.default = setDisplayName;","'use strict';\n\nexports.__esModule = true;\n\nvar _getDisplayName = require('./getDisplayName');\n\nvar _getDisplayName2 = _interopRequireDefault(_getDisplayName);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar wrapDisplayName = function wrapDisplayName(BaseComponent, hocName) {\n return hocName + '(' + (0, _getDisplayName2.default)(BaseComponent) + ')';\n};\n\nexports.default = wrapDisplayName;","function _typeof(obj) {\n \"@babel/helpers - typeof\";\n\n return (module.exports = _typeof = \"function\" == typeof Symbol && \"symbol\" == typeof Symbol.iterator ? function (obj) {\n return typeof obj;\n } : function (obj) {\n return obj && \"function\" == typeof Symbol && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj;\n }, module.exports.__esModule = true, module.exports[\"default\"] = module.exports), _typeof(obj);\n}\n\nmodule.exports = _typeof, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _dom = require('../utils/dom');\n\nvar _dom2 = _interopRequireDefault(_dom);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n} // heavily inspired by https://github.com/Khan/react-components/blob/master/js/layered-component-mixin.jsx\n\n\nvar RenderToLayer = function (_Component) {\n (0, _inherits3.default)(RenderToLayer, _Component);\n\n function RenderToLayer() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, RenderToLayer);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =

RenderToLayer.__proto__ || (0, _getPrototypeOf2.default)(RenderToLayer)).call.apply(_ref, [this].concat(args))), _this), _this.onClickAway = function (event) {\n if (event.defaultPrevented) {\n return;\n }\n\n if (!_this.props.componentClickAway) {\n return;\n }\n\n if (!_this.props.open) {\n return;\n }\n\n var el = _this.layer;\n\n if (event.target !== el && event.target === window || document.documentElement.contains(event.target) && !_dom2.default.isDescendant(el, event.target)) {\n _this.props.componentClickAway(event);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(RenderToLayer, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n this.renderLayer();\n }\n }, {\n key: 'componentDidUpdate',\n value: function componentDidUpdate() {\n this.renderLayer();\n }\n }, {\n key: 'componentWillUnmount',\n value: function componentWillUnmount() {\n this.unrenderLayer();\n }\n }, {\n key: 'getLayer',\n value: function getLayer() {\n return this.layer;\n }\n }, {\n key: 'unrenderLayer',\n value: function unrenderLayer() {\n if (!this.layer) {\n return;\n }\n\n if (this.props.useLayerForClickAway) {\n this.layer.style.position = 'relative';\n this.layer.removeEventListener('click', this.onClickAway);\n } else {\n window.removeEventListener('click', this.onClickAway);\n }\n\n (0, _reactDom.unmountComponentAtNode)(this.layer);\n document.body.removeChild(this.layer);\n this.layer = null;\n }\n /**\n * By calling this method in componentDidMount() and\n * componentDidUpdate(), you're effectively creating a \"wormhole\" that\n * funnels React's hierarchical updates through to a DOM node on an\n * entirely different part of the page.\n */\n\n }, {\n key: 'renderLayer',\n value: function renderLayer() {\n var _this2 = this;\n\n var _props = this.props,\n open = _props.open,\n render = _props.render;\n\n if (open) {\n if (!this.layer) {\n this.layer = document.createElement('div');\n document.body.appendChild(this.layer);\n\n if (this.props.useLayerForClickAway) {\n this.layer.addEventListener('click', this.onClickAway);\n this.layer.style.position = 'fixed';\n this.layer.style.top = 0;\n this.layer.style.bottom = 0;\n this.layer.style.left = 0;\n this.layer.style.right = 0;\n this.layer.style.zIndex = this.context.muiTheme.zIndex.layer;\n } else {\n setTimeout(function () {\n window.addEventListener('click', _this2.onClickAway);\n }, 0);\n }\n }\n\n var layerElement = render();\n this.layerElement = (0, _reactDom.unstable_renderSubtreeIntoContainer)(this, layerElement, this.layer);\n } else {\n this.unrenderLayer();\n }\n }\n }, {\n key: 'render',\n value: function render() {\n return null;\n }\n }]);\n return RenderToLayer;\n}(_react.Component);\n\nRenderToLayer.defaultProps = {\n useLayerForClickAway: true\n};\nRenderToLayer.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nRenderToLayer.propTypes = process.env.NODE_ENV !== \"production\" ? {\n componentClickAway: _propTypes2.default.func,\n open: _propTypes2.default.bool.isRequired,\n render: _propTypes2.default.func.isRequired,\n useLayerForClickAway: _propTypes2.default.bool\n} : {};\nexports.default = RenderToLayer;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Badge = require('./Badge');\n\nvar _Badge2 = _interopRequireDefault(_Badge);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _Badge2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.BottomNavigationItem = exports.BottomNavigation = undefined;\n\nvar _BottomNavigation2 = require('./BottomNavigation');\n\nvar _BottomNavigation3 = _interopRequireDefault(_BottomNavigation2);\n\nvar _BottomNavigationItem2 = require('./BottomNavigationItem');\n\nvar _BottomNavigationItem3 = _interopRequireDefault(_BottomNavigationItem2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.BottomNavigation = _BottomNavigation3.default;\nexports.BottomNavigationItem = _BottomNavigationItem3.default;\nexports.default = _BottomNavigation3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.CardExpandable = exports.CardActions = exports.CardText = exports.CardMedia = exports.CardTitle = exports.CardHeader = exports.Card = undefined;\n\nvar _Card2 =

require('./Card');\n\nvar _Card3 = _interopRequireDefault(_Card2);\n\nvar _CardHeader2 = require('./CardHeader');\n\nvar _CardHeader3 = _interopRequireDefault(_CardHeader2);\n\nvar _CardTitle2 = require('./CardTitle');\n\nvar _CardTitle3 = _interopRequireDefault(_CardTitle2);\n\nvar _CardMedia2 = require('./CardMedia');\n\nvar _CardMedia3 = _interopRequireDefault(_CardMedia2);\n\nvar _CardText2 = require('./CardText');\n\nvar _CardText3 = _interopRequireDefault(_CardText2);\n\nvar _CardActions2 = require('./CardActions');\n\nvar _CardActions3 = _interopRequireDefault(_CardActions2);\n\nvar _CardExpandable2 = require('./CardExpandable');\n\nvar _CardExpandable3 = _interopRequireDefault(_CardExpandable2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.Card = _Card3.default;\nexports.CardHeader = _CardHeader3.default;\nexports.CardTitle = _CardTitle3.default;\nexports.CardMedia = _CardMedia3.default;\nexports.CardText = _CardText3.default;\nexports.CardActions = _CardActions3.default;\nexports.CardExpandable = _CardExpandable3.default;\nexports.default = _Card3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _keyboardArrowUp = require('../svg-icons/hardware/keyboard-arrow-up');\n\nvar _keyboardArrowUp2 = _interopRequireDefault(_keyboardArrowUp);\n\nvar _keyboardArrowDown = require('../svg-icons/hardware/keyboard-arrow-down');\n\nvar _keyboardArrowDown2 = _interopRequireDefault(_keyboardArrowDown);\n\nvar _IconButton = require('../IconButton');\n\nvar _IconButton2 = _interopRequireDefault(_IconButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles() {\n return {\n   root: {\n   top: 0,\n   bottom: 0,\n   right: 4,\n   margin: 'auto',\n   position: 'absolute'\n   }\n };\n}\n\nvar CardExpandable = function (_Component) {\n (0, _inherits3.default)(CardExpandable, _Component);\n\n function CardExpandable() {\n   (0, _classCallCheck3.default)(this, CardExpandable);\n   return (0, _possibleConstructorReturn3.default)(this, (CardExpandable.__proto__ || (0, _getPrototypeOf2.default)(CardExpandable)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(CardExpandable, [{\n   key: 'render',\n   value: function render() {\n   var styles = getStyles(this.props, this.context);\n   return _react2.default.createElement(_IconButton2.default, {\n   style: (0, _simpleAssign2.default)(styles.root, this.props.style),\n   onClick: this.props.onExpanding,\n   iconStyle: this.props.iconStyle\n   }, this.props.expanded ? this.props.openIcon : this.props.closeIcon);\n   }\n }]);\n return CardExpandable;\n}(_react.Component);\n\nCardExpandable.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nCardExpandable.defaultProps = {\n closeIcon: _react2.default.createElement(_keyboardArrowDown2.default, null),\n openIcon: _react2.default.createElement(_keyboardArrowUp2.default, null)\n};\nCardExpandable.propTypes = process.env.NODE_ENV !== \"production\" ? {\n closeIcon: _propTypes2.default.node,\n expanded: _propTypes2.default.bool,\n iconStyle: _propTypes2.default.object,\n onExpanding: _propTypes2.default.func.isRequired,\n openIcon: _propTypes2.default.node,\n style: _propTypes2.default.object\n} : {};\nexports.default = CardExpandable;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Chip = require('./Chip');\n\nvar _Chip2 = _interopRequireDefault(_Chip);\n\nfunction _interopRequireDefault(obj)

{\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _Chip2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _CircularProgress = require('./CircularProgress');\n\nvar _CircularProgress2 = _interopRequireDefault(_CircularProgress);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _CircularProgress2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _AutoLockScrolling = require('./AutoLockScrolling');\n\nvar _AutoLockScrolling2 = _interopRequireDefault(_AutoLockScrolling);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var overlay = context.muiTheme.overlay;\n var style = {\n   root: {\n   position: 'fixed',\n   height: '100%',\n   width: '100%',\n   top: 0,\n   left: '-100%',\n   opacity: 0,\n   backgroundColor: overlay.backgroundColor,\n   WebkitTapHighlightColor: 'rgba(0, 0, 0, 0)',\n   // Remove mobile color flashing (deprecated)\n   // Two ways to promote overlay to its own render layer\n   willChange: 'opacity',\n   transform: 'translateZ(0)',\n   transition: props.transitionEnabled && _transitions2.default.easeOut('0ms', 'left', '400ms') + ', ' + _transitions2.default.easeOut('400ms', 'opacity')\n   }\n };\n\n if (props.show) {\n   (0, _simpleAssign2.default)(style.root, {\n   left: 0,\n   opacity: 1,\n   transition: _transitions2.default.easeOut('0ms', 'left') + ', ' + _transitions2.default.easeOut('400ms', 'opacity')\n   });\n }\n\n return style;\n}\n\nvar Overlay = function (_Component) {\n (0, _inherits3.default)(Overlay, _Component);\n\n function Overlay() {\n   (0, _classCallCheck3.default)(this, Overlay);\n   return (0, _possibleConstructorReturn3.default)(this, (Overlay.__proto__ || (0, _getPrototypeOf2.default)(Overlay)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(Overlay, [{\n   key: 'setOpacity',\n   value: function setOpacity(opacity) {\n   this.refs.overlay.style.opacity = opacity;\n   }\n }, {\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   autoLockScrolling = _props.autoLockScrolling,\n   show = _props.show,\n   style = _props.style,\n   transitionEnabled = _props.transitionEnabled,\n   other = (0, _objectWithoutProperties3.default)(_props, ['autoLockScrolling', 'show', 'style', 'transitionEnabled']);\n   var prepareStyles = this.context.muiTheme.prepareStyles;\n   var styles = getStyles(this.props, this.context);\n   return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n   ref: 'overlay',\n   style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n   }), autoLockScrolling && _react2.default.createElement(_AutoLockScrolling2.default, {\n   lock: show\n   }));\n   }\n }]);\n return Overlay;\n}(_react.Component);\n\nOverlay.defaultProps = {\n autoLockScrolling: true,\n style: {},\n transitionEnabled: true\n};\nOverlay.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nOverlay.propTypes = process.env.NODE_ENV !== \"production\" ? {\n autoLockScrolling: _propTypes2.default.bool,\n show: _propTypes2.default.bool.isRequired,\n\n /**\n   *

Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n transitionEnabled: _propTypes2.default.bool\n} : {};\nexports.default = Overlay;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Drawer = require('./Drawer');\n\nvar _Drawer2 = _interopRequireDefault(_Drawer);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _Drawer2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _FloatingActionButton = require('./FloatingActionButton');\n\nvar _FloatingActionButton2 = _interopRequireDefault(_FloatingActionButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _FloatingActionButton2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.GridTile = exports.GridList = undefined;\n\nvar _GridList2 = require('./GridList');\n\nvar _GridList3 = _interopRequireDefault(_GridList2);\n\nvar _GridTile2 = require('./GridTile');\n\nvar _GridTile3 = _interopRequireDefault(_GridTile2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.GridList = _GridList3.default;\nexports.GridTile = _GridTile3.default;\nexports.default = _GridList3.default;","\"use strict\";\n\nexports.__esModule = true;\n\nvar _defineProperty = require(\"../core-js/object/define-property\");\n\nvar _defineProperty2 = _interopRequireDefault(_defineProperty);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = function (obj, key, value) {\n if (key in obj) {\n   (0, _defineProperty2.default)(obj, key, {\n   value: value,\n   enumerable: true,\n   configurable: true,\n   writable: true\n   });\n } else {\n   obj[key] = value;\n }\n\n return obj;\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.MenuItem = exports.IconMenu = undefined;\n\nvar _IconMenu2 = require('./IconMenu');\n\nvar _IconMenu3 = _interopRequireDefault(_IconMenu2);\n\nvar _MenuItem2 = require('../MenuItem/MenuItem');\n\nvar _MenuItem3 = _interopRequireDefault(_MenuItem2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.IconMenu = _IconMenu3.default;\nexports.MenuItem = _MenuItem3.default;\nexports.default = _IconMenu3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _LinearProgress = require('./LinearProgress');\n\nvar _LinearProgress2 = _interopRequireDefault(_LinearProgress);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _LinearProgress2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.makeSelectable = exports.ListItem = exports.List = undefined;\n\nvar _List2 = require('./List');\n\nvar _List3 = _interopRequireDefault(_List2);\n\nvar _ListItem2 = require('./ListItem');\n\nvar _ListItem3 = _interopRequireDefault(_ListItem2);\n\nvar _makeSelectable2 = require('./makeSelectable');\n\nvar _makeSelectable3 = _interopRequireDefault(_makeSelectable2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.List = _List3.default;\nexports.ListItem = _ListItem3.default;\nexports.makeSelectable = _makeSelectable3.default;\nexports.default = _List3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _getMuiTheme = require('./getMuiTheme');\n\nvar _getMuiTheme2 = _interopRequireDefault(_getMuiTheme);\n\nfunction _interopRequireDefault(obj) {\n return obj &&

obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar MuiThemeProvider = function (_Component) {\n (0, _inherits3.default)(MuiThemeProvider, _Component);\n\n function MuiThemeProvider() {\n (0, _classCallCheck3.default)(this, MuiThemeProvider);\n return (0, _possibleConstructorReturn3.default)(this, (MuiThemeProvider.__proto__ || (0, _getPrototypeOf2.default)(MuiThemeProvider)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(MuiThemeProvider, [{\n key: 'getChildContext',\n value: function getChildContext() {\n return {\n muiTheme: this.props.muiTheme || (0, _getMuiTheme2.default)()\n };\n }\n }, {\n key: 'render',\n value: function render() {\n return this.props.children;\n }\n }]);\n return MuiThemeProvider;\n}(_react.Component);\n\nMuiThemeProvider.childContextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nMuiThemeProvider.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.element,\n muiTheme: _propTypes2.default.object\n} : {};\nexports.default = MuiThemeProvider;","\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = prefixValue;\n\nfunction prefixValue(plugins, property, value, style, metaData) {\n for (var i = 0, len = plugins.length; i < len; ++i) {\n var processedValue = plugins[i](property, value, style, metaData); // we can stop processing if a value is returned\n // as all plugin criteria are unique\n\n if (processedValue) {\n return processedValue;\n }\n }\n}\n\nmodule.exports = exports[\"default\"];","\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = addNewValuesOnly;\n\nfunction addIfNew(list, value) {\n if (list.indexOf(value) === -1) {\n list.push(value);\n }\n}\n\nfunction addNewValuesOnly(list, values) {\n if (Array.isArray(values)) {\n for (var i = 0, len = values.length; i < len; ++i) {\n addIfNew(list, values[i]);\n }\n } else {\n addIfNew(list, values);\n }\n}\n\nmodule.exports = exports[\"default\"];","\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = isObject;\n\nfunction isObject(value) {\n return value instanceof Object && !Array.isArray(value);\n}\n\nmodule.exports = exports[\"default\"];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = hyphenateProperty;\n\nvar _hyphenateStyleName = require('hyphenate-style-name');\n\nvar _hyphenateStyleName2 = _interopRequireDefault(_hyphenateStyleName);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction hyphenateProperty(property) {\n return (0, _hyphenateStyleName2.default)(property);\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.PopoverAnimationVertical = exports.Popover = undefined;\n\nvar _Popover2 = require('./Popover');\n\nvar _Popover3 = _interopRequireDefault(_Popover2);\n\nvar _PopoverAnimationVertical2 = require('./PopoverAnimationVertical');\n\nvar _PopoverAnimationVertical3 = _interopRequireDefault(_PopoverAnimationVertical2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.Popover = _Popover3.default;\nexports.PopoverAnimationVertical = _PopoverAnimationVertical3.default;\nexports.default = _Popover3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-

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types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions =
require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _EnhancedSwitch
= require('../internal/EnhancedSwitch');\n\nvar _EnhancedSwitch2 =
_interopRequireDefault(_EnhancedSwitch);\n\nvar _radioButtonUnchecked = require('../svg-icons/toggle/radio-
button-unchecked');\n\nvar _radioButtonUnchecked2 = _interopRequireDefault(_radioButtonUnchecked);\n\nvar
_radioButtonChecked = require('../svg-icons/toggle/radio-button-checked');\n\nvar _radioButtonChecked2 =
_interopRequireDefault(_radioButtonChecked);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var radioButton =
context.muiTheme.radioButton;\n  return {\n    icon: {\n      height: radioButton.size,\n      width: radioButton.size\n
  },\n    target: {\n      transition: _transitions2.default.easeOut(),\n      position: 'absolute',\n      opacity: 1,\n
transform: 'scale(1)',\n      fill: radioButton.borderColor\n    },\n    fill: {\n      position: 'absolute',\n      opacity: 1,\n
transform: 'scale(0)',\n      transformOrigin: '50% 50%',\n      transition: _transitions2.default.easeOut(),\n      fill:
radioButton.checkedColor\n    },\n    targetWhenChecked: {\n      opacity: 0,\n      transform: 'scale(0)'\n    },\n
fillWhenChecked: {\n      opacity: 1,\n      transform: 'scale(1)'\n    },\n    targetWhenDisabled: {\n      fill:
radioButton.disabledColor\n    },\n    fillWhenDisabled: {\n      fill: radioButton.disabledColor\n    },\n    label: {\n
color: props.disabled ? radioButton.labelDisabledColor : radioButton.labelColor\n    },\n    ripple: {\n      color:
props.checked ? radioButton.checkedColor : radioButton.borderColor\n    }\n  };\n}\n\nvar RadioButton = function
(_Component) {\n  (0, _inherits3.default)(RadioButton, _Component);\n\n  function RadioButton() {\n    var
_ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, RadioButton);\n\n    for (var _len =
arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n
}\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = RadioButton.__proto__
|| (0, _getPrototypeOf2.default)(RadioButton)).call.apply(_ref, [this].concat(args))), _this), _this.handleSwitch =
function (event) {\n      if (_this.props.onCheck) {\n        _this.props.onCheck(event, _this.props.value);\n      }\n    },
_temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  } // Only called when selected, not when
unselected.\n\n\n  (0, _createClass3.default)(RadioButton, [{\n    key: 'isChecked',\n    value: function isChecked()
{\n      return this.refs.enhancedSwitch.isSwitched();\n    } // Use
RadioButtonGroup.setSelectedValue(newSelectionValue) to set a\n    // RadioButton's checked value.\n\n  }, {\n
key: 'setChecked',\n    value: function setChecked(newCheckedValue) {\n
this.refs.enhancedSwitch.setSwitched(newCheckedValue);\n    }\n  }, {\n    key: 'getValue',\n    value: function
getValue() {\n      return this.refs.enhancedSwitch.getValue();\n    }\n  }, {\n    key: 'render',\n    value: function
render() {\n      var _props = this.props,\n          checkedIcon = _props.checkedIcon,\n          checked =
_props.checked,\n          iconStyle = _props.iconStyle,\n          labelStyle = _props.labelStyle,\n          labelPosition =
_props.labelPosition,\n          onCheck = _props.onCheck,\n          uncheckedIcon = _props.uncheckedIcon,\n
disabled = _props.disabled,\n          other = (0, _objectWithoutProperties3.default)(_props, ['checkedIcon', 'checked',
'iconStyle', 'labelStyle', 'labelPosition', 'onCheck', 'uncheckedIcon', 'disabled']);\n      var styles =
getStyles(this.props, this.context);\n      var uncheckedStyles = (0, _simpleAssign2.default)(styles.target, checked
&& styles.targetWhenChecked, iconStyle, disabled && styles.targetWhenDisabled);\n      var checkedStyles = (0,
_simpleAssign2.default)(styles.fill, checked && styles.fillWhenChecked, iconStyle, disabled &&
styles.fillWhenDisabled);\n      var uncheckedElement = _react2.default.isValidElement(uncheckedIcon) ?
_react2.default.cloneElement(uncheckedIcon, {\n        style: (0, _simpleAssign2.default)(uncheckedStyles,
uncheckedIcon.props.style)\n      }) : _react2.default.createElement(_radioButtonUnchecked2.default, {\n        style:
uncheckedStyles\n      });\n      var checkedElement = _react2.default.isValidElement(checkedIcon) ?
_react2.default.cloneElement(checkedIcon, {\n        style: (0, _simpleAssign2.default)(checkedStyles,
checkedIcon.props.style)\n      }) : _react2.default.createElement(_radioButtonChecked2.default, {\n        style:
checkedStyles\n      });\n      var mergedIconStyle = (0, _simpleAssign2.default)(styles.icon, iconStyle);\n      var
mergedLabelStyle = (0, _simpleAssign2.default)(styles.label, labelStyle);\n      return
_react2.default.createElement(_EnhancedSwitch2.default, (0, _extends3.default)({}, other, {\n        ref:
'enhancedSwitch',\n        inputType: 'radio',\n        checked: checked,\n        switched: checked,\n        disabled:
```

disabled,\n rippleColor: styles.ripple.color,\n iconStyle: mergedIconStyle,\n labelStyle: mergedLabelStyle,\n labelPosition: labelPosition,\n onSwitch: this.handleSwitch,\n switchElement: _react2.default.createElement('div', null, uncheckedElement, checkedElement)\n }));\n }\n }]);\n return RadioButton;\n}(_react.Component);\n\nRadioButton.defaultProps = {\n checked: false,\n disabled: false,\n labelPosition: 'right'\n};\nRadioButton.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nRadioButton.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * @ignore\n * checked if true\n * Used internally by `RadioButtonGroup`.\n */\n checked: _propTypes2.default.bool,\n\n /**\n * The icon element to show when the radio button is checked.\n */\n checkedIcon: _propTypes2.default.element,\n\n /**\n * If true, the radio button is disabled.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the icon element.\n */\n iconStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the input element.\n */\n inputStyle: _propTypes2.default.object,\n\n /**\n * @ignore\n * Used internally by `RadioButtonGroup`. Use the `labelPosition` property of `RadioButtonGroup` instead.\n * Where the label will be placed next to the radio button.\n */\n labelPosition: _propTypes2.default.oneOf(['left', 'right']),\n\n /**\n * Override the inline-styles of the label element.\n */\n labelStyle: _propTypes2.default.object,\n\n /**\n * @ignore\n * Callback function fired when the radio button is checked. Note that this\n * function will not be called if the radio button is part of a\n * radio button group: in this case, use the `onChange` property of\n * `RadioButtonGroup`.\n *\n * @param {object} event `change` event targeting the element.\n * @param {string} value The element's `value`.\n */\n onCheck: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * The icon element to show when the radio button is unchecked.\n */\n uncheckedIcon: _propTypes2.default.element,\n\n /**\n * The value of the radio button.\n */\n value: _propTypes2.default.any\n} : {};\nexports.default = RadioButton;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _RaisedButton = require('./RaisedButton');\n\nvar _RaisedButton2 = _interopRequireDefault(_RaisedButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _RaisedButton2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _RefreshIndicator = require('./RefreshIndicator');\n\nvar _RefreshIndicator2 = _interopRequireDefault(_RefreshIndicator);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.default = _RefreshIndicator2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar getStyles = function getStyles(_ref, _ref2) {\n var index = _ref.index;\n var stepper = _ref2.stepper;\n var orientation = stepper.orientation;\n var styles = {\n root: {\n flex: '0 0 auto'\n }\n };\n\n if (index > 0) {\n if (orientation === 'horizontal') {\n styles.root.marginLeft = -6;\n } else if (orientation === 'vertical') {\n styles.root.marginTop = -14;\n }\n

}\n\n return styles;\n};\n\nvar Step = function (_Component) {\n (0, _inherits3.default)(Step, _Component);\n\n function Step() {\n   var _ref3;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, Step);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref3 = Step.__proto__ || (0, _getPrototypeOf2.default)(Step)).call.apply(_ref3, [this].concat(args))), _this), _this.renderChild = function (child) {\n   var _this$props = _this.props,\n   active = _this$props.active,\n   completed = _this$props.completed,\n   disabled = _this$props.disabled,\n   index = _this$props.index,\n   last = _this$props.last;\n   var icon = index + 1;\n   return _react2.default.cloneElement(child, (0, _simpleAssign2.default)({\n   active: active,\n   completed: completed,\n   disabled: disabled,\n   icon: icon,\n   last: last\n   }, child.props));\n   }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(Step, [{\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   active = _props.active,\n   completed = _props.completed,\n   disabled = _props.disabled,\n   index = _props.index,\n   last = _props.last,\n   children = _props.children,\n   style = _props.style,\n   other = (0, _objectWithoutProperties3.default)(_props, ['active', 'completed', 'disabled', 'index', 'last', 'children', 'style']);\n   var prepareStyles = this.context.muiTheme.prepareStyles;\n   var styles = getStyles(this.props, this.context);\n   return _react2.default.createElement('div', (0, _extends3.default)({\n   style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n   }, other), _react2.default.Children.map(children, this.renderChild));\n   }\n }]);\n return Step;\n}(_react.Component);\n\nStep.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired,\n stepper: _propTypes2.default.object\n};\nStep.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * Sets the step as active. Is passed to child components.\n   */\n active: _propTypes2.default.bool,\n\n /**\n   * Should be `Step` sub-components such as `StepLabel`.\n   */\n children: _propTypes2.default.node,\n\n /**\n   * Mark the step as completed. Is passed to child components.\n   */\n completed: _propTypes2.default.bool,\n\n /**\n   * Mark the step as disabled, will also disable the button if\n   * `StepButton` is a child of `Step`. Is passed to child components.\n   */\n disabled: _propTypes2.default.bool,\n\n /**\n   * @ignore\n   * Used internally for numbering.\n   */\n index: _propTypes2.default.number,\n\n /**\n   * @ignore\n   */\n last: _propTypes2.default.bool,\n\n /**\n   * Override the inline-style of the root element.\n   */\n style: _propTypes2.default.object\n} : {};\nexports.default = Step;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nvar _StepLabel = require('./StepLabel');\n\nvar _StepLabel2 = _interopRequireDefault(_StepLabel);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar isLabel = function isLabel(child) {\n return child && child.type && child.type.muiName === 'StepLabel';\n};\n\nvar getStyles = function getStyles(props, context, state) {\n var

hovered = state.hovered;\n var _context$muiTheme$ste = context.muiTheme.stepper,\n   backgroundColor = _context$muiTheme$ste.backgroundColor,\n   hoverBackgroundColor = _context$muiTheme$ste.hoverBackgroundColor;\n var styles = {\n   root: {\n   padding: 0,\n   backgroundColor: hovered ? hoverBackgroundColor : backgroundColor,\n   transition: _transitions2.default.easeOut()\n   }\n };\n\n if (context.stepper.orientation === 'vertical') {\n   styles.root.width = '100%';\n }\n\n return styles;\n};\n\nvar StepButton = function (_Component) {\n (0, _inherits3.default)(StepButton, _Component);\n\n function StepButton() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, StepButton);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = StepButton.__proto__ || (0, _getPrototypeOf2.default)(StepButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n   hovered: false,\n   touched: false\n   }, _this.handleMouseEnter = function (event) {\n   var onMouseEnter = _this.props.onMouseEnter; // Cancel hover styles for touch devices\n\n   if (!_this.state.touched) {\n   _this.setState({\n   hovered: true\n   });\n   }\n\n   if (typeof onMouseEnter === 'function') {\n   onMouseEnter(event);\n   }\n   }, _this.handleMouseLeave = function (event) {\n   var onMouseLeave = _this.props.onMouseLeave;\n\n   _this.setState({\n   hovered: false\n   });\n\n   if (typeof onMouseLeave === 'function') {\n   onMouseLeave(event);\n   }\n   }, _this.handleTouchStart = function (event) {\n   var onTouchStart = _this.props.onTouchStart;\n\n   if (!_this.state.touched) {\n   _this.setState({\n   touched: true\n   });\n   }\n\n   if (typeof onTouchStart === 'function') {\n   onTouchStart(event);\n   }\n   }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(StepButton, [{\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   active = _props.active,\n   children = _props.children,\n   completed = _props.completed,\n   disabled = _props.disabled,\n   icon = _props.icon,\n   iconContainerStyle = _props.iconContainerStyle,\n   last = _props.last,\n   onMouseEnter = _props.onMouseEnter,\n   onMouseLeave = _props.onMouseLeave,\n   onTouchStart = _props.onTouchStart,\n   style = _props.style,\n   other = (0, _objectWithoutProperties3.default)(_props, ['active', 'children', 'completed', 'disabled', 'icon', 'iconContainerStyle', 'last', 'onMouseEnter', 'onMouseLeave', 'onTouchStart', 'style']);\n   var styles = getStyles(this.props, this.context, this.state);\n   var child = isLabel(children) ? children : _react2.default.createElement(_StepLabel2.default, null, children);\n   return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({\n   disabled: disabled,\n   style: (0, _simpleAssign2.default)(styles.root, style),\n   onMouseEnter: this.handleMouseEnter,\n   onMouseLeave: this.handleMouseLeave,\n   onTouchStart: this.handleTouchStart\n   }, other), _react2.default.cloneElement(child, {\n   active: active,\n   completed: completed,\n   disabled: disabled,\n   icon: icon,\n   iconContainerStyle: iconContainerStyle\n   }));\n   }\n }]);\n return StepButton;\n}(_react.Component);\n\nStepButton.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired,\n stepper: _propTypes2.default.object\n};\nStepButton.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * Passed from `Step` Is passed to StepLabel.\n   */\n active: _propTypes2.default.bool,\n\n /**\n   * Can be a `StepLabel` or a node to place inside `StepLabel` as children.\n   */\n children: _propTypes2.default.node,\n\n /**\n   * Sets completed styling. Is passed to StepLabel.\n   */\n completed: _propTypes2.default.bool,\n\n /**\n   * Disables the button and sets disabled styling. Is passed to StepLabel.\n   */\n disabled: _propTypes2.default.bool,\n\n /**\n   * The icon displayed by the step label.\n   */\n icon: _propTypes2.default.oneOfType([_propTypes2.default.element, _propTypes2.default.string, _propTypes2.default.number]),\n\n /**\n   * Override the inline-styles of the icon container element.\n   */\n iconContainerStyle: _propTypes2.default.object,\n\n /** @ignore */\n last: _propTypes2.default.bool,\n\n /** @ignore */\n onMouseEnter: _propTypes2.default.func,\n\n /** @ignore */\n onMouseLeave: _propTypes2.default.func,\n\n /** @ignore */\n onTouchStart: _propTypes2.default.func,\n\n /**\n   * Override the inline-style of the root element.\n   */\n style: _propTypes2.default.object\n} : {};\nexports.default = StepButton;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar

_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _ExpandTransition = require('../internal/ExpandTransition');\n\nvar _ExpandTransition2 = _interopRequireDefault(_ExpandTransition);\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction ExpandTransition(props) {\n return _react2.default.createElement(_ExpandTransition2.default, props);\n}\n\nvar getStyles = function getStyles(props, context) {\n var styles = {\n   root: {\n   marginTop: -14,\n   marginLeft: 14 + 11,\n   // padding + 1/2 icon\n   paddingLeft: 24 - 11 + 8,\n   paddingRight: 16,\n   overflow: 'hidden'\n   }\n };\n\n if (!props.last) {\n   styles.root.borderLeft = '1px solid ' + context.muiTheme.stepper.connectorLineColor;\n }\n\n return styles;\n};\n\nvar StepContent = function (_Component) {\n (0, _inherits3.default)(StepContent, _Component);\n\n function StepContent() {\n   (0, _classCallCheck3.default)(this, StepContent);\n   return (0, _possibleConstructorReturn3.default)(this, (StepContent.__proto__ || (0, _getPrototypeOf2.default)(StepContent)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(StepContent, [{\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   active = _props.active,\n   children = _props.children,\n   completed = _props.completed,\n   last = _props.last,\n   style = _props.style,\n   transition = _props.transition,\n   transitionDuration = _props.transitionDuration,\n   other = (0, _objectWithoutProperties3.default)(_props, ['active', 'children', 'completed', 'last', 'style', 'transition', 'transitionDuration']);\n   var _context = this.context,\n   stepper = _context.stepper,\n   prepareStyles = _context.muiTheme.prepareStyles;\n\n   if (stepper.orientation !== 'vertical') {\n   process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(false, 'Material-UI: <StepContent /> is only designed for use with the vertical stepper.') : void 0;\n   return null;\n   }\n\n   var styles = getStyles(this.props, this.context);\n   var transitionProps = {\n   enterDelay: transitionDuration,\n   transitionDuration: transitionDuration,\n   open: active\n   };\n   return _react2.default.createElement('div', (0, _extends3.default)({\n   style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n   }, other), _react2.default.createElement(transition, transitionProps, _react2.default.createElement('div', {\n   style: {\n   overflow: 'hidden'\n   }\n   }, children)));\n   }\n }]);\n return StepContent;\n}(_react.Component);\n\nStepContent.defaultProps = {\n transition: ExpandTransition,\n transitionDuration: 450\n};\nStepContent.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired,\n stepper: _propTypes2.default.object\n};\nStepContent.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * Expands the content\n   */\n active: _propTypes2.default.bool,\n\n /**\n   * Step content\n   */\n children: _propTypes2.default.node,\n\n /**\n   * @ignore\n   */\n completed: _propTypes2.default.bool,\n\n /**\n   * @ignore\n   */\n last: _propTypes2.default.bool,\n\n /**\n   * Override the inline-style of the root element.\n   */\n style: _propTypes2.default.object,\n\n /**\n   * ReactTransitionGroup component.\n   */\n transition: _propTypes2.default.func,\n\n /**\n   * Adjust the duration of the content expand transition. Passed as a prop to the transition component.\n   */\n transitionDuration: _propTypes2.default.number\n} : {};\nexports.default = StepContent;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar

_getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _StepConnector = require('./StepConnector');\n\nvar _StepConnector2 = _interopRequireDefault(_StepConnector);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar getStyles = function getStyles(props) {\n var orientation = props.orientation;\n return {\n root: {\n display: 'flex',\n flexDirection: orientation === 'horizontal' ? 'row' : 'column',\n alignContent: 'center',\n alignItems: orientation === 'horizontal' ? 'center' : 'stretch',\n justifyContent: 'space-between'\n }\n };\n};\n\nvar Stepper = function (_Component) {\n (0, _inherits3.default)(Stepper, _Component);\n\n function Stepper() {\n (0, _classCallCheck3.default)(this, Stepper);\n return (0, _possibleConstructorReturn3.default)(this, (Stepper.__proto__ || (0, _getPrototypeOf2.default)(Stepper)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(Stepper, [{\n key: 'getChildContext',\n value: function getChildContext() {\n var orientation = this.props.orientation;\n return {\n stepper: {\n orientation: orientation\n }\n };\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n activeStep = _props.activeStep,\n children = _props.children,\n connector = _props.connector,\n linear = _props.linear,\n style = _props.style;\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n /**\n * One day, we may be able to use real CSS tools\n * For now, we need to create our own \"pseudo\" elements\n * and nth child selectors, etc\n * That's what some of this garbage is for :)\n */\n\n var numChildren = _react.Children.count(children);\n\n var steps = _react.Children.map(children, function (step, index) {\n if (!_react2.default.isValidElement(step)) {\n return null;\n }\n\n var controlProps = {\n index: index\n };\n\n if (activeStep === index) {\n controlProps.active = true;\n } else if (linear && activeStep > index) {\n controlProps.completed = true;\n } else if (linear && activeStep < index) {\n controlProps.disabled = true;\n }\n\n if (index + 1 === numChildren) {\n controlProps.last = true;\n }\n\n return [index > 0 && connector, _react2.default.cloneElement(step, (0, _simpleAssign2.default)(controlProps, step.props))];\n });\n\n return _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }, steps);\n }\n }]);\n return Stepper;\n}(_react.Component);\n\nStepper.defaultProps = {\n connector: _react2.default.createElement(_StepConnector2.default, null),\n orientation: 'horizontal',\n linear: true\n};\nStepper.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nStepper.childContextTypes = {\n stepper: _propTypes2.default.object\n};\nStepper.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Set the active step (zero based index). This will enable `Step` control helpers.\n */\n activeStep: _propTypes2.default.number,\n\n /**\n * Should be two or more `<Step />` components.\n */\n children: _propTypes2.default.node,\n\n /**\n * A component to be placed between each step.\n */\n connector: _propTypes2.default.node,\n\n /**\n * If set to `true`, the `Stepper` will assist in controlling steps for linear flow\n */\n linear: _propTypes2.default.bool,\n\n /**\n * The stepper orientation (layout flow direction)\n */\n orientation: _propTypes2.default.oneOf(['horizontal', 'vertical']),\n\n /**\n * Override the inline-style of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = Stepper;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = undefined;\n\nvar _Snackbar = require('./Snackbar');\n\nvar _Snackbar2 = _interopRequireDefault(_Snackbar);\n\nfunction

_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = _Snackbar2.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.Tabs = exports.Tab = undefined;\n\nvar _Tab2 = require('./Tab');\n\nvar _Tab3 = _interopRequireDefault(_Tab2);\n\nvar _Tabs2 = require('./Tabs');\n\nvar _Tabs3 = _interopRequireDefault(_Tabs2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.Tab = _Tab3.default;\nexports.Tabs = _Tabs3.default;\nexports.default = _Tabs3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.TableRowColumn = exports.TableRow = exports.TableHeaderColumn = exports.TableHeader = exports.TableFooter = exports.TableBody = exports.Table = undefined;\n\nvar _Table2 = require('./Table');\n\nvar _Table3 = _interopRequireDefault(_Table2);\n\nvar _TableBody2 = require('./TableBody');\n\nvar _TableBody3 = _interopRequireDefault(_TableBody2);\n\nvar _TableFooter2 = require('./TableFooter');\n\nvar _TableFooter3 = _interopRequireDefault(_TableFooter2);\n\nvar _TableHeader2 = require('./TableHeader');\n\nvar _TableHeader3 = _interopRequireDefault(_TableHeader2);\n\nvar _TableHeaderColumn2 = require('./TableHeaderColumn');\n\nvar _TableHeaderColumn3 = _interopRequireDefault(_TableHeaderColumn2);\n\nvar _TableRow2 = require('./TableRow');\n\nvar _TableRow3 = _interopRequireDefault(_TableRow2);\n\nvar _TableRowColumn2 = require('./TableRowColumn');\n\nvar _TableRowColumn3 = _interopRequireDefault(_TableRowColumn2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.Table = _Table3.default;\nexports.TableBody = _TableBody3.default;\nexports.TableFooter = _TableFooter3.default;\nexports.TableHeader = _TableHeader3.default;\nexports.TableHeaderColumn = _TableHeaderColumn3.default;\nexports.TableRow = _TableRow3.default;\nexports.TableRowColumn = _TableRowColumn3.default;\nexports.default = _Table3.default;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _slicedToArray2 = require('babel-runtime/helpers/slicedToArray');\n\nvar _slicedToArray3 = _interopRequireDefault(_slicedToArray2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _timeUtils = require('./timeUtils');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var styles = {\n   root: {\n   directionInvariant: true,\n   display: 'inline-block',\n   position: 'absolute',\n   width: 32,\n   height: 32,\n   borderRadius: '100%',\n   left: 'calc(50% - 16px)',\n   top: 10,\n   textAlign: 'center',\n   paddingTop: 5,\n   userSelect: 'none',\n\n   /* Chrome all / Safari all */\n   fontSize: '1.1em',\n   pointerEvents: 'none',\n   boxSizing: 'border-box'\n   }\n };\n var muiTheme = context.muiTheme;\n var pos = props.value;\n\n if (props.type === 'hour') {\n   pos %= 12;\n } else {\n   pos = pos / 5;\n }\n\n var positions = [[0, 5], [54.5, 16.6], [94.4, 59.5], [109, 114], [94.4, 168.5], [54.5, 208.4], [0, 223], [-54.5, 208.4], [-94.4, 168.5], [-109, 114], [-94.4, 59.5], [-54.5, 19.6]];\n var innerPositions = [[0, 40], [36.9, 49.9], [64, 77], [74, 114], [64, 151], [37, 178], [0, 188], [-37, 178], [-64, 151], [-74, 114], [-64, 77], [-37, 50]];\n\n if (props.isSelected) {\n   styles.root.backgroundColor = muiTheme.timePicker.accentColor;\n   styles.root.color = muiTheme.timePicker.selectTextColor;\n }\n\n var transformPos = positions[pos];\n\n if ((0, _timeUtils.isInner)(props)) {\n   styles.root.width = 28;\n   styles.root.height = 28;\n   styles.root.left = 'calc(50% - 14px)';\n   transformPos = innerPositions[pos];\n }\n\n var _transformPos = transformPos,\n   _transformPos2 = (0, _slicedToArray3.default)(_transformPos, 2),\n   x = _transformPos2[0],\n   y = _transformPos2[1];\n\n

styles.root.transform = 'translate(' + x + 'px, ' + y + 'px)';\n return styles;\n}\n\nvar ClockNumber = function (_Component) {\n (0, _inherits3.default)(ClockNumber, _Component);\n\n function ClockNumber() {\n   (0, _classCallCheck3.default)(this, ClockNumber);\n   return (0, _possibleConstructorReturn3.default)(this, (ClockNumber.__proto__ || (0, _getPrototypeOf2.default)(ClockNumber)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(ClockNumber, [{\n   key: 'render',\n   value: function render() {\n   var prepareStyles = this.context.muiTheme.prepareStyles;\n   var styles = getStyles(this.props, this.context);\n   var clockNumber = this.props.value === 0 ? '00' : this.props.value;\n   return _react2.default.createElement('span', {\n   style: prepareStyles(styles.root)\n   }, clockNumber);\n   }\n }]);\n return ClockNumber;\n}(_react.Component);\n\nClockNumber.defaultProps = {\n value: 0,\n type: 'minute',\n isSelected: false\n};\nClockNumber.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nClockNumber.propTypes = process.env.NODE_ENV !== \"production\" ? {\n isSelected: _propTypes2.default.bool,\n onSelected: _propTypes2.default.func,\n type: _propTypes2.default.oneOf(['hour', 'minute']),\n value: _propTypes2.default.number\n} : {};\nexports.default = ClockNumber;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _timeUtils = require('./timeUtils');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction calcAngle(value, base) {\n value %= base;\n var angle = 360 / base * value;\n return angle;\n}\n\nfunction getStyles(props, context, state) {\n var hasSelected = props.hasSelected,\n   type = props.type,\n   value = props.value;\n var inner = state.inner;\n var timePicker = context.muiTheme.timePicker;\n var angle = type === 'hour' ? calcAngle(value, 12) : calcAngle(value, 60);\n var styles = {\n   root: {\n   height: inner ? '30%' : '40%',\n   background: timePicker.accentColor,\n   width: 2,\n   left: 'calc(50% - 1px)',\n   position: 'absolute',\n   bottom: '50%',\n   transformOrigin: 'bottom',\n   pointerEvents: 'none',\n   transform: 'rotateZ(' + angle + 'deg)'\n   },\n   mark: {\n   boxSizing: 'content-box',\n   background: timePicker.selectTextColor,\n   border: '4px solid ' + timePicker.accentColor,\n   display: hasSelected && 'none',\n   width: 7,\n   height: 7,\n   position: 'absolute',\n   top: -5,\n   left: -6,\n   borderRadius: '100%'\n   }\n };\n return styles;\n}\n\nvar ClockPointer = function (_Component) {\n (0, _inherits3.default)(ClockPointer, _Component);\n\n function ClockPointer() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, ClockPointer);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = ClockPointer.__proto__ || (0, _getPrototypeOf2.default)(ClockPointer)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n   inner: false\n   }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(ClockPointer, [{\n   key: 'componentWillMount',\n   value: function componentWillMount() {\n   this.setState({\n   inner: (0, _timeUtils.isInner)(this.props)\n   });\n   }\n }, {\n   key: 'componentWillReceiveProps',\n   value: function componentWillReceiveProps(nextProps) {\n   this.setState({\n   inner: (0, _timeUtils.isInner)(nextProps)\n   });\n   }\n }, {\n   key: 'render',\n   value: function render() {\n   if (this.props.value === null) {\n   return _react2.default.createElement('span', null);\n   }\n\n   var styles = getStyles(this.props, this.context, this.state);\n   var prepareStyles = this.context.muiTheme.prepareStyles;\n   return _react2.default.createElement('div', {\n   style: prepareStyles(styles.root)\n   },

_react2.default.createElement('div', {\n style: prepareStyles(styles.mark)\n }));\n }\n]);\n return ClockPointer;\n}(_react.Component);\n\nClockPointer.defaultProps = {\n hasSelected: false,\n value: null,\n type: 'minute'\n};\nClockPointer.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nClockPointer.propTypes = process.env.NODE_ENV !== \"production\" ? {\n hasSelected: _propTypes2.default.bool,\n type: _propTypes2.default.oneOf(['hour', 'minute']),\n value: _propTypes2.default.number\n} : {};\nexports.default = ClockPointer;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = exports.ToolbarTitle = exports.ToolbarSeparator = exports.ToolbarGroup = exports.Toolbar = undefined;\n\nvar _Toolbar2 = require('./Toolbar');\n\nvar _Toolbar3 = _interopRequireDefault(_Toolbar2);\n\nvar _ToolbarGroup2 = require('./ToolbarGroup');\n\nvar _ToolbarGroup3 = _interopRequireDefault(_ToolbarGroup2);\n\nvar _ToolbarSeparator2 = require('./ToolbarSeparator');\n\nvar _ToolbarSeparator3 = _interopRequireDefault(_ToolbarSeparator2);\n\nvar _ToolbarTitle2 = require('./ToolbarTitle');\n\nvar _ToolbarTitle3 = _interopRequireDefault(_ToolbarTitle2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nexports.Toolbar = _Toolbar3.default;\nexports.ToolbarGroup = _ToolbarGroup3.default;\nexports.ToolbarSeparator = _ToolbarSeparator3.default;\nexports.ToolbarTitle = _ToolbarTitle3.default;\nexports.default = _Toolbar3.default;","'use strict';\n\nvar reactIs = require('react-is');\n/**\n * Copyright 2015, Yahoo! Inc.\n * Copyrights licensed under the New BSD License. See the accompanying LICENSE file for terms.\n */\n\n\nvar REACT_STATICS = {\n childContextTypes: true,\n contextType: true,\n contextTypes: true,\n defaultProps: true,\n displayName: true,\n getDefaultProps: true,\n getDerivedStateFromError: true,\n getDerivedStateFromProps: true,\n mixins: true,\n propTypes: true,\n type: true\n};\nvar KNOWN_STATICS = {\n name: true,\n length: true,\n prototype: true,\n caller: true,\n callee: true,\n arguments: true,\n arity: true\n};\nvar FORWARD_REF_STATICS = {\n '$$typeof': true,\n render: true,\n defaultProps: true,\n displayName: true,\n propTypes: true\n};\nvar MEMO_STATICS = {\n '$$typeof': true,\n compare: true,\n defaultProps: true,\n displayName: true,\n propTypes: true,\n type: true\n};\nvar TYPE_STATICS = {};\nTYPE_STATICS[reactIs.ForwardRef] = FORWARD_REF_STATICS;\nTYPE_STATICS[reactIs.Memo] = MEMO_STATICS;\n\nfunction getStatics(component) {\n // React v16.11 and below\n if (reactIs.isMemo(component)) {\n return MEMO_STATICS;\n } // React v16.12 and above\n\n\n return TYPE_STATICS[component['$$typeof']] || REACT_STATICS;\n}\n\nvar defineProperty = Object.defineProperty;\nvar getOwnPropertyNames = Object.getOwnPropertyNames;\nvar getOwnPropertySymbols = Object.getOwnPropertySymbols;\nvar getOwnPropertyDescriptor = Object.getOwnPropertyDescriptor;\nvar getPrototypeOf = Object.getPrototypeOf;\nvar objectPrototype = Object.prototype;\n\nfunction hoistNonReactStatics(targetComponent, sourceComponent, blacklist) {\n if (typeof sourceComponent !== 'string') {\n // don't hoist over string (html) components\n if (objectPrototype) {\n var inheritedComponent = getPrototypeOf(sourceComponent);\n\n if (inheritedComponent && inheritedComponent !== objectPrototype) {\n hoistNonReactStatics(targetComponent, inheritedComponent, blacklist);\n }\n }\n\n var keys = getOwnPropertyNames(sourceComponent);\n\n if (getOwnPropertySymbols) {\n keys = keys.concat(getOwnPropertySymbols(sourceComponent));\n }\n\n var targetStatics = getStatics(targetComponent);\n var sourceStatics = getStatics(sourceComponent);\n\n for (var i = 0; i < keys.length; ++i) {\n var key = keys[i];\n\n if (!KNOWN_STATICS[key] && !(blacklist && blacklist[key]) && !(sourceStatics && sourceStatics[key]) && !(targetStatics && targetStatics[key])) {\n var descriptor = getOwnPropertyDescriptor(sourceComponent, key);\n\n try {\n // Avoid failures from read-only properties\n defineProperty(targetComponent, key, descriptor);\n } catch (e) {}\n }\n }\n }\n\n return targetComponent;\n}\n\nmodule.exports = hoistNonReactStatics;","/**\n * This method returns `false`.\n *\n * @static\n * @memberOf _\n * @since 4.13.0\n * @category Util\n * @returns {boolean} Returns `false`.\n * @example\n *\n * _.times(2, _.stubFalse);\n * // => [false, false]\n */\nfunction stubFalse() {\n return false;\n}\n\nexport default stubFalse;","import root from './_root.js';\n/** Detect free variable `exports`. */\nvar freeExports = typeof exports == 'object' && exports && !exports.nodeType && exports;\n/** Detect free variable

`module`. */\n\nvar freeModule = freeExports && typeof module == 'object' && module && !module.nodeType && module;\n/** Detect the popular CommonJS extension `module.exports`. */\n\nvar moduleExports = freeModule && freeModule.exports === freeExports;\n/** Built-in value references. */\n\nvar Buffer = moduleExports ? root.Buffer : undefined,\n allocUnsafe = Buffer ? Buffer.allocUnsafe : undefined;\n/**\n * Creates a clone of `buffer`.\n *\n * @private\n * @param {Buffer} buffer The buffer to clone.\n * @param {boolean} [isDeep] Specify a deep clone.\n * @returns {Buffer} Returns the cloned buffer.\n */\n\nfunction cloneBuffer(buffer, isDeep) {\n if (isDeep) {\n return buffer.slice();\n }\n\n var length = buffer.length,\n result = allocUnsafe ? allocUnsafe(length) : new buffer.constructor(length);\n buffer.copy(result);\n return result;\n}\n\nexport default cloneBuffer;","/** A function that accepts a potential \"extra argument\" value to be injected later,\r\n * and returns an instance of the thunk middleware that uses that value\r\n */\nfunction createThunkMiddleware(extraArgument) {\n // Standard Redux middleware definition pattern:\n // See: https://redux.js.org/tutorials/fundamentals/part-4-store#writing-custom-middleware\n var middleware = function middleware(_ref) {\n var dispatch = _ref.dispatch,\n getState = _ref.getState;\n return function (next) {\n return function (action) {\n // The thunk middleware looks for any functions that were passed to `store.dispatch`.\n // If this \"action\" is really a function, call it and return the result.\n if (typeof action === 'function') {\n // Inject the store's `dispatch` and `getState` methods, as well as any \"extra arg\"\n return action(dispatch, getState, extraArgument);\n } // Otherwise, pass the action down the middleware chain as usual\n\n\n return next(action);\n };\n };\n };\n\n return middleware;\n}\n\nvar thunk = createThunkMiddleware(); // Attach the factory function so users can create a customized version\n// with whatever \"extra arg\" they want to inject into their thunks\n\nthunk.withExtraArgument = createThunkMiddleware;\nexport default thunk;","export default function _defineProperty(obj, key, value) {\n if (key in obj) {\n Object.defineProperty(obj, key, {\n value: value,\n enumerable: true,\n configurable: true,\n writable: true\n });\n } else {\n obj[key] = value;\n }\n\n return obj;\n}","import defineProperty from \"./defineProperty\";\nexport default function _objectSpread(target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i] != null ? arguments[i] : {};\n var ownKeys = Object.keys(source);\n\n if (typeof Object.getOwnPropertySymbols === 'function') {\n ownKeys = ownKeys.concat(Object.getOwnPropertySymbols(source).filter(function (sym) {\n return Object.getOwnPropertyDescriptor(source, sym).enumerable;\n }));\n }\n\n ownKeys.forEach(function (key) {\n defineProperty(target, key, source[key]);\n });\n }\n\n return target;\n}","/** @license React v16.14.0\n * react.production.min.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n'use strict';\n\nvar l = require(\"object-assign\"),\n n = \"function\" === typeof Symbol && Symbol.for,\n p = n ? Symbol.for(\"react.element\") : 60103,\n q = n ? Symbol.for(\"react.portal\") : 60106,\n r = n ? Symbol.for(\"react.fragment\") : 60107,\n t = n ? Symbol.for(\"react.strict_mode\") : 60108,\n u = n ? Symbol.for(\"react.profiler\") : 60114,\n v = n ? Symbol.for(\"react.provider\") : 60109,\n w = n ? Symbol.for(\"react.context\") : 60110,\n x = n ? Symbol.for(\"react.forward_ref\") : 60112,\n y = n ? Symbol.for(\"react.suspense\") : 60113,\n z = n ? Symbol.for(\"react.memo\") : 60115,\n A = n ? Symbol.for(\"react.lazy\") : 60116,\n B = \"function\" === typeof Symbol && Symbol.iterator;\n\nfunction C(a) {\n for (var b = \"https://reactjs.org/docs/error-decoder.html?invariant=\" + a, c = 1; c < arguments.length; c++) {\n b += \"&args[]=\" + encodeURIComponent(arguments[c]);\n }\n\n return \"Minified React error #\" + a + \"; visit \" + b + \" for the full message or use the non-minified dev environment for full errors and additional helpful warnings.\";\n}\n\nvar D = {\n isMounted: function isMounted() {\n return !1;\n },\n enqueueForceUpdate: function enqueueForceUpdate() {},\n enqueueReplaceState: function enqueueReplaceState() {},\n enqueueSetState: function enqueueSetState() {}\n},\n E = {};\n\nfunction F(a, b, c) {\n this.props = a;\n this.context = b;\n this.refs = E;\n this.updater = c || D;\n}\n\nF.prototype.isReactComponent = {};\n\nF.prototype.setState = function (a, b) {\n if (\"object\" !== typeof a && \"function\" !== typeof a && null != a) throw Error(C(85));\n this.updater.enqueueSetState(this, a, b, \"setState\");\n};\n\nF.prototype.forceUpdate = function (a) {\n this.updater.enqueueForceUpdate(this, a, \"forceUpdate\");\n};\n\nfunction G() {}\n\nG.prototype =

F.prototype;\n\nfunction H(a, b, c) {\n this.props = a;\n this.context = b;\n this.refs = E;\n this.updater = c ||
D;\n}\n\nvar I = H.prototype = new G();\nI.constructor = H;\nl(I, F.prototype);\nI.isPureReactComponent = !0;\nvar
J = {\n current: null\n},\n K = Object.prototype.hasOwnProperty,\n L = {\n key: !0,\n ref: !0,\n __self: !0,\n
__source: !0\n};\n\nfunction M(a, b, c) {\n var e,\n d = {},\n g = null,\n k = null;\n if (null != b) for (e in
void 0 !== b.ref && (k = b.ref), void 0 !== b.key && (g = \"\" + b.key), b) {\n K.call(b, e) &&
!L.hasOwnProperty(e) && (d[e] = b[e]);\n }\n var f = arguments.length - 2;\n if (1 === f) d.children = c;else if (1
< f) {\n for (var h = Array(f), m = 0; m < f; m++) {\n h[m] = arguments[m + 2];\n }\n\n d.children = h;\n
}\n if (a && a.defaultProps) for (e in f = a.defaultProps, f) {\n void 0 === d[e] && (d[e] = f[e]);\n }\n return {\n
$$typeof: p,\n type: a,\n key: g,\n ref: k,\n props: d,\n _owner: J.current\n};\n}\n\nfunction N(a, b) {\n
return {\n $$typeof: p,\n type: a.type,\n key: b,\n ref: a.ref,\n props: a.props,\n _owner: a._owner\n
};\n}\n\nfunction O(a) {\n return \"object\" === typeof a && null !== a && a.$$typeof === p;\n}\n\nfunction
escape(a) {\n var b = {\n \"=\": \"=0\",\n \":\": \"=2\"\n };\n return \"$\" + (\"\" + a).replace(/[=:]/g, function (a)
{\n return b[a];\n });\n}\n\nvar P = /\\/+/g,\n Q = [];\n\nfunction R(a, b, c, e) {\n if (Q.length) {\n var d =
Q.pop();\n d.result = a;\n d.keyPrefix = b;\n d.func = c;\n d.context = e;\n d.count = 0;\n return d;\n }\n\n
return {\n result: a,\n keyPrefix: b,\n func: c,\n context: e,\n count: 0\n };\n}\n\nfunction S(a) {\n a.result
= null;\n a.keyPrefix = null;\n a.func = null;\n a.context = null;\n a.count = 0;\n 10 > Q.length &&
Q.push(a);\n}\n\nfunction T(a, b, c, e) {\n var d = typeof a;\n if (\"undefined\" === d || \"boolean\" === d) a =
null;\n var g = !1;\n if (null === a) g = !0;else switch (d) {\n case \"string\":\n case \"number\":\n g = !0;\n
break;\n\n case \"object\":\n switch (a.$$typeof) {\n case p:\n case q:\n g = !0;\n }\n\n }\n if
(g) return c(e, a, \"\" === b ? \".\" + U(a, 0) : b), 1;\n g = 0;\n b = \"\" === b ? \".\" : b + \":\";\n if
(Array.isArray(a)) for (var k = 0; k < a.length; k++) {\n d = a[k];\n var f = b + U(d, k);\n g += T(d, f, c, e);\n }
else if (null === a || \"object\" !== typeof a ? f = null : (f = B && a[B] || a[\"@@iterator\"], f = \"function\" ===
typeof f ? f : null), \"function\" === typeof f) for (a = f.call(a), k = 0; !(d = a.next()).done;) {\n d = d.value, f = b +
U(d, k++), g += T(d, f, c, e);\n } else if (\"object\" === d) throw c = \"\" + a, Error(C(31, \"[object Object]\" === c ?
\"object with keys {\" + Object.keys(a).join(\", \") + \"}\" : c, \"\"));\n return g;\n}\n\nfunction V(a, b, c) {\n return
null == a ? 0 : T(a, \"\", b, c);\n}\n\nfunction U(a, b) {\n return \"object\" === typeof a && null !== a && null !=
a.key ? escape(a.key) : b.toString(36);\n}\n\nfunction W(a, b) {\n a.func.call(a.context, b,
a.count++);\n}\n\nfunction aa(a, b, c) {\n var e = a.result,\n d = a.keyPrefix;\n a = a.func.call(a.context, b,
a.count++);\n Array.isArray(a) ? X(a, e, c, function (a) {\n return a;\n }) : null != a && (O(a) && (a = N(a, d +
(!a.key || b && b.key === a.key ? \"\" : (\"\" + a.key).replace(P, \"$&/\") + \"/\") + c)), e.push(a));\n}\n\nfunction
X(a, b, c, e, d) {\n var g = \"\";\n null != c && (g = (\"\" + c).replace(P, \"$&/\") + \"/\");\n b = R(b, g, e, d);\n V(a,
aa, b);\n S(b);\n}\n\nvar Y = {\n current: null\n};\n\nfunction Z() {\n var a = Y.current;\n if (null === a) throw
Error(C(321));\n return a;\n}\n\nvar ba = {\n ReactCurrentDispatcher: Y,\n ReactCurrentBatchConfig: {\n
suspense: null\n },\n ReactCurrentOwner: J,\n IsSomeRendererActing: {\n current: !1\n },\n assign:
l\n};\nexports.Children = {\n map: function map(a, b, c) {\n if (null == a) return a;\n var e = [];\n X(a, e, null,
b, c);\n return e;\n },\n forEach: function forEach(a, b, c) {\n if (null == a) return a;\n b = R(null, null, b, c);\n
V(a, W, b);\n S(b);\n },\n count: function count(a) {\n return V(a, function () {\n return null;\n }, null);\n
},\n toArray: function toArray(a) {\n var b = [];\n X(a, b, null, function (a) {\n return a;\n });\n return b;\n
},\n only: function only(a) {\n if (!O(a)) throw Error(C(143));\n return a;\n }\n};\nexports.Component =
F;\nexports.Fragment = r;\nexports.Profiler = u;\nexports.PureComponent = H;\nexports.StrictMode =
t;\nexports.Suspense = y;\nexports.__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED =
ba;\n\nexports.cloneElement = function (a, b, c) {\n if (null === a || void 0 === a) throw Error(C(267, a));\n var e =
l({}, a.props),\n d = a.key,\n g = a.ref,\n k = a._owner;\n\n if (null != b) {\n void 0 !== b.ref && (g =
b.ref, k = J.current);\n void 0 !== b.key && (d = \"\" + b.key);\n if (a.type && a.type.defaultProps) var f =
a.type.defaultProps;\n\n for (h in b) {\n K.call(b, h) && !L.hasOwnProperty(h) && (e[h] = void 0 === b[h]
&& void 0 !== f ? f[h] : b[h]);\n }\n }\n\n var h = arguments.length - 2;\n if (1 === h) e.children = c;else if (1 <
h) {\n f = Array(h);\n\n for (var m = 0; m < h; m++) {\n f[m] = arguments[m + 2];\n }\n\n e.children =
f;\n }\n return {\n $$typeof: p,\n type: a.type,\n key: d,\n ref: g,\n props: e,\n _owner: k\n

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};\n};\n\nexports.createContext = function (a, b) {\n  void 0 === b && (b = null);\n  a = {\n    $$typeof: w,\n  _calculateChangedBits: b,\n    _currentValue: a,\n    _currentValue2: a,\n    _threadCount: 0,\n    Provider: null,\n  Consumer: null\n  };\n  a.Provider = {\n    $$typeof: v,\n    _context: a\n  };\n  return a.Consumer =
a;\n};\n\nexports.createElement = M;\n\nexports.createFactory = function (a) {\n  var b = M.bind(null, a);\n  b.type
= a;\n  return b;\n};\n\nexports.createRef = function () {\n  return {\n    current: null\n  };\n};\n\nexports.forwardRef
= function (a) {\n  return {\n    $$typeof: x,\n    render: a\n  };\n};\n\nexports.isValidElement = O;\n\nexports.lazy =
function (a) {\n  return {\n    $$typeof: A,\n    _ctor: a,\n    _status: -1,\n    _result: null\n  };\n};\n\nexports.memo =
function (a, b) {\n  return {\n    $$typeof: z,\n    type: a,\n    compare: void 0 === b ? null : b\n
};\n};\n\nexports.useCallback = function (a, b) {\n  return Z().useCallback(a, b);\n};\n\nexports.useContext =
function (a, b) {\n  return Z().useContext(a, b);\n};\n\nexports.useDebugValue = function () {};\n\nexports.useEffect
= function (a, b) {\n  return Z().useEffect(a, b);\n};\n\nexports.useImperativeHandle = function (a, b, c) {\n  return
Z().useImperativeHandle(a, b, c);\n};\n\nexports.useLayoutEffect = function (a, b) {\n  return
Z().useLayoutEffect(a, b);\n};\n\nexports.useMemo = function (a, b) {\n  return Z().useMemo(a,
b);\n};\n\nexports.useReducer = function (a, b, c) {\n  return Z().useReducer(a, b, c);\n};\n\nexports.useRef =
function (a) {\n  return Z().useRef(a);\n};\n\nexports.useState = function (a) {\n  return
Z().useState(a);\n};\n\nexports.version = \"16.14.0\";","/** @license React v16.14.0\n * react-
dom.production.min.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed
under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\n/*\n Modernizr
3.0.0pre (Custom Build) | MIT\n*/\n'use strict';\n\nvar aa = require(\"react\"),\n    n = require(\"object-assign\"),\n
r = require(\"scheduler\");\n\nfunction u(a) {\n  for (var b = \"https://reactjs.org/docs/error-decoder.html?invariant=\"
+ a, c = 1; c < arguments.length; c++) {\n    b += \"&args[]=\" + encodeURIComponent(arguments[c]);\n  }\n\n
return \"Minified React error #\" + a + \"; visit \" + b + \" for the full message or use the non-minified dev
environment for full errors and additional helpful warnings.\";\n}\n\nif (!aa) throw Error(u(227));\n\nfunction ba(a,
b, c, d, e, f, g, h, k) {\n  var l = Array.prototype.slice.call(arguments, 3);\n\n  try {\n    b.apply(c, l);\n  } catch (m)
{\n    this.onError(m);\n  }\n}\n\nvar da = !1,\n    ea = null,\n    fa = !1,\n    ha = null,\n    ia = {\n  onError: function
onError(a) {\n    da = !0;\n    ea = a;\n  }\n};\n\nfunction ja(a, b, c, d, e, f, g, h, k) {\n  da = !1;\n  ea = null;\n
ba.apply(ia, arguments);\n}\n\nfunction ka(a, b, c, d, e, f, g, h, k) {\n  ja.apply(this, arguments);\n\n  if (da) {\n    if
(da) {\n      var l = ea;\n      da = !1;\n      ea = null;\n    } else throw Error(u(198));\n\n    fa || (fa = !0, ha = l);\n
}\n}\n\nvar la = null,\n    ma = null,\n    na = null;\n\nfunction oa(a, b, c) {\n  var d = a.type || \"unknown-event\";\n
a.currentTarget = na(c);\n  ka(d, b, void 0, a);\n  a.currentTarget = null;\n}\n\nvar pa = null,\n    qa = {};\n\nfunction
ra() {\n  if (pa) for (var a in qa) {\n    var b = qa[a],\n        c = pa.indexOf(a);\n    if (!(-1 < c)) throw Error(u(96,
a));\n\n    if (!sa[c]) {\n      if (!b.extractEvents) throw Error(u(97, a));\n      sa[c] = b;\n      c = b.eventTypes;\n\n
for (var d in c) {\n        var e = void 0;\n        var f = c[d],\n            g = b,\n            h = d;\n        if
(ta.hasOwnProperty(h)) throw Error(u(99, h));\n        ta[h] = f;\n        var k = f.phasedRegistrationNames;\n\n        if
(k) {\n          for (e in k) {\n            k.hasOwnProperty(e) && ua(k[e], g, h);\n          }\n\n          e = !0;\n        } else
f.registrationName ? (ua(f.registrationName, g, h), e = !0) : e = !1;\n\n        if (!e) throw Error(u(98, d, a));\n      }\n
}\n  }\n}\n\nfunction ua(a, b, c) {\n  if (va[a]) throw Error(u(100, a));\n  va[a] = b;\n  wa[a] =
b.eventTypes[c].dependencies;\n}\n\nvar sa = [],\n    ta = {},\n    va = {},\n    wa = {};\n\nfunction xa(a) {\n  var b =
!1,\n      c;\n\n  for (c in a) {\n    if (a.hasOwnProperty(c)) {\n      var d = a[c];\n\n      if (!qa.hasOwnProperty(c) ||
qa[c] !== d) {\n        if (qa[c]) throw Error(u(102, c));\n        qa[c] = d;\n        b = !0;\n      }\n    }\n  }\n\n  b &&
ra();\n}\n\nvar ya = !(\"undefined\" === typeof window || \"undefined\" === typeof window.document ||
\"undefined\" === typeof window.document.createElement),\n    za = null,\n    Aa = null,\n    Ba = null;\n\nfunction
Ca(a) {\n  if (a = ma(a)) {\n    if (\"function\" !== typeof za) throw Error(u(280));\n    var b = a.stateNode;\n    b &&
(b = la(b), za(a.stateNode, a.type, b));\n  }\n}\n\nfunction Da(a) {\n  Aa ? Ba ? Ba.push(a) : Ba = [a] : Aa =
a;\n}\n\nfunction Ea() {\n  if (Aa) {\n    var a = Aa,\n        b = Ba;\n    Ba = Aa = null;\n    Ca(a);\n    if (b) for (a = 0;
a < b.length; a++) {\n      Ca(b[a]);\n    }\n  }\n}\n\nfunction Fa(a, b) {\n  return a(b);\n}\n\nfunction Ga(a, b, c, d, e)
{\n  return a(b, c, d, e);\n}\n\nfunction Ha() {}\n\nvar Ia = Fa,\n    Ja = !1,\n    Ka = !1;\n\nfunction La() {\n  if (null
!== Aa || null !== Ba) Ha(), Ea();\n}\n\nfunction Ma(a, b, c) {\n  if (Ka) return a(b, c);\n  Ka = !0;\n\n  try {\n
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return Ia(a, b, c);\n } finally {\n   Ka = !1, La();\n }\n}\n\nvar Na = /^[:A-Z_a-z\\u00C0-\\u00D6\\u00D8-\\u00F6\\u00F8-\\u02FF\\u0370-\\u037D\\u037F-\\u1FFF\\u200C-\\u200D\\u2070-\\u218F\\u2C00-\\u2FEF\\u3001-\\uD7FF\\uF900-\\uFDCF\\uFDF0-\\uFFFD][:A-Z_a-z\\u00C0-\\u00D6\\u00D8-\\u00F6\\u00F8-\\u02FF\\u0370-\\u037D\\u037F-\\u1FFF\\u200C-\\u200D\\u2070-\\u218F\\u2C00-\\u2FEF\\u3001-\\uD7FF\\uF900-\\uFDCF\\uFDF0-\\uFFFD\\-.0-9\\u00B7\\u0300-\\u036F\\u203F-\\u2040]*$/,\n   Oa = Object.prototype.hasOwnProperty,\n   Pa = {},\n   Qa = {};\n\nfunction Ra(a) {\n if (Oa.call(Qa, a)) return !0;\n if (Oa.call(Pa, a)) return !1;\n if (Na.test(a)) return Qa[a] = !0;\n Pa[a] = !0;\n return !1;\n}\n\nfunction Sa(a, b, c, d) {\n if (null !== c && 0 === c.type) return !1;\n\n switch (typeof b) {\n   case \"function\":\n   case \"symbol\":\n   return !0;\n\n   case \"boolean\":\n   if (d) return !1;\n   if (null !== c) return !c.acceptsBooleans;\n   a = a.toLowerCase().slice(0, 5);\n   return \"data-\" !== a && \"aria-\" !== a;\n\n   default:\n   return !1;\n }\n}\n\nfunction Ta(a, b, c, d) {\n if (null === b || \"undefined\" === typeof b || Sa(a, b, c, d)) return !0;\n if (d) return !1;\n if (null !== c) switch (c.type) {\n   case 3:\n   return !b;\n\n   case 4:\n   return !1 === b;\n\n   case 5:\n   return isNaN(b);\n\n   case 6:\n   return isNaN(b) || 1 > b;\n }\n return !1;\n}\n\nfunction v(a, b, c, d, e, f) {\n this.acceptsBooleans = 2 === b || 3 === b || 4 === b;\n this.attributeName = d;\n this.attributeNamespace = e;\n this.mustUseProperty = c;\n this.propertyName = a;\n this.type = b;\n this.sanitizeURL = f;\n}\n\nvar C = {};\n\"children dangerouslySetInnerHTML defaultValue defaultChecked innerHTML suppressContentEditableWarning suppressHydrationWarning style\".split(\" \").forEach(function (a) {\n C[a] = new v(a, 0, !1, a, null, !1);\n});\n[[\"acceptCharset\", \"accept-charset\"], [\"className\", \"class\"], [\"htmlFor\", \"for\"], [\"httpEquiv\", \"http-equiv\"]].forEach(function (a) {\n var b = a[0];\n C[b] = new v(b, 1, !1, a[1], null, !1);\n});\n[\"contentEditable\", \"draggable\", \"spellCheck\", \"value\"].forEach(function (a) {\n C[a] = new v(a, 2, !1, a.toLowerCase(), null, !1);\n});\n[\"autoReverse\", \"externalResourcesRequired\", \"focusable\", \"preserveAlpha\"].forEach(function (a) {\n C[a] = new v(a, 2, !1, a, null, !1);\n});\n\"allowFullScreen async autoFocus autoPlay controls default defer disabled disablePictureInPicture formNoValidate hidden loop noModule noValidate open playsInline readOnly required reversed scoped seamless itemScope\".split(\" \").forEach(function (a) {\n C[a] = new v(a, 3, !1, a.toLowerCase(), null, !1);\n});\n[\"checked\", \"multiple\", \"muted\", \"selected\"].forEach(function (a) {\n C[a] = new v(a, 3, !0, a, null, !1);\n});\n[\"capture\", \"download\"].forEach(function (a) {\n C[a] = new v(a, 4, !1, a, null, !1);\n});\n[\"cols\", \"rows\", \"size\", \"span\"].forEach(function (a) {\n C[a] = new v(a, 6, !1, a, null, !1);\n});\n[\"rowSpan\", \"start\"].forEach(function (a) {\n C[a] = new v(a, 5, !1, a.toLowerCase(), null, !1);\n});\nvar Ua = /[\\-:]([a-z])/g;\n\nfunction Va(a) {\n return a[1].toUpperCase();\n}\n\n\"accent-height alignment-baseline arabic-form baseline-shift cap-height clip-path clip-rule color-interpolation color-interpolation-filters color-profile color-rendering dominant-baseline enable-background fill-opacity fill-rule flood-color flood-opacity font-family font-size font-size-adjust font-stretch font-style font-variant font-weight glyph-name glyph-orientation-horizontal glyph-orientation-vertical horiz-adv-x horiz-origin-x image-rendering letter-spacing lighting-color marker-end marker-mid marker-start overline-position overline-thickness paint-order panose-1 pointer-events rendering-intent shape-rendering stop-color stop-opacity strikethrough-position strikethrough-thickness stroke-dasharray stroke-dashoffset stroke-linecap stroke-linejoin stroke-miterlimit stroke-opacity stroke-width text-anchor text-decoration text-rendering underline-position underline-thickness unicode-bidi unicode-range units-per-em v-alphabetic v-hanging v-ideographic v-mathematical vector-effect vert-adv-y vert-origin-x vert-origin-y word-spacing writing-mode xmlns:xlink x-height\".split(\" \").forEach(function (a) {\n var b = a.replace(Ua, Va);\n C[b] = new v(b, 1, !1, a, null, !1);\n});\n\"xlink:actuate xlink:arcrole xlink:role xlink:show xlink:title xlink:type\".split(\" \").forEach(function (a) {\n var b = a.replace(Ua, Va);\n C[b] = new v(b, 1, !1, a, \"http://www.w3.org/1999/xlink\", !1);\n});\n[\"xml:base\", \"xml:lang\", \"xml:space\"].forEach(function (a) {\n var b = a.replace(Ua, Va);\n C[b] = new v(b, 1, !1, a, \"http://www.w3.org/XML/1998/namespace\", !1);\n});\n[\"tabIndex\", \"crossOrigin\"].forEach(function (a) {\n C[a] = new v(a, 1, !1, a.toLowerCase(), null, !1);\n});\nC.xlinkHref = new v(\"xlinkHref\", 1, !1, \"xlink:href\", \"http://www.w3.org/1999/xlink\", !0);\n[\"src\", \"href\", \"action\", \"formAction\"].forEach(function (a) {\n C[a] = new v(a, 1, !1, a.toLowerCase(), null, !0);\n});\nvar Wa = aa.__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED;\nWa.hasOwnProperty(\"ReactCurre

ntDispatcher\") || (Wa.ReactCurrentDispatcher = {\n current:
null\n});\nWa.hasOwnProperty(\"ReactCurrentBatchConfig\") || (Wa.ReactCurrentBatchConfig = {\n suspense:
null\n});\n\nfunction Xa(a, b, c, d) {\n var e = C.hasOwnProperty(b) ? C[b] : null;\n var f = null !== e ? 0 ===
e.type : d ? !1 : !(2 < b.length) || \"o\" !== b[0] && \"O\" !== b[0] || \"n\" !== b[1] && \"N\" !== b[1] ? !1 : !0;\n f ||
(Ta(b, c, e, d) && (c = null), d || null === e ? Ra(b) && (null === c ? a.removeAttribute(b) : a.setAttribute(b, \"\" +
c)) : e.mustUseProperty ? a[e.propertyName] = null === c ? 3 === e.type ? !1 : \"\" : c : (b = e.attributeName, d =
e.attributeNamespace, null === c ? a.removeAttribute(b) : (e = e.type, c = 3 === e || 4 === e && !0 === c ? \"\" :
\"\" + c, d ? a.setAttributeNS(d, b, c) : a.setAttribute(b, c))));\n}\n\nvar Ya = /^(.*)[\\\\\\/]/,\n   E = \"function\" ===
typeof Symbol && Symbol.for,\n   Za = E ? Symbol.for(\"react.element\") : 60103,\n $a = E ?
Symbol.for(\"react.portal\") : 60106,\n   ab = E ? Symbol.for(\"react.fragment\") : 60107,\n   bb = E ?
Symbol.for(\"react.strict_mode\") : 60108,\n   cb = E ? Symbol.for(\"react.profiler\") : 60114,\n   db = E ?
Symbol.for(\"react.provider\") : 60109,\n   eb = E ? Symbol.for(\"react.context\") : 60110,\n   fb = E ?
Symbol.for(\"react.concurrent_mode\") : 60111,\n   gb = E ? Symbol.for(\"react.forward_ref\") : 60112,\n   hb = E
? Symbol.for(\"react.suspense\") : 60113,\n   ib = E ? Symbol.for(\"react.suspense_list\") : 60120,\n   jb = E ?
Symbol.for(\"react.memo\") : 60115,\n   kb = E ? Symbol.for(\"react.lazy\") : 60116,\n   lb = E ?
Symbol.for(\"react.block\") : 60121,\n   mb = \"function\" === typeof Symbol && Symbol.iterator;\n\nfunction
nb(a) {\n if (null === a || \"object\" !== typeof a) return null;\n a = mb && a[mb] || a[\"@@iterator\"];\n return
\"function\" === typeof a ? a : null;\n}\n\nfunction ob(a) {\n if (-1 === a._status) {\n   a._status = 0;\n   var b =
a._ctor;\n   b = b();\n   a._result = b;\n   b.then(function (b) {\n   0 === a._status && (b = b.default, a._status = 1,
a._result = b);\n   }, function (b) {\n   0 === a._status && (a._status = 2, a._result = b);\n   });\n }\n}\n\nfunction
pb(a) {\n if (null == a) return null;\n if (\"function\" === typeof a) return a.displayName || a.name || null;\n if
(\"string\" === typeof a) return a;\n\n switch (a) {\n   case ab:\n   return \"Fragment\";\n\n   case $a:\n   return
\"Portal\";\n\n   case cb:\n   return \"Profiler\";\n\n   case bb:\n   return \"StrictMode\";\n\n   case hb:\n   return
\"Suspense\";\n\n   case ib:\n   return \"SuspenseList\";\n }\n\n if (\"object\" === typeof a) switch (a.$$typeof)
{\n   case eb:\n   return \"Context.Consumer\";\n\n   case db:\n   return \"Context.Provider\";\n\n   case gb:\n
var b = a.render;\n   b = b.displayName || b.name || \"\";\n   return a.displayName || (\"\" !== b ? \"ForwardRef(\"
+ b + \")\" : \"ForwardRef\");\n\n   case jb:\n   return pb(a.type);\n\n   case lb:\n   return pb(a.render);\n\n   case
kb:\n   if (a = 1 === a._status ? a._result : null) return pb(a);\n }\n return null;\n}\n\nfunction qb(a) {\n var b =
\"\";\n\n do {\n   a: switch (a.tag) {\n   case 3:\n   case 4:\n   case 6:\n   case 7:\n   case 10:\n   case 9:\n
var c = \"\";\n   break a;\n\n   default:\n   var d = a._debugOwner,\n   e = a._debugSource,\n   f =
pb(a.type);\n   c = null;\n   d && (c = pb(d.type));\n   d = f;\n   f = \"\";\n   e ? f = \" (at \" +
e.fileName.replace(Ya, \"\") + \":\" + e.lineNumber + \")\" : c && (f = \" (created by \" + c + \")\");\n   c = \"\\n
in \" + (d || \"Unknown\") + f;\n   }\n\n   b += c;\n   a = a.return;\n } while (a);\n\n return b;\n}\n\nfunction rb(a)
{\n switch (typeof a) {\n   case \"boolean\":\n   case \"number\":\n   case \"object\":\n   case \"string\":\n   case
\"undefined\":\n   return a;\n\n   default:\n   return \"\";\n }\n}\n\nfunction sb(a) {\n var b = a.type;\n return (a
= a.nodeName) && \"input\" === a.toLowerCase() && (\"checkbox\" === b || \"radio\" === b);\n}\n\nfunction tb(a)
{\n var b = sb(a) ? \"checked\" : \"value\",\n   c = Object.getOwnPropertyDescriptor(a.constructor.prototype, b),\n
d = \"\" + a[b];\n\n if (!a.hasOwnProperty(b) && \"undefined\" !== typeof c && \"function\" === typeof c.get
&& \"function\" === typeof c.set) {\n   var e = c.get,\n   f = c.set;\n   Object.defineProperty(a, b, {\n
configurable: !0,\n   get: function get() {\n   return e.call(this);\n   },\n   set: function set(a) {\n   d = \"\"
+ a;\n   f.call(this, a);\n   }\n   });\n   Object.defineProperty(a, b, {\n   enumerable: c.enumerable\n   });\n
return {\n   getValue: function getValue() {\n   return d;\n   },\n   setValue: function setValue(a) {\n   d =
\"\" + a;\n   },\n   stopTracking: function stopTracking() {\n   a._valueTracker = null;\n   delete a[b];\n
}\n   };\n }\n}\n\nfunction xb(a) {\n a._valueTracker || (a._valueTracker = tb(a));\n}\n\nfunction yb(a) {\n if (!a)
return !1;\n var b = a._valueTracker;\n if (!b) return !0;\n var c = b.getValue();\n var d = \"\";\n a && (d = sb(a) ?
a.checked ? \"true\" : \"false\" : a.value);\n a = d;\n return a !== c ? (b.setValue(a), !0) : !1;\n}\n\nfunction zb(a, b)
{\n var c = b.checked;\n return n({}, b, {\n   defaultChecked: void 0,\n   defaultValue: void 0,\n   value: void 0,\n
checked: null != c ? c : a._wrapperState.initialChecked\n });\n}\n\nfunction Ab(a, b) {\n var c = null ==

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b.defaultValue ? \"\" : b.defaultValue,\n      d = null != b.checked ? b.checked : b.defaultChecked;\n  c = rb(null != b.value ? b.value : c);\n  a._wrapperState = {\n    initialChecked: d,\n    initialValue: c,\n    controlled: \"checkbox\" === b.type || \"radio\" === b.type ? null != b.checked : null != b.value\n  };\n}\n\nfunction Bb(a, b) {\n  b = b.checked;\n  null != b && Xa(a, \"checked\", b, !1);\n}\n\nfunction Cb(a, b) {\n  Bb(a, b);\n  var c = rb(b.value),\n    d = b.type;\n  if (null != c) {\n    if (\"number\" === d) {\n      if (0 === c && \"\" === a.value || a.value != c) a.value = \"\" + c;\n    } else a.value !== \"\" + c && (a.value = \"\" + c);\n  } else if (\"submit\" === d || \"reset\" === d) {\n    a.removeAttribute(\"value\");\n    return;\n  }\n  b.hasOwnProperty(\"value\") ? Db(a, b.type, c) : b.hasOwnProperty(\"defaultValue\") && Db(a, b.type, rb(b.defaultValue));\n  null == b.checked && null != b.defaultChecked && (a.defaultChecked = !!b.defaultChecked);\n}\n\nfunction Eb(a, b, c) {\n  if (b.hasOwnProperty(\"value\") || b.hasOwnProperty(\"defaultValue\")) {\n    var d = b.type;\n    if (!(\"submit\" !== d && \"reset\" !== d || void 0 !== b.value && null !== b.value)) return;\n    b = \"\" + a._wrapperState.initialValue;\n    c || b === a.value || (a.value = b);\n    a.defaultValue = b;\n  }\n\n  c = a.name;\n  \"\" !== c && (a.name = \"\");\n  a.defaultChecked = !!a._wrapperState.initialChecked;\n  \"\" !== c && (a.name = c);\n}\n\nfunction Db(a, b, c) {\n  if (\"number\" !== b || a.ownerDocument.activeElement !== a) null == c ? a.defaultValue = \"\" + a._wrapperState.initialValue : a.defaultValue !== \"\" + c && (a.defaultValue = \"\" + c);\n}\n\nfunction Fb(a) {\n  var b = \"\";\n  aa.Children.forEach(a, function (a) {\n    null != a && (b += a);\n  });\n  return b;\n}\n\nfunction Gb(a, b) {\n  a = n({\n    children: void 0\n  }, b);\n  if (b = Fb(b.children)) a.children = b;\n  return a;\n}\n\nfunction Hb(a, b, c, d) {\n  a = a.options;\n\n  if (b) {\n    b = {};\n\n    for (var e = 0; e < c.length; e++) {\n      b[\"$\" + c[e]] = !0;\n    }\n\n    for (c = 0; c < a.length; c++) {\n      e = b.hasOwnProperty(\"$\" + a[c].value), a[c].selected !== e && (a[c].selected = e), e && d && (a[c].defaultSelected = !0);\n    }\n  } else {\n    c = \"\" + rb(c);\n    b = null;\n\n    for (e = 0; e < a.length; e++) {\n      if (a[e].value === c) {\n        a[e].selected = !0;\n        d && (a[e].defaultSelected = !0);\n        return;\n      }\n\n      null !== b || a[e].disabled || (b = a[e]);\n    }\n\n    null !== b && (b.selected = !0);\n  }\n}\n\nfunction Ib(a, b) {\n  if (null != b.dangerouslySetInnerHTML) throw Error(u(91));\n  return n({}, b, {\n    value: void 0,\n    defaultValue: void 0,\n    children: \"\" + a._wrapperState.initialValue\n  });\n}\n\nfunction Jb(a, b) {\n  var c = b.value;\n\n  if (null == c) {\n    c = b.children;\n    b = b.defaultValue;\n\n    if (null != c) {\n      if (null != b) throw Error(u(92));\n\n      if (Array.isArray(c)) {\n        if (!(1 >= c.length)) throw Error(u(93));\n        c = c[0];\n      }\n\n      b = c;\n    }\n\n    null == b && (b = \"\");\n    c = b;\n  }\n\n  a._wrapperState = {\n    initialValue: rb(c)\n  };\n}\n\nfunction Kb(a, b) {\n  var c = rb(b.value),\n    d = rb(b.defaultValue);\n  null != c && (c = \"\" + c, c !== a.value && (a.value = c), null == b.defaultValue && a.defaultValue !== c && (a.defaultValue = c));\n  null != d && (a.defaultValue = \"\" + d);\n}\n\nfunction Lb(a) {\n  var b = a.textContent;\n  b === a._wrapperState.initialValue && \"\" !== b && null !== b && (a.value = b);\n}\n\nvar Mb = {\n  html: \"http://www.w3.org/1999/xhtml\",\n  mathml: \"http://www.w3.org/1998/Math/MathML\",\n  svg: \"http://www.w3.org/2000/svg\"\n};\n\nfunction Nb(a) {\n  switch (a) {\n    case \"svg\":\n      return \"http://www.w3.org/2000/svg\";\n\n    case \"math\":\n      return \"http://www.w3.org/1998/Math/MathML\";\n\n    default:\n      return \"http://www.w3.org/1999/xhtml\";\n  }\n}\n\nfunction Ob(a, b) {\n  return null == a || \"http://www.w3.org/1999/xhtml\" === a ? Nb(b) : \"http://www.w3.org/2000/svg\" === a && \"foreignObject\" === b ? \"http://www.w3.org/1999/xhtml\" : a;\n}\n\nvar Pb,\n    Qb = function (a) {\n  return \"undefined\" !== typeof MSApp && MSApp.execUnsafeLocalFunction ? function (b, c, d, e) {\n    MSApp.execUnsafeLocalFunction(function () {\n      return a(b, c, d, e);\n    });\n  } : a;\n}(function (a, b) {\n  if (a.namespaceURI !== Mb.svg || \"innerHTML\" in a) a.innerHTML = b;else {\n    Pb = Pb || document.createElement(\"div\");\n    Pb.innerHTML = \"<svg>\" + b.valueOf().toString() + \"</svg>\";\n\n    for (b = Pb.firstChild; a.firstChild;) {\n      a.removeChild(a.firstChild);\n    }\n\n    for (; b.firstChild;) {\n      a.appendChild(b.firstChild);\n    }\n  }\n});\n\nfunction Rb(a, b) {\n  if (b) {\n    var c = a.firstChild;\n\n    if (c && c === a.lastChild && 3 === c.nodeType) {\n      c.nodeValue = b;\n      return;\n    }\n  }\n\n  a.textContent = b;\n}\n\nfunction Sb(a, b) {\n  var c = {};\n  c[a.toLowerCase()] = b.toLowerCase();\n  c[\"Webkit\" + a] = \"webkit\" + b;\n  c[\"Moz\" + a] = \"moz\" + b;\n  return c;\n}\n\nvar Tb = {\n  animationend: Sb(\"Animation\", \"AnimationEnd\"),\n  animationiteration: Sb(\"Animation\", \"AnimationIteration\"),\n  animationstart: Sb(\"Animation\", \"AnimationStart\"),\n  transitionend: Sb(\"Transition\", \"TransitionEnd\")\n},\n
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Ub = {},\n    Vb = {};\nya && (Vb = document.createElement(\"div\").style, \"AnimationEvent\" in window ||
(delete Tb.animationend.animation, delete Tb.animationiteration.animation, delete Tb.animationstart.animation),
\"TransitionEvent\" in window || delete Tb.transitionend.transition);\n\nfunction Wb(a) {\n  if (Ub[a]) return
Ub[a];\n  if (!Tb[a]) return a;\n  var b = Tb[a],\n      c;\n\n  for (c in b) {\n    if (b.hasOwnProperty(c) && c in Vb)
return Ub[a] = b[c];\n  }\n\n  return a;\n}\n\nvar Xb = Wb(\"animationend\"),\n    Yb =
Wb(\"animationiteration\"),\n    Zb = Wb(\"animationstart\"),\n    $b = Wb(\"transitionend\"),\n    ac = \"abort
canplay canplaythrough durationchange emptied encrypted ended error loadeddata loadedmetadata loadstart pause
play playing progress ratechange seeked seeking stalled suspend timeupdate volumechange waiting\".split(\" \"),\n
bc = new (\"function\" === typeof WeakMap ? WeakMap : Map)();\n\nfunction cc(a) {\n  var b = bc.get(a);\n  void
0 === b && (b = new Map(), bc.set(a, b));\n  return b;\n}\n\nfunction dc(a) {\n  var b = a,\n      c = a;\n  if
(a.alternate) for (; b.return;) {\n    b = b.return;\n  } else {\n    a = b;\n\n    do {\n      b = a, 0 !== (b.effectTag &
1026) && (c = b.return), a = b.return;\n    } while (a);\n  }\n  return 3 === b.tag ? c : null;\n}\n\nfunction ec(a) {\n
if (13 === a.tag) {\n    var b = a.memoizedState;\n    null === b && (a = a.alternate, null !== a && (b =
a.memoizedState));\n    if (null !== b) return b.dehydrated;\n  }\n\n  return null;\n}\n\nfunction fc(a) {\n  if (dc(a)
!== a) throw Error(u(188));\n}\n\nfunction gc(a) {\n  var b = a.alternate;\n\n  if (!b) {\n    b = dc(a);\n    if (null ===
b) throw Error(u(188));\n    return b !== a ? null : a;\n  }\n\n  for (var c = a, d = b;;) {\n    var e = c.return;\n    if (null
=== e) break;\n    var f = e.alternate;\n\n    if (null === f) {\n      d = e.return;\n\n      if (null !== d) {\n        c = d;\n
  continue;\n      }\n\n      break;\n    }\n\n    if (e.child === f.child) {\n      for (f = e.child; f;) {\n        if (f === c)
return fc(e), a;\n        if (f === d) return fc(e), b;\n        f = f.sibling;\n      }\n\n      throw Error(u(188));\n    }\n\n    if
(c.return !== d.return) c = e, d = f;else {\n      for (var g = !1, h = e.child; h;) {\n        if (h === c) {\n          g = !0;\n
    c = e;\n          d = f;\n          break;\n        }\n\n        if (h === d) {\n          g = !0;\n          d = e;\n          c = f;\n
break;\n        }\n\n        h = h.sibling;\n      }\n\n      if (!g) {\n        for (h = f.child; h;) {\n          if (h === c) {\n
g = !0;\n            c = f;\n            d = e;\n            break;\n          }\n\n          if (h === d) {\n            g = !0;\n            d =
f;\n            c = e;\n            break;\n          }\n\n          h = h.sibling;\n        }\n\n        if (!g) throw Error(u(189));\n
  }\n    }\n    if (c.alternate !== d) throw Error(u(190));\n  }\n\n  if (3 !== c.tag) throw Error(u(188));\n  return
c.stateNode.current === c ? a : b;\n}\n\nfunction hc(a) {\n  a = gc(a);\n  if (!a) return null;\n\n  for (var b = a;;) {\n
if (5 === b.tag || 6 === b.tag) return b;\n    if (b.child) b.child.return = b, b = b.child;else {\n      if (b === a)
break;\n\n      for (; !b.sibling;) {\n        if (!b.return || b.return === a) return null;\n        b = b.return;\n      }\n\n
b.sibling.return = b.return;\n      b = b.sibling;\n    }\n  }\n\n  return null;\n}\n\nfunction ic(a, b) {\n  if (null == b)
throw Error(u(30));\n  if (null == a) return b;\n\n  if (Array.isArray(a)) {\n    if (Array.isArray(b)) return
a.push.apply(a, b), a;\n    a.push(b);\n    return a;\n  }\n\n  return Array.isArray(b) ? [a].concat(b) : [a,
b];\n}\n\nfunction jc(a, b, c) {\n  Array.isArray(a) ? a.forEach(b, c) : a && b.call(c, a);\n}\n\nvar kc =
null;\n\nfunction lc(a) {\n  if (a) {\n    var b = a._dispatchListeners,\n        c = a._dispatchInstances;\n    if
(Array.isArray(b)) for (var d = 0; d < b.length && !a.isPropagationStopped(); d++) {\n      oa(a, b[d], c[d]);\n    }
else b && oa(a, b, c);\n    a._dispatchListeners = null;\n    a._dispatchInstances = null;\n    a.isPersistent() ||
a.constructor.release(a);\n  }\n}\n\nfunction mc(a) {\n  null !== a && (kc = ic(kc, a));\n  a = kc;\n  kc = null;\n\n  if
(a) {\n    jc(a, lc);\n    if (kc) throw Error(u(95));\n    if (fa) throw a = ha, fa = !1, ha = null, a;\n  }\n}\n\nfunction
nc(a) {\n  a = a.target || a.srcElement || window;\n  a.correspondingUseElement && (a =
a.correspondingUseElement);\n  return 3 === a.nodeType ? a.parentNode : a;\n}\n\nfunction oc(a) {\n  if (!ya)
return !1;\n  a = \"on\" + a;\n  var b = (a in document);\n  b || (b = document.createElement(\"div\"), b.setAttribute(a,
\"return;\"), b = \"function\" === typeof b[a]);\n  return b;\n}\n\nvar pc = [];\n\nfunction qc(a) {\n  a.topLevelType =
null;\n  a.nativeEvent = null;\n  a.targetInst = null;\n  a.ancestors.length = 0;\n  10 > pc.length &&
pc.push(a);\n}\n\nfunction rc(a, b, c, d) {\n  if (pc.length) {\n    var e = pc.pop();\n    e.topLevelType = a;\n
e.eventSystemFlags = d;\n    e.nativeEvent = b;\n    e.targetInst = c;\n    return e;\n  }\n\n  return {\n    topLevelType:
a,\n    eventSystemFlags: d,\n    nativeEvent: b,\n    targetInst: c,\n    ancestors: []\n  };\n}\n\nfunction sc(a) {\n  var b
= a.targetInst,\n      c = b;\n\n  do {\n    if (!c) {\n      a.ancestors.push(c);\n      break;\n    }\n\n    var d = c;\n    if (3
=== d.tag) d = d.stateNode.containerInfo;else {\n      for (; d.return;) {\n        d = d.return;\n      }\n\n      d = 3 !==
d.tag ? null : d.stateNode.containerInfo;\n    }\n    if (!d) break;\n    b = c.tag;\n    5 !== b && 6 !== b ||
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a.ancestors.push(c);\n    c = tc(d);\n  } while (c);\n\n  for (c = 0; c < a.ancestors.length; c++) {\n    b =
a.ancestors[c];\n    var e = nc(a.nativeEvent);\n    d = a.topLevelType;\n    var f = a.nativeEvent,\n        g =
a.eventSystemFlags;\n    0 === c && (g |= 64);\n\n    for (var h = null, k = 0; k < sa.length; k++) {\n      var l =
sa[k];\n      l && (l = l.extractEvents(d, b, f, e, g)) && (h = ic(h, l));\n    }\n\n    mc(h);\n  }\n}\n\nfunction uc(a, b, c)
{\n  if (!c.has(a)) {\n    switch (a) {\n      case \"scroll\":\n        vc(b, \"scroll\", !0);\n        break;\n\n      case
\"focus\":\n      case \"blur\":\n        vc(b, \"focus\", !0);\n        vc(b, \"blur\", !0);\n        c.set(\"blur\", null);\n
c.set(\"focus\", null);\n        break;\n\n      case \"cancel\":\n      case \"close\":\n        oc(a) && vc(b, a, !0);\n
break;\n\n      case \"invalid\":\n      case \"submit\":\n      case \"reset\":\n        break;\n\n      default:\n        -1 ===
ac.indexOf(a) && F(a, b);\n    }\n\n    c.set(a, null);\n  }\n}\n\nvar wc,\n    xc,\n    yc,\n    zc = !1,\n    Ac = [],\n    Bc
= null,\n    Cc = null,\n    Dc = null,\n    Ec = new Map(),\n    Fc = new Map(),\n    Gc = [],\n    Hc = \"mousedown
mouseup touchcancel touchend touchstart auxclick dblclick pointercancel pointerdown pointerup dragend dragstart
drop compositionend compositionstart keydown keypress keyup input textInput close cancel copy cut paste click
change contextmenu reset submit\".split(\" \"),\n    Ic = \"focus blur dragenter dragleave mouseover mouseout
pointerover pointerout gotpointercapture lostpointercapture\".split(\" \");\n\nfunction Jc(a, b) {\n  var c = cc(b);\n
Hc.forEach(function (a) {\n    uc(a, b, c);\n  });\n  Ic.forEach(function (a) {\n    uc(a, b, c);\n  });\n}\n\nfunction
Kc(a, b, c, d, e) {\n  return {\n    blockedOn: a,\n    topLevelType: b,\n    eventSystemFlags: c | 32,\n    nativeEvent:
e,\n    container: d\n  };\n}\n\nfunction Lc(a, b) {\n  switch (a) {\n    case \"focus\":\n    case \"blur\":\n      Bc =
null;\n      break;\n\n    case \"dragenter\":\n    case \"dragleave\":\n      Cc = null;\n      break;\n\n    case
\"mouseover\":\n    case \"mouseout\":\n      Dc = null;\n      break;\n\n    case \"pointerover\":\n    case
\"pointerout\":\n      Ec.delete(b.pointerId);\n      break;\n\n    case \"gotpointercapture\":\n    case
\"lostpointercapture\":\n      Fc.delete(b.pointerId);\n  }\n}\n\nfunction Mc(a, b, c, d, e, f) {\n  if (null === a ||
a.nativeEvent !== f) return a = Kc(b, c, d, e, f), null !== b && (b = Nc(b), null !== b && xc(b)), a;\n
a.eventSystemFlags |= d;\n  return a;\n}\n\nfunction Oc(a, b, c, d, e) {\n  switch (b) {\n    case \"focus\":\n      return
Bc = Mc(Bc, a, b, c, d, e), !0;\n\n    case \"dragenter\":\n      return Cc = Mc(Cc, a, b, c, d, e), !0;\n\n    case
\"mouseover\":\n      return Dc = Mc(Dc, a, b, c, d, e), !0;\n\n    case \"pointerover\":\n      var f = e.pointerId;\n
Ec.set(f, Mc(Ec.get(f) || null, a, b, c, d, e));\n      return !0;\n\n    case \"gotpointercapture\":\n      return f =
e.pointerId, Fc.set(f, Mc(Fc.get(f) || null, a, b, c, d, e)), !0;\n  }\n\n  return !1;\n}\n\nfunction Pc(a) {\n  var b =
tc(a.target);\n\n  if (null !== b) {\n    var c = dc(b);\n    if (null !== c) if (b = c.tag, 13 === b) {\n      if (b = ec(c), null
!== b) {\n        a.blockedOn = b;\n        r.unstable_runWithPriority(a.priority, function () {\n          yc(c);\n        });\n
      return;\n      }\n    } else if (3 === b && c.stateNode.hydrate) {\n      a.blockedOn = 3 === c.tag ?
c.stateNode.containerInfo : null;\n      return;\n    }\n  }\n\n  a.blockedOn = null;\n}\n\nfunction Qc(a) {\n  if (null
!== a.blockedOn) return !1;\n  var b = Rc(a.topLevelType, a.eventSystemFlags, a.container, a.nativeEvent);\n\n  if
(null !== b) {\n    var c = Nc(b);\n    null !== c && xc(c);\n    a.blockedOn = b;\n    return !1;\n  }\n\n  return
!0;\n}\n\nfunction Sc(a, b, c) {\n  Qc(a) && c.delete(b);\n}\n\nfunction Tc() {\n  for (zc = !1; 0 < Ac.length;) {\n
var a = Ac[0];\n\n    if (null !== a.blockedOn) {\n      a = Nc(a.blockedOn);\n      null !== a && wc(a);\n      break;\n
  }\n\n    var b = Rc(a.topLevelType, a.eventSystemFlags, a.container, a.nativeEvent);\n    null !== b ? a.blockedOn =
b : Ac.shift();\n  }\n\n  null !== Bc && Qc(Bc) && (Bc = null);\n  null !== Cc && Qc(Cc) && (Cc = null);\n  null
!== Dc && Qc(Dc) && (Dc = null);\n  Ec.forEach(Sc);\n  Fc.forEach(Sc);\n}\n\nfunction Uc(a, b) {\n
a.blockedOn === b && (a.blockedOn = null, zc || (zc = !0, r.unstable_scheduleCallback(r.unstable_NormalPriority,
Tc)));\n}\n\nfunction Vc(a) {\n  function b(b) {\n    return Uc(b, a);\n  }\n\n  if (0 < Ac.length) {\n    Uc(Ac[0],
a);\n\n    for (var c = 1; c < Ac.length; c++) {\n      var d = Ac[c];\n      d.blockedOn === a && (d.blockedOn =
null);\n    }\n  }\n\n  null !== Bc && Uc(Bc, a);\n  null !== Cc && Uc(Cc, a);\n  null !== Dc && Uc(Dc, a);\n
Ec.forEach(b);\n  Fc.forEach(b);\n\n  for (c = 0; c < Gc.length; c++) {\n    d = Gc[c], d.blockedOn === a &&
(d.blockedOn = null);\n  }\n\n  for (; 0 < Gc.length && (c = Gc[0], null === c.blockedOn);) {\n    Pc(c), null ===
c.blockedOn && Gc.shift();\n  }\n}\n\nvar Wc = {},\n    Yc = new Map(),\n    Zc = new Map(),\n    $c = [\"abort\",
\"abort\", Xb, \"animationEnd\", Yb, \"animationIteration\", Zb, \"animationStart\", \"canplay\", \"canPlay\",
\"canplaythrough\", \"canPlayThrough\", \"durationchange\", \"durationChange\", \"emptied\", \"emptied\",
\"encrypted\", \"encrypted\", \"ended\", \"ended\", \"error\", \"error\", \"gotpointercapture\", \"gotPointerCapture\",
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\"load\", \"load\", \"loadeddata\", \"loadedData\", \"loadedmetadata\", \"loadedMetadata\", \"loadstart\", \"loadStart\", \"lostpointercapture\", \"lostPointerCapture\", \"playing\", \"playing\", \"progress\", \"progress\", \"seeking\", \"seeking\", \"stalled\", \"stalled\", \"suspend\", \"suspend\", \"timeupdate\", \"timeUpdate\", $b, \"transitionEnd\", \"waiting\", \"waiting\"];\n\nfunction ad(a, b) {\n for (var c = 0; c < a.length; c += 2) {\n var d = a[c],\n e = a[c + 1],\n f = \"on\" + (e[0].toUpperCase() + e.slice(1));\n f = {\n phasedRegistrationNames: {\n bubbled: f,\n captured: f + \"Capture\"\n },\n dependencies: [d],\n eventPriority: b\n };\n Zc.set(d, b);\n Yc.set(d, f);\n Wc[e] = f;\n }\n}\n\nad(\"blur blur cancel cancel click click close close contextmenu contextMenu copy copy cut cut auxclick auxClick dblclick doubleClick dragend dragEnd dragstart dragStart drop drop focus focus input input invalid invalid keydown keyDown keypress keyPress keyup keyUp mousedown mouseDown mouseup mouseUp paste paste pause pause play play pointercancel pointerCancel pointerdown pointerDown pointerup pointerUp ratechange rateChange reset reset seeked seeked submit submit touchcancel touchCancel touchend touchEnd touchstart touchStart volumechange volumeChange\".split(\" \"), 0);\nad(\"drag drag dragenter dragEnter dragexit dragExit dragleave dragLeave dragover dragOver mousemove mouseMove mouseout mouseOut mouseover mouseOver pointermove pointerMove pointerout pointerOut pointerover pointerOver scroll scroll toggle toggle touchmove touchMove wheel wheel\".split(\" \"), 1);\nad($c, 2);\n\nfor (var bd = \"change selectionchange textInput compositionstart compositionend compositionupdate\".split(\" \"), cd = 0; cd < bd.length; cd++) {\n Zc.set(bd[cd], 0);\n}\n\nvar dd = r.unstable_UserBlockingPriority,\n ed = r.unstable_runWithPriority,\n fd = !0;\n\nfunction F(a, b) {\n vc(b, a, !1);\n}\n\nfunction vc(a, b, c) {\n var d = Zc.get(b);\n\n switch (void 0 === d ? 2 : d) {\n case 0:\n d = gd.bind(null, b, 1, a);\n break;\n\n case 1:\n d = hd.bind(null, b, 1, a);\n break;\n\n default:\n d = id.bind(null, b, 1, a);\n }\n\n c ? a.addEventListener(b, d, !0) : a.addEventListener(b, d, !1);\n}\n\nfunction gd(a, b, c, d) {\n Ja || Ha();\n var e = id,\n f = Ja;\n Ja = !0;\n\n try {\n Ga(e, a, b, c, d);\n } finally {\n (Ja = f) || La();\n }\n}\n\nfunction hd(a, b, c, d) {\n ed(dd, id.bind(null, a, b, c, d));\n}\n\nfunction id(a, b, c, d) {\n if (fd) if (0 < Ac.length && -1 < Hc.indexOf(a)) a = Kc(null, a, b, c, d), Ac.push(a);else {\n var e = Rc(a, b, c, d);\n if (null === e) Lc(a, d);else if (-1 < Hc.indexOf(a)) a = Kc(e, a, b, c, d), Ac.push(a);else if (!Oc(e, a, b, c, d)) {\n Lc(a, d);\n a = rc(a, d, null, b);\n\n try {\n Ma(sc, a);\n } finally {\n qc(a);\n }\n }\n }\n}\n\nfunction Rc(a, b, c, d) {\n c = nc(d);\n c = tc(c);\n\n if (null !== c) {\n var e = dc(c);\n if (null === e) c = null;else {\n var f = e.tag;\n\n if (13 === f) {\n c = ec(e);\n if (null !== c) return c;\n c = null;\n } else if (3 === f) {\n if (e.stateNode.hydrate) return 3 === e.tag ? e.stateNode.containerInfo : null;\n c = null;\n } else e !== c && (c = null);\n }\n }\n\n a = rc(a, d, c, b);\n\n try {\n Ma(sc, a);\n } finally {\n qc(a);\n }\n\n return null;\n}\n\nvar jd = {\n animationIterationCount: !0,\n borderImageOutset: !0,\n borderImageSlice: !0,\n borderImageWidth: !0,\n boxFlex: !0,\n boxFlexGroup: !0,\n boxOrdinalGroup: !0,\n columnCount: !0,\n columns: !0,\n flex: !0,\n flexGrow: !0,\n flexPositive: !0,\n flexShrink: !0,\n flexNegative: !0,\n flexOrder: !0,\n gridArea: !0,\n gridRow: !0,\n gridRowEnd: !0,\n gridRowSpan: !0,\n gridRowStart: !0,\n gridColumn: !0,\n gridColumnEnd: !0,\n gridColumnSpan: !0,\n gridColumnStart: !0,\n fontWeight: !0,\n lineClamp: !0,\n lineHeight: !0,\n opacity: !0,\n order: !0,\n orphans: !0,\n tabSize: !0,\n widows: !0,\n zIndex: !0,\n zoom: !0,\n fillOpacity: !0,\n floodOpacity: !0,\n stopOpacity: !0,\n strokeDasharray: !0,\n strokeDashoffset: !0,\n strokeMiterlimit: !0,\n strokeOpacity: !0,\n strokeWidth: !0\n},\n kd = [\"Webkit\", \"ms\", \"Moz\", \"O\"];\nObject.keys(jd).forEach(function (a) {\n kd.forEach(function (b) {\n b = b + a.charAt(0).toUpperCase() + a.substring(1);\n jd[b] = jd[a];\n });\n});\n\nfunction ld(a, b, c) {\n return null == b || \"boolean\" === typeof b || \"\" === b ? \"\" : c || \"number\" !== typeof b || 0 === b || jd.hasOwnProperty(a) && jd[a] ? (\"\" + b).trim() : b + \"px\";\n}\n\nfunction md(a, b) {\n a = a.style;\n\n for (var c in b) {\n if (b.hasOwnProperty(c)) {\n var d = 0 === c.indexOf(\"--\"),\n e = ld(c, b[c], d);\n \"float\" === c && (c = \"cssFloat\");\n d ? a.setProperty(c, e) : a[c] = e;\n }\n }\n}\n\nvar nd = n({\n menuitem: !0\n}, {\n area: !0,\n base: !0,\n br: !0,\n col: !0,\n embed: !0,\n hr: !0,\n img: !0,\n input: !0,\n keygen: !0,\n link: !0,\n meta: !0,\n param: !0,\n source: !0,\n track: !0,\n wbr: !0\n});\n\nfunction od(a, b) {\n if (b) {\n if (nd[a] && (null != b.children || null != b.dangerouslySetInnerHTML)) throw Error(u(137, a, \"\"));\n\n if (null != b.dangerouslySetInnerHTML) {\n if (null != b.children) throw Error(u(60));\n if (!(\"object\" === typeof b.dangerouslySetInnerHTML && \"__html\"

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in b.dangerouslySetInnerHTML)) throw Error(u(61));\n    }\n\n    if (null != b.style && \"object\" !== typeof
b.style) throw Error(u(62, \"\"));\n  }\n}\n\nfunction pd(a, b) {\n  if (-1 === a.indexOf(\"-\")) return \"string\" ===
typeof b.is;\n\n  switch (a) {\n    case \"annotation-xml\":\n    case \"color-profile\":\n    case \"font-face\":\n    case
\"font-face-src\":\n    case \"font-face-uri\":\n    case \"font-face-format\":\n    case \"font-face-name\":\n    case
\"missing-glyph\":\n      return !1;\n\n    default:\n      return !0;\n  }\n}\n\nvar qd = Mb.html;\n\nfunction rd(a, b) {\n
a = 9 === a.nodeType || 11 === a.nodeType ? a : a.ownerDocument;\n  var c = cc(a);\n  b = wa[b];\n\n  for (var d =
0; d < b.length; d++) {\n    uc(b[d], a, c);\n  }\n}\n\nfunction sd() {}\n\nfunction td(a) {\n  a = a || (\"undefined\" !==
typeof document ? document : void 0);\n  if (\"undefined\" === typeof a) return null;\n\n  try {\n    return
a.activeElement || a.body;\n  } catch (b) {\n    return a.body;\n  }\n}\n\nfunction ud(a) {\n  for (; a && a.firstChild;)
{\n    a = a.firstChild;\n  }\n\n  return a;\n}\n\nfunction vd(a, b) {\n  var c = ud(a);\n  a = 0;\n\n  for (var d; c;) {\n    if
(3 === c.nodeType) {\n      d = a + c.textContent.length;\n      if (a <= b && d >= b) return {\n        node: c,\n
offset: b - a\n      };\n      a = d;\n    }\n\n    a: {\n      for (; c;) {\n        if (c.nextSibling) {\n          c = c.nextSibling;\n
        break a;\n        }\n\n        c = c.parentNode;\n      }\n\n      c = void 0;\n    }\n\n    c = ud(c);\n  }\n}\n\nfunction
wd(a, b) {\n  return a && b ? a === b ? !0 : a && 3 === a.nodeType ? !1 : b && 3 === b.nodeType ? wd(a,
b.parentNode) : \"contains\" in a ? a.contains(b) : a.compareDocumentPosition ? !!(a.compareDocumentPosition(b)
& 16) : !1 : !1;\n}\n\nfunction xd() {\n  for (var a = window, b = td(); b instanceof a.HTMLIFrameElement;) {\n
try {\n      var c = \"string\" === typeof b.contentWindow.location.href;\n    } catch (d) {\n      c = !1;\n    }\n\n    if
(c) a = b.contentWindow;else break;\n    b = td(a.document);\n  }\n\n  return b;\n}\n\nfunction yd(a) {\n  var b = a
&& a.nodeName && a.nodeName.toLowerCase();\n  return b && (\"input\" === b && (\"text\" === a.type ||
\"search\" === a.type || \"tel\" === a.type || \"url\" === a.type || \"password\" === a.type) || \"textarea\" === b ||
\"true\" === a.contentEditable);\n}\n\nvar zd = \"$\",\n    Ad = \"/$\",\n    Bd = \"$?\",\n    Cd = \"$!\",\n    Dd =
null,\n    Ed = null;\n\nfunction Fd(a, b) {\n  switch (a) {\n    case \"button\":\n    case \"input\":\n    case \"select\":\n
  case \"textarea\":\n      return !!b.autoFocus;\n  }\n\n  return !1;\n}\n\nfunction Gd(a, b) {\n  return \"textarea\" ===
a || \"option\" === a || \"noscript\" === a || \"string\" === typeof b.children || \"number\" === typeof b.children ||
\"object\" === typeof b.dangerouslySetInnerHTML && null !== b.dangerouslySetInnerHTML && null !=
b.dangerouslySetInnerHTML.__html;\n}\n\nvar Hd = \"function\" === typeof setTimeout ? setTimeout : void 0,\n
Id = \"function\" === typeof clearTimeout ? clearTimeout : void 0;\n\nfunction Jd(a) {\n  for (; null != a; a =
a.nextSibling) {\n    var b = a.nodeType;\n    if (1 === b || 3 === b) break;\n  }\n\n  return a;\n}\n\nfunction Kd(a)
{\n  a = a.previousSibling;\n\n  for (var b = 0; a;) {\n    if (8 === a.nodeType) {\n      var c = a.data;\n\n      if (c ===
zd || c === Cd || c === Bd) {\n        if (0 === b) return a;\n        b--;\n      } else c === Ad && b++;\n    }\n\n    a =
a.previousSibling;\n  }\n\n  return null;\n}\n\nvar Ld = Math.random().toString(36).slice(2),\n    Md =
\"__reactInternalInstance$\" + Ld,\n    Nd = \"__reactEventHandlers$\" + Ld,\n    Od = \"__reactContainere$\" +
Ld;\n\nfunction tc(a) {\n  var b = a[Md];\n  if (b) return b;\n\n  for (var c = a.parentNode; c;) {\n    if (b = c[Od] ||
c[Md]) {\n      c = b.alternate;\n      if (null !== b.child || null !== c && null !== c.child) for (a = Kd(a); null !== a;)
{\n        if (c = a[Md]) return c;\n        a = Kd(a);\n      }\n      return b;\n    }\n\n    a = c;\n    c = a.parentNode;\n
  }\n\n  return null;\n}\n\nfunction Nc(a) {\n  a = a[Md] || a[Od];\n  return !a || 5 !== a.tag && 6 !== a.tag && 13 !==
a.tag && 3 !== a.tag ? null : a;\n}\n\nfunction Pd(a) {\n  if (5 === a.tag || 6 === a.tag) return a.stateNode;\n  throw
Error(u(33));\n}\n\nfunction Qd(a) {\n  return a[Nd] || null;\n}\n\nfunction Rd(a) {\n  do {\n    a = a.return;\n  }
while (a && 5 !== a.tag);\n\n  return a ? a : null;\n}\n\nfunction Sd(a, b) {\n  var c = a.stateNode;\n  if (!c) return
null;\n  var d = la(c);\n  if (!d) return null;\n  c = d[b];\n\n  a: switch (b) {\n    case \"onClick\":\n    case
\"onClickCapture\":\n    case \"onDoubleClick\":\n    case \"onDoubleClickCapture\":\n    case \"onMouseDown\":\n
  case \"onMouseDownCapture\":\n    case \"onMouseMove\":\n    case \"onMouseMoveCapture\":\n    case
\"onMouseUp\":\n    case \"onMouseUpCapture\":\n    case \"onMouseEnter\":\n      (d = !d.disabled) || (a = a.type, d
= !(\"button\" === a || \"input\" === a || \"select\" === a || \"textarea\" === a));\n      a = !d;\n      break a;\n\n
default:\n      a = !1;\n  }\n\n  if (a) return null;\n  if (c && \"function\" !== typeof c) throw Error(u(231, b, typeof
c));\n  return c;\n}\n\nfunction Td(a, b, c) {\n  if (b = Sd(a, c.dispatchConfig.phasedRegistrationNames[b]))
c._dispatchListeners = ic(c._dispatchListeners, b), c._dispatchInstances = ic(c._dispatchInstances, a);\n}\n\nfunction
Ud(a) {\n  if (a && a.dispatchConfig.phasedRegistrationNames) {\n    for (var b = a._targetInst, c = []; b;) {\n
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c.push(b), b = Rd(b);\n }\n\n for (b = c.length; 0 < b--;) {\n Td(c[b], \"captured\", a);\n }\n\n for (b = 0; b < c.length; b++) {\n Td(c[b], \"bubbled\", a);\n }\n }\n}\n\nfunction Vd(a, b, c) {\n a && c && c.dispatchConfig.registrationName && (b = Sd(a, c.dispatchConfig.registrationName)) && (c._dispatchListeners = ic(c._dispatchListeners, b), c._dispatchInstances = ic(c._dispatchInstances, a));\n}\n\nfunction Wd(a) {\n a && a.dispatchConfig.registrationName && Vd(a._targetInst, null, a);\n}\n\nfunction Xd(a) {\n jc(a, Ud);\n}\n\nvar Yd = null,\n Zd = null,\n $d = null;\n\nfunction ae() {\n if ($d) return $d;\n var a,\n b = Zd,\n c = b.length,\n d,\n e = \"value\" in Yd ? Yd.value : Yd.textContent,\n f = e.length;\n\n for (a = 0; a < c && b[a] === e[a]; a++) {\n ;\n }\n\n var g = c - a;\n\n for (d = 1; d <= g && b[c - d] === e[f - d]; d++) {\n ;\n }\n\n return $d = e.slice(a, 1 < d ? 1 - d : void 0);\n}\n\nfunction be() {\n return !0;\n}\n\nfunction ce() {\n return !1;\n}\n\nfunction G(a, b, c, d) {\n this.dispatchConfig = a;\n this._targetInst = b;\n this.nativeEvent = c;\n a = this.constructor.Interface;\n\n for (var e in a) {\n a.hasOwnProperty(e) && ((b = a[e]) ? this[e] = b(c) : \"target\" === e ? this.target = d : this[e] = c[e]);\n }\n\n this.isDefaultPrevented = (null != c.defaultPrevented ? c.defaultPrevented : !1 === c.returnValue) ? be : ce;\n this.isPropagationStopped = ce;\n return this;\n}\n\nnn(G.prototype, {\n preventDefault: function preventDefault() {\n this.defaultPrevented = !0;\n var a = this.nativeEvent;\n a && (a.preventDefault ? a.preventDefault() : \"unknown\" !== typeof a.returnValue && (a.returnValue = !1), this.isDefaultPrevented = be);\n },\n stopPropagation: function stopPropagation() {\n var a = this.nativeEvent;\n a && (a.stopPropagation ? a.stopPropagation() : \"unknown\" !== typeof a.cancelBubble && (a.cancelBubble = !0), this.isPropagationStopped = be);\n },\n persist: function persist() {\n this.isPersistent = be;\n },\n isPersistent: ce,\n destructor: function destructor() {\n var a = this.constructor.Interface,\n b;\n\n for (b in a) {\n this[b] = null;\n }\n\n this.nativeEvent = this._targetInst = this.dispatchConfig = null;\n this.isPropagationStopped = this.isDefaultPrevented = ce;\n this._dispatchInstances = this._dispatchListeners = null;\n }\n});\nG.Interface = {\n type: null,\n target: null,\n currentTarget: function currentTarget() {\n return null;\n },\n eventPhase: null,\n bubbles: null,\n cancelable: null,\n timeStamp: function timeStamp(a) {\n return a.timeStamp || Date.now();\n },\n defaultPrevented: null,\n isTrusted: null\n};\n\nG.extend = function (a) {\n function b() {}\n\n function c() {\n return d.apply(this, arguments);\n }\n\n var d = this;\n b.prototype = d.prototype;\n var e = new b();\n n(e, c.prototype);\n c.prototype = e;\n c.prototype.constructor = c;\n c.Interface = n({}, d.Interface, a);\n c.extend = d.extend;\n de(c);\n return c;\n};\n\nde(G);\n\nfunction ee(a, b, c, d) {\n if (this.eventPool.length) {\n var e = this.eventPool.pop();\n this.call(e, a, b, c, d);\n return e;\n }\n\n return new this(a, b, c, d);\n}\n\nfunction fe(a) {\n if (!(a instanceof this)) throw Error(u(279));\n a.destructor();\n 10 > this.eventPool.length && this.eventPool.push(a);\n}\n\nfunction de(a) {\n a.eventPool = [];\n a.getPooled = ee;\n a.release = fe;\n}\n\nvar ge = G.extend({\n data: null\n}),\n he = G.extend({\n data: null\n}),\n ie = [9, 13, 27, 32],\n je = ya && \"CompositionEvent\" in window,\n ke = null;\nya && \"documentMode\" in document && (ke = document.documentMode);\nvar le = ya && \"TextEvent\" in window && !ke,\n me = ya && (!je || ke && 8 < ke && 11 >= ke),\n ne = String.fromCharCode(32),\n oe = {\n beforeInput: {\n phasedRegistrationNames: {\n bubbled: \"onBeforeInput\",\n captured: \"onBeforeInputCapture\"\n },\n dependencies: [\"compositionend\", \"keypress\", \"textInput\", \"paste\"]\n },\n compositionEnd: {\n phasedRegistrationNames: {\n bubbled: \"onCompositionEnd\",\n captured: \"onCompositionEndCapture\"\n },\n dependencies: \"blur compositionend keydown keypress keyup mousedown\".split(\" \")\n },\n compositionStart: {\n phasedRegistrationNames: {\n bubbled: \"onCompositionStart\",\n captured: \"onCompositionStartCapture\"\n },\n dependencies: \"blur compositionstart keydown keypress keyup mousedown\".split(\" \")\n },\n compositionUpdate: {\n phasedRegistrationNames: {\n bubbled: \"onCompositionUpdate\",\n captured: \"onCompositionUpdateCapture\"\n },\n dependencies: \"blur compositionupdate keydown keypress keyup mousedown\".split(\" \")\n }\n},\n pe = !1;\n\nfunction qe(a, b) {\n switch (a) {\n case \"keyup\":\n return -1 !== ie.indexOf(b.keyCode);\n\n case \"keydown\":\n return 229 !== b.keyCode;\n\n case \"keypress\":\n case \"mousedown\":\n case \"blur\":\n return !0;\n\n default:\n return !1;\n }\n}\n\nfunction re(a) {\n a = a.detail;\n return \"object\" === typeof a && \"data\" in a ? a.data : null;\n}\n\nvar se = !1;\n\nfunction te(a, b) {\n switch (a) {\n case \"compositionend\":\n return re(b);\n\n case \"keypress\":\n if (32 !== b.which) return null;\n pe = !0;\n return ne;\n\n case \"textInput\":\n

return a = b.data, a === ne && pe ? null : a;\n\n default:\n return null;\n }\n}\n\nfunction ue(a, b) {\n if (se) return \"compositionend\" === a || !je && qe(a, b) ? (a = ae(), $d = Zd = Yd = null, se = !1, a) : null;\n\n switch (a) {\n case \"paste\":\n return null;\n\n case \"keypress\":\n if (!(b.ctrlKey || b.altKey || b.metaKey) || b.ctrlKey && b.altKey) {\n if (b.char && 1 < b.char.length) return b.char;\n if (b.which) return String.fromCharCode(b.which);\n }\n\n return null;\n\n case \"compositionend\":\n return me && \"ko\" !== b.locale ? null : b.data;\n\n default:\n return null;\n }\n}\n\nvar ve = {\n eventTypes: oe,\n extractEvents: function extractEvents(a, b, c, d) {\n var e;\n if (je) b: {\n switch (a) {\n case \"compositionstart\":\n var f = oe.compositionStart;\n break b;\n\n case \"compositionend\":\n f = oe.compositionEnd;\n break b;\n\n case \"compositionupdate\":\n f = oe.compositionUpdate;\n break b;\n }\n\n f = void 0;\n } else se ? qe(a, c) && (f = oe.compositionEnd) : \"keydown\" === a && 229 === c.keyCode && (f = oe.compositionStart);\n f ? (me && \"ko\" !== c.locale && (se || f !== oe.compositionStart ? f === oe.compositionEnd && se && (e = ae()) : (Yd = d, Zd = \"value\" in Yd ? Yd.value : Yd.textContent, se = !0)), f = ge.getPooled(f, b, c, d), e ? f.data = e : (e = re(c), null !== e && (f.data = e)), Xd(f), e = f) : e = null;\n (a = le ? te(a, c) : ue(a, c)) ? (b = he.getPooled(oe.beforeInput, b, c, d), b.data = a, Xd(b)) : b = null;\n return null === e ? b : null === b ? e : [e, b];\n }\n},\n we = {\n color: !0,\n date: !0,\n datetime: !0,\n \"datetime-local\": !0,\n email: !0,\n month: !0,\n number: !0,\n password: !0,\n range: !0,\n search: !0,\n tel: !0,\n text: !0,\n time: !0,\n url: !0,\n week: !0\n};\n\nfunction xe(a) {\n var b = a && a.nodeName && a.nodeName.toLowerCase();\n return \"input\" === b ? !!we[a.type] : \"textarea\" === b ? !0 : !1;\n}\n\nvar ye = {\n change: {\n phasedRegistrationNames: {\n bubbled: \"onChange\",\n captured: \"onChangeCapture\"\n },\n dependencies: \"blur change click focus input keydown keyup selectionchange\".split(\" \")\n }\n};\n\nfunction ze(a, b, c) {\n a = G.getPooled(ye.change, a, b, c);\n a.type = \"change\";\n Da(c);\n Xd(a);\n return a;\n}\n\nvar Ae = null,\n Be = null;\n\nfunction Ce(a) {\n mc(a);\n}\n\nfunction De(a) {\n var b = Pd(a);\n if (yb(b)) return a;\n}\n\nfunction Ee(a, b) {\n if (\"change\" === a) return b;\n}\n\nvar Fe = !1;\nya && (Fe = oc(\"input\") && (!document.documentMode || 9 < document.documentMode));\n\nfunction Ge() {\n Ae && (Ae.detachEvent(\"onpropertychange\", He), Be = Ae = null);\n}\n\nfunction He(a) {\n if (\"value\" === a.propertyName && De(Be)) if (a = ze(Be, a, nc(a)), Ja) mc(a);else {\n Ja = !0;\n\n try {\n Fa(Ce, a);\n } finally {\n Ja = !1, La();\n }\n }\n}\n\nfunction Ie(a, b, c) {\n \"focus\" === a ? (Ge(), Ae = b, Be = c, Ae.attachEvent(\"onpropertychange\", He)) : \"blur\" === a && Ge();\n}\n\nfunction Je(a) {\n if (\"selectionchange\" === a || \"keyup\" === a || \"keydown\" === a) return De(Be);\n}\n\nfunction Ke(a, b) {\n if (\"click\" === a) return De(b);\n}\n\nfunction Le(a, b) {\n if (\"input\" === a || \"change\" === a) return De(b);\n}\n\nvar Me = {\n eventTypes: ye,\n _isInputEventSupported: Fe,\n extractEvents: function extractEvents(a, b, c, d) {\n var e = b ? Pd(b) : window,\n f = e.nodeName && e.nodeName.toLowerCase();\n if (\"select\" === f || \"input\" === f && \"file\" === e.type) var g = Ee;else if (xe(e)) {\n if (Fe) g = Le;else {\n g = Je;\n var h = Ie;\n }\n } else (f = e.nodeName) && \"input\" === f.toLowerCase() && (\"checkbox\" === e.type || \"radio\" === e.type) && (g = Ke);\n if (g && (g = g(a, b))) return ze(g, c, d);\n h && h(a, e, b);\n \"blur\" === a && (a = e._wrapperState) && a.controlled && \"number\" === e.type && Db(e, \"number\", e.value);\n }\n},\n Ne = G.extend({\n view: null,\n detail: null\n}),\n Oe = {\n Alt: \"altKey\",\n Control: \"ctrlKey\",\n Meta: \"metaKey\",\n Shift: \"shiftKey\"\n};\n\nfunction Pe(a) {\n var b = this.nativeEvent;\n return b.getModifierState ? b.getModifierState(a) : (a = Oe[a]) ? !!b[a] : !1;\n}\n\nfunction Qe() {\n return Pe;\n}\n\nvar Re = 0,\n Se = 0,\n Te = !1,\n Ue = !1,\n Ve = Ne.extend({\n screenX: null,\n screenY: null,\n clientX: null,\n clientY: null,\n pageX: null,\n pageY: null,\n ctrlKey: null,\n shiftKey: null,\n altKey: null,\n metaKey: null,\n getModifierState: Qe,\n button: null,\n buttons: null,\n relatedTarget: function relatedTarget(a) {\n return a.relatedTarget || (a.fromElement === a.srcElement ? a.toElement : a.fromElement);\n },\n movementX: function movementX(a) {\n if (\"movementX\" in a) return a.movementX;\n var b = Re;\n Re = a.screenX;\n return Te ? \"mousemove\" === a.type ? a.screenX - b : 0 : (Te = !0, 0);\n },\n movementY: function movementY(a) {\n if (\"movementY\" in a) return a.movementY;\n var b = Se;\n Se = a.screenY;\n return Ue ? \"mousemove\" === a.type ? a.screenY - b : 0 : (Ue = !0, 0);\n }\n}),\n We = Ve.extend({\n pointerId: null,\n width: null,\n height: null,\n pressure: null,\n tangentialPressure: null,\n tiltX: null,\n tiltY: null,\n twist: null,\n pointerType:

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null,\n  isPrimary: null\n}),\n  Xe = {\n  mouseEnter: {\n  registrationName: \"onMouseEnter\",\n  dependencies: [\"mouseout\", \"mouseover\"]\n  },\n  mouseLeave: {\n  registrationName: \"onMouseLeave\",\n  dependencies: [\"mouseout\", \"mouseover\"]\n  },\n  pointerEnter: {\n  registrationName: \"onPointerEnter\",\n  dependencies: [\"pointerout\", \"pointerover\"]\n  },\n  pointerLeave: {\n  registrationName: \"onPointerLeave\",\n  dependencies: [\"pointerout\", \"pointerover\"]\n  }\n},\n  Ye = {\n  eventTypes: Xe,\n  extractEvents: function extractEvents(a, b, c, d, e) {\n  var f = \"mouseover\" === a || \"pointerover\" === a,\n  g = \"mouseout\" === a || \"pointerout\" === a;\n  if (f && 0 === (e & 32) && (c.relatedTarget || c.fromElement) || !g && !f) return null;\n  f = d.window === d ? d : (f = d.ownerDocument) ? f.defaultView || f.parentWindow : window;\n\n  if (g) {\n  if (g = b, b = (b = c.relatedTarget || c.toElement) ? tc(b) : null, null !== b) {\n  var h = dc(b);\n  if (b !== h || 5 !== b.tag && 6 !== b.tag) b = null;\n  }\n  } else g = null;\n\n  if (g === b) return null;\n\n  if (\"mouseout\" === a || \"mouseover\" === a) {\n  var k = Ve;\n  var l = Xe.mouseLeave;\n  var m = Xe.mouseEnter;\n  var p = \"mouse\";\n  } else if (\"pointerout\" === a || \"pointerover\" === a) k = We, l = Xe.pointerLeave, m = Xe.pointerEnter, p = \"pointer\";\n\n  a = null == g ? f : Pd(g);\n  f = null == b ? f : Pd(b);\n  l = k.getPooled(l, g, c, d);\n  l.type = p + \"leave\";\n  l.target = a;\n  l.relatedTarget = f;\n  c = k.getPooled(m, b, c, d);\n  c.type = p + \"enter\";\n  c.target = f;\n  c.relatedTarget = a;\n  d = g;\n  p = b;\n  if (d && p) a: {\n  k = d;\n  m = p;\n  g = 0;\n\n  for (a = k; a; a = Rd(a)) {\n  g++;\n  }\n\n  a = 0;\n\n  for (b = m; b; b = Rd(b)) {\n  a++;\n  }\n\n  for (; 0 < g - a;) {\n  k = Rd(k), g--;\n  }\n\n  for (; 0 < a - g;) {\n  m = Rd(m), a--;\n  }\n\n  for (; g--;) {\n  if (k === m || k === m.alternate) break a;\n  k = Rd(k);\n  m = Rd(m);\n  }\n\n  k = null;\n  } else k = null;\n  m = k;\n\n  for (k = []; d && d !== m;) {\n  g = d.alternate;\n  if (null !== g && g === m) break;\n  k.push(d);\n  d = Rd(d);\n  }\n\n  for (d = []; p && p !== m;) {\n  g = p.alternate;\n  if (null !== g && g === m) break;\n  d.push(p);\n  p = Rd(p);\n  }\n\n  for (p = 0; p < k.length; p++) {\n  Vd(k[p], \"bubbled\", l);\n  }\n\n  for (p = d.length; 0 < p--;) {\n  Vd(d[p], \"captured\", c);\n  }\n\n  return 0 === (e & 64) ? [l] : [l, c];\n  }\n};\n\nfunction Ze(a, b) {\n  return a === b && (0 !== a || 1 / a === 1 / b) || a !== a && b !== b;\n}\n\nvar $e = \"function\" === typeof Object.is ? Object.is : Ze,\n  af = Object.prototype.hasOwnProperty;\n\nfunction bf(a, b) {\n  if ($e(a, b)) return !0;\n  if (\"object\" !== typeof a || null === a || \"object\" !== typeof b || null === b) return !1;\n  var c = Object.keys(a),\n  d = Object.keys(b);\n  if (c.length !== d.length) return !1;\n\n  for (d = 0; d < c.length; d++) {\n  if (!af.call(b, c[d]) || !$e(a[c[d]], b[c[d]])) return !1;\n  }\n\n  return !0;\n}\n\nvar cf = ya && \"documentMode\" in document && 11 >= document.documentMode,\n  df = {\n  select: {\n  phasedRegistrationNames: {\n  bubbled: \"onSelect\",\n  captured: \"onSelectCapture\"\n  },\n  dependencies: \"blur contextmenu dragend focus keydown keyup mousedown mouseup selectionchange\".split(\" \")\n  }\n},\n  ef = null,\n  ff = null,\n  gf = null,\n  hf = !1;\n\nfunction jf(a, b) {\n  var c = b.window === b ? b.document : 9 === b.nodeType ? b : b.ownerDocument;\n  if (hf || null == ef || ef !== td(c)) return null;\n  c = ef;\n  \"selectionStart\" in c && yd(c) ? c = {\n  start: c.selectionStart,\n  end: c.selectionEnd\n  } : (c = (c.ownerDocument && c.ownerDocument.defaultView || window).getSelection(), c = {\n  anchorNode: c.anchorNode,\n  anchorOffset: c.anchorOffset,\n  focusNode: c.focusNode,\n  focusOffset: c.focusOffset\n  });\n  return gf && bf(gf, c) ? null : (gf = c, a = G.getPooled(df.select, ff, a, b), a.type = \"select\", a.target = ef, Xd(a), a);\n}\n\nvar kf = {\n  eventTypes: df,\n  extractEvents: function extractEvents(a, b, c, d, e, f) {\n  e = f || (d.window === d ? d.document : 9 === d.nodeType ? d : d.ownerDocument);\n\n  if (!(f = !e)) {\n  a: {\n  e = cc(e);\n  f = wa.onSelect;\n\n  for (var g = 0; g < f.length; g++) {\n  if (!e.has(f[g])) {\n  e = !1;\n  break a;\n  }\n  }\n\n  e = !0;\n  }\n\n  f = !e;\n  }\n\n  if (f) return null;\n  e = b ? Pd(b) : window;\n\n  switch (a) {\n  case \"focus\":\n  if (xe(e) || \"true\" === e.contentEditable) ef = e, ff = b, gf = null;\n  break;\n\n  case \"blur\":\n  gf = ff = ef = null;\n  break;\n\n  case \"mousedown\":\n  hf = !0;\n  break;\n\n  case \"contextmenu\":\n  case \"mouseup\":\n  case \"dragend\":\n  return hf = !1, jf(c, d);\n\n  case \"selectionchange\":\n  if (cf) break;\n\n  case \"keydown\":\n  case \"keyup\":\n  return jf(c, d);\n  }\n\n  return null;\n  }\n},\n  lf = G.extend({\n  animationName: null,\n  elapsedTime: null,\n  pseudoElement: null\n}),\n  mf = G.extend({\n  clipboardData: function clipboardData(a) {\n  return \"clipboardData\" in a ? a.clipboardData : window.clipboardData;\n  }\n}),\n  nf = Ne.extend({\n  relatedTarget: null\n});\n\nfunction of(a)
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{\n var b = a.keyCode;\n \"charCode\" in a ? (a = a.charCode, 0 === a && 13 === b && (a = 13)) : a = b;\n 10 === a && (a = 13);\n return 32 <= a || 13 === a ? a : 0;\n}\n\nvar pf = {\n Esc: \"Escape\",\n Spacebar: \" \",\n Left: \"ArrowLeft\",\n Up: \"ArrowUp\",\n Right: \"ArrowRight\",\n Down: \"ArrowDown\",\n Del: \"Delete\",\n Win: \"OS\",\n Menu: \"ContextMenu\",\n Apps: \"ContextMenu\",\n Scroll: \"ScrollLock\",\n MozPrintableKey: \"Unidentified\"\n},\n qf = {\n 8: \"Backspace\",\n 9: \"Tab\",\n 12: \"Clear\",\n 13: \"Enter\",\n 16: \"Shift\",\n 17: \"Control\",\n 18: \"Alt\",\n 19: \"Pause\",\n 20: \"CapsLock\",\n 27: \"Escape\",\n 32: \" \",\n 33: \"PageUp\",\n 34: \"PageDown\",\n 35: \"End\",\n 36: \"Home\",\n 37: \"ArrowLeft\",\n 38: \"ArrowUp\",\n 39: \"ArrowRight\",\n 40: \"ArrowDown\",\n 45: \"Insert\",\n 46: \"Delete\",\n 112: \"F1\",\n 113: \"F2\",\n 114: \"F3\",\n 115: \"F4\",\n 116: \"F5\",\n 117: \"F6\",\n 118: \"F7\",\n 119: \"F8\",\n 120: \"F9\",\n 121: \"F10\",\n 122: \"F11\",\n 123: \"F12\",\n 144: \"NumLock\",\n 145: \"ScrollLock\",\n 224: \"Meta\"\n},\n rf = Ne.extend({\n key: function key(a) {\n if (a.key) {\n var b = pf[a.key] || a.key;\n if (\"Unidentified\" !== b) return b;\n }\n\n return \"keypress\" === a.type ? (a = of(a), 13 === a ? \"Enter\" : String.fromCharCode(a)) : \"keydown\" === a.type || \"keyup\" === a.type ? qf[a.keyCode] || \"Unidentified\" : \"\";\n },\n location: null,\n ctrlKey: null,\n shiftKey: null,\n altKey: null,\n metaKey: null,\n repeat: null,\n locale: null,\n getModifierState: Qe,\n charCode: function charCode(a) {\n return \"keypress\" === a.type ? of(a) : 0;\n },\n keyCode: function keyCode(a) {\n return \"keydown\" === a.type || \"keyup\" === a.type ? a.keyCode : 0;\n },\n which: function which(a) {\n return \"keypress\" === a.type ? of(a) : \"keydown\" === a.type || \"keyup\" === a.type ? a.keyCode : 0;\n }\n}),\n sf = Ve.extend({\n dataTransfer: null\n}),\n tf = Ne.extend({\n touches: null,\n targetTouches: null,\n changedTouches: null,\n altKey: null,\n metaKey: null,\n ctrlKey: null,\n shiftKey: null,\n getModifierState: Qe\n}),\n uf = G.extend({\n propertyName: null,\n elapsedTime: null,\n pseudoElement: null\n}),\n vf = Ve.extend({\n deltaX: function deltaX(a) {\n return \"deltaX\" in a ? a.deltaX : \"wheelDeltaX\" in a ? -a.wheelDeltaX : 0;\n },\n deltaY: function deltaY(a) {\n return \"deltaY\" in a ? a.deltaY : \"wheelDeltaY\" in a ? -a.wheelDeltaY : \"wheelDelta\" in a ? -a.wheelDelta : 0;\n },\n deltaZ: null,\n deltaMode: null\n}),\n wf = {\n eventTypes: Wc,\n extractEvents: function extractEvents(a, b, c, d) {\n var e = Yc.get(a);\n if (!e) return null;\n\n switch (a) {\n case \"keypress\":\n if (0 === of(c)) return null;\n\n case \"keydown\":\n case \"keyup\":\n a = rf;\n break;\n\n case \"blur\":\n case \"focus\":\n a = nf;\n break;\n\n case \"click\":\n if (2 === c.button) return null;\n\n case \"auxclick\":\n case \"dblclick\":\n case \"mousedown\":\n case \"mousemove\":\n case \"mouseup\":\n case \"mouseout\":\n case \"mouseover\":\n case \"contextmenu\":\n a = Ve;\n break;\n\n case \"drag\":\n case \"dragend\":\n case \"dragenter\":\n case \"dragexit\":\n case \"dragleave\":\n case \"dragover\":\n case \"dragstart\":\n case \"drop\":\n a = sf;\n break;\n\n case \"touchcancel\":\n case \"touchend\":\n case \"touchmove\":\n case \"touchstart\":\n a = tf;\n break;\n\n case Xb:\n case Yb:\n case Zb:\n a = lf;\n break;\n\n case $b:\n a = uf;\n break;\n\n case \"scroll\":\n a = Ne;\n break;\n\n case \"wheel\":\n a = vf;\n break;\n\n case \"copy\":\n case \"cut\":\n case \"paste\":\n a = mf;\n break;\n\n case \"gotpointercapture\":\n case \"lostpointercapture\":\n case \"pointercancel\":\n case \"pointerdown\":\n case \"pointermove\":\n case \"pointerout\":\n case \"pointerover\":\n case \"pointerup\":\n a = We;\n break;\n\n default:\n a = G;\n }\n\n b = a.getPooled(e, b, c, d);\n Xd(b);\n return b;\n }\n};\nif (pa) throw Error(u(101));\npa = Array.prototype.slice.call(\"ResponderEventPlugin SimpleEventPlugin EnterLeaveEventPlugin ChangeEventPlugin SelectEventPlugin BeforeInputEventPlugin\".split(\" \"));\nra();\nvar xf = Nc;\nla = Qd;\nma = xf;\nna = Pd;\nxa({\n SimpleEventPlugin: wf,\n EnterLeaveEventPlugin: Ye,\n ChangeEventPlugin: Me,\n SelectEventPlugin: kf,\n BeforeInputEventPlugin: ve\n});\nvar yf = [],\n zf = -1;\n\nfunction H(a) {\n 0 > zf || (a.current = yf[zf], yf[zf] = null, zf--);\n}\n\nfunction I(a, b) {\n zf++;\n yf[zf] = a.current;\n a.current = b;\n}\n\nvar Af = {},\n J = {\n current: Af\n},\n K = {\n current: !1\n},\n Bf = Af;\n\nfunction Cf(a, b) {\n var c = a.type.contextTypes;\n if (!c) return Af;\n var d = a.stateNode;\n if (d && d.__reactInternalMemoizedUnmaskedChildContext === b) return d.__reactInternalMemoizedMaskedChildContext;\n var e = {},\n f;\n\n for (f in c) {\n e[f] = b[f];\n }\n\n d && (a = a.stateNode, a.__reactInternalMemoizedUnmaskedChildContext = b, a.__reactInternalMemoizedMaskedChildContext = e);\n return e;\n}\n\nfunction L(a) {\n a =

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a.childContextTypes;\n  return null !== a && void 0 !== a;\n}\n\nfunction Df() {\n  H(K);\n  H(J);\n}\n\nfunction Ef(a, b, c) {\n  if (J.current !== Af) throw Error(u(168));\n  I(J, b);\n  I(K, c);\n}\n\nfunction Ff(a, b, c) {\n  var d = a.stateNode;\n  a = b.childContextTypes;\n  if (\"function\" !== typeof d.getChildContext) return c;\n  d = d.getChildContext();\n\n  for (var e in d) {\n    if (!(e in a)) throw Error(u(108, pb(b) || \"Unknown\", e));\n  }\n\n  return n({}, c, {}, d);\n}\n\nfunction Gf(a) {\n  a = (a = a.stateNode) &&
a.__reactInternalMemoizedMergedChildContext || Af;\n  Bf = J.current;\n  I(J, a);\n  I(K, K.current);\n  return !0;\n}\n\nfunction Hf(a, b, c) {\n  var d = a.stateNode;\n  if (!d) throw Error(u(169));\n  c ? (a = Ff(a, b, Bf), d.__reactInternalMemoizedMergedChildContext = a, H(K), H(J), I(J, a)) : H(K);\n  I(K, c);\n}\n\nvar If =
r.unstable_runWithPriority,\n    Jf = r.unstable_scheduleCallback,\n    Kf = r.unstable_cancelCallback,\n    Lf =
r.unstable_requestPaint,\n    Mf = r.unstable_now,\n    Nf = r.unstable_getCurrentPriorityLevel,\n    Of =
r.unstable_ImmediatePriority,\n    Pf = r.unstable_UserBlockingPriority,\n    Qf = r.unstable_NormalPriority,\n    Rf
= r.unstable_LowPriority,\n    Sf = r.unstable_IdlePriority,\n    Tf = {},\n    Uf = r.unstable_shouldYield,\n    Vf =
void 0 !== Lf ? Lf : function () {},\n    Wf = null,\n    Xf = null,\n    Yf = !1,\n    Zf = Mf(),\n    $f = 1E4 > Zf ? Mf :
function () {\n  return Mf() - Zf;\n};\n\nfunction ag() {\n  switch (Nf()) {\n    case Of:\n      return 99;\n\n    case
Pf:\n      return 98;\n\n    case Qf:\n      return 97;\n\n    case Rf:\n      return 96;\n\n    case Sf:\n      return 95;\n\n
default:\n      throw Error(u(332));\n  }\n}\n\nfunction bg(a) {\n  switch (a) {\n    case 99:\n      return Of;\n\n    case
98:\n      return Pf;\n\n    case 97:\n      return Qf;\n\n    case 96:\n      return Rf;\n\n    case 95:\n      return Sf;\n\n
default:\n      throw Error(u(332));\n  }\n}\n\nfunction cg(a, b) {\n  a = bg(a);\n  return If(a, b);\n}\n\nfunction dg(a,
b, c) {\n  a = bg(a);\n  return Jf(a, b, c);\n}\n\nfunction eg(a) {\n  null === Wf ? (Wf = [a], Xf = Jf(Of, fg)) :
Wf.push(a);\n  return Tf;\n}\n\nfunction gg() {\n  if (null !== Xf) {\n    var a = Xf;\n    Xf = null;\n    Kf(a);\n  }\n\n
fg();\n}\n\nfunction fg() {\n  if (!Yf && null !== Wf) {\n    Yf = !0;\n    var a = 0;\n\n    try {\n      var b = Wf;\n
cg(99, function () {\n        for (; a < b.length; a++) {\n          var c = b[a];\n\n          do {\n            c = c(!0);\n          }
while (null !== c);\n        }\n      });\n      Wf = null;\n    } catch (c) {\n      throw null !== Wf && (Wf = Wf.slice(a +
1)), Jf(Of, gg), c;\n    } finally {\n      Yf = !1;\n    }\n  }\n}\n\nfunction hg(a, b, c) {\n  c /= 10;\n  return 1073741821
- (((1073741821 - a + b / 10) / c | 0) + 1) * c;\n}\n\nfunction ig(a, b) {\n  if (a && a.defaultProps) {\n    b = n({},
b);\n    a = a.defaultProps;\n\n    for (var c in a) {\n      void 0 === b[c] && (b[c] = a[c]);\n    }\n  }\n\n  return
b;\n}\n\nvar jg = {\n  current: null\n},\n    kg = null,\n    lg = null,\n    mg = null;\n\nfunction ng() {\n  mg = lg = kg
= null;\n}\n\nfunction og(a) {\n  var b = jg.current;\n  H(jg);\n  a.type._context._currentValue = b;\n}\n\nfunction
pg(a, b) {\n  for (; null !== a;) {\n    var c = a.alternate;\n    if (a.childExpirationTime < b) a.childExpirationTime =
b, null !== c && c.childExpirationTime < b && (c.childExpirationTime = b);else if (null !== c &&
c.childExpirationTime < b) c.childExpirationTime = b;else break;\n    a = a.return;\n  }\n}\n\nfunction qg(a, b) {\n
kg = a;\n  mg = lg = null;\n  a = a.dependencies;\n  null !== a && null !== a.firstContext && (a.expirationTime >=
b && (rg = !0), a.firstContext = null);\n}\n\nfunction sg(a, b) {\n  if (mg !== a && !1 !== b && 0 !== b) {\n    if
(\"number\" !== typeof b || 1073741823 === b) mg = a, b = 1073741823;\n    b = {\n      context: a,\n
observedBits: b,\n      next: null\n    };\n\n    if (null === lg) {\n      if (null === kg) throw Error(u(308));\n      lg =
b;\n      kg.dependencies = {\n        expirationTime: 0,\n        firstContext: b,\n        responders: null\n      };\n    } else
lg = lg.next = b;\n  }\n\n  return a._currentValue;\n}\n\nvar tg = !1;\n\nfunction ug(a) {\n  a.updateQueue = {\n
baseState: a.memoizedState,\n    baseQueue: null,\n    shared: {\n      pending: null\n    },\n    effects: null\n
};\n}\n\nfunction vg(a, b) {\n  a = a.updateQueue;\n  b.updateQueue === a && (b.updateQueue = {\n    baseState:
a.baseState,\n    baseQueue: a.baseQueue,\n    shared: a.shared,\n    effects: a.effects\n  });\n}\n\nfunction wg(a, b)
{\n  a = {\n    expirationTime: a,\n    suspenseConfig: b,\n    tag: 0,\n    payload: null,\n    callback: null,\n    next:
null\n  };\n  return a.next = a;\n}\n\nfunction xg(a, b) {\n  a = a.updateQueue;\n\n  if (null !== a) {\n    a =
a.shared;\n    var c = a.pending;\n    null === c ? b.next = b : (b.next = c.next, c.next = b);\n    a.pending = b;\n
}\n}\n\nfunction yg(a, b) {\n  var c = a.alternate;\n  null !== c && vg(c, a);\n  a = a.updateQueue;\n  c =
a.baseQueue;\n  null === c ? (a.baseQueue = b.next = b, b.next = b) : (b.next = c.next, c.next = b);\n}\n\nfunction
zg(a, b, c, d) {\n  var e = a.updateQueue;\n  tg = !1;\n  var f = e.baseQueue,\n      g = e.shared.pending;\n\n  if (null
!== g) {\n    if (null !== f) {\n      var h = f.next;\n      f.next = g.next;\n      g.next = h;\n    }\n\n    f = g;\n
e.shared.pending = null;\n    h = a.alternate;\n    null !== h && (h = h.updateQueue, null !== h && (h.baseQueue =
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g));\n }\n\n if (null !== f) {\n h = f.next;\n var k = e.baseState,\n l = 0,\n m = null,\n p = null,\n x = null;\n\n if (null !== h) {\n var z = h;\n\n do {\n g = z.expirationTime;\n\n if (g < d) {\n var ca = {\n expirationTime: z.expirationTime,\n suspenseConfig: z.suspenseConfig,\n tag: z.tag,\n payload: z.payload,\n callback: z.callback,\n next: null\n };\n null === x ? (p = x = ca, m = k) : x = x.next = ca;\n g > l && (l = g);\n } else {\n null !== x && (x = x.next = {\n expirationTime: 1073741823,\n suspenseConfig: z.suspenseConfig,\n tag: z.tag,\n payload: z.payload,\n callback: z.callback,\n next: null\n });\n Ag(g, z.suspenseConfig);\n\n a: {\n var D = a,\n t = z;\n g = b;\n ca = c;\n\n switch (t.tag) {\n case 1:\n D = t.payload;\n\n if (\"function\" === typeof D) {\n k = D.call(ca, k, g);\n break a;\n }\n\n k = D;\n break a;\n\n case 3:\n D.effectTag = D.effectTag & -4097 | 64;\n\n case 0:\n D = t.payload;\n g = \"function\" === typeof D ? D.call(ca, k, g) : D;\n if (null === g || void 0 === g) break a;\n k = n({}, k, g);\n break a;\n\n case 2:\n tg = !0;\n }\n }\n\n null !== z.callback && (a.effectTag |= 32, g = e.effects, null === g ? e.effects = [z] : g.push(z));\n }\n\n z = z.next;\n if (null === z || z === h) if (g = e.shared.pending, null === g) break;else z = f.next = g.next, g.next = h, e.baseQueue = f = g, e.shared.pending = null;\n } while (1);\n }\n\n null === x ? m = k : x.next = p;\n e.baseState = m;\n e.baseQueue = x;\n Bg(l);\n a.expirationTime = l;\n a.memoizedState = k;\n }\n}\n\nfunction Cg(a, b, c) {\n a = b.effects;\n b.effects = null;\n if (null !== a) for (b = 0; b < a.length; b++) {\n var d = a[b],\n e = d.callback;\n\n if (null !== e) {\n d.callback = null;\n d = e;\n e = c;\n if (\"function\" !== typeof d) throw Error(u(191, d));\n d.call(e);\n }\n }\n}\n\nvar Dg = Wa.ReactCurrentBatchConfig,\n Eg = new aa.Component().refs;\n\nfunction Fg(a, b, c, d) {\n b = a.memoizedState;\n c = c(d, b);\n c = null === c || void 0 === c ? b : n({}, b, c);\n a.memoizedState = c;\n 0 === a.expirationTime && (a.updateQueue.baseState = c);\n}\n\nvar Jg = {\n isMounted: function isMounted(a) {\n return (a = a._reactInternalFiber) ? dc(a) === a : !1;\n },\n enqueueSetState: function enqueueSetState(a, b, c) {\n a = a._reactInternalFiber;\n var d = Gg(),\n e = Dg.suspense;\n d = Hg(d, a, e);\n e = wg(d, e);\n e.payload = b;\n void 0 !== c && null !== c && (e.callback = c);\n xg(a, e);\n Ig(a, d);\n },\n enqueueReplaceState: function enqueueReplaceState(a, b, c) {\n a = a._reactInternalFiber;\n var d = Gg(),\n e = Dg.suspense;\n d = Hg(d, a, e);\n e = wg(d, e);\n e.tag = 1;\n e.payload = b;\n void 0 !== c && null !== c && (e.callback = c);\n xg(a, e);\n Ig(a, d);\n },\n enqueueForceUpdate: function enqueueForceUpdate(a, b) {\n a = a._reactInternalFiber;\n var c = Gg(),\n d = Dg.suspense;\n c = Hg(c, a, d);\n d = wg(c, d);\n d.tag = 2;\n void 0 !== b && null !== b && (d.callback = b);\n xg(a, d);\n Ig(a, c);\n }\n};\n\nfunction Kg(a, b, c, d, e, f, g) {\n a = a.stateNode;\n return \"function\" === typeof a.shouldComponentUpdate ? a.shouldComponentUpdate(d, f, g) : b.prototype && b.prototype.isPureReactComponent ? !bf(c, d) || !bf(e, f) : !0;\n}\n\nfunction Lg(a, b, c) {\n var d = !1,\n e = Af;\n var f = b.contextType;\n \"object\" === typeof f && null !== f ? f = sg(f) : (e = L(b) ? Bf : J.current, d = b.contextTypes, f = (d = null !== d && void 0 !== d) ? Cf(a, e) : Af);\n b = new b(c, f);\n a.memoizedState = null !== b.state && void 0 !== b.state ? b.state : null;\n b.updater = Jg;\n a.stateNode = b;\n b._reactInternalFiber = a;\n d && (a = a.stateNode, a.__reactInternalMemoizedUnmaskedChildContext = e, a.__reactInternalMemoizedMaskedChildContext = f);\n return b;\n}\n\nfunction Mg(a, b, c, d) {\n a = b.state;\n \"function\" === typeof b.componentWillReceiveProps && b.componentWillReceiveProps(c, d);\n \"function\" === typeof b.UNSAFE_componentWillReceiveProps && b.UNSAFE_componentWillReceiveProps(c, d);\n b.state !== a && Jg.enqueueReplaceState(b, b.state, null);\n}\n\nfunction Ng(a, b, c, d) {\n var e = a.stateNode;\n e.props = c;\n e.state = a.memoizedState;\n e.refs = Eg;\n ug(a);\n var f = b.contextType;\n \"object\" === typeof f && null !== f ? e.context = sg(f) : (f = L(b) ? Bf : J.current, e.context = Cf(a, f));\n zg(a, c, e, d);\n e.state = a.memoizedState;\n f = b.getDerivedStateFromProps;\n \"function\" === typeof f && (Fg(a, b, f, c), e.state = a.memoizedState);\n \"function\" === typeof b.getDerivedStateFromProps || \"function\" === typeof e.getSnapshotBeforeUpdate || \"function\" !== typeof e.UNSAFE_componentWillMount && \"function\" !== typeof e.componentWillMount || (b = e.state, \"function\" === typeof e.componentWillMount && e.componentWillMount(), \"function\" === typeof e.UNSAFE_componentWillMount &&

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e.UNSAFE_componentWillMount(), b !== e.state && Jg.enqueueReplaceState(e, e.state, null), zg(a, c, e, d), e.state = a.memoizedState);\n  \"function\" === typeof e.componentDidMount && (a.effectTag |= 4);\n}\n\nvar Og = Array.isArray;\n\nfunction Pg(a, b, c) {\n  a = c.ref;\n\n  if (null !== a && \"function\" !== typeof a && \"object\" !== typeof a) {\n    if (c._owner) {\n      c = c._owner;\n\n      if (c) {\n        if (1 !== c.tag) throw Error(u(309));\n        var d = c.stateNode;\n      }\n\n      if (!d) throw Error(u(147, a));\n      var e = \"\" + a;\n      if (null !== b && null !== b.ref && \"function\" === typeof b.ref && b.ref._stringRef === e) return b.ref;\n\n      b = function b(a) {\n        var b = d.refs;\n        b === Eg && (b = d.refs = {});\n        null === a ? delete b[e] : b[e] = a;\n      };\n\n      b._stringRef = e;\n      return b;\n    }\n\n    if (\"string\" !== typeof a) throw Error(u(284));\n    if (!c._owner) throw Error(u(290, a));\n  }\n\n  return a;\n}\n\nfunction Qg(a, b) {\n  if (\"textarea\" !== a.type) throw Error(u(31, \"[object Object]\" === Object.prototype.toString.call(b) ? \"object with keys {\" + Object.keys(b).join(\", \") + \"}\" : b, \"\"));\n}\n\nfunction Rg(a) {\n  function b(b, c) {\n    if (a) {\n      var d = b.lastEffect;\n      null !== d ? (d.nextEffect = c, b.lastEffect = c) : b.firstEffect = b.lastEffect = c;\n      c.nextEffect = null;\n      c.effectTag = 8;\n    }\n  }\n\n  function c(c, d) {\n    if (!a) return null;\n\n    for (; null !== d;) {\n      b(c, d), d = d.sibling;\n    }\n\n    return null;\n  }\n\n  function d(a, b) {\n    for (a = new Map(); null !== b;) {\n      null !== b.key ? a.set(b.key, b) : a.set(b.index, b), b = b.sibling;\n    }\n\n    return a;\n  }\n\n  function e(a, b) {\n    a = Sg(a, b);\n    a.index = 0;\n    a.sibling = null;\n    return a;\n  }\n\n  function f(b, c, d) {\n    b.index = d;\n    if (!a) return c;\n    d = b.alternate;\n    if (null !== d) return d = d.index, d < c ? (b.effectTag = 2, c) : d;\n    b.effectTag = 2;\n    return c;\n  }\n\n  function g(b) {\n    a && null === b.alternate && (b.effectTag = 2);\n    return b;\n  }\n\n  function h(a, b, c, d) {\n    if (null === b || 6 !== b.tag) return b = Tg(c, a.mode, d), b.return = a, b;\n    b = e(b, c);\n    b.return = a;\n    return b;\n  }\n\n  function k(a, b, c, d) {\n    if (null !== b && b.elementType === c.type) return d = e(b, c.props), d.ref = Pg(a, b, c), d.return = a, d;\n    d = Ug(c.type, c.key, c.props, null, a.mode, d);\n    d.ref = Pg(a, b, c);\n    d.return = a;\n    return d;\n  }\n\n  function l(a, b, c, d) {\n    if (null === b || 4 !== b.tag || b.stateNode.containerInfo !== c.containerInfo || b.stateNode.implementation !== c.implementation) return b = Vg(c, a.mode, d), b.return = a, b;\n    b = e(b, c.children || []);\n    b.return = a;\n    return b;\n  }\n\n  function m(a, b, c, d, f) {\n    if (null === b || 7 !== b.tag) return b = Wg(c, a.mode, d, f), b.return = a, b;\n    b = e(b, c);\n    b.return = a;\n    return b;\n  }\n\n  function p(a, b, c) {\n    if (\"string\" === typeof b || \"number\" === typeof b) return b = Tg(\"\" + b, a.mode, c), b.return = a, b;\n\n    if (\"object\" === typeof b && null !== b) {\n      switch (b.$$typeof) {\n        case Za:\n          return c = Ug(b.type, b.key, b.props, null, a.mode, c), c.ref = Pg(a, null, b), c.return = a, c;\n\n        case $a:\n          return b = Vg(b, a.mode, c), b.return = a, b;\n      }\n\n      if (Og(b) || nb(b)) return b = Wg(b, a.mode, c, null), b.return = a, b;\n      Qg(a, b);\n    }\n\n    return null;\n  }\n\n  function x(a, b, c, d) {\n    var e = null !== b ? b.key : null;\n    if (\"string\" === typeof c || \"number\" === typeof c) return null !== e ? null : h(a, b, \"\" + c, d);\n\n    if (\"object\" === typeof c && null !== c) {\n      switch (c.$$typeof) {\n        case Za:\n          return c.key === e ? c.type === ab ? m(a, b, c.props.children, d, e) : k(a, b, c, d) : null;\n\n        case $a:\n          return c.key === e ? l(a, b, c, d) : null;\n      }\n\n      if (Og(c) || nb(c)) return null !== e ? null : m(a, b, c, d, null);\n      Qg(a, c);\n    }\n\n    return null;\n  }\n\n  function z(a, b, c, d, e) {\n    if (\"string\" === typeof d || \"number\" === typeof d) return a = a.get(c) || null, h(b, a, \"\" + d, e);\n\n    if (\"object\" === typeof d && null !== d) {\n      switch (d.$$typeof) {\n        case Za:\n          return a = a.get(null === d.key ? c : d.key) || null, d.type === ab ? m(b, a, d.props.children, e, d.key) : k(b, a, d, e);\n\n        case $a:\n          return a = a.get(null === d.key ? c : d.key) || null, l(b, a, d, e);\n      }\n\n      if (Og(d) || nb(d)) return a = a.get(c) || null, m(b, a, d, e, null);\n      Qg(b, d);\n    }\n\n    return null;\n  }\n\n  function ca(e, g, h, k) {\n    for (var l = null, t = null, m = g, y = g = 0, A = null; null !== m && y < h.length; y++) {\n      m.index > y ? (A = m, m = null) : A = m.sibling;\n      var q = x(e, m, h[y], k);\n\n      if (null === q) {\n        null === m && (m = A);\n        break;\n      }\n\n      a && m && null === q.alternate && b(e, m);\n      g = f(q, g, y);\n      null === t ? l = q : t.sibling = q;\n      t = q;\n      m = A;\n    }\n\n    if (y === h.length) return c(e, m), l;\n\n    if (null === m) {\n      for (; y < h.length; y++) {\n        m = p(e, h[y], k), null !== m && (g = f(m, g, y), null === t ? l = m : t.sibling = m, t = m);\n      }\n\n      return l;\n    }\n\n    for (m = d(e, m); y < h.length; y++) {\n      A = z(m, e, y, h[y], k), null !== A && (a && null !== A.alternate && m.delete(null === A.key ? y : A.key), g = f(A, g, y), null === t ? l = A : t.sibling = A, t = A);\n    }\n\n    a && m.forEach(function (a) {\n      return b(e, a);\n    });\n    return l;\n  }\n\n  function D(e, g, h, l) {\n    var k = nb(h);\n    if (\"function\" !== typeof k) throw Error(u(150));\n    h = k.call(h);\n
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if (null == h) throw Error(u(151));\n\n  for (var m = k = null, t = g, y = g = 0, A = null, q = h.next(); null !== t &&
!q.done; y++, q = h.next()) {\n    t.index > y ? (A = t, t = null) : A = t.sibling;\n    var D = x(e, t, q.value, l);\n\n
if (null === D) {\n      null === t && (t = A);\n      break;\n    }\n\n    a && t && null === D.alternate && b(e,
t);\n    g = f(D, g, y);\n    null === m ? k = D : m.sibling = D;\n    m = D;\n    t = A;\n  }\n\n  if (q.done) return
c(e, t), k;\n\n  if (null === t) {\n    for (; !q.done; y++, q = h.next()) {\n      q = p(e, q.value, l), null !== q && (g
= f(q, g, y), null === m ? k = q : m.sibling = q, m = q);\n    }\n\n    return k;\n  }\n\n  for (t = d(e, t); !q.done;
y++, q = h.next()) {\n    q = z(t, e, y, q.value, l), null !== q && (a && null !== q.alternate && t.delete(null ===
q.key ? y : q.key), g = f(q, g, y), null === m ? k = q : m.sibling = q, m = q);\n  }\n\n  a && t.forEach(function (a)
{\n    return b(e, a);\n  });\n  return k;\n }\n\n return function (a, d, f, h) {\n  var k = \"object\" === typeof f
&& null !== f && f.type === ab && null === f.key;\n  k && (f = f.props.children);\n  var l = \"object\" ===
typeof f && null !== f;\n  if (l) switch (f.$$typeof) {\n  case Za:\n  a: {\n    l = f.key;\n\n    for (k = d;
null !== k;) {\n      if (k.key === l) {\n        switch (k.tag) {\n        case 7:\n          if (f.type === ab)
{\n            c(a, k.sibling);\n            d = e(k, f.props.children);\n            d.return = a;\n            a =
d;\n            break a;\n          }\n\n          break;\n\n        default:\n          if (k.elementType
=== f.type) {\n            c(a, k.sibling);\n            d = e(k, f.props);\n            d.ref = Pg(a, k, f);\n
d.return = a;\n            a = d;\n            break a;\n          }\n\n        }\n\n        c(a, k);\n
break;\n      } else b(a, k);\n\n      k = k.sibling;\n    }\n\n    f.type === ab ? (d = Wg(f.props.children,
a.mode, h, f.key), d.return = a, a = d) : (h = Ug(f.type, f.key, f.props, null, a.mode, h), h.ref = Pg(a, d, f), h.return = a,
a = h);\n    }\n\n    return g(a);\n\n  case $a:\n  a: {\n    for (k = f.key; null !== d;) {\n      if (d.key
=== k) {\n        if (4 === d.tag && d.stateNode.containerInfo === f.containerInfo &&
d.stateNode.implementation === f.implementation) {\n          c(a, d.sibling);\n          d = e(d, f.children ||
[]);\n          d.return = a;\n          a = d;\n          break a;\n        } else {\n          c(a, d);\n
break;\n        }\n      } else b(a, d);\n      d = d.sibling;\n    }\n\n    d = Vg(f, a.mode, h);\n
d.return = a;\n    a = d;\n  }\n\n    return g(a);\n  }\n  if (\"string\" === typeof f || \"number\" === typeof
f) return f = \"\" + f, null !== d && 6 === d.tag ? (c(a, d.sibling), d = e(d, f), d.return = a, a = d) : (c(a, d), d = Tg(f,
a.mode, h), d.return = a, a = d), g(a);\n  if (Og(f)) return ca(a, d, f, h);\n  if (nb(f)) return D(a, d, f, h);\n  l &&
Qg(a, f);\n  if (\"undefined\" === typeof f && !k) switch (a.tag) {\n  case 1:\n  case 0:\n    throw a = a.type,
Error(u(152, a.displayName || a.name || \"Component\"));\n  }\n  return c(a, d);\n };\n}\n\nvar Xg = Rg(!0),\n
Yg = Rg(!1),\n  Zg = {},\n  $g = {\n  current: Zg\n},\n  ah = {\n  current: Zg\n},\n  bh = {\n  current:
Zg\n};\n\nfunction ch(a) {\n  if (a === Zg) throw Error(u(174));\n  return a;\n}\n\nfunction dh(a, b) {\n  I(bh, b);\n
I(ah, a);\n  I($g, Zg);\n  a = b.nodeType;\n\n  switch (a) {\n  case 9:\n  case 11:\n    b = (b = b.documentElement)
? b.namespaceURI : Ob(null, \"\");\n    break;\n\n  default:\n    a = 8 === a ? b.parentNode : b, b =
a.namespaceURI || null, a = a.tagName, b = Ob(b, a);\n  }\n\n  H($g);\n  I($g, b);\n}\n\nfunction eh() {\n  H($g);\n
H(ah);\n  H(bh);\n}\n\nfunction fh(a) {\n  ch(bh.current);\n  var b = ch($g.current);\n  var c = Ob(b, a.type);\n  b !==
c && (I(ah, a), I($g, c));\n}\n\nfunction gh(a) {\n  ah.current === a && (H($g), H(ah));\n}\n\nvar M = {\n  current:
0\n};\n\nfunction hh(a) {\n  for (var b = a; null !== b;) {\n    if (13 === b.tag) {\n      var c = b.memoizedState;\n
if (null !== c && (c = c.dehydrated, null === c || c.data === Bd || c.data === Cd)) return b;\n    } else if (19 ===
b.tag && void 0 !== b.memoizedProps.revealOrder) {\n      if (0 !== (b.effectTag & 64)) return b;\n    } else if (null
!== b.child) {\n      b.child.return = b;\n      b = b.child;\n      continue;\n    }\n\n    if (b === a) break;\n\n    for (; null
=== b.sibling;) {\n      if (null === b.return || b.return === a) return null;\n      b = b.return;\n    }\n\n
b.sibling.return = b.return;\n    b = b.sibling;\n  }\n\n  return null;\n}\n\nfunction ih(a, b) {\n  return {\n    responder:
a,\n    props: b\n  };\n}\n\nvar jh = Wa.ReactCurrentDispatcher,\n  kh = Wa.ReactCurrentBatchConfig,\n  lh =
0,\n  N = null,\n  O = null,\n  P = null,\n  mh = !1;\n\nfunction Q() {\n  throw Error(u(321));\n}\n\nfunction
nh(a, b) {\n  if (null === b) return !1;\n\n  for (var c = 0; c < b.length && c < a.length; c++) {\n    if (!$e(a[c], b[c]))
return !1;\n  }\n\n  return !0;\n}\n\nfunction oh(a, b, c, d, e, f) {\n  lh = f;\n  N = b;\n  b.memoizedState = null;\n
b.updateQueue = null;\n  b.expirationTime = 0;\n  jh.current = null === a || null === a.memoizedState ? ph : qh;\n  a
= c(d, e);\n\n  if (b.expirationTime === lh) {\n    f = 0;\n\n    do {\n      b.expirationTime = 0;\n      if (!(25 > f))
throw Error(u(301));\n      f += 1;\n      P = O = null;\n      b.updateQueue = null;\n      jh.current = rh;\n      a = c(d,
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e);\n  } while (b.expirationTime === lh);\n  }\n\n  jh.current = sh;\n  b = null !== O && null !== O.next;\n  lh =
0;\n  P = O = N = null;\n  mh = !1;\n  if (b) throw Error(u(300));\n  return a;\n}\n\nfunction th() {\n  var a = {\n
memoizedState: null,\n    baseState: null,\n    baseQueue: null,\n    queue: null,\n    next: null\n  };\n  null === P ?
N.memoizedState = P = a : P = P.next = a;\n  return P;\n}\n\nfunction uh() {\n  if (null === O) {\n    var a =
N.alternate;\n    a = null !== a ? a.memoizedState : null;\n  } else a = O.next;\n\n  var b = null === P ?
N.memoizedState : P.next;\n  if (null !== b) P = b, O = a;else {\n    if (null === a) throw Error(u(310));\n    O = a;\n
a = {\n      memoizedState: O.memoizedState,\n      baseState: O.baseState,\n      baseQueue: O.baseQueue,\n
queue: O.queue,\n      next: null\n    };\n    null === P ? N.memoizedState = P = a : P = P.next = a;\n  }\n  return
P;\n}\n\nfunction vh(a, b) {\n  return \"function\" === typeof b ? b(a) : b;\n}\n\nfunction wh(a) {\n  var b = uh(),\n
c = b.queue;\n  if (null === c) throw Error(u(311));\n  c.lastRenderedReducer = a;\n  var d = O,\n      e =
d.baseQueue,\n      f = c.pending;\n\n  if (null !== f) {\n    if (null !== e) {\n      var g = e.next;\n      e.next = f.next;\n
    f.next = g;\n    }\n\n    d.baseQueue = e = f;\n    c.pending = null;\n  }\n\n  if (null !== e) {\n    e = e.next;\n    d =
d.baseState;\n    var h = g = f = null,\n        k = e;\n\n    do {\n      var l = k.expirationTime;\n\n      if (l < lh) {\n
var m = {\n          expirationTime: k.expirationTime,\n          suspenseConfig: k.suspenseConfig,\n          action:
k.action,\n          eagerReducer: k.eagerReducer,\n          eagerState: k.eagerState,\n          next: null\n        };\n
null === h ? (g = h = m, f = d) : h = h.next = m;\n        l > N.expirationTime && (N.expirationTime = l, Bg(l));\n
} else null !== h && (h = h.next = {\n          expirationTime: 1073741823,\n          suspenseConfig:
k.suspenseConfig,\n          action: k.action,\n          eagerReducer: k.eagerReducer,\n          eagerState: k.eagerState,\n
next: null\n        }), Ag(l, k.suspenseConfig), d = k.eagerReducer === a ? k.eagerState : a(d, k.action);\n\n      k =
k.next;\n    } while (null !== k && k !== e);\n\n    null === h ? f = d : h.next = g;\n    $e(d, b.memoizedState) || (rg =
!0);\n    b.memoizedState = d;\n    b.baseState = f;\n    b.baseQueue = h;\n    c.lastRenderedState = d;\n  }\n\n  return
[b.memoizedState, c.dispatch];\n}\n\nfunction xh(a) {\n  var b = uh(),\n      c = b.queue;\n  if (null === c) throw
Error(u(311));\n  c.lastRenderedReducer = a;\n  var d = c.dispatch,\n      e = c.pending,\n      f =
b.memoizedState;\n\n  if (null !== e) {\n    c.pending = null;\n    var g = e = e.next;\n\n    do {\n      f = a(f, g.action),
g = g.next;\n    } while (g !== e);\n\n    $e(f, b.memoizedState) || (rg = !0);\n    b.memoizedState = f;\n    null ===
b.baseQueue && (b.baseState = f);\n    c.lastRenderedState = f;\n  }\n\n  return [f, d];\n}\n\nfunction yh(a) {\n  var b
= th();\n  \"function\" === typeof a && (a = a());\n  b.memoizedState = b.baseState = a;\n  a = b.queue = {\n
pending: null,\n    dispatch: null,\n    lastRenderedReducer: vh,\n    lastRenderedState: a\n  };\n  a = a.dispatch =
zh.bind(null, N, a);\n  return [b.memoizedState, a];\n}\n\nfunction Ah(a, b, c, d) {\n  a = {\n    tag: a,\n    create: b,\n
destroy: c,\n    deps: d,\n    next: null\n  };\n  b = N.updateQueue;\n  null === b ? (b = {\n    lastEffect: null\n  },
N.updateQueue = b, b.lastEffect = a.next = a) : (c = b.lastEffect, null === c ? b.lastEffect = a.next = a : (d = c.next,
c.next = a, a.next = d, b.lastEffect = a));\n  return a;\n}\n\nfunction Bh() {\n  return
uh().memoizedState;\n}\n\nfunction Ch(a, b, c, d) {\n  var e = th();\n  N.effectTag |= a;\n  e.memoizedState = Ah(1 |
b, c, void 0, void 0 === d ? null : d);\n}\n\nfunction Dh(a, b, c, d) {\n  var e = uh();\n  d = void 0 === d ? null : d;\n
var f = void 0;\n\n  if (null !== O) {\n    var g = O.memoizedState;\n    f = g.destroy;\n\n    if (null !== d && nh(d,
g.deps)) {\n      Ah(b, c, f, d);\n      return;\n    }\n  }\n\n  N.effectTag |= a;\n  e.memoizedState = Ah(1 | b, c, f,
d);\n}\n\nfunction Eh(a, b) {\n  return Ch(516, 4, a, b);\n}\n\nfunction Fh(a, b) {\n  return Dh(516, 4, a,
b);\n}\n\nfunction Gh(a, b) {\n  return Dh(4, 2, a, b);\n}\n\nfunction Hh(a, b) {\n  if (\"function\" === typeof b)
return a = a(), b(a), function () {\n    b(null);\n  };\n  if (null !== b && void 0 !== b) return a = a(), b.current = a,
function () {\n    b.current = null;\n  };\n}\n\nfunction Ih(a, b, c) {\n  c = null !== c && void 0 !== c ? c.concat([a]) :
null;\n  return Dh(4, 2, Hh.bind(null, b, a), c);\n}\n\nfunction Jh() {}\n\nfunction Kh(a, b) {\n  th().memoizedState =
[a, void 0 === b ? null : b];\n  return a;\n}\n\nfunction Lh(a, b) {\n  var c = uh();\n  b = void 0 === b ? null : b;\n
var d = c.memoizedState;\n  if (null !== d && null !== b && nh(b, d[1])) return d[0];\n  c.memoizedState = [a, b];\n
return a;\n}\n\nfunction Mh(a, b) {\n  var c = uh();\n  b = void 0 === b ? null : b;\n  var d = c.memoizedState;\n  if
(null !== d && null !== b && nh(b, d[1])) return d[0];\n  a = a();\n  c.memoizedState = [a, b];\n  return
a;\n}\n\nfunction Nh(a, b, c) {\n  var d = ag();\n  cg(98 > d ? 98 : d, function () {\n    a(!0);\n  });\n  cg(97 < d ? 97 :
d, function () {\n    var d = kh.suspense;\n    kh.suspense = void 0 === b ? null : b;\n\n    try {\n      a(!1), c();\n    }
finally {\n      kh.suspense = d;\n    }\n  });\n}\n\nfunction zh(a, b, c) {\n  var d = Gg(),\n      e = Dg.suspense;\n  d =
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Hg(d, a, e);\n  e = {\n    expirationTime: d,\n    suspenseConfig: e,\n    action: c,\n    eagerReducer: null,\n
eagerState: null,\n    next: null\n  };\n  var f = b.pending;\n  null === f ? e.next = e : (e.next = f.next, f.next = e);\n
b.pending = e;\n  f = a.alternate;\n  if (a === N || null !== f && f === N) mh = !0, e.expirationTime = lh,
N.expirationTime = lh;else {\n    if (0 === a.expirationTime && (null === f || 0 === f.expirationTime) && (f =
b.lastRenderedReducer, null !== f)) try {\n      var g = b.lastRenderedState,\n          h = f(g, c);\n      e.eagerReducer
= f;\n      e.eagerState = h;\n      if ($e(h, g)) return;\n    } catch (k) {} finally {}\n    Ig(a, d);\n  }\n}\n\nvar sh = {\n
readContext: sg,\n  useCallback: Q,\n  useContext: Q,\n  useEffect: Q,\n  useImperativeHandle: Q,\n
useLayoutEffect: Q,\n  useMemo: Q,\n  useReducer: Q,\n  useRef: Q,\n  useState: Q,\n  useDebugValue: Q,\n
useResponder: Q,\n  useDeferredValue: Q,\n  useTransition: Q\n},\n    ph = {\n  readContext: sg,\n  useCallback:
Kh,\n  useContext: sg,\n  useEffect: Eh,\n  useImperativeHandle: function useImperativeHandle(a, b, c) {\n    c =
null !== c && void 0 !== c ? c.concat([a]) : null;\n    return Ch(4, 2, Hh.bind(null, b, a), c);\n  },\n  useLayoutEffect:
function useLayoutEffect(a, b) {\n    return Ch(4, 2, a, b);\n  },\n  useMemo: function useMemo(a, b) {\n    var c =
th();\n    b = void 0 === b ? null : b;\n    a = a();\n    c.memoizedState = [a, b];\n    return a;\n  },\n  useReducer:
function useReducer(a, b, c) {\n    var d = th();\n    b = void 0 !== c ? c(b) : b;\n    d.memoizedState = d.baseState =
b;\n    a = d.queue = {\n      pending: null,\n      dispatch: null,\n      lastRenderedReducer: a,\n      lastRenderedState:
b\n    };\n    a = a.dispatch = zh.bind(null, N, a);\n    return [d.memoizedState, a];\n  },\n  useRef: function useRef(a)
{\n    var b = th();\n    a = {\n      current: a\n    };\n    return b.memoizedState = a;\n  },\n  useState: yh,\n
useDebugValue: Jh,\n  useResponder: ih,\n  useDeferredValue: function useDeferredValue(a, b) {\n    var c =
yh(a),\n        d = c[0],\n        e = c[1];\n    Eh(function () {\n      var c = kh.suspense;\n      kh.suspense = void 0 === b
? null : b;\n\n      try {\n        e(a);\n      } finally {\n        kh.suspense = c;\n      }\n    }, [a, b]);\n    return d;\n  },\n
useTransition: function useTransition(a) {\n    var b = yh(!1),\n        c = b[0];\n    b = b[1];\n    return
[Kh(Nh.bind(null, b, a), [b, a]), c];\n  }\n},\n    qh = {\n  readContext: sg,\n  useCallback: Lh,\n  useContext: sg,\n
useEffect: Fh,\n  useImperativeHandle: Ih,\n  useLayoutEffect: Gh,\n  useMemo: Mh,\n  useReducer: wh,\n  useRef:
Bh,\n  useState: function useState() {\n    return wh(vh);\n  },\n  useDebugValue: Jh,\n  useResponder: ih,\n
useDeferredValue: function useDeferredValue(a, b) {\n    var c = wh(vh),\n        d = c[0],\n        e = c[1];\n
Fh(function () {\n      var c = kh.suspense;\n      kh.suspense = void 0 === b ? null : b;\n\n      try {\n        e(a);\n      }
finally {\n        kh.suspense = c;\n      }\n    }, [a, b]);\n    return d;\n  },\n  useTransition: function useTransition(a)
{\n    var b = wh(vh),\n        c = b[0];\n    b = b[1];\n    return [Lh(Nh.bind(null, b, a), [b, a]), c];\n  }\n},\n    rh = {\n
readContext: sg,\n  useCallback: Lh,\n  useContext: sg,\n  useEffect: Fh,\n  useImperativeHandle: Ih,\n
useLayoutEffect: Gh,\n  useMemo: Mh,\n  useReducer: xh,\n  useRef: Bh,\n  useState: function useState() {\n
return xh(vh);\n  },\n  useDebugValue: Jh,\n  useResponder: ih,\n  useDeferredValue: function useDeferredValue(a,
b) {\n    var c = xh(vh),\n        d = c[0],\n        e = c[1];\n    Fh(function () {\n      var c = kh.suspense;\n
kh.suspense = void 0 === b ? null : b;\n\n      try {\n        e(a);\n      } finally {\n        kh.suspense = c;\n      }\n    },
[a, b]);\n    return d;\n  },\n  useTransition: function useTransition(a) {\n    var b = xh(vh),\n        c = b[0];\n    b =
b[1];\n    return [Lh(Nh.bind(null, b, a), [b, a]), c];\n  }\n},\n    Oh = null,\n    Ph = null,\n    Qh = !1;\n\nfunction
Rh(a, b) {\n  var c = Sh(5, null, null, 0);\n  c.elementType = \"DELETED\";\n  c.type = \"DELETED\";\n
c.stateNode = b;\n  c.return = a;\n  c.effectTag = 8;\n  null !== a.lastEffect ? (a.lastEffect.nextEffect = c, a.lastEffect
= c) : a.firstEffect = a.lastEffect = c;\n}\n\nfunction Th(a, b) {\n  switch (a.tag) {\n    case 5:\n      var c = a.type;\n
b = 1 !== b.nodeType || c.toLowerCase() !== b.nodeName.toLowerCase() ? null : b;\n      return null !== b ?
(a.stateNode = b, !0) : !1;\n\n    case 6:\n      return b = \"\" === a.pendingProps || 3 !== b.nodeType ? null : b, null
!== b ? (a.stateNode = b, !0) : !1;\n\n    case 13:\n      return !1;\n\n    default:\n      return !1;\n  }\n}\n\nfunction
Uh(a) {\n  if (Qh) {\n    var b = Ph;\n\n    if (b) {\n      var c = b;\n\n      if (!Th(a, b)) {\n        b =
Jd(c.nextSibling);\n\n        if (!b || !Th(a, b)) {\n          a.effectTag = a.effectTag & -1025 | 2;\n          Qh = !1;\n
Oh = a;\n          return;\n        }\n\n        Rh(Oh, c);\n      }\n\n      Oh = a;\n      Ph = Jd(b.firstChild);\n    } else
a.effectTag = a.effectTag & -1025 | 2, Qh = !1, Oh = a;\n  }\n}\n\nfunction Vh(a) {\n  for (a = a.return; null !== a
&& 5 !== a.tag && 3 !== a.tag && 13 !== a.tag;) {\n    a = a.return;\n  }\n\n  Oh = a;\n}\n\nfunction Wh(a) {\n  if
(a !== Oh) return !1;\n  if (!Qh) return Vh(a), Qh = !0, !1;\n  var b = a.type;\n  if (5 !== a.tag || \"head\" !== b &&
\"body\" !== b && !Gd(b, a.memoizedProps)) for (b = Ph; b;) {\n    Rh(a, b), b = Jd(b.nextSibling);\n  }\n
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Vh(a);\n\n  if (13 === a.tag) {\n    a = a.memoizedState;\n    a = null !== a ? a.dehydrated : null;\n    if (!a) throw Error(u(317));\n\n    a: {\n      a = a.nextSibling;\n\n      for (b = 0; a;) {\n        if (8 === a.nodeType) {\n          var c = a.data;\n\n          if (c === Ad) {\n            if (0 === b) {\n              Ph = Jd(a.nextSibling);\n              break a;\n            }\n\n            b--;\n          } else c !== zd && c !== Cd && c !== Bd || b++;\n        }\n\n        a = a.nextSibling;\n      }\n\n      Ph = null;\n    }\n  } else Ph = Oh ? Jd(a.stateNode.nextSibling) : null;\n\n  return !0;\n}\n\nfunction Xh() {\n  Ph = Oh = null;\n  Qh = !1;\n}\n\nvar Yh = Wa.ReactCurrentOwner,\n    rg = !1;\n\nfunction R(a, b, c, d) {\n  b.child = null === a ? Yg(b, null, c, d) : Xg(b, a.child, c, d);\n}\n\nfunction Zh(a, b, c, d, e) {\n  c = c.render;\n  var f = b.ref;\n  qg(b, e);\n  d = oh(a, b, c, d, f, e);\n  if (null !== a && !rg) return b.updateQueue = a.updateQueue, b.effectTag &= -517, a.expirationTime <= e && (a.expirationTime = 0), $h(a, b, e);\n  b.effectTag |= 1;\n  R(a, b, d, e);\n  return b.child;\n}\n\nfunction ai(a, b, c, d, e, f) {\n  if (null === a) {\n    var g = c.type;\n    if (\"function\" === typeof g && !bi(g) && void 0 === g.defaultProps && null === c.compare && void 0 === c.defaultProps) return b.tag = 15, b.type = g, ci(a, b, g, d, e, f);\n    a = Ug(c.type, null, d, null, b.mode, f);\n    a.ref = b.ref;\n    a.return = b;\n    return b.child = a;\n  }\n\n  g = a.child;\n  if (e < f && (e = g.memoizedProps, c = c.compare, c = null !== c ? c : bf, c(e, d) && a.ref === b.ref)) return $h(a, b, f);\n  b.effectTag |= 1;\n  a = Sg(g, d);\n  a.ref = b.ref;\n  a.return = b;\n  return b.child = a;\n}\n\nfunction ci(a, b, c, d, e, f) {\n  return null !== a && bf(a.memoizedProps, d) && a.ref === b.ref && (rg = !1, e < f) ? (b.expirationTime = a.expirationTime, $h(a, b, f)) : di(a, b, c, d, f);\n}\n\nfunction ei(a, b) {\n  var c = b.ref;\n  if (null === a && null !== c || null !== a && a.ref !== c) b.effectTag |= 128;\n}\n\nfunction di(a, b, c, d, e) {\n  var f = L(c) ? Bf : J.current;\n  f = Cf(b, f);\n  qg(b, e);\n  c = oh(a, b, c, d, f, e);\n  if (null !== a && !rg) return b.updateQueue = a.updateQueue, b.effectTag &= -517, a.expirationTime <= e && (a.expirationTime = 0), $h(a, b, e);\n  b.effectTag |= 1;\n  R(a, b, c, e);\n  return b.child;\n}\n\nfunction fi(a, b, c, d, e) {\n  if (L(c)) {\n    var f = !0;\n    Gf(b);\n  } else f = !1;\n\n  qg(b, e);\n  if (null === b.stateNode) null !== a && (a.alternate = null, b.alternate = null, b.effectTag |= 2), Lg(b, c, d), Ng(b, c, d, e), d = !0;else if (null === a) {\n    var g = b.stateNode,\n        h = b.memoizedProps;\n    g.props = h;\n    var k = g.context,\n        l = c.contextType;\n    \"object\" === typeof l && null !== l ? l = sg(l) : (l = L(c) ? Bf : J.current, l = Cf(b, l));\n    var m = c.getDerivedStateFromProps,\n        p = \"function\" === typeof m || \"function\" === typeof g.getSnapshotBeforeUpdate;\n    p || \"function\" !== typeof g.UNSAFE_componentWillReceiveProps && \"function\" !== typeof g.componentWillReceiveProps || (h !== d || k !== l) && Mg(b, g, d, l);\n    tg = !1;\n    var x = b.memoizedState;\n    g.state = x;\n    zg(b, d, g, e);\n    k = b.memoizedState;\n    h !== d || x !== k || K.current || tg ? (\"function\" === typeof m && (Fg(b, c, m, d), k = b.memoizedState), (h = tg || Kg(b, c, h, d, x, k, l)) ? (p || \"function\" !== typeof g.UNSAFE_componentWillMount && \"function\" !== typeof g.componentWillMount || (\"function\" === typeof g.componentWillMount && g.componentWillMount(), \"function\" === typeof g.UNSAFE_componentWillMount && g.UNSAFE_componentWillMount()), \"function\" === typeof g.componentDidMount && (b.effectTag |= 4)) : (\"function\" === typeof g.componentDidMount && (b.effectTag |= 4), b.memoizedProps = d, b.memoizedState = k), g.props = d, g.state = k, g.context = l, d = h) : (\"function\" === typeof g.componentDidMount && (b.effectTag |= 4), d = !1);\n  } else g = b.stateNode, vg(a, b), h = b.memoizedProps, g.props = b.type === b.elementType ? h : ig(b.type, h), k = g.context, l = c.contextType, \"object\" === typeof l && null !== l ? l = sg(l) : (l = L(c) ? Bf : J.current, l = Cf(b, l)), m = c.getDerivedStateFromProps, (p = \"function\" === typeof m || \"function\" === typeof g.getSnapshotBeforeUpdate) || \"function\" !== typeof g.UNSAFE_componentWillReceiveProps && \"function\" !== typeof g.componentWillReceiveProps || (h !== d || k !== l) && Mg(b, g, d, l), tg = !1, k = b.memoizedState, g.state = k, zg(b, d, g, e), x = b.memoizedState, h !== d || k !== x || K.current || tg ? (\"function\" === typeof m && (Fg(b, c, m, d), x = b.memoizedState), (m = tg || Kg(b, c, h, d, k, x, l)) ? (p || \"function\" !== typeof g.UNSAFE_componentWillUpdate && \"function\" !== typeof g.componentWillUpdate || (\"function\" === typeof g.componentWillUpdate && g.componentWillUpdate(d, x, l), \"function\" === typeof g.UNSAFE_componentWillUpdate && g.UNSAFE_componentWillUpdate(d, x, l)), \"function\" === typeof g.componentDidUpdate && (b.effectTag |= 4), \"function\" === typeof g.getSnapshotBeforeUpdate && (b.effectTag |= 256)) : (\"function\" !== typeof g.componentDidUpdate || h === a.memoizedProps && k === a.memoizedState || (b.effectTag |= 4), \"function\" !== typeof g.getSnapshotBeforeUpdate || h === a.memoizedProps
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&& k === a.memoizedState || (b.effectTag |= 256), b.memoizedProps = d, b.memoizedState = x), g.props = d,
g.state = x, g.context = l, d = m) : (\"function\" !== typeof g.componentDidUpdate || h === a.memoizedProps && k
=== a.memoizedState || (b.effectTag |= 4), \"function\" !== typeof g.getSnapshotBeforeUpdate || h ===
a.memoizedProps && k === a.memoizedState || (b.effectTag |= 256), d = !1);\n  return gi(a, b, c, d, f,
e);\n}\n\nfunction gi(a, b, c, d, e, f) {\n  ei(a, b);\n  var g = 0 !== (b.effectTag & 64);\n  if (!d && !g) return e &&
Hf(b, c, !1), $h(a, b, f);\n  d = b.stateNode;\n  Yh.current = b;\n  var h = g && \"function\" !== typeof
c.getDerivedStateFromError ? null : d.render();\n  b.effectTag |= 1;\n  null !== a && g ? (b.child = Xg(b, a.child,
null, f), b.child = Xg(b, null, h, f)) : R(a, b, h, f);\n  b.memoizedState = d.state;\n  e && Hf(b, c, !0);\n  return
b.child;\n}\n\nfunction hi(a) {\n  var b = a.stateNode;\n  b.pendingContext ? Ef(a, b.pendingContext,
b.pendingContext !== b.context) : b.context && Ef(a, b.context, !1);\n  dh(a, b.containerInfo);\n}\n\nvar ii = {\n
dehydrated: null,\n  retryTime: 0\n};\n\nfunction ji(a, b, c) {\n  var d = b.mode,\n      e = b.pendingProps,\n      f =
M.current,\n      g = !1,\n      h;\n  (h = 0 !== (b.effectTag & 64)) || (h = 0 !== (f & 2) && (null === a || null !==
a.memoizedState));\n  h ? (g = !0, b.effectTag &= -65) : null !== a && null === a.memoizedState || void 0 ===
e.fallback || !0 === e.unstable_avoidThisFallback || (f |= 1);\n  I(M, f & 1);\n\n  if (null === a) {\n    void 0 !==
e.fallback && Uh(b);\n\n    if (g) {\n      g = e.fallback;\n      e = Wg(null, d, 0, null);\n      e.return = b;\n      if (0
=== (b.mode & 2)) for (a = null !== b.memoizedState ? b.child.child : b.child, e.child = a; null !== a;) {\n
a.return = e, a = a.sibling;\n      }\n      c = Wg(g, d, c, null);\n      c.return = b;\n      e.sibling = c;\n
b.memoizedState = ii;\n      b.child = e;\n      return c;\n    }\n\n    d = e.children;\n    b.memoizedState = null;\n
return b.child = Yg(b, null, d, c);\n  }\n\n  if (null !== a.memoizedState) {\n    a = a.child;\n    d = a.sibling;\n\n    if
(g) {\n      e = e.fallback;\n      c = Sg(a, a.pendingProps);\n      c.return = b;\n      if (0 === (b.mode & 2) && (g =
null !== b.memoizedState ? b.child.child : b.child, g !== a.child)) for (c.child = g; null !== g;) {\n        g.return = c, g
= g.sibling;\n      }\n      d = Sg(d, e);\n      d.return = b;\n      c.sibling = d;\n      c.childExpirationTime = 0;\n
b.memoizedState = ii;\n      b.child = c;\n      return d;\n    }\n\n    c = Xg(b, a.child, e.children, c);\n
b.memoizedState = null;\n    return b.child = c;\n  }\n\n  a = a.child;\n\n  if (g) {\n    g = e.fallback;\n    e = Wg(null,
d, 0, null);\n    e.return = b;\n    e.child = a;\n    null !== a && (a.return = e);\n    if (0 === (b.mode & 2)) for (a =
null !== b.memoizedState ? b.child.child : b.child, e.child = a; null !== a;) {\n      a.return = e, a = a.sibling;\n    }\n
c = Wg(g, d, c, null);\n    c.return = b;\n    e.sibling = c;\n    c.effectTag |= 2;\n    e.childExpirationTime = 0;\n
b.memoizedState = ii;\n    b.child = e;\n    return c;\n  }\n\n  b.memoizedState = null;\n  return b.child = Xg(b, a,
e.children, c);\n}\n\nfunction ki(a, b) {\n  a.expirationTime < b && (a.expirationTime = b);\n  var c = a.alternate;\n
null !== c && c.expirationTime < b && (c.expirationTime = b);\n  pg(a.return, b);\n}\n\nfunction li(a, b, c, d, e, f)
{\n  var g = a.memoizedState;\n  null === g ? a.memoizedState = {\n    isBackwards: b,\n    rendering: null,\n
renderingStartTime: 0,\n    last: d,\n    tail: c,\n    tailExpiration: 0,\n    tailMode: e,\n    lastEffect: f\n  } :
(g.isBackwards = b, g.rendering = null, g.renderingStartTime = 0, g.last = d, g.tail = c, g.tailExpiration = 0,
g.tailMode = e, g.lastEffect = f);\n}\n\nfunction mi(a, b, c) {\n  var d = b.pendingProps,\n      e = d.revealOrder,\n
f = d.tail;\n  R(a, b, d.children, c);\n  d = M.current;\n  if (0 !== (d & 2)) d = d & 1 | 2, b.effectTag |= 64;else {\n    if
(null !== a && 0 !== (a.effectTag & 64)) a: for (a = b.child; null !== a;) {\n      if (13 === a.tag) null !==
a.memoizedState && ki(a, c);else if (19 === a.tag) ki(a, c);else if (null !== a.child) {\n        a.child.return = a;\n
a = a.child;\n        continue;\n      }\n      if (a === b) break a;\n\n      for (; null === a.sibling;) {\n        if (null ===
a.return || a.return === b) break a;\n        a = a.return;\n      }\n\n      a.sibling.return = a.return;\n      a = a.sibling;\n
}\n    d &= 1;\n  }\n  I(M, d);\n  if (0 === (b.mode & 2)) b.memoizedState = null;else switch (e) {\n    case
\"forwards\":\n      c = b.child;\n\n      for (e = null; null !== c;) {\n        a = c.alternate, null !== a && null === hh(a)
&& (e = c), c = c.sibling;\n      }\n\n      c = e;\n      null === c ? (e = b.child, b.child = null) : (e = c.sibling, c.sibling
= null);\n      li(b, !1, e, c, f, b.lastEffect);\n      break;\n\n    case \"backwards\":\n      c = null;\n      e = b.child;\n\n
for (b.child = null; null !== e;) {\n        a = e.alternate;\n\n        if (null !== a && null === hh(a)) {\n          b.child =
e;\n          break;\n        }\n\n        a = e.sibling;\n        e.sibling = c;\n        c = e;\n        e = a;\n      }\n\n      li(b, !0, c,
null, f, b.lastEffect);\n      break;\n\n    case \"together\":\n      li(b, !1, null, null, void 0, b.lastEffect);\n      break;\n\n
default:\n      b.memoizedState = null;\n  }\n  return b.child;\n}\n\nfunction $h(a, b, c) {\n  null !== a &&
(b.dependencies = a.dependencies);\n  var d = b.expirationTime;\n  0 !== d && Bg(d);\n  if (b.childExpirationTime
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< c) return null;\n  if (null !== a && b.child !== a.child) throw Error(u(153));\n\n  if (null !== b.child) {\n    a = b.child;\n    c = Sg(a, a.pendingProps);\n    b.child = c;\n\n    for (c.return = b; null !== a.sibling;) {\n      a = a.sibling, c = c.sibling = Sg(a, a.pendingProps), c.return = b;\n    }\n\n    c.sibling = null;\n  }\n\n  return b.child;\n}\n\nvar ni, oi, pi, qi;\n\nni = function ni(a, b) {\n  for (var c = b.child; null !== c;) {\n    if (5 === c.tag || 6 === c.tag) a.appendChild(c.stateNode);else if (4 !== c.tag && null !== c.child) {\n      c.child.return = c;\n      c = c.child;\n      continue;\n    }\n    if (c === b) break;\n\n    for (; null === c.sibling;) {\n      if (null === c.return || c.return === b) return;\n      c = c.return;\n    }\n\n    c.sibling.return = c.return;\n    c = c.sibling;\n  }\n};\n\noi = function oi() {};\n\npi = function pi(a, b, c, d, e) {\n  var f = a.memoizedProps;\n\n  if (f !== d) {\n    var g = b.stateNode;\n    ch($g.current);\n    a = null;\n\n    switch (c) {\n      case \"input\":\n        f = zb(g, f);\n        d = zb(g, d);\n        a = [];\n        break;\n\n      case \"option\":\n        f = Gb(g, f);\n        d = Gb(g, d);\n        a = [];\n        break;\n\n      case \"select\":\n        f = n({}, f, {\n          value: void 0\n        });\n        d = n({}, d, {\n          value: void 0\n        });\n        a = [];\n        break;\n\n      case \"textarea\":\n        f = Ib(g, f);\n        d = Ib(g, d);\n        a = [];\n        break;\n\n      default:\n        \"function\" !== typeof f.onClick && \"function\" === typeof d.onClick && (g.onclick = sd);\n    }\n\n    od(c, d);\n    var h, k;\n    c = null;\n\n    for (h in f) {\n      if (!d.hasOwnProperty(h) && f.hasOwnProperty(h) && null != f[h]) if (\"style\" === h) for (k in g = f[h], g) {\n        g.hasOwnProperty(k) && (c || (c = {}), c[k] = \"\");\n      } else \"dangerouslySetInnerHTML\" !== h && \"children\" !== h && \"suppressContentEditableWarning\" !== h && \"suppressHydrationWarning\" !== h && \"autoFocus\" !== h && (va.hasOwnProperty(h) ? a || (a = []) : (a = a || []).push(h, null));\n    }\n\n    for (h in d) {\n      var l = d[h];\n      g = null != f ? f[h] : void 0;\n      if (d.hasOwnProperty(h) && l !== g && (null != l || null != g)) if (\"style\" === h) {\n        if (g) {\n          for (k in g) {\n            !g.hasOwnProperty(k) || l && l.hasOwnProperty(k) || (c || (c = {}), c[k] = \"\");\n          }\n\n          for (k in l) {\n            l.hasOwnProperty(k) && g[k] !== l[k] && (c || (c = {}), c[k] = l[k]);\n          }\n        } else c || (a || (a = []), a.push(h, c)), c = l;\n      } else \"dangerouslySetInnerHTML\" === h ? (l = l ? l.__html : void 0, g = g ? g.__html : void 0, null != l && g !== l && (a = a || []).push(h, l)) : \"children\" === h ? g === l || \"string\" !== typeof l && \"number\" !== typeof l || (a = a || []).push(h, \"\" + l) : \"suppressContentEditableWarning\" !== h && \"suppressHydrationWarning\" !== h && (va.hasOwnProperty(h) ? (null != l && rd(e, h), a || g === l || (a = [])) : (a = a || []).push(h, l));\n    }\n\n    c && (a = a || []).push(\"style\", c);\n    e = a;\n    if (b.updateQueue = e) b.effectTag |= 4;\n  }\n};\n\nqi = function qi(a, b, c, d) {\n  c !== d && (b.effectTag |= 4);\n};\n\nfunction ri(a, b) {\n  switch (a.tailMode) {\n    case \"hidden\":\n      b = a.tail;\n\n      for (var c = null; null !== b;) {\n        null !== b.alternate && (c = b), b = b.sibling;\n      }\n\n      null === c ? a.tail = null : c.sibling = null;\n      break;\n\n    case \"collapsed\":\n      c = a.tail;\n\n      for (var d = null; null !== c;) {\n        null !== c.alternate && (d = c), c = c.sibling;\n      }\n\n      null === d ? b || null === a.tail ? a.tail = null : a.tail.sibling = null : d.sibling = null;\n  }\n}\n\nfunction si(a, b, c) {\n  var d = b.pendingProps;\n\n  switch (b.tag) {\n    case 2:\n    case 16:\n    case 15:\n    case 0:\n    case 11:\n    case 7:\n    case 8:\n    case 12:\n    case 9:\n    case 14:\n      return null;\n\n    case 1:\n      return L(b.type) && Df(), null;\n\n    case 3:\n      return eh(), H(K), H(J), c = b.stateNode, c.pendingContext && (c.context = c.pendingContext, c.pendingContext = null), null !== a && null !== a.child || !Wh(b) || (b.effectTag |= 4), oi(b), null;\n\n    case 5:\n      gh(b);\n      c = ch(bh.current);\n      var e = b.type;\n      if (null !== a && null != b.stateNode) pi(a, b, e, d, c), a.ref !== b.ref && (b.effectTag |= 128);else {\n        if (!d) {\n          if (null === b.stateNode) throw Error(u(166));\n          return null;\n        }\n\n        a = ch($g.current);\n\n        if (Wh(b)) {\n          d = b.stateNode;\n          e = b.type;\n          var f = b.memoizedProps;\n          d[Md] = b;\n          d[Nd] = f;\n\n          switch (e) {\n            case \"iframe\":\n            case \"object\":\n            case \"embed\":\n              F(\"load\", d);\n              break;\n\n            case \"video\":\n            case \"audio\":\n              for (a = 0; a < ac.length; a++) {\n                F(ac[a], d);\n              }\n\n              break;\n\n            case \"source\":\n              F(\"error\", d);\n              break;\n\n            case \"img\":\n            case \"image\":\n            case \"link\":\n              F(\"error\", d);\n              F(\"load\", d);\n              break;\n\n            case \"form\":\n              F(\"reset\", d);\n              F(\"submit\", d);\n              break;\n\n            case \"details\":\n              F(\"toggle\", d);\n              break;\n\n            case \"input\":\n              Ab(d, f);\n              F(\"invalid\", d);\n              rd(c, \"onChange\");\n              break;\n\n            case \"select\":\n              d._wrapperState = {\n                wasMultiple: !!f.multiple\n              };\n              F(\"invalid\", d);\n              rd(c, \"onChange\");\n              break;\n\n            case \"textarea\":\n              Jb(d, f),
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F(\"invalid\", d), rd(c, \"onChange\");\n }\n\n od(e, f);\n a = null;\n\n for (var g in f) {\n if (f.hasOwnProperty(g)) {\n var h = f[g];\n \"children\" === g ? \"string\" === typeof h ? d.textContent !== h && (a = [\"children\", h]) : \"number\" === typeof h && d.textContent !== \"\" + h && (a = [\"children\", \"\" + h]) : va.hasOwnProperty(g) && null != h && rd(c, g);\n }\n }\n\n switch (e) {\n case \"input\":\n xb(d);\n Eb(d, f, !0);\n break;\n\n case \"textarea\":\n xb(d);\n Lb(d);\n break;\n\n case \"select\":\n case \"option\":\n break;\n\n default:\n \"function\" === typeof f.onClick && (d.onclick = sd);\n }\n\n c = a;\n b.updateQueue = c;\n null !== c && (b.effectTag |= 4);\n } else {\n g = 9 === c.nodeType ? c : c.ownerDocument;\n a === qd && (a = Nb(e));\n a === qd ? \"script\" === e ? (a = g.createElement(\"div\"), a.innerHTML = \"<script>\\x3c/script>\", a = a.removeChild(a.firstChild)) : \"string\" === typeof d.is ? a = g.createElement(e, {\n is: d.is\n }) : (a = g.createElement(e), \"select\" === e && (g = a, d.multiple ? g.multiple = !0 : d.size && (g.size = d.size))) : a = g.createElementNS(a, e);\n a[Md] = b;\n a[Nd] = d;\n ni(a, b, !1, !1);\n b.stateNode = a;\n g = pd(e, d);\n\n switch (e) {\n case \"iframe\":\n case \"object\":\n case \"embed\":\n F(\"load\", a);\n h = d;\n break;\n\n case \"video\":\n case \"audio\":\n for (h = 0; h < ac.length; h++) {\n F(ac[h], a);\n }\n\n h = d;\n break;\n\n case \"source\":\n F(\"error\", a);\n h = d;\n break;\n\n case \"img\":\n case \"image\":\n case \"link\":\n F(\"error\", a);\n F(\"load\", a);\n h = d;\n break;\n\n case \"form\":\n F(\"reset\", a);\n F(\"submit\", a);\n h = d;\n break;\n\n case \"details\":\n F(\"toggle\", a);\n h = d;\n break;\n\n case \"input\":\n Ab(a, d);\n h = zb(a, d);\n F(\"invalid\", a);\n rd(c, \"onChange\");\n break;\n\n case \"option\":\n h = Gb(a, d);\n break;\n\n case \"select\":\n a._wrapperState = {\n wasMultiple: !!d.multiple\n };\n h = n({}, d, {\n value: void 0\n });\n F(\"invalid\", a);\n rd(c, \"onChange\");\n break;\n\n case \"textarea\":\n Jb(a, d);\n h = Ib(a, d);\n F(\"invalid\", a);\n rd(c, \"onChange\");\n break;\n\n default:\n h = d;\n }\n\n od(e, h);\n var k = h;\n\n for (f in k) {\n if (k.hasOwnProperty(f)) {\n var l = k[f];\n \"style\" === f ? md(a, l) : \"dangerouslySetInnerHTML\" === f ? (l = l ? l.__html : void 0, null != l && Qb(a, l)) : \"children\" === f ? \"string\" === typeof l ? (\"textarea\" !== e || \"\" !== l) && Rb(a, l) : \"number\" === typeof l && Rb(a, \"\" + l) : \"suppressContentEditableWarning\" !== f && \"suppressHydrationWarning\" !== f && \"autoFocus\" !== f && (va.hasOwnProperty(f) ? null != l && rd(c, f) : null != l && Xa(a, f, l, g));\n }\n }\n\n switch (e) {\n case \"input\":\n xb(a);\n Eb(a, d, !1);\n break;\n\n case \"textarea\":\n xb(a);\n Lb(a);\n break;\n\n case \"option\":\n null != d.value && a.setAttribute(\"value\", \"\" + rb(d.value));\n break;\n\n case \"select\":\n a.multiple = !!d.multiple;\n c = d.value;\n null != c ? Hb(a, !!d.multiple, c, !1) : null != d.defaultValue && Hb(a, !!d.multiple, d.defaultValue, !0);\n break;\n\n default:\n \"function\" === typeof h.onClick && (a.onclick = sd);\n }\n\n Fd(e, d) && (b.effectTag |= 4);\n }\n\n null !== b.ref && (b.effectTag |= 128);\n }\n return null;\n\n case 6:\n if (a && null != b.stateNode) qi(a, b, a.memoizedProps, d);else {\n if (\"string\" !== typeof d && null === b.stateNode) throw Error(u(166));\n c = ch(bh.current);\n ch($g.current);\n Wh(b) ? (c = b.stateNode, d = b.memoizedProps, c[Md] = b, c.nodeValue !== d && (b.effectTag |= 4)) : (c = (9 === c.nodeType ? c : c.ownerDocument).createTextNode(d), c[Md] = b, b.stateNode = c);\n }\n return null;\n\n case 13:\n H(M);\n d = b.memoizedState;\n if (0 !== (b.effectTag & 64)) return b.expirationTime = c, b;\n c = null !== d;\n d = !1;\n null === a ? void 0 !== b.memoizedProps.fallback && Wh(b) : (e = a.memoizedState, d = null !== e, c || null === e || (e = a.child.sibling, null !== e && (f = b.firstEffect, null !== f ? (b.firstEffect = e, e.nextEffect = f) : (b.firstEffect = b.lastEffect = e, e.nextEffect = null), e.effectTag = 8)));\n if (c && !d && 0 !== (b.mode & 2)) if (null === a && !0 !== b.memoizedProps.unstable_avoidThisFallback || 0 !== (M.current & 1)) S === ti && (S = ui);else {\n if (S === ti || S === ui) S = vi;\n 0 !== wi && null !== T && (xi(T, U), yi(T, wi));\n }\n if (c || d) b.effectTag |= 4;\n return null;\n\n case 4:\n return eh(), oi(b), null;\n\n case
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10:\n      return og(b), null;\n\n    case 17:\n      return L(b.type) && Df(), null;\n\n    case 19:\n      H(M);\n      d =
b.memoizedState;\n      if (null === d) return null;\n      e = 0 !== (b.effectTag & 64);\n      f = d.rendering;\n      if
(null === f) {\n        if (e) ri(d, !1);else {\n          if (S !== ti || null !== a && 0 !== (a.effectTag & 64)) for (f =
b.child; null !== f;) {\n            a = hh(f);\n\n            if (null !== a) {\n              b.effectTag |= 64;\n              ri(d, !1);\n
            e = a.updateQueue;\n              null !== e && (b.updateQueue = e, b.effectTag |= 4);\n              null ===
d.lastEffect && (b.firstEffect = null);\n              b.lastEffect = d.lastEffect;\n\n              for (d = b.child; null !== d;)
{\n                e = d, f = c, e.effectTag &= 2, e.nextEffect = null, e.firstEffect = null, e.lastEffect = null, a =
e.alternate, null === a ? (e.childExpirationTime = 0, e.expirationTime = f, e.child = null, e.memoizedProps = null,
e.memoizedState = null, e.updateQueue = null, e.dependencies = null) : (e.childExpirationTime =
a.childExpirationTime, e.expirationTime = a.expirationTime, e.child = a.child, e.memoizedProps =
a.memoizedProps, e.memoizedState = a.memoizedState, e.updateQueue = a.updateQueue, f = a.dependencies,
e.dependencies = null === f ? null : {\n                  expirationTime: f.expirationTime,\n                  firstContext:
f.firstContext,\n                  responders: f.responders\n                }), d = d.sibling;\n              }\n\n              I(M,
M.current & 1 | 2);\n              return b.child;\n            }\n\n            f = f.sibling;\n          }\n        }\n      } else {\n
if (!e) if (a = hh(f), null !== a) {\n          if (b.effectTag |= 64, e = !0, c = a.updateQueue, null !== c &&
(b.updateQueue = c, b.effectTag |= 4), ri(d, !0), null === d.tail && \"hidden\" === d.tailMode && !f.alternate)
return b = b.lastEffect = d.lastEffect, null !== b && (b.nextEffect = null), null;\n        } else 2 * $f() -
d.renderingStartTime > d.tailExpiration && 1 < c && (b.effectTag |= 64, e = !0, ri(d, !1), b.expirationTime =
b.childExpirationTime = c - 1);\n        d.isBackwards ? (f.sibling = b.child, b.child = f) : (c = d.last, null !== c ?
c.sibling = f : b.child = f, d.last = f);\n      }\n      return null !== d.tail ? (0 === d.tailExpiration && (d.tailExpiration
= $f() + 500), c = d.tail, d.rendering = c, d.tail = c.sibling, d.lastEffect = b.lastEffect, d.renderingStartTime = $f(),
c.sibling = null, b = M.current, I(M, e ? b & 1 | 2 : b & 1), c) : null;\n    }\n\n    throw Error(u(156,
b.tag));\n}\n\nfunction zi(a) {\n  switch (a.tag) {\n    case 1:\n      L(a.type) && Df();\n      var b = a.effectTag;\n
return b & 4096 ? (a.effectTag = b & -4097 | 64, a) : null;\n\n    case 3:\n      eh();\n      H(K);\n      H(J);\n      b =
a.effectTag;\n      if (0 !== (b & 64)) throw Error(u(285));\n      a.effectTag = b & -4097 | 64;\n      return a;\n\n
case 5:\n      return gh(a), null;\n\n    case 13:\n      return H(M), b = a.effectTag, b & 4096 ? (a.effectTag = b & -
4097 | 64, a) : null;\n\n    case 19:\n      return H(M), null;\n\n    case 4:\n      return eh(), null;\n\n    case 10:\n
return og(a), null;\n\n    default:\n      return null;\n  }\n}\n\nfunction Ai(a, b) {\n  return {\n    value: a,\n    source:
b,\n    stack: qb(b)\n  };\n}\n\nvar Bi = \"function\" === typeof WeakSet ? WeakSet : Set;\n\nfunction Ci(a, b) {\n
var c = b.source,\n      d = b.stack;\n  null === d && null !== c && (d = qb(c));\n  null !== c && pb(c.type);\n  b =
b.value;\n  null !== a && 1 === a.tag && pb(a.type);\n\n  try {\n    console.error(b);\n  } catch (e) {\n
setTimeout(function () {\n      throw e;\n    });\n  }\n}\n\nfunction Di(a, b) {\n  try {\n    b.props = a.memoizedProps,
b.state = a.memoizedState, b.componentWillUnmount();\n  } catch (c) {\n    Ei(a, c);\n  }\n}\n\nfunction Fi(a) {\n
var b = a.ref;\n  if (null !== b) if (\"function\" === typeof b) try {\n    b(null);\n  } catch (c) {\n    Ei(a, c);\n  } else
b.current = null;\n}\n\nfunction Gi(a, b) {\n  switch (b.tag) {\n    case 0:\n    case 11:\n    case 15:\n    case 22:\n
return;\n\n    case 1:\n      if (b.effectTag & 256 && null !== a) {\n        var c = a.memoizedProps,\n            d =
a.memoizedState;\n        a = b.stateNode;\n        b = a.getSnapshotBeforeUpdate(b.elementType === b.type ? c :
ig(b.type, c), d);\n        a.__reactInternalSnapshotBeforeUpdate = b;\n      }\n\n      return;\n\n    case 3:\n    case 5:\n
case 6:\n    case 4:\n    case 17:\n      return;\n  }\n\n  throw Error(u(163));\n}\n\nfunction Hi(a, b) {\n  b =
b.updateQueue;\n  b = null !== b ? b.lastEffect : null;\n\n  if (null !== b) {\n    var c = b = b.next;\n\n    do {\n      if
((c.tag & a) === a) {\n        var d = c.destroy;\n        c.destroy = void 0;\n        void 0 !== d && d();\n      }\n\n      c =
c.next;\n    } while (c !== b);\n  }\n}\n\nfunction Ii(a, b) {\n  b = b.updateQueue;\n  b = null !== b ? b.lastEffect :
null;\n\n  if (null !== b) {\n    var c = b = b.next;\n\n    do {\n      if ((c.tag & a) === a) {\n        var d = c.create;\n
c.destroy = d();\n      }\n\n      c = c.next;\n    } while (c !== b);\n  }\n}\n\nfunction Ji(a, b, c) {\n  switch (c.tag) {\n
case 0:\n    case 11:\n    case 15:\n    case 22:\n      Ii(3, c);\n      return;\n\n    case 1:\n      a = c.stateNode;\n      if
(c.effectTag & 4) if (null === b) a.componentDidMount();else {\n        var d = c.elementType === c.type ?
b.memoizedProps : ig(c.type, b.memoizedProps);\n        a.componentDidUpdate(d, b.memoizedState,
a.__reactInternalSnapshotBeforeUpdate);\n      }\n      b = c.updateQueue;\n      null !== b && Cg(c, b, a);\n
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return;\n\n    case 3:\n      b = c.updateQueue;\n\n      if (null !== b) {\n        a = null;\n        if (null !== c.child)
switch (c.child.tag) {\n          case 5:\n            a = c.child.stateNode;\n            break;\n\n          case 1:\n            a =
c.child.stateNode;\n        }\n        Cg(c, b, a);\n      }\n\n      return;\n\n    case 5:\n      a = c.stateNode;\n      null ===
b && c.effectTag & 4 && Fd(c.type, c.memoizedProps) && a.focus();\n      return;\n\n    case 6:\n      return;\n\n
case 4:\n      return;\n\n    case 12:\n      return;\n\n    case 13:\n      null === c.memoizedState && (c = c.alternate,
null !== c && (c = c.memoizedState, null !== c && (c = c.dehydrated, null !== c && Vc(c))));\n      return;\n\n
case 19:\n    case 17:\n    case 20:\n    case 21:\n      return;\n  }\n\n  throw Error(u(163));\n}\n\nfunction Ki(a, b, c)
{\n  \"function\" === typeof Li && Li(b);\n\n  switch (b.tag) {\n    case 0:\n    case 11:\n    case 14:\n    case 15:\n
case 22:\n      a = b.updateQueue;\n\n      if (null !== a && (a = a.lastEffect, null !== a)) {\n        var d = a.next;\n
cg(97 < c ? 97 : c, function () {\n          var a = d;\n\n          do {\n            var c = a.destroy;\n\n            if (void 0 !==
c) {\n              var g = b;\n\n              try {\n                c();\n              } catch (h) {\n                Ei(g, h);\n              }\n
}\n\n            a = a.next;\n          } while (a !== d);\n        });\n      }\n\n      break;\n\n    case 1:\n      Fi(b);\n      c =
b.stateNode;\n      \"function\" === typeof c.componentWillUnmount && Di(b, c);\n      break;\n\n    case 5:\n
Fi(b);\n      break;\n\n    case 4:\n      Mi(a, b, c);\n  }\n}\n\nfunction Ni(a) {\n  var b = a.alternate;\n  a.return =
null;\n  a.child = null;\n  a.memoizedState = null;\n  a.updateQueue = null;\n  a.dependencies = null;\n  a.alternate =
null;\n  a.firstEffect = null;\n  a.lastEffect = null;\n  a.pendingProps = null;\n  a.memoizedProps = null;\n
a.stateNode = null;\n  null !== b && Ni(b);\n}\n\nfunction Oi(a) {\n  return 5 === a.tag || 3 === a.tag || 4 ===
a.tag;\n}\n\nfunction Pi(a) {\n  a: {\n    for (var b = a.return; null !== b;) {\n      if (Oi(b)) {\n        var c = b;\n
break a;\n      }\n\n      b = b.return;\n    }\n\n    throw Error(u(160));\n  }\n\n  b = c.stateNode;\n\n  switch (c.tag) {\n
case 5:\n      var d = !1;\n      break;\n\n    case 3:\n      b = b.containerInfo;\n      d = !0;\n      break;\n\n    case 4:\n
b = b.containerInfo;\n      d = !0;\n      break;\n\n    default:\n      throw Error(u(161));\n  }\n\n  c.effectTag & 16 &&
(Rb(b, \"\"), c.effectTag &= -17);\n\n  a: b: for (c = a;;) {\n    for (; null === c.sibling;) {\n      if (null === c.return ||
Oi(c.return)) {\n        c = null;\n        break a;\n      }\n\n      c = c.return;\n    }\n\n    c.sibling.return = c.return;\n\n
for (c = c.sibling; 5 !== c.tag && 6 !== c.tag && 18 !== c.tag;) {\n      if (c.effectTag & 2) continue b;\n      if (null
=== c.child || 4 === c.tag) continue b;else c.child.return = c, c = c.child;\n    }\n\n    if (!(c.effectTag & 2)) {\n      c =
c.stateNode;\n      break a;\n    }\n  }\n\n  d ? Qi(a, c, b) : Ri(a, c, b);\n}\n\nfunction Qi(a, b, c) {\n  var d = a.tag,\n
e = 5 === d || 6 === d;\n  if (e) a = e ? a.stateNode : a.stateNode.instance, b ? 8 === c.nodeType ?
c.parentNode.insertBefore(a, b) : c.insertBefore(a, b) : (8 === c.nodeType ? (b = c.parentNode, b.insertBefore(a, c))
: (b = c, b.appendChild(a)), c = c._reactRootContainer, null !== c && void 0 !== c || null !== b.onclick || (b.onclick
= sd));else if (4 !== d && (a = a.child, null !== a)) for (Qi(a, b, c), a = a.sibling; null !== a;) {\n    Qi(a, b, c), a =
a.sibling;\n  }\n}\n\nfunction Ri(a, b, c) {\n  var d = a.tag,\n      e = 5 === d || 6 === d;\n  if (e) a = e ? a.stateNode :
a.stateNode.instance, b ? c.insertBefore(a, b) : c.appendChild(a);else if (4 !== d && (a = a.child, null !== a)) for
(Ri(a, b, c), a = a.sibling; null !== a;) {\n    Ri(a, b, c), a = a.sibling;\n  }\n}\n\nfunction Mi(a, b, c) {\n  for (var d =
b, e = !1, f, g;;) {\n    if (!e) {\n      e = d.return;\n\n      a: for (;;) {\n        if (null === e) throw Error(u(160));\n        f
= e.stateNode;\n\n        switch (e.tag) {\n          case 5:\n            g = !1;\n            break a;\n\n          case 3:\n            f =
f.containerInfo;\n            g = !0;\n            break a;\n\n          case 4:\n            f = f.containerInfo;\n            g = !0;\n
break a;\n        }\n\n        e = e.return;\n      }\n\n      e = !0;\n    }\n\n    if (5 === d.tag || 6 === d.tag) {\n      a: for
(var h = a, k = d, l = c, m = k;;) {\n        if (Ki(h, m, l), null !== m.child && 4 !== m.tag) m.child.return = m, m =
m.child;else {\n          if (m === k) break a;\n\n          for (; null === m.sibling;) {\n            if (null === m.return ||
m.return === k) break a;\n            m = m.return;\n          }\n\n          m.sibling.return = m.return;\n          m =
m.sibling;\n        }\n      }\n\n      g ? (h = f, k = d.stateNode, 8 === h.nodeType ? h.parentNode.removeChild(k) :
h.removeChild(k)) : f.removeChild(d.stateNode);\n    } else if (4 === d.tag) {\n      if (null !== d.child) {\n        f =
d.stateNode.containerInfo;\n        g = !0;\n        d.child.return = d;\n        d = d.child;\n        continue;\n      }\n    }
else if (Ki(a, d, c), null !== d.child) {\n      d.child.return = d;\n      d = d.child;\n      continue;\n    }\n\n    if (d === b)
break;\n\n    for (; null === d.sibling;) {\n      if (null === d.return || d.return === b) return;\n      d = d.return;\n      4
=== d.tag && (e = !1);\n    }\n\n    d.sibling.return = d.return;\n    d = d.sibling;\n  }\n}\n\nfunction Si(a, b) {\n
switch (b.tag) {\n    case 0:\n    case 11:\n    case 14:\n    case 15:\n    case 22:\n      Hi(3, b);\n      return;\n\n    case
1:\n      return;\n\n    case 5:\n      var c = b.stateNode;\n\n      if (null != c) {\n        var d = b.memoizedProps,\n
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e = null !== a ? a.memoizedProps : d;\n a = b.type;\n var f = b.updateQueue;\n b.updateQueue = null;\n\n if (null !== f) {\n c[Nd] = d;\n \"input\" === a && \"radio\" === d.type && null != d.name && Bb(c, d);\n pd(a, e);\n b = pd(a, d);\n\n for (e = 0; e < f.length; e += 2) {\n var g = f[e],\n h = f[e + 1];\n \"style\" === g ? md(c, h) : \"dangerouslySetInnerHTML\" === g ? Qb(c, h) : \"children\" === g ? Rb(c, h) : Xa(c, g, h, b);\n }\n\n switch (a) {\n case \"input\":\n Cb(c, d);\n break;\n\n case \"textarea\":\n Kb(c, d);\n break;\n\n case \"select\":\n b = c._wrapperState.wasMultiple, c._wrapperState.wasMultiple = !!d.multiple, a = d.value, null != a ? Hb(c, !!d.multiple, a, !1) : b !== !!d.multiple && (null != d.defaultValue ? Hb(c, !!d.multiple, d.defaultValue, !0) : Hb(c, !!d.multiple, d.multiple ? [] : \"\", !1));\n }\n }\n }\n\n return;\n\n case 6:\n if (null === b.stateNode) throw Error(u(162));\n b.stateNode.nodeValue = b.memoizedProps;\n return;\n\n case 3:\n b = b.stateNode;\n b.hydrate && (b.hydrate = !1, Vc(b.containerInfo));\n return;\n\n case 12:\n return;\n\n case 13:\n c = b;\n null === b.memoizedState ? d = !1 : (d = !0, c = b.child, Ti = $f());\n if (null !== c) a: for (a = c;;) {\n if (5 === a.tag) f = a.stateNode, d ? (f = f.style, \"function\" === typeof f.setProperty ? f.setProperty(\"display\", \"none\", \"important\") : f.display = \"none\") : (f = a.stateNode, e = a.memoizedProps.style, e = void 0 !== e && null !== e && e.hasOwnProperty(\"display\") ? e.display : null, f.style.display = ld(\"display\", e));else if (6 === a.tag) a.stateNode.nodeValue = d ? \"\" : a.memoizedProps;else if (13 === a.tag && null !== a.memoizedState && null === a.memoizedState.dehydrated) {\n f = a.child.sibling;\n f.return = a;\n a = f;\n continue;\n } else if (null !== a.child) {\n a.child.return = a;\n a = a.child;\n continue;\n }\n if (a === c) break;\n\n for (; null === a.sibling;) {\n if (null === a.return || a.return === c) break a;\n a = a.return;\n }\n\n a.sibling.return = a.return;\n a = a.sibling;\n }\n Ui(b);\n return;\n\n case 19:\n Ui(b);\n return;\n\n case 17:\n return;\n }\n\n throw Error(u(163));\n}\n\nfunction Ui(a) {\n var b = a.updateQueue;\n\n if (null !== b) {\n a.updateQueue = null;\n var c = a.stateNode;\n null === c && (c = a.stateNode = new Bi());\n b.forEach(function (b) {\n var d = Vi.bind(null, a, b);\n c.has(b) || (c.add(b), b.then(d, d));\n });\n }\n}\n\nvar Wi = \"function\" === typeof WeakMap ? WeakMap : Map;\n\nfunction Xi(a, b, c) {\n c = wg(c, null);\n c.tag = 3;\n c.payload = {\n element: null\n };\n var d = b.value;\n\n c.callback = function () {\n Yi || (Yi = !0, Zi = d);\n Ci(a, b);\n };\n\n return c;\n}\n\nfunction $i(a, b, c) {\n c = wg(c, null);\n c.tag = 3;\n var d = a.type.getDerivedStateFromError;\n\n if (\"function\" === typeof d) {\n var e = b.value;\n\n c.payload = function () {\n Ci(a, b);\n return d(e);\n };\n }\n\n var f = a.stateNode;\n null !== f && \"function\" === typeof f.componentDidCatch && (c.callback = function () {\n \"function\" !== typeof d && (null === aj ? aj = new Set([this]) : aj.add(this), Ci(a, b));\n var c = b.stack;\n this.componentDidCatch(b.value, {\n componentStack: null !== c ? c : \"\"\n });\n });\n return c;\n}\n\nvar bj = Math.ceil,\n cj = Wa.ReactCurrentDispatcher,\n dj = Wa.ReactCurrentOwner,\n V = 0,\n ej = 8,\n fj = 16,\n gj = 32,\n ti = 0,\n hj = 1,\n ij = 2,\n ui = 3,\n vi = 4,\n jj = 5,\n W = V,\n T = null,\n X = null,\n U = 0,\n S = ti,\n kj = null,\n lj = 1073741823,\n mj = 1073741823,\n nj = null,\n wi = 0,\n oj = !1,\n Ti = 0,\n pj = 500,\n Y = null,\n Yi = !1,\n Zi = null,\n aj = null,\n qj = !1,\n rj = null,\n sj = 90,\n tj = null,\n uj = 0,\n vj = null,\n wj = 0;\n\nfunction Gg() {\n return (W & (fj | gj)) !== V ? 1073741821 - ($f() / 10 | 0) : 0 !== wj ? wj : wj = 1073741821 - ($f() / 10 | 0);\n}\n\nfunction Hg(a, b, c) {\n b = b.mode;\n if (0 === (b & 2)) return 1073741823;\n var d = ag();\n if (0 === (b & 4)) return 99 === d ? 1073741823 : 1073741822;\n if ((W & fj) !== V) return U;\n if (null !== c) a = hg(a, c.timeoutMs | 0 || 5E3, 250);else switch (d) {\n case 99:\n a = 1073741823;\n break;\n\n case 98:\n a = hg(a, 150, 100);\n break;\n\n case 97:\n case 96:\n a = hg(a, 5E3, 250);\n break;\n\n case 95:\n a = 2;\n break;\n\n default:\n throw Error(u(326));\n }\n null !== T && a === U && --a;\n return a;\n}\n\nfunction Ig(a, b) {\n if (50 < uj) throw uj = 0, vj = null, Error(u(185));\n a = xj(a, b);\n\n if (null !== a) {\n var c = ag();\n 1073741823 === b ? (W & ej) !== V && (W & (fj | gj)) === V ? yj(a) : (Z(a), W === V && gg()) : Z(a);\n (W & 4) === V || 98 !== c && 99 !== c || (null === tj ? tj = new Map([[a, b]]) : (c = tj.get(a), (void 0 === c || c > b) && tj.set(a, b)));\n }\n}\n\nfunction xj(a, b) {\n a.expirationTime < b && (a.expirationTime = b);\n var c = a.alternate;\n null !== c && c.expirationTime < b && (c.expirationTime = b);\n var d = a.return,\n e = null;\n if (null === d && 3
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=== a.tag) e = a.stateNode;else for (; null !== d;) {\n    c = d.alternate;\n    d.childExpirationTime < b &&
(d.childExpirationTime = b);\n    null !== c && c.childExpirationTime < b && (c.childExpirationTime = b);\n\n    if
(null === d.return && 3 === d.tag) {\n      e = d.stateNode;\n      break;\n    }\n\n    d = d.return;\n  }\n  null !== e
&& (T === e && (Bg(b), S === vi && xi(e, U)), yi(e, b));\n  return e;\n}\n\nfunction zj(a) {\n  var b =
a.lastExpiredTime;\n  if (0 !== b) return b;\n  b = a.firstPendingTime;\n  if (!Aj(a, b)) return b;\n  var c =
a.lastPingedTime;\n  a = a.nextKnownPendingLevel;\n  a = c > a ? c : a;\n  return 2 >= a && b !== a ? 0 :
a;\n}\n\nfunction Z(a) {\n  if (0 !== a.lastExpiredTime) a.callbackExpirationTime = 1073741823, a.callbackPriority
= 99, a.callbackNode = eg(yj.bind(null, a));else {\n    var b = zj(a),\n        c = a.callbackNode;\n    if (0 === b) null
!== c && (a.callbackNode = null, a.callbackExpirationTime = 0, a.callbackPriority = 90);else {\n      var d = Gg();\n
    1073741823 === b ? d = 99 : 1 === b || 2 === b ? d = 95 : (d = 10 * (1073741821 - b) - 10 * (1073741821 - d), d
= 0 >= d ? 99 : 250 >= d ? 98 : 5250 >= d ? 97 : 95);\n\n      if (null !== c) {\n        var e = a.callbackPriority;\n
if (a.callbackExpirationTime === b && e >= d) return;\n        c !== Tf && Kf(c);\n      }\n\n
a.callbackExpirationTime = b;\n      a.callbackPriority = d;\n      b = 1073741823 === b ? eg(yj.bind(null, a)) : dg(d,
Bj.bind(null, a), {\n        timeout: 10 * (1073741821 - b) - $f()\n      });\n      a.callbackNode = b;\n    }\n
}\n}\n\nfunction Bj(a, b) {\n  wj = 0;\n  if (b) return b = Gg(), Cj(a, b), Z(a), null;\n  var c = zj(a);\n\n  if (0 !== c)
{\n    b = a.callbackNode;\n    if ((W & (fj | gj)) !== V) throw Error(u(327));\n    Dj();\n    a === T && c === U ||
Ej(a, c);\n\n    if (null !== X) {\n      var d = W;\n      W |= fj;\n      var e = Fj();\n\n      do {\n        try {\n          Gj();\n
        break;\n        } catch (h) {\n          Hj(a, h);\n          }\n      } while (1);\n\n      ng();\n      W = d;\n      cj.current =
e;\n      if (S === hj) throw b = kj, Ej(a, c), xi(a, c), Z(a), b;\n      if (null === X) switch (e = a.finishedWork =
a.current.alternate, a.finishedExpirationTime = c, d = S, T = null, d) {\n        case ti:\n        case hj:\n          throw
Error(u(345));\n\n        case ij:\n          Cj(a, 2 < c ? 2 : c);\n          break;\n\n        case ui:\n          xi(a, c);\n          d =
a.lastSuspendedTime;\n          c === d && (a.nextKnownPendingLevel = Ij(e));\n\n          if (1073741823 === lj &&
(e = Ti + pj - $f(), 10 < e)) {\n            if (oj) {\n              var f = a.lastPingedTime;\n\n              if (0 === f || f >= c)
{\n                a.lastPingedTime = c;\n                Ej(a, c);\n                break;\n              }\n            }\n\n            f =
zj(a);\n            if (0 !== f && f !== c) break;\n\n            if (0 !== d && d !== c) {\n              a.lastPingedTime = d;\n
          break;\n            }\n\n            a.timeoutHandle = Hd(Jj.bind(null, a), e);\n            break;\n          }\n\n
Jj(a);\n          break;\n\n        case vi:\n          xi(a, c);\n          d = a.lastSuspendedTime;\n          c === d &&
(a.nextKnownPendingLevel = Ij(e));\n\n          if (oj && (e = a.lastPingedTime, 0 === e || e >= c)) {\n
a.lastPingedTime = c;\n            Ej(a, c);\n            break;\n          }\n\n          e = zj(a);\n          if (0 !== e && e !== c)
break;\n\n          if (0 !== d && d !== c) {\n            a.lastPingedTime = d;\n            break;\n          }\n\n
1073741823 !== mj ? d = 10 * (1073741821 - mj) - $f() : 1073741823 === lj ? d = 0 : (d = 10 * (1073741821 - lj) -
5E3, e = $f(), c = 10 * (1073741821 - c) - e, d = e - d, 0 > d && (d = 0), d = (120 > d ? 120 : 480 > d ? 480 : 1080 >
d ? 1080 : 1920 > d ? 1920 : 3E3 > d ? 3E3 : 4320 > d ? 4320 : 1960 * bj(d / 1960)) - d, c < d && (d = c));\n\n
if (10 < d) {\n            a.timeoutHandle = Hd(Jj.bind(null, a), d);\n            break;\n          }\n\n          Jj(a);\n
break;\n\n        case jj:\n          if (1073741823 !== lj && null !== nj) {\n            f = lj;\n            var g = nj;\n            d
= g.busyMinDurationMs | 0;\n            0 >= d ? d = 0 : (e = g.busyDelayMs | 0, f = $f() - (10 * (1073741821 - f) -
(g.timeoutMs | 0 || 5E3)), d = f <= e ? 0 : e + d - f);\n\n            if (10 < d) {\n              xi(a, c);\n
a.timeoutHandle = Hd(Jj.bind(null, a), d);\n              break;\n            }\n          }\n\n          Jj(a);\n          break;\n\n
default:\n          throw Error(u(329));\n      }\n      Z(a);\n      if (a.callbackNode === b) return Bj.bind(null, a);\n    }\n
}\n\n  return null;\n}\n\nfunction yj(a) {\n  var b = a.lastExpiredTime;\n  b = 0 !== b ? b : 1073741823;\n  if ((W &
(fj | gj)) !== V) throw Error(u(327));\n  Dj();\n  a === T && b === U || Ej(a, b);\n\n  if (null !== X) {\n    var c =
W;\n    W |= fj;\n    var d = Fj();\n\n    do {\n      try {\n        Kj();\n        break;\n      } catch (e) {\n        Hj(a, e);\n
}\n    } while (1);\n\n    ng();\n    W = c;\n    cj.current = d;\n    if (S === hj) throw c = kj, Ej(a, b), xi(a, b), Z(a), c;\n
  if (null !== X) throw Error(u(261));\n    a.finishedWork = a.current.alternate;\n    a.finishedExpirationTime = b;\n
T = null;\n    Jj(a);\n    Z(a);\n  }\n\n  return null;\n}\n\nfunction Lj() {\n  if (null !== tj) {\n    var a = tj;\n    tj =
null;\n    a.forEach(function (a, c) {\n      Cj(c, a);\n      Z(c);\n    });\n    gg();\n  }\n}\n\nfunction Mj(a, b) {\n  var c
= W;\n  W |= 1;\n\n  try {\n    return a(b);\n  } finally {\n    W = c, W === V && gg();\n  }\n}\n\nfunction Nj(a, b)
{\n  var c = W;\n  W &= -2;\n  W |= ej;\n\n  try {\n    return a(b);\n  } finally {\n    W = c, W === V && gg();\n
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}\n}\n\nfunction Ej(a, b) {\n a.finishedWork = null;\n a.finishedExpirationTime = 0;\n var c = a.timeoutHandle;\n -1 !== c && (a.timeoutHandle = -1, Id(c));\n if (null !== X) for (c = X.return; null !== c;) {\n   var d = c;\n\n   switch (d.tag) {\n   case 1:\n   d = d.type.childContextTypes;\n   null !== d && void 0 !== d && Df();\n   break;\n\n   case 3:\n   eh();\n   H(K);\n   H(J);\n   break;\n\n   case 5:\n   gh(d);\n   break;\n\n   case 4:\n   eh();\n   break;\n\n   case 13:\n   H(M);\n   break;\n\n   case 19:\n   H(M);\n   break;\n\n   case 10:\n   og(d);\n   }\n\n   c = c.return;\n }\n T = a;\n X = Sg(a.current, null);\n U = b;\n S = ti;\n kj = null;\n mj = lj = 1073741823;\n nj = null;\n wi = 0;\n oj = !1;\n}\n\nfunction Hj(a, b) {\n do {\n   try {\n   ng();\n   jh.current = sh;\n   if (mh) for (var c = N.memoizedState; null !== c;) {\n   var d = c.queue;\n   null !== d && (d.pending = null);\n   c = c.next;\n   }\n   lh = 0;\n   P = O = N = null;\n   mh = !1;\n   if (null === X || null === X.return) return S = hj, kj = b, X = null;\n\n   a: {\n   var e = a,\n   f = X.return,\n   g = X,\n   h = b;\n   b = U;\n   g.effectTag |= 2048;\n   g.firstEffect = g.lastEffect = null;\n\n   if (null !== h && \"object\" === typeof h && \"function\" === typeof h.then) {\n   var k = h;\n\n   if (0 === (g.mode & 2)) {\n   var l = g.alternate;\n   l ? (g.updateQueue = l.updateQueue, g.memoizedState = l.memoizedState, g.expirationTime = l.expirationTime) : (g.updateQueue = null, g.memoizedState = null);\n   }\n\n   var m = 0 !== (M.current & 1),\n   p = f;\n\n   do {\n   var x;\n\n   if (x = 13 === p.tag) {\n   var z = p.memoizedState;\n   if (null !== z) x = null !== z.dehydrated ? !0 : !1;else {\n   var ca = p.memoizedProps;\n   x = void 0 === ca.fallback ? !1 : !0 !== ca.unstable_avoidThisFallback ? !0 : m ? !1 : !0;\n   }\n   }\n\n   if (x) {\n   var D = p.updateQueue;\n\n   if (null === D) {\n   var t = new Set();\n   t.add(k);\n   p.updateQueue = t;\n   } else D.add(k);\n\n   if (0 === (p.mode & 2)) {\n   p.effectTag |= 64;\n   g.effectTag &= -2981;\n   if (1 === g.tag) if (null === g.alternate) g.tag = 17;else {\n   var y = wg(1073741823, null);\n   y.tag = 2;\n   xg(g, y);\n   }\n   g.expirationTime = 1073741823;\n   break a;\n   }\n\n   h = void 0;\n   g = b;\n   var A = e.pingCache;\n   null === A ? (A = e.pingCache = new Wi(), h = new Set(), A.set(k, h)) : (h = A.get(k), void 0 === h && (h = new Set(), A.set(k, h)));\n\n   if (!h.has(g)) {\n   h.add(g);\n   var q = Oj.bind(null, e, k, g);\n   k.then(q, q);\n   }\n\n   p.effectTag |= 4096;\n   p.expirationTime = b;\n   break a;\n   }\n\n   p = p.return;\n   } while (null !== p);\n\n   h = Error((pb(g.type) || \"A React component\") + \" suspended while rendering, but no fallback UI was specified.\\n\\nAdd a <Suspense fallback=...> component higher in the tree to provide a loading indicator or placeholder to display.\" + qb(g));\n   }\n\n   S !== jj && (S = ij);\n   h = Ai(h, g);\n   p = f;\n\n   do {\n   switch (p.tag) {\n   case 3:\n   k = h;\n   p.effectTag |= 4096;\n   p.expirationTime = b;\n   var B = Xi(p, k, b);\n   yg(p, B);\n   break a;\n\n   case 1:\n   k = h;\n   var w = p.type,\n   ub = p.stateNode;\n\n   if (0 === (p.effectTag & 64) && (\"function\" === typeof w.getDerivedStateFromError || null !== ub && \"function\" === typeof ub.componentDidCatch && (null === aj || !aj.has(ub)))) {\n   p.effectTag |= 4096;\n   p.expirationTime = b;\n   var vb = $i(p, k, b);\n   yg(p, vb);\n   break a;\n   }\n\n   }\n\n   p = p.return;\n   } while (null !== p);\n   }\n\n   X = Pj(X);\n   } catch (Xc) {\n   b = Xc;\n   continue;\n   }\n\n   break;\n } while (1);\n}\n\nfunction Fj() {\n var a = cj.current;\n cj.current = sh;\n return null === a ? sh : a;\n}\n\nfunction Ag(a, b) {\n a < lj && 2 < a && (lj = a);\n null !== b && a < mj && 2 < a && (mj = a, nj = b);\n}\n\nfunction Bg(a) {\n a > wi && (wi = a);\n}\n\nfunction Kj() {\n for (; null !== X;) {\n   X = Qj(X);\n }\n}\n\nfunction Gj() {\n for (; null !== X && !Uf();) {\n   X = Qj(X);\n }\n}\n\nfunction Qj(a) {\n var b = Rj(a.alternate, a, U);\n a.memoizedProps = a.pendingProps;\n null === b && (b = Pj(a));\n dj.current = null;\n return b;\n}\n\nfunction Pj(a) {\n X = a;\n\n do {\n   var b = X.alternate;\n   a = X.return;\n\n   if (0 === (X.effectTag & 2048)) {\n   b = si(b, X, U);\n\n   if (1 === U || 1 !== X.childExpirationTime) {\n   for (var c = 0, d = X.child; null !== d;) {\n   var e = d.expirationTime,\n   f = d.childExpirationTime;\n   e > c && (c = e);\n   f > c && (c = f);\n   d = d.sibling;\n   }\n\n   X.childExpirationTime = c;\n   }\n\n   if (null !== b) return b;\n   null !== a && 0 === (a.effectTag & 2048) && (null === a.firstEffect && (a.firstEffect = X.firstEffect), null !== X.lastEffect && (null !== a.lastEffect && (a.lastEffect.nextEffect = X.firstEffect), a.lastEffect = X.lastEffect), 1 < X.effectTag &&

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(null !== a.lastEffect ? a.lastEffect.nextEffect = X : a.firstEffect = X, a.lastEffect = X));\n    } else {\n      b =
zi(X);\n      if (null !== b) return b.effectTag &= 2047, b;\n      null !== a && (a.firstEffect = a.lastEffect = null,
a.effectTag |= 2048);\n    }\n\n    b = X.sibling;\n    if (null !== b) return b;\n    X = a;\n  } while (null !== X);\n\n  S
=== ti && (S = jj);\n  return null;\n}\n\nfunction Ij(a) {\n  var b = a.expirationTime;\n  a = a.childExpirationTime;\n
return b > a ? b : a;\n}\n\nfunction Jj(a) {\n  var b = ag();\n  cg(99, Sj.bind(null, a, b));\n  return null;\n}\n\nfunction
Sj(a, b) {\n  do {\n    Dj();\n  } while (null !== rj);\n\n  if ((W & (fj | gj)) !== V) throw Error(u(327));\n  var c =
a.finishedWork,\n      d = a.finishedExpirationTime;\n  if (null === c) return null;\n  a.finishedWork = null;\n
a.finishedExpirationTime = 0;\n  if (c === a.current) throw Error(u(177));\n  a.callbackNode = null;\n
a.callbackExpirationTime = 0;\n  a.callbackPriority = 90;\n  a.nextKnownPendingLevel = 0;\n  var e = Ij(c);\n
a.firstPendingTime = e;\n  d <= a.lastSuspendedTime ? a.firstSuspendedTime = a.lastSuspendedTime =
a.nextKnownPendingLevel = 0 : d <= a.firstSuspendedTime && (a.firstSuspendedTime = d - 1);\n  d <=
a.lastPingedTime && (a.lastPingedTime = 0);\n  d <= a.lastExpiredTime && (a.lastExpiredTime = 0);\n  a === T
&& (X = T = null, U = 0);\n  1 < c.effectTag ? null !== c.lastEffect ? (c.lastEffect.nextEffect = c, e = c.firstEffect) :
e = c : e = c.firstEffect;\n\n  if (null !== e) {\n    var f = W;\n    W |= gj;\n    dj.current = null;\n    Dd = fd;\n    var g
= xd();\n\n    if (yd(g)) {\n      if (\"selectionStart\" in g) var h = {\n        start: g.selectionStart,\n        end:
g.selectionEnd\n      };else a: {\n        h = (h = g.ownerDocument) && h.defaultView || window;\n        var k =
h.getSelection && h.getSelection();\n\n        if (k && 0 !== k.rangeCount) {\n          h = k.anchorNode;\n          var l
= k.anchorOffset,\n              m = k.focusNode;\n          k = k.focusOffset;\n\n          try {\n            h.nodeType,
m.nodeType;\n          } catch (wb) {\n            h = null;\n            break a;\n          }\n\n          var p = 0,\n              x = -
1,\n              z = -1,\n              ca = 0,\n              D = 0,\n              t = g,\n              y = null;\n\n          b: for (;;) {\n
for (var A;;) {\n              t !== h || 0 !== l && 3 !== t.nodeType || (x = p + l);\n              t !== m || 0 !== k && 3 !==
t.nodeType || (z = p + k);\n              3 === t.nodeType && (p += t.nodeValue.length);\n              if (null === (A =
t.firstChild)) break;\n              y = t;\n              t = A;\n            }\n\n            for (;;) {\n              if (t === g) break b;\n
y === h && ++ca === l && (x = p);\n              y === m && ++D === k && (z = p);\n              if (null !== (A
= t.nextSibling)) break;\n              t = y;\n              y = t.parentNode;\n            }\n\n            t = A;\n          }\n\n          h
= -1 === x || -1 === z ? null : {\n            start: x,\n            end: z\n          };\n        } else h = null;\n      }\n      h = h ||
{\n        start: 0,\n        end: 0\n      };\n    } else h = null;\n\n    Ed = {\n      activeElementDetached: null,\n
focusedElem: g,\n      selectionRange: h\n    };\n    fd = !1;\n    Y = e;\n\n    do {\n      try {\n        Tj();\n      } catch
(wb) {\n        if (null === Y) throw Error(u(330));\n        Ei(Y, wb);\n        Y = Y.nextEffect;\n      }\n    } while (null
!== Y);\n\n    Y = e;\n\n    do {\n      try {\n        for (g = a, h = b; null !== Y;) {\n          var q = Y.effectTag;\n
q & 16 && Rb(Y.stateNode, \"\");\n\n          if (q & 128) {\n            var B = Y.alternate;\n\n            if (null !== B)
{\n              var w = B.ref;\n              null !== w && (\"function\" === typeof w ? w(null) : w.current = null);\n
}\n          }\n\n          switch (q & 1038) {\n            case 2:\n              Pi(Y);\n              Y.effectTag &= -3;\n
break;\n\n            case 6:\n              Pi(Y);\n              Y.effectTag &= -3;\n              Si(Y.alternate, Y);\n
break;\n\n            case 1024:\n              Y.effectTag &= -1025;\n              break;\n\n            case 1028:\n
Y.effectTag &= -1025;\n              Si(Y.alternate, Y);\n              break;\n\n            case 4:\n              Si(Y.alternate,
Y);\n              break;\n\n            case 8:\n              l = Y, Mi(g, l, h), Ni(l);\n          }\n\n          Y = Y.nextEffect;\n
}\n      } catch (wb) {\n        if (null === Y) throw Error(u(330));\n        Ei(Y, wb);\n        Y = Y.nextEffect;\n      }\n
} while (null !== Y);\n\n    w = Ed;\n    B = xd();\n    q = w.focusedElem;\n    h = w.selectionRange;\n\n    if (B !==
q && q && q.ownerDocument && wd(q.ownerDocument.documentElement, q)) {\n      null !== h && yd(q) &&
(B = h.start, w = h.end, void 0 === w && (w = B), \"selectionStart\" in q ? (q.selectionStart = B, q.selectionEnd =
Math.min(w, q.value.length)) : (w = (B = q.ownerDocument || document) && B.defaultView || window,
w.getSelection && (w = w.getSelection(), l = q.textContent.length, g = Math.min(h.start, l), h = void 0 === h.end ?
g : Math.min(h.end, l), !w.extend && g > h && (l = h, h = g, g = l), l = vd(q, g), m = vd(q, h), l && m && (1 !==
w.rangeCount || w.anchorNode !== l.node || w.anchorOffset !== l.offset || w.focusNode !== m.node || w.focusOffset
!== m.offset) && (B = B.createRange(), B.setStart(l.node, l.offset), w.removeAllRanges(), g > h ? (w.addRange(B),
w.extend(m.node, m.offset)) : (B.setEnd(m.node, m.offset), w.addRange(B))))));\n      B = [];\n\n      for (w = q; w =
w.parentNode;) {\n        1 === w.nodeType && B.push({\n          element: w,\n          left: w.scrollLeft,\n          top:
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w.scrollTop\n      });\n    }\n\n    \"function\" === typeof q.focus && q.focus();\n\n    for (q = 0; q < B.length;
q++) {\n      w = B[q], w.element.scrollLeft = w.left, w.element.scrollTop = w.top;\n    }\n  }\n\n  fd = !!Dd;\n
Ed = Dd = null;\n  a.current = c;\n  Y = e;\n\n  do {\n    try {\n      for (q = a; null !== Y;) {\n        var ub =
Y.effectTag;\n        ub & 36 && Ji(q, Y.alternate, Y);\n\n        if (ub & 128) {\n          B = void 0;\n          var vb
= Y.ref;\n\n          if (null !== vb) {\n            var Xc = Y.stateNode;\n\n            switch (Y.tag) {\n              case
5:\n                B = Xc;\n                break;\n\n              default:\n                B = Xc;\n            }\n\n
\"function\" === typeof vb ? vb(B) : vb.current = B;\n          }\n        }\n\n        Y = Y.nextEffect;\n      }\n    }
catch (wb) {\n      if (null === Y) throw Error(u(330));\n      Ei(Y, wb);\n      Y = Y.nextEffect;\n    }\n  }
while (null !== Y);\n\n  Y = null;\n  Vf();\n  W = f;\n } else a.current = c;\n\n if (qj) qj = !1, rj = a, sj = b;else
for (Y = e; null !== Y;) {\n  b = Y.nextEffect, Y.nextEffect = null, Y = b;\n }\n b = a.firstPendingTime;\n 0 ===
b && (aj = null);\n 1073741823 === b ? a === vj ? uj++ : (uj = 0, vj = a) : uj = 0;\n \"function\" === typeof Uj &&
Uj(c.stateNode, d);\n Z(a);\n if (Yi) throw Yi = !1, a = Zi, Zi = null, a;\n if ((W & ej) !== V) return null;\n gg();\n
return null;\n}\n\nfunction Tj() {\n for (; null !== Y;) {\n  var a = Y.effectTag;\n  0 !== (a & 256) &&
Gi(Y.alternate, Y);\n  0 === (a & 512) || qj || (qj = !0, dg(97, function () {\n    Dj();\n    return null;\n  }));\n  Y
= Y.nextEffect;\n }\n}\n\nfunction Dj() {\n if (90 !== sj) {\n  var a = 97 < sj ? 97 : sj;\n  sj = 90;\n  return cg(a,
Vj);\n }\n}\n\nfunction Vj() {\n if (null === rj) return !1;\n var a = rj;\n rj = null;\n if ((W & (fj | gj)) !== V)
throw Error(u(331));\n var b = W;\n W |= gj;\n\n for (a = a.current.firstEffect; null !== a;) {\n  try {\n   var c =
a;\n   if (0 !== (c.effectTag & 512)) switch (c.tag) {\n    case 0:\n    case 11:\n    case 15:\n    case 22:\n
    Hi(5, c), Ii(5, c);\n    }\n  } catch (d) {\n   if (null === a) throw Error(u(330));\n   Ei(a, d);\n  }\n\n  c =
a.nextEffect;\n  a.nextEffect = null;\n  a = c;\n }\n\n W = b;\n gg();\n return !0;\n}\n\nfunction Wj(a, b, c) {\n b
= Ai(c, b);\n b = Xi(a, b, 1073741823);\n xg(a, b);\n a = xj(a, 1073741823);\n null !== a && Z(a);\n}\n\nfunction
Ei(a, b) {\n if (3 === a.tag) Wj(a, a, b);else for (var c = a.return; null !== c;) {\n  if (3 === c.tag) {\n   Wj(c, a,
b);\n   break;\n  } else if (1 === c.tag) {\n   var d = c.stateNode;\n\n   if (\"function\" === typeof
c.type.getDerivedStateFromError || \"function\" === typeof d.componentDidCatch && (null === aj || !aj.has(d))) {\n
    a = Ai(b, a);\n    a = $i(c, a, 1073741823);\n    xg(c, a);\n    c = xj(c, 1073741823);\n    null !== c &&
Z(c);\n    break;\n   }\n  }\n\n  c = c.return;\n }\n}\n\nfunction Oj(a, b, c) {\n var d = a.pingCache;\n null
!== d && d.delete(b);\n T === a && U === c ? S === vi || S === ui && 1073741823 === lj && $f() - Ti < pj ?
Ej(a, U) : oj = !0 : Aj(a, c) && (b = a.lastPingedTime, 0 !== b && b < c || (a.lastPingedTime = c,
Z(a)));\n}\n\nfunction Vi(a, b) {\n var c = a.stateNode;\n null !== c && c.delete(b);\n b = 0;\n 0 === b && (b =
Gg(), b = Hg(b, a, null));\n a = xj(a, b);\n null !== a && Z(a);\n}\n\nvar Rj;\n\nRj = function Rj(a, b, c) {\n var d =
b.expirationTime;\n\n if (null !== a) {\n  var e = b.pendingProps;\n  if (a.memoizedProps !== e || K.current) rg =
!0;else {\n   if (d < c) {\n    rg = !1;\n\n    switch (b.tag) {\n     case 3:\n      hi(b);\n      Xh();\n
break;\n\n     case 5:\n      fh(b);\n      if (b.mode & 4 && 1 !== c && e.hidden) return b.expirationTime =
b.childExpirationTime = 1, null;\n      break;\n\n     case 1:\n      L(b.type) && Gf(b);\n      break;\n\n
    case 4:\n      dh(b, b.stateNode.containerInfo);\n      break;\n\n     case 10:\n      d =
b.memoizedProps.value;\n      e = b.type._context;\n      I(jg, e._currentValue);\n      e._currentValue =
d;\n      break;\n\n     case 13:\n      if (null !== b.memoizedState) {\n       d =
b.child.childExpirationTime;\n       if (0 !== d && d >= c) return ji(a, b, c);\n       I(M, M.current & 1);\n
    b = $h(a, b, c);\n       return null !== b ? b.sibling : null;\n      }\n\n      I(M, M.current & 1);\n
break;\n\n     case 19:\n      d = b.childExpirationTime >= c;\n\n      if (0 !== (a.effectTag & 64)) {\n
  if (d) return mi(a, b, c);\n       b.effectTag |= 64;\n      }\n\n      e = b.memoizedState;\n      null !== e
&& (e.rendering = null, e.tail = null);\n      I(M, M.current);\n      if (!d) return null;\n     }\n\n     return
$h(a, b, c);\n    }\n\n    rg = !1;\n   }\n  } else rg = !1;\n\n  b.expirationTime = 0;\n\n  switch (b.tag) {\n   case 2:\n
    d = b.type;\n    null !== a && (a.alternate = null, b.alternate = null, b.effectTag |= 2);\n    a = b.pendingProps;\n
    e = Cf(b, J.current);\n    qg(b, c);\n    e = oh(null, b, d, a, e, c);\n    b.effectTag |= 1;\n\n    if (\"object\" ===
typeof e && null !== e && \"function\" === typeof e.render && void 0 === e.$$typeof) {\n     b.tag = 1;\n
b.memoizedState = null;\n     b.updateQueue = null;\n\n     if (L(d)) {\n      var f = !0;\n      Gf(b);\n     }
else f = !1;\n\n     b.memoizedState = null !== e.state && void 0 !== e.state ? e.state : null;\n     ug(b);\n     var
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g = d.getDerivedStateFromProps;\n \"function\" === typeof g && Fg(b, d, g, a);\n e.updater = Jg;\n b.stateNode = e;\n e._reactInternalFiber = b;\n Ng(b, d, a, c);\n b = gi(null, b, d, !0, f, c);\n } else b.tag = 0, R(null, b, e, c), b = b.child;\n\n return b;\n\n case 16:\n a: {\n e = b.elementType;\n null !== a && (a.alternate = null, b.alternate = null, b.effectTag |= 2);\n a = b.pendingProps;\n ob(e);\n if (1 !== e._status) throw e._result;\n e = e._result;\n b.type = e;\n f = b.tag = Xj(e);\n a = ig(e, a);\n\n switch (f) {\n case 0:\n b = di(null, b, e, a, c);\n break a;\n\n case 1:\n b = fi(null, b, e, a, c);\n break a;\n\n case 11:\n b = Zh(null, b, e, a, c);\n break a;\n\n case 14:\n b = ai(null, b, e, ig(e.type, a), d, c);\n break a;\n }\n\n throw Error(u(306, e, \"\"));\n }\n\n return b;\n\n case 0:\n return d = b.type, e = b.pendingProps, e = b.elementType === d ? e : ig(d, e), di(a, b, d, e, c);\n\n case 1:\n return d = b.type, e = b.pendingProps, e = b.elementType === d ? e : ig(d, e), fi(a, b, d, e, c);\n\n case 3:\n hi(b);\n d = b.updateQueue;\n if (null === a || null === d) throw Error(u(282));\n d = b.pendingProps;\n e = b.memoizedState;\n e = null !== e ? e.element : null;\n vg(a, b);\n zg(b, d, null, c);\n d = b.memoizedState.element;\n if (d === e) Xh(), b = $h(a, b, c);else {\n if (e = b.stateNode.hydrate) Ph = Jd(b.stateNode.containerInfo.firstChild), Oh = b, e = Qh = !0;\n if (e) for (c = Yg(b, null, d, c), b.child = c; c;) {\n c.effectTag = c.effectTag & -3 | 1024, c = c.sibling;\n } else R(a, b, d, c), Xh();\n b = b.child;\n }\n return b;\n\n case 5:\n return fh(b), null === a && Uh(b), d = b.type, e = b.pendingProps, f = null !== a ? a.memoizedProps : null, g = e.children, Gd(d, e) ? g = null : null !== f && Gd(d, f) && (b.effectTag |= 16), ei(a, b), b.mode & 4 && 1 !== c && e.hidden ? (b.expirationTime = b.childExpirationTime = 1, b = null) : (R(a, b, g, c), b = b.child), b;\n\n case 6:\n return null === a && Uh(b), null;\n\n case 13:\n return ji(a, b, c);\n\n case 4:\n return dh(b, b.stateNode.containerInfo), d = b.pendingProps, null === a ? b.child = Xg(b, null, d, c) : R(a, b, d, c), b.child;\n\n case 11:\n return d = b.type, e = b.pendingProps, e = b.elementType === d ? e : ig(d, e), Zh(a, b, d, e, c);\n\n case 7:\n return R(a, b, b.pendingProps, c), b.child;\n\n case 8:\n return R(a, b, b.pendingProps.children, c), b.child;\n\n case 12:\n return R(a, b, b.pendingProps.children, c), b.child;\n\n case 10:\n a: {\n d = b.type._context;\n e = b.pendingProps;\n g = b.memoizedProps;\n f = e.value;\n var h = b.type._context;\n I(jg, h._currentValue);\n h._currentValue = f;\n if (null !== g) if (h = g.value, f = $e(h, f) ? 0 : (\"function\" === typeof d._calculateChangedBits ? d._calculateChangedBits(h, f) : 1073741823) | 0, 0 === f) {\n if (g.children === e.children && !K.current) {\n b = $h(a, b, c);\n break a;\n }\n } else for (h = b.child, null !== h && (h.return = b); null !== h;) {\n var k = h.dependencies;\n\n if (null !== k) {\n g = h.child;\n\n for (var l = k.firstContext; null !== l;) {\n if (l.context === d && 0 !== (l.observedBits & f)) {\n 1 === h.tag && (l = wg(c, null), l.tag = 2, xg(h, l));\n h.expirationTime < c && (h.expirationTime = c);\n l = h.alternate;\n null !== l && l.expirationTime < c && (l.expirationTime = c);\n pg(h.return, c);\n k.expirationTime < c && (k.expirationTime = c);\n break;\n }\n\n l = l.next;\n }\n } else g = 10 === h.tag ? h.type === b.type ? null : h.child : h.child;\n\n if (null !== g) g.return = h;else for (g = h; null !== g;) {\n if (g === b) {\n g = null;\n break;\n }\n\n h = g.sibling;\n\n if (null !== h) {\n h.return = g.return;\n g = h;\n break;\n }\n\n g = g.return;\n }\n h = g;\n }\n R(a, b, e.children, c);\n b = b.child;\n }\n\n return b;\n\n case 9:\n return e = b.type, f = b.pendingProps, d = f.children, qg(b, c), e = sg(e, f.unstable_observedBits), d = d(e), b.effectTag |= 1, R(a, b, d, c), b.child;\n\n case 14:\n return e = b.type, f = ig(e, b.pendingProps), f = ig(e.type, f), ai(a, b, e, f, d, c);\n\n case 15:\n return ci(a, b, b.type, b.pendingProps, d, c);\n\n case 17:\n return d = b.type, e = b.pendingProps, e = b.elementType === d ? e : ig(d, e), null !== a && (a.alternate = null, b.alternate = null, b.effectTag |= 2), b.tag = 1, L(d) ? (a = !0, Gf(b)) : a = !1, qg(b, c), Lg(b, d, e), Ng(b, d, e, c), gi(null, b, d, !0, a, c);\n\n case 19:\n return mi(a, b, c);\n }\n\n throw Error(u(156, b.tag));\n};\n\nvar Uj = null,\n Li = null;\n\nfunction Yj(a) {\n if (\"undefined\" === typeof __REACT_DEVTOOLS_GLOBAL_HOOK__) return !1;\n var b = __REACT_DEVTOOLS_GLOBAL_HOOK__;\n if (b.isDisabled || !b.supportsFiber) return !0;\n\n try {\n var c = b.inject(a);\n\n Uj = function Uj(a) {\n try {\n b.onCommitFiberRoot(c, a, void 0, 64 === (a.current.effectTag & 64));\n } catch (e) {}\n };\n\n Li = function Li(a) {\n try {\n
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b.onCommitFiberUnmount(c, a);\n      } catch (e) {}\n    };\n  } catch (d) {}\n\n  return !0;\n}\n\nfunction Zj(a, b, c, d) {\n  this.tag = a;\n  this.key = c;\n  this.sibling = this.child = this.return = this.stateNode = this.type = this.elementType = null;\n  this.index = 0;\n  this.ref = null;\n  this.pendingProps = b;\n  this.dependencies = this.memoizedState = this.updateQueue = this.memoizedProps = null;\n  this.mode = d;\n  this.effectTag = 0;\n  this.lastEffect = this.firstEffect = this.nextEffect = null;\n  this.childExpirationTime = this.expirationTime = 0;\n  this.alternate = null;\n}\n\nfunction Sh(a, b, c, d) {\n  return new Zj(a, b, c, d);\n}\n\nfunction bi(a) {\n  a = a.prototype;\n  return !(!a || !a.isReactComponent);\n}\n\nfunction Xj(a) {\n  if (\"function\" === typeof a) return bi(a) ? 1 : 0;\n\n  if (void 0 !== a && null !== a) {\n    a = a.$$typeof;\n    if (a === gb) return 11;\n    if (a === jb) return 14;\n  }\n\n  return 2;\n}\n\nfunction Sg(a, b) {\n  var c = a.alternate;\n  null === c ? (c = Sh(a.tag, b, a.key, a.mode), c.elementType = a.elementType, c.type = a.type, c.stateNode = a.stateNode, c.alternate = a, a.alternate = c) : (c.pendingProps = b, c.effectTag = 0, c.nextEffect = null, c.firstEffect = null, c.lastEffect = null);\n  c.childExpirationTime = a.childExpirationTime;\n  c.expirationTime = a.expirationTime;\n  c.child = a.child;\n  c.memoizedProps = a.memoizedProps;\n  c.memoizedState = a.memoizedState;\n  c.updateQueue = a.updateQueue;\n  b = a.dependencies;\n  c.dependencies = null === b ? null : {\n    expirationTime: b.expirationTime,\n    firstContext: b.firstContext,\n    responders: b.responders\n  };\n  c.sibling = a.sibling;\n  c.index = a.index;\n  c.ref = a.ref;\n  return c;\n}\n\nfunction Ug(a, b, c, d, e, f) {\n  var g = 2;\n  d = a;\n  if (\"function\" === typeof a) bi(a) && (g = 1);else if (\"string\" === typeof a) g = 5;else a: switch (a) {\n    case ab:\n      return Wg(c.children, e, f, b);\n\n    case fb:\n      g = 8;\n      e |= 7;\n      break;\n\n    case bb:\n      g = 8;\n      e |= 1;\n      break;\n\n    case cb:\n      return a = Sh(12, c, b, e | 8), a.elementType = cb, a.type = cb, a.expirationTime = f, a;\n\n    case hb:\n      return a = Sh(13, c, b, e), a.type = hb, a.elementType = hb, a.expirationTime = f, a;\n\n    case ib:\n      return a = Sh(19, c, b, e), a.elementType = ib, a.expirationTime = f, a;\n\n    default:\n      if (\"object\" === typeof a && null !== a) switch (a.$$typeof) {\n        case db:\n          g = 10;\n          break a;\n\n        case eb:\n          g = 9;\n          break a;\n\n        case gb:\n          g = 11;\n          break a;\n\n        case jb:\n          g = 14;\n          break a;\n\n        case kb:\n          g = 16;\n          d = null;\n          break a;\n\n        case lb:\n          g = 22;\n          break a;\n      }\n      throw Error(u(130, null == a ? a : typeof a, \"\"));\n  }\n  b = Sh(g, c, b, e);\n  b.elementType = a;\n  b.type = d;\n  b.expirationTime = f;\n  return b;\n}\n\nfunction Wg(a, b, c, d) {\n  a = Sh(7, a, d, b);\n  a.expirationTime = c;\n  return a;\n}\n\nfunction Tg(a, b, c) {\n  a = Sh(6, a, null, b);\n  a.expirationTime = c;\n  return a;\n}\n\nfunction Vg(a, b, c) {\n  b = Sh(4, null !== a.children ? a.children : [], a.key, b);\n  b.expirationTime = c;\n  b.stateNode = {\n    containerInfo: a.containerInfo,\n    pendingChildren: null,\n    implementation: a.implementation\n  };\n  return b;\n}\n\nfunction ak(a, b, c) {\n  this.tag = b;\n  this.current = null;\n  this.containerInfo = a;\n  this.pingCache = this.pendingChildren = null;\n  this.finishedExpirationTime = 0;\n  this.finishedWork = null;\n  this.timeoutHandle = -1;\n  this.pendingContext = this.context = null;\n  this.hydrate = c;\n  this.callbackNode = null;\n  this.callbackPriority = 90;\n  this.lastExpiredTime = this.lastPingedTime = this.nextKnownPendingLevel = this.lastSuspendedTime = this.firstSuspendedTime = this.firstPendingTime = 0;\n}\n\nfunction Aj(a, b) {\n  var c = a.firstSuspendedTime;\n  a = a.lastSuspendedTime;\n  return 0 !== c && c >= b && a <= b;\n}\n\nfunction xi(a, b) {\n  var c = a.firstSuspendedTime,\n    d = a.lastSuspendedTime;\n  c < b && (a.firstSuspendedTime = b);\n  if (d > b || 0 === c) a.lastSuspendedTime = b;\n  b <= a.lastPingedTime && (a.lastPingedTime = 0);\n  b <= a.lastExpiredTime && (a.lastExpiredTime = 0);\n}\n\nfunction yi(a, b) {\n  b > a.firstPendingTime && (a.firstPendingTime = b);\n  var c = a.firstSuspendedTime;\n  0 !== c && (b >= c ? a.firstSuspendedTime = a.lastSuspendedTime = a.nextKnownPendingLevel = 0 : b >= a.lastSuspendedTime && (a.lastSuspendedTime = b + 1), b > a.nextKnownPendingLevel && (a.nextKnownPendingLevel = b));\n}\n\nfunction Cj(a, b) {\n  var c = a.lastExpiredTime;\n  if (0 === c || c > b) a.lastExpiredTime = b;\n}\n\nfunction bk(a, b, c, d) {\n  var e = b.current,\n    f = Gg(),\n    g = Dg.suspense;\n  f = Hg(f, e, g);\n\n  a: if (c) {\n    c = c._reactInternalFiber;\n\n    b: {\n      if (dc(c) !== c || 1 !== c.tag) throw Error(u(170));\n      var h = c;\n\n      do {\n        switch (h.tag) {\n          case 3:\n            h = h.stateNode.context;\n            break b;\n\n          case 1:\n            if (L(h.type)) {\n              h = h.stateNode.__reactInternalMemoizedMergedChildContext;\n              break b;\n            }\n\n        }\n\n        h = h.return;\n      } while (null !== h);\n\n      throw Error(u(171));\n    }\n\n    if (1 === c.tag) {\n      var k = c.type;\n\n      if (L(k)) {\n        c = Ff(c, k, h);\n        break a;\n      }\n    }\n\n    c = 
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h;\n  } else c = Af;\n\n  null === b.context ? b.context = c : b.pendingContext = c;\n  b = wg(f, g);\n  b.payload = {\n    element: a\n  };\n  d = void 0 === d ? null : d;\n  null !== d && (b.callback = d);\n  xg(e, b);\n  Ig(e, f);\n  return f;\n}\n\nfunction ck(a) {\n  a = a.current;\n  if (!a.child) return null;\n\n  switch (a.child.tag) {\n    case 5:\n      return a.child.stateNode;\n\n    default:\n      return a.child.stateNode;\n  }\n}\n\nfunction dk(a, b) {\n  a = a.memoizedState;\n  null !== a && null !== a.dehydrated && a.retryTime < b && (a.retryTime = b);\n}\n\nfunction ek(a, b) {\n  dk(a, b);\n  (a = a.alternate) && dk(a, b);\n}\n\nfunction fk(a, b, c) {\n  c = null != c && !0 === c.hydrate;\n  var d = new ak(a, b, c),\n      e = Sh(3, null, null, 2 === b ? 7 : 1 === b ? 3 : 0);\n  d.current = e;\n  e.stateNode = d;\n  ug(e);\n  a[Od] = d.current;\n  c && 0 !== b && Jc(a, 9 === a.nodeType ? a : a.ownerDocument);\n  this._internalRoot = d;\n}\n\nfk.prototype.render = function (a) {\n  bk(a, this._internalRoot, null, null);\n};\n\nfk.prototype.unmount = function () {\n  var a = this._internalRoot,\n      b = a.containerInfo;\n  bk(null, a, null, function () {\n    b[Od] = null;\n  });\n};\n\nfunction gk(a) {\n  return !(!a || 1 !== a.nodeType && 9 !== a.nodeType && 11 !== a.nodeType && (8 !== a.nodeType || \" react-mount-point-unstable \" !== a.nodeValue));\n}\n\nfunction hk(a, b) {\n  b || (b = a ? 9 === a.nodeType ? a.documentElement : a.firstChild : null, b = !(!b || 1 !== b.nodeType || !b.hasAttribute(\"data-reactroot\")));\n  if (!b) for (var c; c = a.lastChild;) {\n    a.removeChild(c);\n  }\n  return new fk(a, 0, b ? {\n    hydrate: !0\n  } : void 0);\n}\n\nfunction ik(a, b, c, d, e) {\n  var f = c._reactRootContainer;\n\n  if (f) {\n    var g = f._internalRoot;\n\n    if (\"function\" === typeof e) {\n      var h = e;\n\n      e = function e() {\n        var a = ck(g);\n        h.call(a);\n      };\n    }\n\n    bk(b, g, a, e);\n  } else {\n    f = c._reactRootContainer = hk(c, d);\n    g = f._internalRoot;\n\n    if (\"function\" === typeof e) {\n      var k = e;\n\n      e = function e() {\n        var a = ck(g);\n        k.call(a);\n      };\n    }\n\n    Nj(function () {\n      bk(b, g, a, e);\n    });\n  }\n\n  return ck(g);\n}\n\nfunction jk(a, b, c) {\n  var d = 3 < arguments.length && void 0 !== arguments[3] ? arguments[3] : null;\n  return {\n    $$typeof: $a,\n    key: null == d ? null : \"\" + d,\n    children: a,\n    containerInfo: b,\n    implementation: c\n  };\n}\n\nwc = function wc(a) {\n  if (13 === a.tag) {\n    var b = hg(Gg(), 150, 100);\n    Ig(a, b);\n    ek(a, b);\n  }\n};\n\nxc = function xc(a) {\n  13 === a.tag && (Ig(a, 3), ek(a, 3));\n};\n\nyc = function yc(a) {\n  if (13 === a.tag) {\n    var b = Gg();\n    b = Hg(b, a, null);\n    Ig(a, b);\n    ek(a, b);\n  }\n};\n\nza = function za(a, b, c) {\n  switch (b) {\n    case \"input\":\n      Cb(a, c);\n      b = c.name;\n\n      if (\"radio\" === c.type && null != b) {\n        for (c = a; c.parentNode;) {\n          c = c.parentNode;\n        }\n\n        c = c.querySelectorAll(\"input[name=\" + JSON.stringify(\"\" + b) + '][type=\"radio\"]');\n\n        for (b = 0; b < c.length; b++) {\n          var d = c[b];\n\n          if (d !== a && d.form === a.form) {\n            var e = Qd(d);\n            if (!e) throw Error(u(90));\n            yb(d);\n            Cb(d, e);\n          }\n        }\n      }\n\n      break;\n\n    case \"textarea\":\n      Kb(a, c);\n      break;\n\n    case \"select\":\n      b = c.value, null != b && Hb(a, !!c.multiple, b, !1);\n  }\n};\n\nFa = Mj;\n\nGa = function Ga(a, b, c, d, e) {\n  var f = W;\n  W |= 4;\n\n  try {\n    return cg(98, a.bind(null, b, c, d, e));\n  } finally {\n    W = f, W === V && gg();\n  }\n};\n\nHa = function Ha() {\n  (W & (1 | fj | gj)) === V && (Lj(), Dj());\n};\n\nIa = function Ia(a, b) {\n  var c = W;\n  W |= 2;\n\n  try {\n    return a(b);\n  } finally {\n    W = c, W === V && gg();\n  }\n};\n\nfunction kk(a, b) {\n  var c = 2 < arguments.length && void 0 !== arguments[2] ? arguments[2] : null;\n  if (!gk(b)) throw Error(u(200));\n  return jk(a, b, null, c);\n}\n\nvar lk = {\n  Events: [Nc, Pd, Qd, xa, ta, Xd, function (a) {\n    jc(a, Wd);\n  }, Da, Ea, id, mc, Dj, {\n    current: !1\n  }]\n};\n\n(function (a) {\n  var b = a.findFiberByHostInstance;\n  return Yj(n({}, a, {\n    overrideHookState: null,\n    overrideProps: null,\n    setSuspenseHandler: null,\n    scheduleUpdate: null,\n    currentDispatcherRef: Wa.ReactCurrentDispatcher,\n    findHostInstanceByFiber: function findHostInstanceByFiber(a) {\n      a = hc(a);\n      return null === a ? null : a.stateNode;\n    },\n    findFiberByHostInstance: function findFiberByHostInstance(a) {\n      return b ? b(a) : null;\n    },\n    findHostInstancesForRefresh: null,\n    scheduleRefresh: null,\n    scheduleRoot: null,\n    setRefreshHandler: null,\n    getCurrentFiber: null\n  }));\n})({\n  findFiberByHostInstance: tc,\n  bundleType: 0,\n  version: \"16.14.0\",\n  rendererPackageName: \"react-dom\"\n});\n\nexports.__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED = lk;\nexports.createPortal = kk;\n\nexports.findDOMNode = function (a) {\n  if (null == a) return null;\n  if (1 === a.nodeType) return a;\n  var b = a._reactInternalFiber;\n\n  if (void 0 === b) {\n    if (\"function\" === typeof a.render) throw Error(u(188));\n    throw Error(u(268, Object.keys(a)));\n  }\n\n  a = hc(b);\n  a = null === a ? null : a.stateNode;\n  return a;\n};\n\nexports.flushSync = function (a, b) {\n  if ((W & (fj | gj)) !== V) throw
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Error(u(187));\n  var c = W;\n  W |= 1;\n\n  try {\n    return cg(99, a.bind(null, b));\n  } finally {\n    W = c, gg();\n  }\n};\n\nexports.hydrate = function (a, b, c) {\n  if (!gk(b)) throw Error(u(200));\n  return ik(null, a, b, !0, c);\n};\n\nexports.render = function (a, b, c) {\n  if (!gk(b)) throw Error(u(200));\n  return ik(null, a, b, !1, c);\n};\n\nexports.unmountComponentAtNode = function (a) {\n  if (!gk(a)) throw Error(u(40));\n  return a._reactRootContainer ? (Nj(function () {\n    ik(null, null, a, !1, function () {\n      a._reactRootContainer = null;\n      a[Od] = null;\n    });\n  }), !0) : !1;\n};\n\nexports.unstable_batchedUpdates = Mj;\n\nexports.unstable_createPortal = function (a, b) {\n  return kk(a, b, 2 < arguments.length && void 0 !== arguments[2] ? arguments[2] : null);\n};\n\nexports.unstable_renderSubtreeIntoContainer = function (a, b, c, d) {\n  if (!gk(c)) throw Error(u(200));\n  if (null == a || void 0 === a._reactInternalFiber) throw Error(u(38));\n  return ik(a, b, c, !1, d);\n};\n\nexports.version = \"16.14.0\";","'use strict';\n\nif (process.env.NODE_ENV === 'production') {\n  module.exports = require('./cjs/scheduler.production.min.js');\n} else {\n  module.exports = require('./cjs/scheduler.development.js');\n}","/** @license React v0.19.1\n * scheduler.production.min.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n'use strict';\n\nvar _f, g, h, k, l;\n\nif (\"undefined\" === typeof window || \"function\" !== typeof MessageChannel) {\n  var p = null,\n      q = null,\n      t = function t() {\n    if (null !== p) try {\n      var a = exports.unstable_now();\n      p(!0, a);\n      p = null;\n    } catch (b) {\n      throw setTimeout(t, 0), b;\n    }\n  },\n      u = Date.now();\n\n  exports.unstable_now = function () {\n    return Date.now() - u;\n  };\n\n  _f = function f(a) {\n    null !== p ? setTimeout(_f, 0, a) : (p = a, setTimeout(t, 0));\n  };\n\n  g = function g(a, b) {\n    q = setTimeout(a, b);\n  };\n\n  h = function h() {\n    clearTimeout(q);\n  };\n\n  k = function k() {\n    return !1;\n  };\n\n  l = exports.unstable_forceFrameRate = function () {};\n} else {\n  var w = window.performance,\n      x = window.Date,\n      y = window.setTimeout,\n      z = window.clearTimeout;\n\n  if (\"undefined\" !== typeof console) {\n    var A = window.cancelAnimationFrame;\n    \"function\" !== typeof window.requestAnimationFrame && console.error(\"This browser doesn't support requestAnimationFrame. Make sure that you load a polyfill in older browsers. https://fb.me/react-polyfills\");\n    \"function\" !== typeof A && console.error(\"This browser doesn't support cancelAnimationFrame. Make sure that you load a polyfill in older browsers. https://fb.me/react-polyfills\");\n  }\n\n  if (\"object\" === typeof w && \"function\" === typeof w.now) exports.unstable_now = function () {\n    return w.now();\n  };else {\n    var B = x.now();\n\n    exports.unstable_now = function () {\n      return x.now() - B;\n    };\n  }\n  var C = !1,\n      D = null,\n      E = -1,\n      F = 5,\n      G = 0;\n\n  k = function k() {\n    return exports.unstable_now() >= G;\n  };\n\n  l = function l() {};\n\n  exports.unstable_forceFrameRate = function (a) {\n    0 > a || 125 < a ? console.error(\"forceFrameRate takes a positive int between 0 and 125, forcing framerates higher than 125 fps is not unsupported\") : F = 0 < a ? Math.floor(1E3 / a) : 5;\n  };\n\n  var H = new MessageChannel(),\n      I = H.port2;\n\n  H.port1.onmessage = function () {\n    if (null !== D) {\n      var a = exports.unstable_now();\n      G = a + F;\n\n      try {\n        D(!0, a) ? I.postMessage(null) : (C = !1, D = null);\n      } catch (b) {\n        throw I.postMessage(null), b;\n      }\n    } else C = !1;\n  };\n\n  _f = function _f(a) {\n    D = a;\n    C || (C = !0, I.postMessage(null));\n  };\n\n  g = function g(a, b) {\n    E = y(function () {\n      a(exports.unstable_now());\n    }, b);\n  };\n\n  h = function h() {\n    z(E);\n    E = -1;\n  };\n}\n\nfunction J(a, b) {\n  var c = a.length;\n  a.push(b);\n\n  a: for (;;) {\n    var d = c - 1 >>> 1,\n        e = a[d];\n    if (void 0 !== e && 0 < K(e, b)) a[d] = b, a[c] = e, c = d;else break a;\n  }\n}\n\nfunction L(a) {\n  a = a[0];\n  return void 0 === a ? null : a;\n}\n\nfunction M(a) {\n  var b = a[0];\n\n  if (void 0 !== b) {\n    var c = a.pop();\n\n    if (c !== b) {\n      a[0] = c;\n\n      a: for (var d = 0, e = a.length; d < e;) {\n        var m = 2 * (d + 1) - 1,\n            n = a[m],\n            v = m + 1,\n            r = a[v];\n        if (void 0 !== n && 0 > K(n, c)) void 0 !== r && 0 > K(r, n) ? (a[d] = r, a[v] = c, d = v) : (a[d] = n, a[m] = c, d = m);else if (void 0 !== r && 0 > K(r, c)) a[d] = r, a[v] = c, d = v;else break a;\n      }\n    }\n\n    return b;\n  }\n\n  return null;\n}\n\nfunction K(a, b) {\n  var c = a.sortIndex - b.sortIndex;\n  return 0 !== c ? c : a.id - b.id;\n}\n\nvar N = [],\n    O = [],\n    P = 1,\n    Q = null,\n    R = 3,\n    S = !1,\n    T = !1,\n    U = !1;\n\nfunction V(a) {\n  for (var b = L(O); null !== b;) {\n    if (null === b.callback) M(O);else if (b.startTime <= a) M(O), b.sortIndex = b.expirationTime, J(N, b);else break;\n    b = L(O);\n  }\n}\n\nfunction W(a) {\n  U = !1;\n  V(a);\n  if (!T) if (null !== L(N)) T = !0, _f(X);else {\n    var b = L(O);\n    null !== b && g(W, b.startTime - a);\n  }\n}\n\nfunction X(a, b) {\n  T = !1;\n  U && (U = !1, h());\n  S = !0;\n  var c =
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R;\n\n try {\n   V(b);\n\n   for (Q = L(N); null !== Q && (!(Q.expirationTime > b) || a && !k());) {\n   var d = Q.callback;\n\n   if (null !== d) {\n   Q.callback = null;\n   R = Q.priorityLevel;\n   var e = d(Q.expirationTime <= b);\n   b = exports.unstable_now();\n   \"function\" === typeof e ? Q.callback = e : Q === L(N) && M(N);\n   V(b);\n   } else M(N);\n\n   Q = L(N);\n   }\n\n   if (null !== Q) var m = !0;else {\n   var n = L(O);\n   null !== n && g(W, n.startTime - b);\n   m = !1;\n   }\n   return m;\n } finally {\n   Q = null, R = c, S = !1;\n }\n}\n\nfunction Y(a) {\n switch (a) {\n   case 1:\n   return -1;\n\n   case 2:\n   return 250;\n\n   case 5:\n   return 1073741823;\n\n   case 4:\n   return 1E4;\n\n   default:\n   return 5E3;\n }\n}\n\nvar Z = l;\nexports.unstable_IdlePriority = 5;\nexports.unstable_ImmediatePriority = 1;\nexports.unstable_LowPriority = 4;\nexports.unstable_NormalPriority = 3;\nexports.unstable_Profiling = null;\nexports.unstable_UserBlockingPriority = 2;\n\nexports.unstable_cancelCallback = function (a) {\n a.callback = null;\n};\n\nexports.unstable_continueExecution = function () {\n T || S || (T = !0, _f(X));\n};\n\nexports.unstable_getCurrentPriorityLevel = function () {\n return R;\n};\n\nexports.unstable_getFirstCallbackNode = function () {\n return L(N);\n};\n\nexports.unstable_next = function (a) {\n switch (R) {\n   case 1:\n   case 2:\n   case 3:\n   var b = 3;\n   break;\n\n   default:\n   b = R;\n }\n\n var c = R;\n R = b;\n\n try {\n   return a();\n } finally {\n   R = c;\n }\n};\n\nexports.unstable_pauseExecution = function () {};\n\nexports.unstable_requestPaint = Z;\n\nexports.unstable_runWithPriority = function (a, b) {\n switch (a) {\n   case 1:\n   case 2:\n   case 3:\n   case 4:\n   case 5:\n   break;\n\n   default:\n   a = 3;\n }\n\n var c = R;\n R = a;\n\n try {\n   return b();\n } finally {\n   R = c;\n }\n};\n\nexports.unstable_scheduleCallback = function (a, b, c) {\n var d = exports.unstable_now();\n\n if (\"object\" === typeof c && null !== c) {\n   var e = c.delay;\n   e = \"number\" === typeof e && 0 < e ? d + e : d;\n   c = \"number\" === typeof c.timeout ? c.timeout : Y(a);\n } else c = Y(a), e = d;\n\n c = e + c;\n a = {\n   id: P++,\n   callback: b,\n   priorityLevel: a,\n   startTime: e,\n   expirationTime: c,\n   sortIndex: -1\n };\n e > d ? (a.sortIndex = e, J(O, a), null === L(N) && a === L(O) && (U ? h() : U = !0, g(W, e - d))) : (a.sortIndex = c, J(N, a), T || S || (T = !0, _f(X)));\n return a;\n};\n\nexports.unstable_shouldYield = function () {\n var a = exports.unstable_now();\n V(a);\n var b = L(N);\n return b !== Q && null !== Q && null !== b && null !== b.callback && b.startTime <= a && b.expirationTime < Q.expirationTime || k();\n};\n\nexports.unstable_wrapCallback = function (a) {\n var b = R;\n return function () {\n   var c = R;\n   R = b;\n\n   try {\n   return a.apply(this, arguments);\n   } finally {\n   R = c;\n   }\n };\n};",","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\n'use strict';\n\nvar ReactPropTypesSecret = require('./lib/ReactPropTypesSecret');\n\nfunction emptyFunction() {}\n\nfunction emptyFunctionWithReset() {}\n\nemptyFunctionWithReset.resetWarningCache = emptyFunction;\n\nmodule.exports = function () {\n function shim(props, propName, componentName, location, propFullName, secret) {\n   if (secret === ReactPropTypesSecret) {\n   // It is still safe when called from React.\n   return;\n   }\n\n   var err = new Error('Calling PropTypes validators directly is not supported by the `prop-types` package. ' + 'Use PropTypes.checkPropTypes() to call them. ' + 'Read more at http://fb.me/use-check-prop-types');\n   err.name = 'Invariant Violation';\n   throw err;\n }\n\n ;\n shim.isRequired = shim;\n\n function getShim() {\n   return shim;\n }\n\n ; // Important!\n // Keep this list in sync with production version in `./factoryWithTypeCheckers.js`.\n\n var ReactPropTypes = {\n   array: shim,\n   bigint: shim,\n   bool: shim,\n   func: shim,\n   number: shim,\n   object: shim,\n   string: shim,\n   symbol: shim,\n   any: shim,\n   arrayOf: getShim,\n   element: shim,\n   elementType: shim,\n   instanceOf: getShim,\n   node: shim,\n   objectOf: getShim,\n   oneOf: getShim,\n   oneOfType: getShim,\n   shape: getShim,\n   exact: getShim,\n   checkPropTypes: emptyFunctionWithReset,\n   resetWarningCache: emptyFunction\n };\n\n ReactPropTypes.PropTypes = ReactPropTypes;\n return ReactPropTypes;\n};",","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\n'use strict';\n\nvar ReactPropTypesSecret = 'SECRET_DO_NOT_PASS_THIS_OR_YOU_WILL_BE_FIRED';\n\nmodule.exports = ReactPropTypesSecret;","/** @license React v16.13.1\n * react-is.production.min.js\n *\n * Copyright (c)

Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n'use strict';\n\nvar b = \"function\" === typeof Symbol && Symbol.for,\n c = b ? Symbol.for(\"react.element\") : 60103,\n d = b ? Symbol.for(\"react.portal\") : 60106,\n e = b ? Symbol.for(\"react.fragment\") : 60107,\n f = b ? Symbol.for(\"react.strict_mode\") : 60108,\n g = b ? Symbol.for(\"react.profiler\") : 60114,\n h = b ? Symbol.for(\"react.provider\") : 60109,\n k = b ? Symbol.for(\"react.context\") : 60110,\n l = b ? Symbol.for(\"react.async_mode\") : 60111,\n m = b ? Symbol.for(\"react.concurrent_mode\") : 60111,\n n = b ? Symbol.for(\"react.forward_ref\") : 60112,\n p = b ? Symbol.for(\"react.suspense\") : 60113,\n q = b ? Symbol.for(\"react.suspense_list\") : 60120,\n r = b ? Symbol.for(\"react.memo\") : 60115,\n t = b ? Symbol.for(\"react.lazy\") : 60116,\n v = b ? Symbol.for(\"react.block\") : 60121,\n w = b ? Symbol.for(\"react.fundamental\") : 60117,\n x = b ? Symbol.for(\"react.responder\") : 60118,\n y = b ? Symbol.for(\"react.scope\") : 60119;\n\nfunction z(a) {\n if (\"object\" === typeof a && null !== a) {\n var u = a.$$typeof;\n\n switch (u) {\n case c:\n switch (a = a.type, a) {\n case l:\n case m:\n case e:\n case g:\n case f:\n case p:\n return a;\n\n default:\n switch (a = a && a.$$typeof, a) {\n case k:\n case n:\n case t:\n case r:\n case h:\n return a;\n\n default:\n return u;\n }\n\n }\n\n case d:\n return u;\n }\n }\n\nfunction A(a) {\n return z(a) === m;\n}\n\nexports.AsyncMode = l;\nexports.ConcurrentMode = m;\nexports.ContextConsumer = k;\nexports.ContextProvider = h;\nexports.Element = c;\nexports.ForwardRef = n;\nexports.Fragment = e;\nexports.Lazy = t;\nexports.Memo = r;\nexports.Portal = d;\nexports.Profiler = g;\nexports.StrictMode = f;\nexports.Suspense = p;\n\nexports.isAsyncMode = function (a) {\n return A(a) || z(a) === l;\n};\n\nexports.isConcurrentMode = A;\n\nexports.isContextConsumer = function (a) {\n return z(a) === k;\n};\n\nexports.isContextProvider = function (a) {\n return z(a) === h;\n};\n\nexports.isElement = function (a) {\n return \"object\" === typeof a && null !== a && a.$$typeof === c;\n};\n\nexports.isForwardRef = function (a) {\n return z(a) === n;\n};\n\nexports.isFragment = function (a) {\n return z(a) === e;\n};\n\nexports.isLazy = function (a) {\n return z(a) === t;\n};\n\nexports.isMemo = function (a) {\n return z(a) === r;\n};\n\nexports.isPortal = function (a) {\n return z(a) === d;\n};\n\nexports.isProfiler = function (a) {\n return z(a) === g;\n};\n\nexports.isStrictMode = function (a) {\n return z(a) === f;\n};\n\nexports.isSuspense = function (a) {\n return z(a) === p;\n};\n\nexports.isValidElementType = function (a) {\n return \"string\" === typeof a || \"function\" === typeof a || a === e || a === m || a === g || a === f || a === p || a === q || \"object\" === typeof a && null !== a && (a.$$typeof === t || a.$$typeof === r || a.$$typeof === h || a.$$typeof === k || a.$$typeof === n || a.$$typeof === w || a.$$typeof === x || a.$$typeof === y || a.$$typeof === v);\n};\n\nexports.typeOf = z;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _keys = require('babel-runtime/core-js/object/keys');\n\nvar _keys2 = _interopRequireDefault(_keys);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nexports.getStyles = getStyles;\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _IconButton = require('../IconButton');\n\nvar _IconButton2 = _interopRequireDefault(_IconButton);\n\nvar _menu = require('../svg-icons/navigation/menu');\n\nvar _menu2 =

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_interopRequireDefault(_menu);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 =
_interopRequireDefault(_Paper);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 =
_interopRequireDefault(_propTypes3);\n\nvar _warning = require('warning');\n\nvar _warning2 =
_interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ?
obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var _context$muiTheme =
context.muiTheme,\n      appBar = _context$muiTheme.appBar,\n      iconButtonSize =
_context$muiTheme.button.iconButtonSize,\n      zIndex = _context$muiTheme.zIndex;\n  var flatButtonSize =
36;\n  var styles = {\n    root: {\n      position: 'relative',\n      zIndex: zIndex.appBar,\n      width: '100%',\n
display: 'flex',\n      backgroundColor: appBar.color,\n      paddingLeft: appBar.padding,\n      paddingRight:
appBar.padding\n    },\n    title: {\n      whiteSpace: 'nowrap',\n      overflow: 'hidden',\n      textOverflow: 'ellipsis',\n
    margin: 0,\n      paddingTop: 0,\n      letterSpacing: 0,\n      fontSize: 24,\n      fontWeight:
appBar.titleFontWeight,\n      color: appBar.textColor,\n      height: appBar.height,\n      lineHeight: appBar.height +
'px'\n    },\n    mainElement: {\n      boxFlex: 1,\n      flex: '1'\n    },\n    iconButtonStyle: {\n      marginTop:
(appBar.height - iconButtonSize) / 2,\n      marginRight: 8,\n      marginLeft: -16\n    },\n    iconButtonIconStyle: {\n
    fill: appBar.textColor,\n      color: appBar.textColor\n    },\n    flatButton: {\n      color: appBar.textColor,\n
marginTop: (iconButtonSize - flatButtonSize) / 2 + 1\n    }\n  };\n  return styles;\n}\n\nvar AppBar = function
(_Component) {\n  (0, _inherits3.default)(AppBar, _Component);\n\n  function AppBar() {\n    var _ref;\n\n    var
_temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, AppBar);\n\n    for (var _len = arguments.length, args =
Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp
= (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = AppBar.__proto__ || (0,
_getPrototypeOf2.default)(AppBar)).call.apply(_ref, [this].concat(args))), _this), _this.handleClickLeftIconButton =
function (event) {\n      if (_this.props.onLeftIconButtonClick) {\n        _this.props.onLeftIconButtonClick(event);\n
    }\n    }, _this.handleClickRightIconButton = function (event) {\n      if (_this.props.onRightIconButtonClick) {\n
    _this.props.onRightIconButtonClick(event);\n      }\n    }, _this.handleTitleClick = function (event) {\n      if
(_this.props.onTitleClick) {\n        _this.props.onTitleClick(event);\n      }\n    }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(AppBar, [{\n    key:
'componentDidMount',\n    value: function componentDidMount() {\n      process.env.NODE_ENV !==
\"production\" ? (0, _warning2.default)(!this.props.iconElementLeft || !this.props.iconClassNameLeft, 'Material-UI:
Properties iconElementLeft\\n      and iconClassNameLeft cannot be simultaneously defined. Please use one or the
other.') : void 0;\n      process.env.NODE_ENV !== \"production\" ? (0,
_warning2.default)(!this.props.iconElementRight || !this.props.iconClassNameRight, 'Material-UI: Properties
iconElementRight\\n      and iconClassNameRight cannot be simultaneously defined. Please use one or the other.') :
void 0;\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          title =
_props.title,\n          titleStyle = _props.titleStyle,\n          iconStyleLeft = _props.iconStyleLeft,\n
iconStyleRight = _props.iconStyleRight,\n          onTitleClick = _props.onTitleClick,\n          showMenuIconButton
= _props.showMenuIconButton,\n          iconElementLeft = _props.iconElementLeft,\n          iconElementRight =
_props.iconElementRight,\n          iconClassNameLeft = _props.iconClassNameLeft,\n          iconClassNameRight =
_props.iconClassNameRight,\n          onLeftIconButtonClick = _props.onLeftIconButtonClick,\n
onRightIconButtonClick = _props.onRightIconButtonClick,\n          className = _props.className,\n          style =
_props.style,\n          zDepth = _props.zDepth,\n          children = _props.children,\n          other = (0,
_objectWithoutProperties3.default)(_props, ['title', 'titleStyle', 'iconStyleLeft', 'iconStyleRight', 'onTitleClick',
'showMenuIconButton', 'iconElementLeft', 'iconElementRight', 'iconClassNameLeft', 'iconClassNameRight',
'onLeftIconButtonClick', 'onRightIconButtonClick', 'className', 'style', 'zDepth', 'children']);\n      var prepareStyles
= this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context);\n      var
menuElementLeft = void 0;\n      var menuElementRight = void 0; // If the title is a string, wrap in an h1 tag.\n      //
If not, wrap in a div tag.\n\n      var titleComponent = typeof title === 'string' || title instanceof String ? 'h1' : 'div';\n\n
    var titleElement = _react2.default.createElement(titleComponent, {\n        onClick: this.handleTitleClick,\n
style: prepareStyles((0, _simpleAssign2.default)(styles.title, styles.mainElement, titleStyle))\n      }, title);\n\n      var
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iconLeftStyle = (0, _simpleAssign2.default)({}, styles.iconButtonStyle, iconStyleLeft);\n\n      if (showMenuIconButton) {\n        if (iconElementLeft) {\n          var iconElementLeftProps = {};\n\n          if (iconElementLeft.type.muiName === 'IconButton') {\n            var iconElemLeftChildren = iconElementLeft.props.children;\n            var iconButtonIconStyle = !(iconElemLeftChildren && iconElemLeftChildren.props && iconElemLeftChildren.props.color) ? styles.iconButtonIconStyle : null;\n iconElementLeftProps.iconStyle = (0, _simpleAssign2.default)({}, iconButtonIconStyle, iconElementLeft.props.iconStyle);\n          }\n\n          if (!iconElementLeft.props.onClick && this.props.onLeftIconButtonClick) {\n            iconElementLeftProps.onClick = this.handleClickLeftIconButton;\n          }\n\n          menuElementLeft = _react2.default.createElement('div', {\n            style: prepareStyles(iconLeftStyle)\n          }, (0, _keys2.default)(iconElementLeftProps).length > 0 ? (0, _react.cloneElement)(iconElementLeft, iconElementLeftProps) : iconElementLeft);\n        } else {\n menuElementLeft = _react2.default.createElement(_IconButton2.default, {\n            style: iconLeftStyle,\n iconStyle: styles.iconButtonIconStyle,\n            iconClassName: iconClassNameLeft,\n            onClick: this.handleClickLeftIconButton\n          }, iconClassNameLeft ? '' : _react2.default.createElement(_menu2.default, {\n            style: (0, _simpleAssign2.default)({}, styles.iconButtonIconStyle)\n          }));\n        }\n      }\n\n      var iconRightStyle = (0, _simpleAssign2.default)({}, styles.iconButtonStyle, {\n        marginRight: -16,\n marginLeft: 'auto'\n      }, iconStyleRight);\n\n      if (iconElementRight) {\n        var iconElementRightProps = {};\n\n        switch (iconElementRight.type.muiName) {\n          case 'IconMenu':\n          case 'IconButton':\n var iconElemRightChildren = iconElementRight.props.children;\n\n            var _iconButtonIconStyle = !(iconElemRightChildren && iconElemRightChildren.props && iconElemRightChildren.props.color) ? styles.iconButtonIconStyle : null;\n\n            iconElementRightProps.iconStyle = (0, _simpleAssign2.default)({}, _iconButtonIconStyle, iconElementRight.props.iconStyle);\n            break;\n\n          case 'FlatButton':\n iconElementRightProps.style = (0, _simpleAssign2.default)({}, styles.flatButton, iconElementRight.props.style);\n            break;\n\n          default:\n        }\n\n        if (!iconElementRight.props.onClick && this.props.onRightIconButtonClick) {\n          iconElementRightProps.onClick = this.handleClickRightIconButton;\n        }\n\n        menuElementRight = _react2.default.createElement('div', {\n          style: prepareStyles(iconRightStyle)\n        }, (0, _keys2.default)(iconElementRightProps).length > 0 ? (0, _react.cloneElement)(iconElementRight, iconElementRightProps) : iconElementRight);\n      } else if (iconClassNameRight) {\n        menuElementRight = _react2.default.createElement(_IconButton2.default, {\n style: iconRightStyle,\n          iconStyle: styles.iconButtonIconStyle,\n          iconClassName: iconClassNameRight,\n          onClick: this.handleClickRightIconButton\n        });\n      }\n\n      return _react2.default.createElement(_Paper2.default, (0, _extends3.default)({}, other, {\n        rounded: false,\n        classNameclassName,\n        style: (0, _simpleAssign2.default)({}, styles.root, style),\n        zDepth: zDepth\n      }), menuElementLeft, titleElement, menuElementRight, children);\n    }\n  }]);\n  return AppBar;\n}(_react.Component);\n\nAppBar.muiName = 'AppBar';\nAppBar.defaultProps = {\n  showMenuIconButton: true,\n  title: '',\n  zDepth: 1\n};\nAppBar.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\nAppBar.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  /**\n   * Can be used to render a tab inside an app bar for instance.\n   */\n  children: _propTypes2.default.node,\n\n  /**\n   * Applied to the app bar's root element.\n   */\n  classNameclassName: _propTypes2.default.string,\n\n  /**\n   * The classname of the icon on the left of the app bar.\n   * If you are using a stylesheet for your icons, enter the class name for the icon to be used here.\n   */\n  iconClassNameLeft: _propTypes2.default.string,\n\n  /**\n   * Similiar to the iconClassNameLeft prop except that\n   * it applies to the icon displayed on the right of the app bar.\n   */\n  iconClassNameRight: _propTypes2.default.string,\n\n  /**\n   * The custom element to be displayed on the left side of the\n   * app bar such as an SvgIcon.\n   */\n  iconElementLeft: _propTypes2.default.element,\n\n  /**\n   * Similiar to the iconElementLeft prop except that this element is displayed on the right of the app bar.\n   */\n  iconElementRight: _propTypes2.default.element,\n\n  /**\n   * Override the inline-styles of the element displayed on the left side of the app bar.\n   */\n  iconStyleLeft: _propTypes2.default.object,\n\n  /**\n   * Override the inline-styles of the element displayed on the right side of the app bar.\n   */\n  iconStyleRight:
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_propTypes2.default.object,\n\n /**\n   * Callback function for when the left icon is selected via a click.\n   *\n   * @param {object} event Click event targeting the left `IconButton`.\n   */\n onLeftIconButtonClick: _propTypes2.default.func,\n\n /**\n   * Callback function for when the right icon is selected via a click.\n   *\n   * @param {object} event Click event targeting the right `IconButton`.\n   */\n onRightIconButtonClick: _propTypes2.default.func,\n\n /**\n   * Callback function for when the title text is selected via a click.\n   *\n   * @param {object} event Click event targeting the `title` node.\n   */\n onTitleClick: _propTypes2.default.func,\n\n /**\n   * Determines whether or not to display the Menu icon next to the title.\n   * Setting this prop to false will hide the icon.\n   */\n showMenuIconButton: _propTypes2.default.bool,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object,\n\n /**\n   * The title to display on the app bar.\n   */\n title: _propTypes2.default.node,\n\n /**\n   * Override the inline-styles of the app bar's title element.\n   */\n titleStyle: _propTypes2.default.object,\n\n /**\n   * The zDepth of the component.\n   * The shadow of the app bar is also dependent on this property.\n   */\n zDepth: _propTypes4.default.zDepth\n} : {};\nexports.default = AppBar;","module.exports = {\n \"default\": require(\"core-js/library/fn/object/assign\"),\n __esModule: true\n};","require('../../modules/es6.object.assign');\n\nmodule.exports = require('../../modules/_core').Object.assign;","// 19.1.3.1 Object.assign(target, source)\nvar $export = require('./_export');\n\n$export($export.S + $export.F, 'Object', {\n assign: require('./_object-assign')\n});","module.exports = function (it) {\n if (typeof it != 'function') throw TypeError(it + ' is not a function!');\n return it;\n};","'use strict';\n// 19.1.2.1 Object.assign(target, source, ...)\n\nvar DESCRIPTORS = require('./_descriptors');\n\nvar getKeys = require('./_object-keys');\n\nvar gOPS = require('./_object-gops');\n\nvar pIE = require('./_object-pie');\n\nvar toObject = require('./_to-object');\n\nvar IObject = require('./_iobject');\n\nvar $assign = Object.assign;\n// should work with symbols and should have deterministic property order (V8 bug)\n\nmodule.exports = !$assign || require('./_fails')(function () {\n var A = {};\n var B = {};\n // eslint-disable-next-line no-undef\n\n var S = Symbol();\n var K = 'abcdefghijklmnopqrst';\n A[S] = 7;\n K.split('').forEach(function (k) {\n   B[k] = k;\n });\n return $assign({}, A)[S] != 7 || Object.keys($assign({}, B)).join('') != K;\n}) ? function assign(target, source) {\n // eslint-disable-line no-unused-vars\n var T = toObject(target);\n var aLen = arguments.length;\n var index = 1;\n var getSymbols = gOPS.f;\n var isEnum = pIE.f;\n\n while (aLen > index) {\n   var S = IObject(arguments[index++]);\n   var keys = getSymbols ? getKeys(S).concat(getSymbols(S)) : getKeys(S);\n   var length = keys.length;\n   var j = 0;\n   var key;\n\n   while (length > j) {\n   key = keys[j++];\n   if (!DESCRIPTORS || isEnum.call(S, key)) T[key] = S[key];\n   }\n }\n\n return T;\n} : $assign;","// false -> Array#indexOf\n// true -> Array#includes\nvar toIObject = require('./_to-iobject');\n\nvar toLength = require('./_to-length');\n\nvar toAbsoluteIndex = require('./_to-absolute-index');\n\nmodule.exports = function (IS_INCLUDES) {\n return function ($this, el, fromIndex) {\n   var O = toIObject($this);\n   var length = toLength(O.length);\n   var index = toAbsoluteIndex(fromIndex, length);\n   var value; // Array#includes uses SameValueZero equality algorithm\n   // eslint-disable-next-line no-self-compare\n\n   if (IS_INCLUDES && el != el) while (length > index) {\n   value = O[index++]; // eslint-disable-next-line no-self-compare\n\n   if (value != value) return true; // Array#indexOf ignores holes, Array#includes - not\n   } else for (; length > index; index++) {\n   if (IS_INCLUDES || index in O) {\n   if (O[index] === el) return IS_INCLUDES || index || 0;\n   }\n   }\n   return !IS_INCLUDES && -1;\n };\n};","var toInteger = require('./_to-integer');\n\nvar max = Math.max;\nvar min = Math.min;\n\nmodule.exports = function (index, length) {\n index = toInteger(index);\n return index < 0 ? max(index + length, 0) : min(index, length);\n};","require('../../modules/es6.object.keys');\n\nmodule.exports = require('../../modules/_core').Object.keys;","// 19.1.2.14 Object.keys(O)\nvar toObject = require('./_to-object');\n\nvar $keys = require('./_object-keys');\n\nrequire('./_object-sap')('keys', function () {\n return function keys(it) {\n   return $keys(toObject(it));\n };\n});","require('../../modules/es6.object.get-prototype-of');\n\nmodule.exports = require('../../modules/_core').Object.getPrototypeOf;","// 19.1.2.9 Object.getPrototypeOf(O)\nvar toObject = require('./_to-object');\n\nvar $getPrototypeOf = require('./_object-gpo');\n\nrequire('./_object-sap')('getPrototypeOf', function () {\n return function getPrototypeOf(it) {\n   return $getPrototypeOf(toObject(it));\n };\n});","require('../../modules/es6.object.define-property');\n\nvar $Object =

require('../../modules/_core').Object;\n\nmodule.exports = function defineProperty(it, key, desc) {\n return $Object.defineProperty(it, key, desc);\n};","var $export = require('./_export'); // 19.1.2.4 / 15.2.3.6 Object.defineProperty(O, P, Attributes)\n\n\n$export($export.S + $export.F * !require('./_descriptors'), 'Object', {\n defineProperty: require('./_object-dp').f\n});","module.exports = {\n \"default\": require(\"core-js/library/fn/symbol/iterator\"),\n __esModule: true\n};","require('../../modules/es6.string.iterator');\n\nrequire('../../modules/web.dom.iterable');\n\nmodule.exports = require('../../modules/_wks-ext').f('iterator');","var toInteger = require('./_to-integer');\n\nvar defined = require('./_defined'); // true -> String#at\n// false -> String#codePointAt\n\n\nmodule.exports = function (TO_STRING) {\n return function (that, pos) {\n   var s = String(defined(that));\n   var i = toInteger(pos);\n   var l = s.length;\n   var a, b;\n   if (i < 0 || i >= l) return TO_STRING ? '' : undefined;\n   a = s.charCodeAt(i);\n   return a < 0xd800 || a > 0xdbff || i + 1 === l || (b = s.charCodeAt(i + 1)) < 0xdc00 || b > 0xdfff ? TO_STRING ? s.charAt(i) : a : TO_STRING ? s.slice(i, i + 2) : (a - 0xd800 << 10) + (b - 0xdc00) + 0x10000;\n };\n};","'use strict';\n\nvar create = require('./_object-create');\n\nvar descriptor = require('./_property-desc');\n\nvar setToStringTag = require('./_set-to-string-tag');\n\nvar IteratorPrototype = {}; // 25.1.2.1.1 %IteratorPrototype%[@@iterator]()\n\nrequire('./_hide')(IteratorPrototype, require('./_wks')('iterator'), function () {\n return this;\n});\n\nmodule.exports = function (Constructor, NAME, next) {\n Constructor.prototype = create(IteratorPrototype, {\n   next: descriptor(1, next)\n });\n setToStringTag(Constructor, NAME + ' Iterator');\n};","var dP = require('./_object-dp');\n\nvar anObject = require('./_an-object');\n\nvar getKeys = require('./_object-keys');\n\nmodule.exports = require('./_descriptors') ? Object.defineProperties : function defineProperties(O, Properties) {\n anObject(O);\n var keys = getKeys(Properties);\n var length = keys.length;\n var i = 0;\n var P;\n\n while (length > i) {\n   dP.f(O, P = keys[i++], Properties[P]);\n }\n\n return O;\n};","var document = require('./_global').document;\n\nmodule.exports = document && document.documentElement;","'use strict';\n\nvar addToUnscopables = require('./_add-to-unscopables');\n\nvar step = require('./_iter-step');\n\nvar Iterators = require('./_iterators');\n\nvar toIObject = require('./_to-iobject'); // 22.1.3.4 Array.prototype.entries()\n// 22.1.3.13 Array.prototype.keys()\n// 22.1.3.29 Array.prototype.values()\n// 22.1.3.30 Array.prototype[@@iterator]()\n\n\nmodule.exports = require('./_iter-define')(Array, 'Array', function (iterated, kind) {\n this._t = toIObject(iterated); // target\n\n this._i = 0; // next index\n\n this._k = kind; // kind\n // 22.1.5.2.1 %ArrayIteratorPrototype%.next()\n}, function () {\n var O = this._t;\n var kind = this._k;\n var index = this._i++;\n\n if (!O || index >= O.length) {\n   this._t = undefined;\n   return step(1);\n }\n\n if (kind == 'keys') return step(0, index);\n if (kind == 'values') return step(0, O[index]);\n return step(0, [index, O[index]]);\n}, 'values'); // argumentsList[@@iterator] is %ArrayProto_values% (9.4.4.6, 9.4.4.7)\n\nIterators.Arguments = Iterators.Array;\naddToUnscopables('keys');\naddToUnscopables('values');\naddToUnscopables('entries');","module.exports = function () {\n /* empty */\n};","module.exports = function (done, value) {\n return {\n   value: value,\n   done: !!done\n };\n};","module.exports = {\n \"default\": require(\"core-js/library/fn/symbol\"),\n __esModule: true\n};","require('../../modules/es6.symbol');\n\nrequire('../../modules/es6.object.to-string');\n\nrequire('../../modules/es7.symbol.async-iterator');\n\nrequire('../../modules/es7.symbol.observable');\n\nmodule.exports = require('../../modules/_core').Symbol;","'use strict'; // ECMAScript 6 symbols shim\n\nvar global = require('./_global');\n\nvar has = require('./_has');\n\nvar DESCRIPTORS = require('./_descriptors');\n\nvar $export = require('./_export');\n\nvar redefine = require('./_redefine');\n\nvar META = require('./_meta').KEY;\n\nvar $fails = require('./_fails');\n\nvar shared = require('./_shared');\n\nvar setToStringTag = require('./_set-to-string-tag');\n\nvar uid = require('./_uid');\n\nvar wks = require('./_wks');\n\nvar wksExt = require('./_wks-ext');\n\nvar wksDefine = require('./_wks-define');\n\nvar enumKeys = require('./_enum-keys');\n\nvar isArray = require('./_is-array');\n\nvar anObject = require('./_an-object');\n\nvar isObject = require('./_is-object');\n\nvar toObject = require('./_to-object');\n\nvar toIObject = require('./_to-iobject');\n\nvar toPrimitive = require('./_to-primitive');\n\nvar createDesc = require('./_property-desc');\n\nvar _create = require('./_object-create');\n\nvar gOPNExt = require('./_object-gopn-ext');\n\nvar $GOPD = require('./_object-gopd');\n\nvar $GOPS = require('./_object-gops');\n\nvar $DP = require('./_object-dp');\n\nvar $keys = require('./_object-keys');\n\nvar gOPD

= $GOPD.f;\nvar dP = $DP.f;\nvar gOPN = gOPNExt.f;\nvar $Symbol = global.Symbol;\nvar $JSON = global.JSON;\n\nvar _stringify = $JSON && $JSON.stringify;\n\nvar PROTOTYPE = 'prototype';\nvar HIDDEN = wks('_hidden');\nvar TO_PRIMITIVE = wks('toPrimitive');\nvar isEnum = {}.propertyIsEnumerable;\nvar SymbolRegistry = shared('symbol-registry');\nvar AllSymbols = shared('symbols');\nvar OPSymbols = shared('op-symbols');\nvar ObjectProto = Object[PROTOTYPE];\nvar USE_NATIVE = typeof $Symbol == 'function' && !!$GOPS.f;\nvar QObject = global.QObject; // Don't use setters in Qt Script, https://github.com/zloirock/core-js/issues/173\n\nvar setter = !QObject || !QObject[PROTOTYPE] || !QObject[PROTOTYPE].findChild; // fallback for old Android, https://code.google.com/p/v8/issues/detail?id=687\n\nvar setSymbolDesc = DESCRIPTORS && $fails(function () {\n return _create(dP({}, 'a', {\n   get: function get() {\n   return dP(this, 'a', {\n   value: 7\n   }).a;\n   }\n })).a != 7;\n}) ? function (it, key, D) {\n var protoDesc = gOPD(ObjectProto, key);\n if (protoDesc) delete ObjectProto[key];\n dP(it, key, D);\n if (protoDesc && it !== ObjectProto) dP(ObjectProto, key, protoDesc);\n} : dP;\n\nvar wrap = function wrap(tag) {\n var sym = AllSymbols[tag] = _create($Symbol[PROTOTYPE]);\n\n sym._k = tag;\n return sym;\n};\n\nvar isSymbol = USE_NATIVE && typeof $Symbol.iterator == 'symbol' ? function (it) {\n return typeof it == 'symbol';\n} : function (it) {\n return it instanceof $Symbol;\n};\n\nvar $defineProperty = function defineProperty(it, key, D) {\n if (it === ObjectProto) $defineProperty(OPSymbols, key, D);\n anObject(it);\n key = toPrimitive(key, true);\n anObject(D);\n\n if (has(AllSymbols, key)) {\n   if (!D.enumerable) {\n   if (!has(it, HIDDEN)) dP(it, HIDDEN, createDesc(1, {}));\n   it[HIDDEN][key] = true;\n   } else {\n   if (has(it, HIDDEN) && it[HIDDEN][key]) it[HIDDEN][key] = false;\n   D = _create(D, {\n   enumerable: createDesc(0, false)\n   });\n   }\n\n   return setSymbolDesc(it, key, D);\n }\n\n return dP(it, key, D);\n};\n\nvar $defineProperties = function defineProperties(it, P) {\n anObject(it);\n var keys = enumKeys(P = toIObject(P));\n var i = 0;\n var l = keys.length;\n var key;\n\n while (l > i) {\n $defineProperty(it, key = keys[i++], P[key]);\n }\n\n return it;\n};\n\nvar $create = function create(it, P) {\n return P === undefined ? _create(it) : $defineProperties(_create(it), P);\n};\n\nvar $propertyIsEnumerable = function propertyIsEnumerable(key) {\n var E = isEnum.call(this, key = toPrimitive(key, true));\n if (this === ObjectProto && has(AllSymbols, key) && !has(OPSymbols, key)) return false;\n return E || !has(this, key) || !has(AllSymbols, key) || has(this, HIDDEN) && this[HIDDEN][key] ? E : true;\n};\n\nvar $getOwnPropertyDescriptor = function getOwnPropertyDescriptor(it, key) {\n it = toIObject(it);\n key = toPrimitive(key, true);\n if (it === ObjectProto && has(AllSymbols, key) && !has(OPSymbols, key)) return;\n var D = gOPD(it, key);\n if (D && has(AllSymbols, key) && !(has(it, HIDDEN) && it[HIDDEN][key])) D.enumerable = true;\n return D;\n};\n\nvar $getOwnPropertyNames = function getOwnPropertyNames(it) {\n var names = gOPN(toIObject(it));\n var result = [];\n var i = 0;\n var key;\n\n while (names.length > i) {\n   if (!has(AllSymbols, key = names[i++]) && key != HIDDEN && key != META) result.push(key);\n }\n\n return result;\n};\n\nvar $getOwnPropertySymbols = function getOwnPropertySymbols(it) {\n var IS_OP = it === ObjectProto;\n var names = gOPN(IS_OP ? OPSymbols : toIObject(it));\n var result = [];\n var i = 0;\n var key;\n\n while (names.length > i) {\n   if (has(AllSymbols, key = names[i++]) && (IS_OP ? has(ObjectProto, key) : true)) result.push(AllSymbols[key]);\n }\n\n return result;\n}; // 19.4.1.1 Symbol([description])\n\n\nif (!USE_NATIVE) {\n $Symbol = function Symbol() {\n   if (this instanceof $Symbol) throw TypeError('Symbol is not a constructor!');\n   var tag = uid(arguments.length > 0 ? arguments[0] : undefined);\n\n   var $set = function $set(value) {\n   if (this === ObjectProto) $set.call(OPSymbols, value);\n   if (has(this, HIDDEN) && has(this[HIDDEN], tag)) this[HIDDEN][tag] = false;\n   setSymbolDesc(this, tag, createDesc(1, value));\n   };\n\n   if (DESCRIPTORS && setter) setSymbolDesc(ObjectProto, tag, {\n   configurable: true,\n   set: $set\n   });\n   return wrap(tag);\n };\n\n redefine($Symbol[PROTOTYPE], 'toString', function toString() {\n   return this._k;\n });\n\n $GOPD.f = $getOwnPropertyDescriptor;\n $DP.f = $defineProperty;\n require('./_object-gopn').f = gOPNExt.f = $getOwnPropertyNames;\n require('./_object-pie').f = $propertyIsEnumerable;\n $GOPS.f = $getOwnPropertySymbols;\n\n if (DESCRIPTORS && !require('./_library')) {\n   redefine(ObjectProto, 'propertyIsEnumerable', $propertyIsEnumerable, true);\n }\n\n wksExt.f = function (name) {\n   return wrap(wks(name));\n };\n}\n\n$export($export.G + $export.W + $export.F * !USE_NATIVE, {\n Symbol: $Symbol\n});\n\nfor (var es6Symbols = // 19.4.2.2, 19.4.2.3, 19.4.2.4, 19.4.2.6, 19.4.2.8, 19.4.2.9, 19.4.2.10,

19.4.2.11, 19.4.2.12, 19.4.2.13,
19.4.2.14\n'hasInstance,isConcatSpreadable,iterator,match,replace,search,species,split,toPrimitive,toStringTag,unscopables'.split(','), j = 0; es6Symbols.length > j;) {\n wks(es6Symbols[j++]);\n}\n\nfor (var wellKnownSymbols = $keys(wks.store), k = 0; wellKnownSymbols.length > k;) {\n wksDefine(wellKnownSymbols[k++]);\n}\n\n$export($export.S + $export.F * !USE_NATIVE, 'Symbol', {\n // 19.4.2.1 Symbol.for(key)\n 'for': function _for(key) {\n   return has(SymbolRegistry, key += '') ? SymbolRegistry[key] : SymbolRegistry[key] = $Symbol(key);\n },\n // 19.4.2.5 Symbol.keyFor(sym)\n keyFor: function keyFor(sym) {\n   if (!isSymbol(sym)) throw TypeError(sym + ' is not a symbol!');\n\n   for (var key in SymbolRegistry) {\n   if (SymbolRegistry[key] === sym) return key;\n   }\n },\n useSetter: function useSetter() {\n   setter = true;\n },\n useSimple: function useSimple() {\n   setter = false;\n }\n});\n$export($export.S + $export.F * !USE_NATIVE, 'Object', {\n // 19.1.2.2 Object.create(O [, Properties])\n create: $create,\n // 19.1.2.4 Object.defineProperty(O, P, Attributes)\n defineProperty: $defineProperty,\n // 19.1.2.3 Object.defineProperties(O, Properties)\n defineProperties: $defineProperties,\n // 19.1.2.6 Object.getOwnPropertyDescriptor(O, P)\n getOwnPropertyDescriptor: $getOwnPropertyDescriptor,\n // 19.1.2.7 Object.getOwnPropertyNames(O)\n getOwnPropertyNames: $getOwnPropertyNames,\n // 19.1.2.8 Object.getOwnPropertySymbols(O)\n getOwnPropertySymbols: $getOwnPropertySymbols\n}); // Chrome 38 and 39 `Object.getOwnPropertySymbols` fails on primitives\n// https://bugs.chromium.org/p/v8/issues/detail?id=3443\n\nvar FAILS_ON_PRIMITIVES = $fails(function () {\n $GOPS.f(1);\n});\n$export($export.S + $export.F * FAILS_ON_PRIMITIVES, 'Object', {\n getOwnPropertySymbols: function getOwnPropertySymbols(it) {\n   return $GOPS.f(toObject(it));\n }\n}); // 24.3.2 JSON.stringify(value [, replacer [, space]])\n\n$JSON && $export($export.S + $export.F * (!USE_NATIVE || $fails(function () {\n var S = $Symbol(); // MS Edge converts symbol values to JSON as {}\n // WebKit converts symbol values to JSON as null\n // V8 throws on boxed symbols\n\n return _stringify([S]) != '[null]' || _stringify({\n   a: S\n }) != '{}' || _stringify(Object(S)) != '{}';\n})), 'JSON', {\n stringify: function stringify(it) {\n   var args = [it];\n   var i = 1;\n   var replacer, $replacer;\n\n   while (arguments.length > i) {\n   args.push(arguments[i++]);\n   }\n\n $replacer = replacer = args[1];\n   if (!isObject(replacer) && it === undefined || isSymbol(it)) return; // IE8 returns string on undefined\n\n   if (!isArray(replacer)) replacer = function replacer(key, value) {\n   if (typeof $replacer == 'function') value = $replacer.call(this, key, value);\n   if (!isSymbol(value)) return value;\n   };\n   args[1] = replacer;\n   return _stringify.apply($JSON, args);\n }\n}); // 19.4.3.4 Symbol.prototype[@@toPrimitive](hint)\n\n$Symbol[PROTOTYPE][TO_PRIMITIVE] || require('./_hide')($Symbol[PROTOTYPE], TO_PRIMITIVE, $Symbol[PROTOTYPE].valueOf); // 19.4.3.5 Symbol.prototype[@@toStringTag]\n\nsetToStringTag($Symbol, 'Symbol'); // 20.2.1.9 Math[@@toStringTag]\n\nsetToStringTag(Math, 'Math', true); // 24.3.3 JSON[@@toStringTag]\n\nsetToStringTag(global.JSON, 'JSON', true);","var META = require('./_uid')('meta');\n\nvar isObject = require('./_is-object');\n\nvar has = require('./_has');\n\nvar setDesc = require('./_object-dp').f;\n\nvar id = 0;\n\nvar isExtensible = Object.isExtensible || function () {\n return true;\n};\n\nvar FREEZE = !require('./_fails')(function () {\n return isExtensible(Object.preventExtensions({}));\n});\n\nvar setMeta = function setMeta(it) {\n setDesc(it, META, {\n   value: {\n   i: 'O' + ++id,\n   // object ID\n   w: {} // weak collections IDs\n\n   }\n });\n};\n\nvar fastKey = function fastKey(it, create) {\n // return primitive with prefix\n if (!isObject(it)) return typeof it == 'symbol' ? it : (typeof it == 'string' ? 'S' : 'P') + it;\n\n if (!has(it, META)) {\n   // can't set metadata to uncaught frozen object\n   if (!isExtensible(it)) return 'F'; // not necessary to add metadata\n\n   if (!create) return 'E'; // add missing metadata\n\n   setMeta(it); // return object ID\n }\n\n return it[META].i;\n};\n\nvar getWeak = function getWeak(it, create) {\n if (!has(it, META)) {\n   // can't set metadata to uncaught frozen object\n   if (!isExtensible(it)) return true; // not necessary to add metadata\n\n   if (!create) return false; // add missing metadata\n\n   setMeta(it); // return hash weak collections IDs\n }\n\n return it[META].w;\n}; // add metadata on freeze-family methods calling\n\n\nvar onFreeze = function onFreeze(it) {\n if (FREEZE && meta.NEED && isExtensible(it) && !has(it, META)) setMeta(it);\n return it;\n};\n\nvar meta = module.exports = {\n KEY: META,\n NEED: false,\n fastKey: fastKey,\n getWeak: getWeak,\n onFreeze: onFreeze\n};","// all enumerable object keys, includes symbols\nvar

getKeys = require('./_object-keys');\n\nvar gOPS = require('./_object-gops');\n\nvar pIE = require('./_object-pie');\n\nmodule.exports = function (it) {\n var result = getKeys(it);\n var getSymbols = gOPS.f;\n\n if (getSymbols) {\n   var symbols = getSymbols(it);\n   var isEnum = pIE.f;\n   var i = 0;\n   var key;\n\n   while (symbols.length > i) {\n   if (isEnum.call(it, key = symbols[i++])) result.push(key);\n   }\n }\n\n return result;\n};","// 7.2.2 IsArray(argument)\nvar cof = require('./_cof');\n\nmodule.exports = Array.isArray || function isArray(arg) {\n return cof(arg) == 'Array';\n};","// fallback for IE11 buggy Object.getOwnPropertyNames with iframe and window\nvar toIObject = require('./_to-iobject');\n\nvar gOPN = require('./_object-gopn').f;\n\nvar toString = {}.toString;\nvar windowNames = typeof window == 'object' && window && Object.getOwnPropertyNames ? Object.getOwnPropertyNames(window) : [];\n\nvar getWindowNames = function getWindowNames(it) {\n try {\n   return gOPN(it);\n } catch (e) {\n   return windowNames.slice();\n }\n};\n\nmodule.exports.f = function getOwnPropertyNames(it) {\n return windowNames && toString.call(it) == '[object Window]' ? getWindowNames(it) : gOPN(toIObject(it));\n};","require('./_wks-define')('asyncIterator');","require('./_wks-define')('observable');","module.exports = {\n \"default\": require(\"core-js/library/fn/object/set-prototype-of\"),\n __esModule: true\n};","require('../../modules/es6.object.set-prototype-of');\n\nmodule.exports = require('../../modules/_core').Object.setPrototypeOf;","// 19.1.3.19 Object.setPrototypeOf(O, proto)\nvar $export = require('./_export');\n\n$export($export.S, 'Object', {\n setPrototypeOf: require('./_set-proto').set\n});","// Works with __proto__ only. Old v8 can't work with null proto objects.\n/* eslint-disable no-proto */\nvar isObject = require('./_is-object');\n\nvar anObject = require('./_an-object');\n\nvar check = function check(O, proto) {\n anObject(O);\n if (!isObject(proto) && proto !== null) throw TypeError(proto + \": can't set as prototype!\");\n};\n\nmodule.exports = {\n set: Object.setPrototypeOf || ('__proto__' in {} ? // eslint-disable-line\n function (test, buggy, set) {\n   try {\n   set = require('./_ctx')(Function.call, require('./_object-gopd').f(Object.prototype, '__proto__').set, 2);\n   set(test, []);\n   buggy = !(test instanceof Array);\n   } catch (e) {\n   buggy = true;\n   }\n\n   return function setPrototypeOf(O, proto) {\n   check(O, proto);\n   if (buggy) O.__proto__ = proto;else set(O, proto);\n   return O;\n   };\n }({}, false) : undefined),\n check: check\n};","module.exports = {\n \"default\": require(\"core-js/library/fn/object/create\"),\n __esModule: true\n};","require('../../modules/es6.object.create');\n\nvar $Object = require('../../modules/_core').Object;\n\nmodule.exports = function create(P, D) {\n return $Object.create(P, D);\n};","var $export = require('./_export'); // 19.1.2.2 / 15.2.3.5 Object.create(O [, Properties])\n\n$export($export.S, 'Object', {\n create: require('./_object-create')\n});","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nvar _FontIcon = require('../FontIcon');\n\nvar _FontIcon2 =

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_interopRequireDefault(_FontIcon);\n\nvar _Tooltip = require('../internal/Tooltip');\n\nvar _Tooltip2 =
_interopRequireDefault(_Tooltip);\n\nvar _childUtils = require('../utils/childUtils');\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction
getStyles(props, context) {\n  var baseTheme = context.muiTheme.baseTheme;\n  return {\n    root: {\n
boxSizing: 'border-box',\n      overflow: 'visible',\n      transition: _transitions2.default.easeOut(),\n      padding:
baseTheme.spacing.iconSize / 2,\n      width: baseTheme.spacing.iconSize * 2,\n      height:
baseTheme.spacing.iconSize * 2,\n      fontSize: 0\n    },\n    tooltip: {\n      boxSizing: 'border-box'\n    },\n
disabled: {\n      color: baseTheme.palette.disabledColor,\n      fill: baseTheme.palette.disabledColor,\n      cursor:
'default'\n    }\n  };\n}\n\nvar IconButton = function (_Component) {\n  (0, _inherits3.default)(IconButton,
_Component);\n\n  function IconButton() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0,
_classCallCheck3.default)(this, IconButton);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0;
_key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = IconButton.__proto__ || (0,
_getPrototypeOf2.default)(IconButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      hovered:
false,\n      isKeyboardFocused: false,\n      // Not to be confonded with the touch property.\n      // This state is to
determined if it's a mobile device.\n      touch: false,\n      tooltipShown: false\n    }, _this.handleBlur = function
(event) {\n      _this.hideTooltip();\n\n      if (_this.props.onBlur) {\n        _this.props.onBlur(event);\n      }\n    },
_this.handleFocus = function (event) {\n      _this.showTooltip();\n\n      if (_this.props.onFocus) {\n
_this.props.onFocus(event);\n      }\n    }, _this.handleMouseLeave = function (event) {\n      if
(!_this.button.isKeyboardFocused()) {\n        _this.hideTooltip();\n      }\n\n      _this.setState({\n        hovered:
false\n      });\n\n      if (_this.props.onMouseLeave) {\n        _this.props.onMouseLeave(event);\n      }\n    },
_this.handleMouseOut = function (event) {\n      if (_this.props.disabled) _this.hideTooltip();\n      if
(_this.props.onMouseOut) _this.props.onMouseOut(event);\n    }, _this.handleMouseEnter = function (event) {\n
_this.showTooltip(); // Cancel hover styles for touch devices\n\n\n      if (!_this.state.touch) {\n
_this.setState({\n          hovered: true\n        });\n      }\n\n      if (_this.props.onMouseEnter) {\n
_this.props.onMouseEnter(event);\n      }\n    }, _this.handleTouchStart = function (event) {\n      _this.setState({\n
  touch: true\n      });\n\n      if (_this.props.onTouchStart) {\n        _this.props.onTouchStart(event);\n      }\n    },
_this.handleKeyboardFocus = function (event, isKeyboardFocused) {\n      var _this$props = _this.props,\n
disabled = _this$props.disabled,\n          onFocus = _this$props.onFocus,\n          onBlur = _this$props.onBlur,\n
 onKeyboardFocus = _this$props.onKeyboardFocus;\n\n      if (isKeyboardFocused && !disabled) {\n
_this.showTooltip();\n\n        if (onFocus) {\n          onFocus(event);\n        }\n      } else {\n
_this.hideTooltip();\n\n        if (onBlur) {\n          onBlur(event);\n        }\n      }\n\n      _this.setState({\n
isKeyboardFocused: isKeyboardFocused\n      });\n\n      if (onKeyboardFocus) {\n        onKeyboardFocus(event,
isKeyboardFocused);\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0,
_createClass3.default)(IconButton, [{\n    key: 'componentWillReceiveProps',\n    value: function
componentWillReceiveProps(nextProps) {\n      if (nextProps.disabled) {\n        this.setState({\n          hovered:
false\n        });\n      }\n    }\n  }, {\n    key: 'setKeyboardFocus',\n    value: function setKeyboardFocus() {\n
this.button.setKeyboardFocus();\n    }\n  }, {\n    key: 'showTooltip',\n    value: function showTooltip() {\n      if
(this.props.tooltip) {\n        this.setState({\n          tooltipShown: true\n        });\n      }\n    }\n  }, {\n    key:
'hideTooltip',\n    value: function hideTooltip() {\n      if (this.props.tooltip) this.setState({\n        tooltipShown:
false\n      });\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _this2 = this;\n\n      var _props =
this.props,\n          disabled = _props.disabled,\n          hoveredStyle = _props.hoveredStyle,\n
disableTouchRipple = _props.disableTouchRipple,\n          children = _props.children,\n          iconClassName =
_props.iconClassName,\n          style = _props.style,\n          tooltip = _props.tooltip,\n          tooltipPositionProp =
_props.tooltipPosition,\n          tooltipStyles = _props.tooltipStyles,\n          touch = _props.touch,\n          iconStyle =
_props.iconStyle,\n          other = (0, _objectWithoutProperties3.default)(_props, ['disabled', 'hoveredStyle',
'disableTouchRipple', 'children', 'iconClassName', 'style', 'tooltip', 'tooltipPosition', 'tooltipStyles', 'touch',
'iconStyle']);\n      var fonticon = void 0;\n      var styles = getStyles(this.props, this.context);\n      var tooltipPosition
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= tooltipPositionProp.split('-');\n var hovered = (this.state.hovered || this.state.isKeyboardFocused) && !disabled;\n var mergedRootStyles = (0, _simpleAssign2.default)(styles.root, style, hovered ? hoveredStyle : {});\n var tooltipElement = tooltip ? _react2.default.createElement(_Tooltip2.default, {\n label: tooltip,\n show: this.state.tooltipShown,\n touch: touch,\n style: (0, _simpleAssign2.default)(styles.tooltip, tooltipStyles),\n verticalPosition: tooltipPosition[0],\n horizontalPosition: tooltipPosition[1]\n }) : null;\n\n if (iconClassName) {\n var iconHoverColor = iconStyle.iconHoverColor,\n iconStyleFontIcon = (0, _objectWithoutProperties3.default)(iconStyle, ['iconHoverColor']);\n fonticon = _react2.default.createElement(_FontIcon2.default, {\n className: iconClassName,\n hoverColor: disabled ? null : iconHoverColor,\n style: (0, _simpleAssign2.default)({}, disabled && styles.disabled, iconStyleFontIcon),\n color: this.context.muiTheme.baseTheme.palette.textColor\n }, children);\n }\n\n var childrenStyle = disabled ? (0, _simpleAssign2.default)({}, iconStyle, styles.disabled) : iconStyle;\n return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({\n ref: function ref(_ref2) {\n return _this2.button = _ref2;\n }\n }, other, {\n centerRipple: true,\n disabled: disabled,\n onTouchStart: this.handleTouchStart,\n style: mergedRootStyles,\n disableTouchRipple: disableTouchRipple,\n onBlur: this.handleBlur,\n onFocus: this.handleFocus,\n onMouseLeave: this.handleMouseLeave,\n onMouseEnter: this.handleMouseEnter,\n onMouseOut: this.handleMouseOut,\n onKeyboardFocus: this.handleKeyboardFocus\n }), tooltipElement, fonticon, (0, _childUtils.extendChildren)(children, {\n style: childrenStyle\n }));\n }\n }]);\n return IconButton;\n}(_react.Component);\n\nIconButton.muiName = 'IconButton';\n\nIconButton.defaultProps = {\n disabled: false,\n disableTouchRipple: false,\n iconStyle: {},\n tooltipPosition: 'bottom-center',\n touch: false\n};\n\nIconButton.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\n\nIconButton.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Can be used to pass a `FontIcon` element as the icon for the button.\n */\n children: _propTypes2.default.node,\n\n /**\n * The CSS class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * If true, the element's ripple effect will be disabled.\n */\n disableTouchRipple: _propTypes2.default.bool,\n\n /**\n * If true, the element will be disabled.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element when the component is hovered.\n */\n hoveredStyle: _propTypes2.default.object,\n\n /**\n * The URL to link to when the button is clicked.\n */\n href: _propTypes2.default.string,\n\n /**\n * The CSS class name of the icon. Used for setting the icon with a stylesheet.\n */\n iconClassName: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the icon element.\n * Note: you can specify iconHoverColor as a String inside this object.\n */\n iconStyle: _propTypes2.default.object,\n\n /** @ignore */\n onBlur: _propTypes2.default.func,\n\n /**\n * Callback function fired when the button is clicked.\n *\n * @param {object} event Click event targeting the button.\n */\n onClick: _propTypes2.default.func,\n\n /** @ignore */\n onFocus: _propTypes2.default.func,\n\n /**\n * Callback function fired when the element is focused or blurred by the keyboard.\n *\n * @param {object} event `focus` or `blur` event targeting the element.\n * @param {boolean} keyboardFocused Indicates whether the element is focused.\n */\n onKeyboardFocus: _propTypes2.default.func,\n\n /** @ignore */\n onMouseEnter: _propTypes2.default.func,\n\n /** @ignore */\n onMouseLeave: _propTypes2.default.func,\n\n /** @ignore */\n onMouseOut: _propTypes2.default.func,\n\n /** @ignore */\n onTouchStart: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * The text to supply to the element's tooltip.\n */\n tooltip: _propTypes2.default.node,\n\n /**\n * The vertical and horizontal positions, respectively, of the element's tooltip.\n * Possible values are: \"bottom-center\", \"top-center\", \"bottom-right\", \"top-right\",\n * \"bottom-left\", and \"top-left\".\n */\n tooltipPosition: _propTypes4.default.cornersAndCenter,\n\n /**\n * Override the inline-styles of the tooltip element.\n */\n tooltipStyles: _propTypes2.default.object,\n\n /**\n * If true, increase the tooltip element's size. Useful for increasing tooltip\n * readability on mobile devices.\n */\n touch: _propTypes2.default.bool\n} : {};\n\nexports.default = IconButton;","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n *

@typechecks\n * \n */\n\n/*eslint-disable no-self-compare */\n'use strict';\n\nvar hasOwnProperty = Object.prototype.hasOwnProperty;\n/**\n * inlined Object.is polyfill to avoid requiring consumers ship their own\n * https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/is\n */\n\nfunction is(x, y) {\n // SameValue algorithm\n if (x === y) {\n   // Steps 1-5, 7-10\n   // Steps 6.b-6.e: +0 != -0\n   // Added the nonzero y check to make Flow happy, but it is redundant\n   return x !== 0 || y !== 0 || 1 / x === 1 / y;\n } else {\n   // Step 6.a: NaN == NaN\n   return x !== x && y !== y;\n }\n}\n/**\n * Performs equality by iterating through keys on an object and returning false\n * when any key has values which are not strictly equal between the arguments.\n * Returns true when the values of all keys are strictly equal.\n */\n\n\nfunction shallowEqual(objA, objB) {\n if (is(objA, objB)) {\n   return true;\n }\n\n if (typeof objA !== 'object' || objA === null || typeof objB !== 'object' || objB === null) {\n   return false;\n }\n\n var keysA = Object.keys(objA);\n var keysB = Object.keys(objB);\n\n if (keysA.length !== keysB.length) {\n   return false;\n } // Test for A's keys different from B.\n\n\n for (var i = 0; i < keysA.length; i++) {\n   if (!hasOwnProperty.call(objB, keysA[i]) || !is(objA[keysA[i]], objB[keysA[i]])) {\n   return false;\n   }\n }\n\n return true;\n}\n\nmodule.exports = shallowEqual;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _TransitionGroup = require('react-transition-group/TransitionGroup');\n\nvar _TransitionGroup2 = _interopRequireDefault(_TransitionGroup);\n\nvar _ScaleInChild = require('./ScaleInChild');\n\nvar _ScaleInChild2 = _interopRequireDefault(_ScaleInChild);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar ScaleIn = function (_Component) {\n (0, _inherits3.default)(ScaleIn, _Component);\n\n function ScaleIn() {\n   (0, _classCallCheck3.default)(this, ScaleIn);\n   return (0, _possibleConstructorReturn3.default)(this, (ScaleIn.__proto__ || (0, _getPrototypeOf2.default)(ScaleIn)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(ScaleIn, [{\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   children = _props.children,\n   childStyle = _props.childStyle,\n   enterDelay = _props.enterDelay,\n   maxScale = _props.maxScale,\n   minScale = _props.minScale,\n   style = _props.style,\n   other = (0, _objectWithoutProperties3.default)(_props, ['children', 'childStyle', 'enterDelay', 'maxScale', 'minScale', 'style']);\n   var prepareStyles = this.context.muiTheme.prepareStyles;\n   var mergedRootStyles = (0, _simpleAssign2.default)({}, {\n   position: 'relative',\n   height: '100%'\n   }, style);\n\n   var newChildren = _react2.default.Children.map(children, function (child) {\n   return _react2.default.createElement(_ScaleInChild2.default, {\n   key: child.key,\n   enterDelay: enterDelay,\n   maxScale: maxScale,\n   minScale: minScale,\n   style: childStyle\n   }, child);\n   });\n\n   return _react2.default.createElement(_TransitionGroup2.default, (0, _extends3.default)({}, other, {\n   style: prepareStyles(mergedRootStyles),\n   component: 'div'\n   }), newChildren);\n   }\n }]);\n return ScaleIn;\n}(_react.Component);\n\nScaleIn.defaultProps = {\n enterDelay: 0\n};\nScaleIn.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nScaleIn.propTypes = process.env.NODE_ENV !==

\"production\" ? {\n childStyle: _propTypes2.default.object,\n children: _propTypes2.default.node,\n enterDelay: _propTypes2.default.number,\n maxScale: _propTypes2.default.number,\n minScale: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = ScaleIn;","module.exports = function chain() {\n var len = arguments.length;\n var args = [];\n\n for (var i = 0; i < len; i++) {\n args[i] = arguments[i];\n }\n\n args = args.filter(function (fn) {\n return fn != null;\n });\n if (args.length === 0) return undefined;\n if (args.length === 1) return args[0];\n return args.reduce(function (current, next) {\n return function chainedFunction() {\n current.apply(this, arguments);\n next.apply(this, arguments);\n };\n });\n};","'use strict';\n\nexports.__esModule = true;\nexports.getChildMapping = getChildMapping;\nexports.mergeChildMappings = mergeChildMappings;\n\nvar _react = require('react');\n/**\n * Given `this.props.children`, return an object mapping key to child.\n *\n * @param {*} children `this.props.children`\n * @return {object} Mapping of key to child\n */\n\n\nfunction getChildMapping(children) {\n if (!children) {\n return children;\n }\n\n var result = {};\n\n _react.Children.map(children, function (child) {\n return child;\n }).forEach(function (child) {\n result[child.key] = child;\n });\n\n return result;\n}\n/**\n * When you're adding or removing children some may be added or removed in the\n * same render pass. We want to show *both* since we want to simultaneously\n * animate elements in and out. This function takes a previous set of keys\n * and a new set of keys and merges them with its best guess of the correct\n * ordering. In the future we may expose some of the utilities in\n * ReactMultiChild to make this easy, but for now React itself does not\n * directly have this concept of the union of prevChildren and nextChildren\n * so we implement it here.\n *\n * @param {object} prev prev children as returned from\n * `ReactTransitionChildMapping.getChildMapping()`.\n * @param {object} next next children as returned from\n * `ReactTransitionChildMapping.getChildMapping()`.\n * @return {object} a key set that contains all keys in `prev` and all keys\n * in `next` in a reasonable order.\n */\n\n\nfunction mergeChildMappings(prev, next) {\n prev = prev || {};\n next = next || {};\n\n function getValueForKey(key) {\n if (next.hasOwnProperty(key)) {\n return next[key];\n }\n\n return prev[key];\n } // For each key of `next`, the list of keys to insert before that key in\n // the combined list\n\n\n var nextKeysPending = {};\n var pendingKeys = [];\n\n for (var prevKey in prev) {\n if (next.hasOwnProperty(prevKey)) {\n if (pendingKeys.length) {\n nextKeysPending[prevKey] = pendingKeys;\n pendingKeys = [];\n }\n } else {\n pendingKeys.push(prevKey);\n }\n }\n\n var i = void 0;\n var childMapping = {};\n\n for (var nextKey in next) {\n if (nextKeysPending.hasOwnProperty(nextKey)) {\n for (i = 0; i < nextKeysPending[nextKey].length; i++) {\n var pendingNextKey = nextKeysPending[nextKey][i];\n childMapping[nextKeysPending[nextKey][i]] = getValueForKey(pendingNextKey);\n }\n }\n\n childMapping[nextKey] = getValueForKey(nextKey);\n } // Finally, add the keys which didn't appear before any key in `next`\n\n\n for (i = 0; i < pendingKeys.length; i++) {\n childMapping[pendingKeys[i]] = getValueForKey(pendingKeys[i]);\n }\n\n return childMapping;\n}","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-

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dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _autoPrefix =
require('../utils/autoPrefix');\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar _transitions =
require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar
ScaleInChild = function (_Component) {\n  (0, _inherits3.default)(ScaleInChild, _Component);\n\n  function
ScaleInChild() {\n    (0, _classCallCheck3.default)(this, ScaleInChild);\n    return (0,
_possibleConstructorReturn3.default)(this, (ScaleInChild.__proto__ || (0,
_getPrototypeOf2.default)(ScaleInChild)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(ScaleInChild,
[{\n    key: 'componentWillUnmount',\n    value: function componentWillUnmount() {\n
clearTimeout(this.enterTimer);\n      clearTimeout(this.leaveTimer);\n    }\n  }, {\n    key: 'componentWillAppear',\n
  value: function componentWillAppear(callback) {\n      this.initializeAnimation(callback);\n    }\n  }, {\n    key:
'componentWillEnter',\n    value: function componentWillEnter(callback) {\n
this.initializeAnimation(callback);\n    }\n  }, {\n    key: 'componentDidAppear',\n    value: function
componentDidAppear() {\n      this.animate();\n    }\n  }, {\n    key: 'componentDidEnter',\n    value: function
componentDidEnter() {\n      this.animate();\n    }\n  }, {\n    key: 'componentWillLeave',\n    value: function
componentWillLeave(callback) {\n      var style = _reactDom2.default.findDOMNode(this).style;\n\n
style.opacity = '0';\n\n      _autoPrefix2.default.set(style, 'transform', 'scale(' + this.props.minScale + ')');\n\n
this.leaveTimer = setTimeout(callback, 450);\n    }\n  }, {\n    key: 'animate',\n    value: function animate() {\n      var
style = _reactDom2.default.findDOMNode(this).style;\n\n      style.opacity = '1';\n\n
_autoPrefix2.default.set(style, 'transform', 'scale(' + this.props.maxScale + ')');\n    }\n  }, {\n    key:
'initializeAnimation',\n    value: function initializeAnimation(callback) {\n      var style =
_reactDom2.default.findDOMNode(this).style;\n\n      style.opacity = '0';\n\n      _autoPrefix2.default.set(style,
'transform', 'scale(0)');\n\n      this.enterTimer = setTimeout(callback, this.props.enterDelay);\n    }\n  }, {\n    key:
'render',\n    value: function render() {\n      var _props = this.props,\n          children = _props.children,\n
enterDelay = _props.enterDelay,\n          maxScale = _props.maxScale,\n          minScale = _props.minScale,\n
style = _props.style,\n          other = (0, _objectWithoutProperties3.default)(_props, ['children', 'enterDelay',
'maxScale', 'minScale', 'style']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var
mergedRootStyles = (0, _simpleAssign2.default)({}, {\n        position: 'absolute',\n        height: '100%',\n        width:
'100%',\n        top: 0,\n        left: 0,\n        transition: _transitions2.default.easeOut(null, ['transform', 'opacity'])\n
}, style);\n      return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n        style:
prepareStyles(mergedRootStyles)\n      }), children);\n    }\n  }]);\n  return
ScaleInChild;\n}(_react.Component);\n\nScaleInChild.defaultProps = {\n  enterDelay: 0,\n  maxScale: 1,\n
minScale: 0\n};\nScaleInChild.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nScaleInChild.propTypes = process.env.NODE_ENV !== \"production\"
? {\n  children: _propTypes2.default.node,\n  enterDelay: _propTypes2.default.number,\n  maxScale:
_propTypes2.default.number,\n  minScale: _propTypes2.default.number,\n  style: _propTypes2.default.object\n} :
{};\nexports.default =
ScaleInChild;","require('../../modules/es6.string.iterator');\n\nrequire('../../modules/es6.array.from');\n\nmodule.expor
ts = require('../../modules/_core').Array.from;","'use strict';\n\nvar ctx = require('./_ctx');\n\nvar $export =
require('./_export');\n\nvar toObject = require('./_to-object');\n\nvar call = require('./_iter-call');\n\nvar isArrayIter =
require('./_is-array-iter');\n\nvar toLength = require('./_to-length');\n\nvar createProperty = require('./_create-
property');\n\nvar getIterFn = require('./core.get-iterator-method');\n\n$export($export.S + $export.F *
!require('./_iter-detect')(function (iter) {\n  Array.from(iter);\n}), 'Array', {\n  // 22.1.2.1 Array.from(arrayLike,
mapfn = undefined, thisArg = undefined)\n  from: function from(arrayLike\n  /* , mapfn = undefined, thisArg =
undefined */\n  ) {\n    var O = toObject(arrayLike);\n    var C = typeof this == 'function' ? this : Array;\n    var aLen
= arguments.length;\n    var mapfn = aLen > 1 ? arguments[1] : undefined;\n    var mapping = mapfn !==
undefined;\n    var index = 0;\n    var iterFn = getIterFn(O);\n    var length, result, step, iterator;\n    if (mapping)
mapfn = ctx(mapfn, aLen > 2 ? arguments[2] : undefined, 2); // if object isn't iterable or it's array with default
```

iterator - use simple case\n\n if (iterFn != undefined && !(C == Array && isArrayIter(iterFn))) {\n   for (iterator = iterFn.call(O), result = new C(); !(step = iterator.next()).done; index++) {\n   createProperty(result, index, mapping ? call(iterator, mapfn, [step.value, index], true) : step.value);\n   }\n } else {\n   length = toLength(O.length);\n\n   for (result = new C(length); length > index; index++) {\n   createProperty(result, index, mapping ? mapfn(O[index], index) : O[index]);\n   }\n }\n\n result.length = index;\n return result;\n}\n});","// call something on iterator step with safe closing on error\nvar anObject = require('./_an-object');\n\nmodule.exports = function (iterator, fn, value, entries) {\n try {\n   return entries ? fn(anObject(value)[0], value[1]) : fn(value); // 7.4.6 IteratorClose(iterator, completion)\n } catch (e) {\n   var ret = iterator['return'];\n   if (ret !== undefined) anObject(ret.call(iterator));\n   throw e;\n }\n};","// check on default Array iterator\nvar Iterators = require('./_iterators');\n\nvar ITERATOR = require('./_wks')('iterator');\n\nvar ArrayProto = Array.prototype;\n\nmodule.exports = function (it) {\n return it !== undefined && (Iterators.Array === it || ArrayProto[ITERATOR] === it);\n};","'use strict';\n\nvar $defineProperty = require('./_object-dp');\n\nvar createDesc = require('./_property-desc');\n\nmodule.exports = function (object, index, value) {\n if (index in object) $defineProperty.f(object, index, createDesc(0, value));\n else object[index] = value;\n};","var ITERATOR = require('./_wks')('iterator');\n\nvar SAFE_CLOSING = false;\n\ntry {\n var riter = [7][ITERATOR]();\n\n riter['return'] = function () {\n   SAFE_CLOSING = true;\n }; // eslint-disable-next-line no-throw-literal\n\n Array.from(riter, function () {\n   throw 2;\n });\n} catch (e) {\n /* empty */\n}\n\nmodule.exports = function (exec, skipClosing) {\n if (!skipClosing && !SAFE_CLOSING) return false;\n var safe = false;\n\n try {\n   var arr = [7];\n   var iter = arr[ITERATOR]();\n\n   iter.next = function () {\n   return {\n   done: safe = true\n   };\n   };\n\n   arr[ITERATOR] = function () {\n   return iter;\n   };\n\n   exec(arr);\n } catch (e) {\n   /* empty */\n }\n\n return safe;\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _shallowEqual = require('recompose/shallowEqual');\n\nvar _shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar _autoPrefix = require('../utils/autoPrefix');\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar CircleRipple = function (_Component) {\n (0, _inherits3.default)(CircleRipple, _Component);\n\n function CircleRipple() {\n   (0, _classCallCheck3.default)(this, CircleRipple);\n   return (0, _possibleConstructorReturn3.default)(this, (CircleRipple.__proto__ || (0, _getPrototypeOf2.default)(CircleRipple)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(CircleRipple, [{\n   key: 'shouldComponentUpdate',\n   value: function shouldComponentUpdate(nextProps) {\n   return !(0, _shallowEqual2.default)(this.props, nextProps);\n   }\n }, {\n   key: 'componentWillUnmount',\n   value: function componentWillUnmount() {\n   clearTimeout(this.enterTimer);\n   clearTimeout(this.leaveTimer);\n   }\n }, {\n   key: 'componentWillAppear',\n   value: function componentWillAppear(callback) {\n

this.initializeAnimation(callback);\n }\n }, {\n key: 'componentWillEnter',\n value: function componentWillEnter(callback) {\n this.initializeAnimation(callback);\n }\n }, {\n key: 'componentDidAppear',\n value: function componentDidAppear() {\n this.animate();\n }\n }, {\n key: 'componentDidEnter',\n value: function componentDidEnter() {\n this.animate();\n }\n }, {\n key: 'componentWillLeave',\n value: function componentWillLeave(callback) {\n var style = _reactDom2.default.findDOMNode(this).style;\n\n style.opacity = 0; // If the animation is aborted, remove from the DOM immediately\n\n var removeAfter = this.props.aborted ? 0 : 2000;\n this.enterTimer = setTimeout(callback, removeAfter);\n }\n }, {\n key: 'animate',\n value: function animate() {\n var style = _reactDom2.default.findDOMNode(this).style;\n\n var transitionValue = _transitions2.default.easeOut('2s', 'opacity') + ', ' + _transitions2.default.easeOut('1s', 'transform');\n\n _autoPrefix2.default.set(style, 'transition', transitionValue);\n\n _autoPrefix2.default.set(style, 'transform', 'scale(1)');\n }\n }, {\n key: 'initializeAnimation',\n value: function initializeAnimation(callback) {\n var style = _reactDom2.default.findDOMNode(this).style;\n\n style.opacity = this.props.opacity;\n\n _autoPrefix2.default.set(style, 'transform', 'scale(0)');\n\n this.leaveTimer = setTimeout(callback, 0);\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n aborted = _props.aborted,\n color = _props.color,\n opacity = _props.opacity,\n style = _props.style,\n touchGenerated = _props.touchGenerated,\n other = (0, _objectWithoutProperties3.default)(_props, ['aborted', 'color', 'opacity', 'style', 'touchGenerated']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var mergedStyles = (0, _simpleAssign2.default)({\n position: 'absolute',\n top: 0,\n left: 0,\n height: '100%',\n width: '100%',\n borderRadius: '50%',\n backgroundColor: color\n }, style);\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles(mergedStyles)\n }));\n }\n }]);\n return CircleRipple;\n}(_react.Component);\n\nCircleRipple.defaultProps = {\n opacity: 0.1,\n aborted: false\n};\nCircleRipple.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nCircleRipple.propTypes = process.env.NODE_ENV !== \"production\" ? {\n aborted: _propTypes2.default.bool,\n color: _propTypes2.default.string,\n opacity: _propTypes2.default.number,\n style: _propTypes2.default.object,\n touchGenerated: _propTypes2.default.bool\n} : {};\nexports.default = CircleRipple;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context, state) {\n var color = props.color,\n hoverColor = props.hoverColor;\n var baseTheme = context.muiTheme.baseTheme;\n var offColor = color || baseTheme.palette.textColor;\n var onColor = hoverColor || offColor;\n return {\n root: {\n color: state.hovered ? onColor : offColor,\n position: 'relative',\n fontSize: baseTheme.spacing.iconSize,\n display: 'inline-block',\n userSelect: 'none',\n transition: _transitions2.default.easeOut()\n }\n };\n}\n\nvar FontIcon = function (_Component) {\n (0,

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_inherits3.default)(FontIcon, _Component);\n\n  function FontIcon() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, FontIcon);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = FontIcon.__proto__ || (0, _getPrototypeOf2.default)(FontIcon)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      hovered: false\n    }, _this.handleMouseLeave = function (event) {\n      // hover is needed only when a hoverColor is defined\n      if (_this.props.hoverColor !== undefined) {\n        _this.setState({\n          hovered: false\n        });\n      }\n\n      if (_this.props.onMouseLeave) {\n        _this.props.onMouseLeave(event);\n      }\n    }, _this.handleMouseEnter = function (event) {\n      // hover is needed only when a hoverColor is defined\n      if (_this.props.hoverColor !== undefined) {\n        _this.setState({\n          hovered: true\n        });\n      }\n\n      if (_this.props.onMouseEnter) {\n        _this.props.onMouseEnter(event);\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(FontIcon, [{\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          hoverColor = _props.hoverColor,\n          onMouseLeave = _props.onMouseLeave,\n          onMouseEnter = _props.onMouseEnter,\n          style = _props.style,\n          other = (0, _objectWithoutProperties3.default)(_props, ['hoverColor', 'onMouseLeave', 'onMouseEnter', 'style']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context, this.state);\n      return _react2.default.createElement('span', (0, _extends3.default)({}, other, {\n        onMouseLeave: this.handleMouseLeave,\n        onMouseEnter: this.handleMouseEnter,\n        style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n      }));\n    }\n  }]);\n  return FontIcon;\n}(_react.Component);\n\nFontIcon.muiName = 'FontIcon';\nFontIcon.defaultProps = {\n  onMouseEnter: function onMouseEnter() {},\n  onMouseLeave: function onMouseLeave() {}\n};\nFontIcon.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\nFontIcon.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  /**\n   * This is the font color of the font icon. If not specified,\n   * this component will default to muiTheme.palette.textColor.\n   */\n  color: _propTypes2.default.string,\n\n  /**\n   * This is the icon color when the mouse hovers over the icon.\n   */\n  hoverColor: _propTypes2.default.string,\n\n  /** @ignore */\n  onMouseEnter: _propTypes2.default.func,\n\n  /** @ignore */\n  onMouseLeave: _propTypes2.default.func,\n\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object\n} : {};\nexports.default = FontIcon;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar NavigationMenu = function NavigationMenu(props) {\n  return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n    d: 'M3 18h18v-2H3v2zm0-5h18v-2H3v2zm0-7v2h18V6H3z'\n  }));\n};\n\nNavigationMenu = (0, _pure2.default)(NavigationMenu);\n\nNavigationMenu.displayName = 'NavigationMenu';\nNavigationMenu.muiName = 'SvgIcon';\n\nexports.default = NavigationMenu;","'use strict';\n\nexports.__esModule = true;\n\nvar _react = require('react');\n\nvar _setDisplayName = require('./setDisplayName');\n\nvar _setDisplayName2 = _interopRequireDefault(_setDisplayName);\n\nvar _wrapDisplayName = require('./wrapDisplayName');\n\nvar _wrapDisplayName2 = _interopRequireDefault(_wrapDisplayName);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction _classCallCheck(instance, Constructor) {\n  if (!(instance instanceof Constructor)) {\n    throw new TypeError(\"Cannot call a class as a function\");\n  }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n  if (!self) {\n    throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n  }\n\n  return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n  if (typeof superClass !== \"function\" && superClass !== null) {\n    throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n  }\n\n  subClass.prototype = Object.create(superClass && superClass.prototype, {\n
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constructor: {\n value: subClass,\n enumerable: false,\n writable: true,\n configurable: true\n }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nvar shouldUpdate = function shouldUpdate(test) {\n return function (BaseComponent) {\n var factory = (0, _react.createFactory)(BaseComponent);\n\n var ShouldUpdate = function (_Component) {\n _inherits(ShouldUpdate, _Component);\n\n function ShouldUpdate() {\n _classCallCheck(this, ShouldUpdate);\n\n return _possibleConstructorReturn(this, _Component.apply(this, arguments));\n }\n\n ShouldUpdate.prototype.shouldComponentUpdate = function shouldComponentUpdate(nextProps) {\n return test(this.props, nextProps);\n };\n\n ShouldUpdate.prototype.render = function render() {\n return factory(this.props);\n };\n\n return ShouldUpdate;\n }(_react.Component);\n\n if (process.env.NODE_ENV !== 'production') {\n return (0, _setDisplayName2.default)((0, _wrapDisplayName2.default)(BaseComponent, 'shouldUpdate'))(ShouldUpdate);\n }\n\n return ShouldUpdate;\n };\n};\n\nexports.default = shouldUpdate;","\"use strict\";\n\nexports.__esModule = true;\n\nvar setStatic = function setStatic(key, value) {\n return function (BaseComponent) {\n /* eslint-disable no-param-reassign */\n BaseComponent[key] = value;\n /* eslint-enable no-param-reassign */\n\n return BaseComponent;\n };\n};\n\nexports.default = setStatic;","'use strict';\n\nexports.__esModule = true;\n\nvar getDisplayName = function getDisplayName(Component) {\n if (typeof Component === 'string') {\n return Component;\n }\n\n if (!Component) {\n return undefined;\n }\n\n return Component.displayName || Component.name || 'Component';\n};\n\nexports.default = getDisplayName;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar SvgIcon = function (_Component) {\n (0, _inherits3.default)(SvgIcon, _Component);\n\n function SvgIcon() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, SvgIcon);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = SvgIcon.__proto__ || (0, _getPrototypeOf2.default)(SvgIcon)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n hovered: false\n }, _this.handleMouseLeave = function (event) {\n _this.setState({\n hovered: false\n });\n\n _this.props.onMouseLeave(event);\n }, _this.handleMouseEnter = function (event) {\n _this.setState({\n hovered: true\n });\n\n _this.props.onMouseEnter(event);\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(SvgIcon, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n children = _props.children,\n color = _props.color,\n hoverColor = _props.hoverColor,\n onMouseEnter = _props.onMouseEnter,\n onMouseLeave = _props.onMouseLeave,\n style = _props.style,\n viewBox = _props.viewBox,\n other = (0, _objectWithoutProperties3.default)(_props, ['children', 'color', 'hoverColor', 'onMouseEnter', 'onMouseLeave', 'style', 'viewBox']);\n var _context$muiTheme = this.context.muiTheme,\n svgIcon =

_context$muiTheme.svgIcon,\n prepareStyles = _context$muiTheme.prepareStyles;\n var offColor = color ? color : 'currentColor';\n var onColor = hoverColor ? hoverColor : offColor;\n var mergedStyles = (0, _simpleAssign2.default)({\n display: 'inline-block',\n color: svgIcon.color,\n fill: this.state.hovered ? onColor : offColor,\n height: 24,\n width: 24,\n userSelect: 'none',\n transition: _transitions2.default.easeOut()\n }, style);\n return _react2.default.createElement('svg', (0, _extends3.default)({}, other, {\n onMouseEnter: this.handleMouseEnter,\n onMouseLeave: this.handleMouseLeave,\n style: prepareStyles(mergedStyles),\n viewBox: viewBox\n }), children);\n }\n]);\n return SvgIcon;\n}(_react.Component);\n\nSvgIcon.muiName = 'SvgIcon';\n\nSvgIcon.defaultProps = {\n onMouseEnter: function onMouseEnter() {},\n onMouseLeave: function onMouseLeave() {},\n viewBox: '0 0 24 24'\n};\n\nSvgIcon.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\n\nSvgIcon.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Elements passed into the SVG Icon.\n */\n children: _propTypes2.default.node,\n\n /**\n * This is the fill color of the svg icon.\n * If not specified, this component will default\n * to muiTheme.palette.textColor.\n */\n color: _propTypes2.default.string,\n\n /**\n * This is the icon color when the mouse hovers over the icon.\n */\n hoverColor: _propTypes2.default.string,\n\n /** @ignore */\n onMouseEnter: _propTypes2.default.func,\n\n /** @ignore */\n onMouseLeave: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Allows you to redefine what the coordinates\n * without units mean inside an svg element. For example,\n * if the SVG element is 500 (width) by 200 (height), and you\n * pass viewBox=\"0 0 50 20\", this means that the coordinates inside\n * the svg will go from the top left corner (0,0) to bottom right (50,20)\n * and each unit will be worth 10px.\n */\n viewBox: _propTypes2.default.string\n} : {};\n\nexports.default = SvgIcon;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var rounded = props.rounded,\n circle = props.circle,\n transitionEnabled = props.transitionEnabled,\n zDepth = props.zDepth;\n var _context$muiTheme = context.muiTheme,\n baseTheme = _context$muiTheme.baseTheme,\n paper = _context$muiTheme.paper,\n borderRadius = _context$muiTheme.borderRadius;\n return {\n root: {\n color: paper.color,\n backgroundColor: paper.backgroundColor,\n transition: transitionEnabled && _transitions2.default.easeOut(),\n boxSizing: 'border-box',\n fontFamily: baseTheme.fontFamily,\n WebkitTapHighlightColor: 'rgba(0,0,0,0)',\n // Remove mobile color flashing (deprecated)\n boxShadow: paper.zDepthShadows[zDepth - 1],\n // No shadow for 0 depth papers\n borderRadius: circle ? '50%' : rounded ? borderRadius : '0px'\n }\n };\n}\n\nvar Paper = function (_Component) {\n (0, _inherits3.default)(Paper, _Component);\n\n function Paper() {\n (0, _classCallCheck3.default)(this, Paper);\n return (0, _possibleConstructorReturn3.default)(this, (Paper.__proto__ ||

(0, _getPrototypeOf2.default)(Paper)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(Paper, [{\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   children = _props.children,\n   circle = _props.circle,\n   rounded = _props.rounded,\n   style = _props.style,\n   transitionEnabled = _props.transitionEnabled,\n   zDepth = _props.zDepth,\n   other = (0, _objectWithoutProperties3.default)(_props, ['children', 'circle', 'rounded', 'style', 'transitionEnabled', 'zDepth']);\n   var prepareStyles = this.context.muiTheme.prepareStyles;\n   var styles = getStyles(this.props, this.context);\n   return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n   style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n   }), children);\n   }\n }]);\n return Paper;\n}(_react.Component);\n\nPaper.defaultProps = {\n circle: false,\n rounded: true,\n transitionEnabled: true,\n zDepth: 1\n};\nPaper.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nPaper.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * Children passed into the paper element.\n   */\n children: _propTypes2.default.node,\n\n /**\n   * Set to true to generate a circular paper container.\n   */\n circle: _propTypes2.default.bool,\n\n /**\n   * By default, the paper container will have a border radius.\n   * Set this to false to generate a container with sharp corners.\n   */\n rounded: _propTypes2.default.bool,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object,\n\n /**\n   * Set to false to disable CSS transitions for the paper element.\n   */\n transitionEnabled: _propTypes2.default.bool,\n\n /**\n   * This number represents the zDepth of the paper shadow.\n   */\n zDepth: _propTypes4.default.zDepth\n} : {};\nexports.default = Paper;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _typeof2 = require('babel-runtime/helpers/typeof');\n\nvar _typeof3 = _interopRequireDefault(_typeof2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _TextField = require('../TextField');\n\nvar _TextField2 = _interopRequireDefault(_TextField);\n\nvar _Menu = require('../Menu');\n\nvar _Menu2 = _interopRequireDefault(_Menu);\n\nvar _MenuItem = require('../MenuItem');\n\nvar _MenuItem2 = _interopRequireDefault(_MenuItem);\n\nvar _Divider = require('../Divider');\n\nvar _Divider2 = _interopRequireDefault(_Divider);\n\nvar _Popover = require('../Popover/Popover');\n\nvar _Popover2 = _interopRequireDefault(_Popover);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context, state) {\n var anchorEl = state.anchorEl;\n var fullWidth = props.fullWidth;\n var styles = {\n   root: {\n   display: 'inline-block',\n   position: 'relative',\n   width: fullWidth ? '100%' : 256\n   },\n   menu: {\n   width: '100%'\n   },\n   list: {\n   display: 'block',\n   width: fullWidth ? '100%' : 256\n   },\n   innerDiv: {\n   overflow: 'hidden'\n   }\n };\n\n if (anchorEl && fullWidth) {\n   styles.popover = {\n   width: anchorEl.clientWidth\n   };\n }\n\n return styles;\n}\n\nvar AutoComplete = function (_Component) {\n (0, _inherits3.default)(AutoComplete, _Component);\n\n function AutoComplete() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this,

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AutoComplete);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n
args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = AutoComplete.__proto__ || (0,
_getPrototypeOf2.default)(AutoComplete)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n
anchorEl: null,\n      focusTextField: true,\n      open: false,\n      searchText: undefined\n    },
_this.handleRequestClose = function () {\n      // Only take into account the Popover clickAway when we are\n      //
not focusing the TextField.\n      if (!_this.state.focusTextField) {\n        _this.close();\n      }\n    },
_this.handleMouseDown = function (event) {\n      // Keep the TextField focused\n      event.preventDefault();\n    },
_this.handleItemClick = function (event, child) {\n      var dataSource = _this.props.dataSource;\n      var index =
parseInt(child.key, 10);\n      var chosenRequest = dataSource[index];\n\n      var searchText =
_this.chosenRequestText(chosenRequest);\n\n      var updateInput = function updateInput() {\n        return
_this.props.onUpdateInput(searchText, _this.props.dataSource, {\n          source: 'click'\n        });\n      };\n\n
_this.timerClickCloseId = function () {\n        return setTimeout(function () {\n          _this.timerClickCloseId =
null;\n\n          _this.close();\n\n          _this.props.onNewRequest(chosenRequest, index);\n        },
_this.props.menuCloseDelay);\n      };\n\n      if (typeof _this.props.searchText !== 'undefined') {\n
updateInput();\n\n        _this.timerClickCloseId();\n      } else {\n        _this.setState({\n          searchText:
searchText\n        }, function () {\n          updateInput();\n\n          _this.timerClickCloseId();\n        });\n      }\n    },
_this.chosenRequestText = function (chosenRequest) {\n      if (typeof chosenRequest === 'string') {\n        return
chosenRequest;\n      } else {\n        return chosenRequest[_this.props.dataSourceConfig.text];\n      }\n    },
_this.handleEscKeyDown = function () {\n      _this.close();\n    }, _this.handleKeyDown = function (event) {\n      if
(_this.props.onKeyDown) _this.props.onKeyDown(event);\n\n      switch ((0, _keycode2.default)(event)) {\n
case 'enter':\n          _this.close();\n\n          var searchText = _this.state.searchText;\n\n          if (searchText !== '')
{\n            _this.props.onNewRequest(searchText, -1);\n          }\n\n          break;\n\n        case 'esc':\n
_this.close();\n\n          break;\n\n        case 'down':\n          event.preventDefault();\n\n          _this.setState({\n
open: true,\n            focusTextField: false,\n            anchorEl:
_reactDom2.default.findDOMNode(_this.refs.searchTextField)\n          });\n\n          break;\n\n        default:\n
break;\n      }\n    }, _this.handleChange = function (event) {\n      var searchText = event.target.value; // Make sure
that we have a new searchText.\n      // Fix an issue with a Cordova Webview\n\n      if (searchText ===
_this.state.searchText) {\n        return;\n      }\n\n      var state = {\n        open: true,\n        anchorEl:
_reactDom2.default.findDOMNode(_this.refs.searchTextField)\n      };\n\n      if (_this.props.searchText ===
undefined) {\n        state.searchText = searchText;\n      }\n\n      _this.setState(state);\n\n
_this.props.onUpdateInput(searchText, _this.props.dataSource, {\n        source: 'change'\n      });\n    },
_this.handleBlur = function (event) {\n      if (_this.state.focusTextField && _this.timerClickCloseId === null) {\n
  _this.timerBlurClose = setTimeout(function () {\n          _this.close();\n        }, 0);\n      }\n\n      if
(_this.props.onBlur) {\n        _this.props.onBlur(event);\n      }\n    }, _this.handleFocus = function (event) {\n      if
(!_this.state.open && _this.props.openOnFocus) {\n        _this.setState({\n          open: true,\n          anchorEl:
_reactDom2.default.findDOMNode(_this.refs.searchTextField)\n        });\n      }\n\n      _this.setState({\n
focusTextField: true\n      });\n\n      if (_this.props.onFocus) {\n        _this.props.onFocus(event);\n      }\n    },
_temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(AutoComplete,
[{\n    key: 'componentWillMount',\n    value: function componentWillMount() {\n      this.requestsList = [];\n
this.setState({\n        open: this.props.open,\n        searchText: this.props.searchText || ''\n      });\n
this.timerClickCloseId = null;\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function
componentWillReceiveProps(nextProps) {\n      if (this.props.searchText !== nextProps.searchText) {\n
this.setState({\n          searchText: nextProps.searchText\n        });\n      }\n\n      if (this.props.open !==
nextProps.open) {\n        this.setState({\n          open: nextProps.open,\n          anchorEl:
_reactDom2.default.findDOMNode(this.refs.searchTextField)\n        });\n      }\n    }\n  }, {\n    key:
'componentWillUnmount',\n    value: function componentWillUnmount() {\n
clearTimeout(this.timerClickCloseId);\n      clearTimeout(this.timerBlurClose);\n    }\n  }, {\n    key: 'close',\n
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value: function close() {\n      this.setState({\n        open: false,\n        anchorEl: null\n      });\n\n      if (this.props.onClose) {\n        this.props.onClose();\n      }\n    }, {\n    key: 'blur',\n    value: function blur() {\n      this.refs.searchTextField.blur();\n    }\n  }, {\n    key: 'focus',\n    value: function focus() {\n      this.refs.searchTextField.focus();\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _this2 = this;\n\n      var _props = this.props,\n          anchorOrigin = _props.anchorOrigin,\n          animated = _props.animated,\n          animation = _props.animation,\n          dataSource = _props.dataSource,\n          dataSourceConfig = _props.dataSourceConfig,\n          disableFocusRipple = _props.disableFocusRipple,\n          errorStyle = _props.errorStyle,\n          floatingLabelText = _props.floatingLabelText,\n          filter = _props.filter,\n          fullWidth = _props.fullWidth,\n          style = _props.style,\n          hintText = _props.hintText,\n          maxSearchResults = _props.maxSearchResults,\n          menuCloseDelay = _props.menuCloseDelay,\n          textFieldStyle = _props.textFieldStyle,\n          menuStyle = _props.menuStyle,\n          menuProps = _props.menuProps,\n          listStyle = _props.listStyle,\n          targetOrigin = _props.targetOrigin,\n          onBlur = _props.onBlur,\n          onClose = _props.onClose,\n          onFocus = _props.onFocus,\n          onKeyDown = _props.onKeyDown,\n          onNewRequest = _props.onNewRequest,\n          onUpdateInput = _props.onUpdateInput,\n          openOnFocus = _props.openOnFocus,\n          popoverProps = _props.popoverProps,\n          searchTextProp = _props.searchText,\n          other = (0, _objectWithoutProperties3.default)(_props, ['anchorOrigin', 'animated', 'animation', 'dataSource', 'dataSourceConfig', 'disableFocusRipple', 'errorStyle', 'floatingLabelText', 'filter', 'fullWidth', 'style', 'hintText', 'maxSearchResults', 'menuCloseDelay', 'textFieldStyle', 'menuStyle', 'menuProps', 'listStyle', 'targetOrigin', 'onBlur', 'onClose', 'onFocus', 'onKeyDown', 'onNewRequest', 'onUpdateInput', 'openOnFocus', 'popoverProps', 'searchText']);\n\n      var _ref2 = popoverProps || {},\n          popoverStyle = _ref2.style,\n          popoverOther = (0, _objectWithoutProperties3.default)(_ref2, ['style']);\n\n      var _state = this.state,\n          open = _state.open,\n          anchorEl = _state.anchorEl,\n          searchText = _state.searchText,\n          focusTextField = _state.focusTextField;\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context, this.state);\n      var requestsList = [];\n      dataSource.every(function (item, index) {\n        switch (typeof item === 'undefined' ? 'undefined' : (0, _typeof3.default)(item)) {\n          case 'string':\n            if (filter(searchText, item, item)) {\n              requestsList.push({\n                text: item,\n                value: _react2.default.createElement(_MenuItem2.default, {\n                  innerDivStyle: styles.innerDiv,\n                  value: item,\n                  primaryText: item,\n                  disableFocusRipple: disableFocusRipple,\n                  key: index\n                })\n              });\n            }\n\n            break;\n\n          case 'object':\n            if (item && typeof item[_this2.props.dataSourceConfig.text] === 'string') {\n              var itemText = item[_this2.props.dataSourceConfig.text];\n              if (!_this2.props.filter(searchText, itemText, item)) break;\n              var itemValue = item[_this2.props.dataSourceConfig.value];\n\n              if (itemValue && itemValue.type && (itemValue.type.muiName === _MenuItem2.default.muiName || itemValue.type.muiName === _Divider2.default.muiName)) {\n                requestsList.push({\n                  text: itemText,\n                  value: _react2.default.cloneElement(itemValue, {\n                    key: index,\n                    disableFocusRipple: disableFocusRipple\n                  })\n                });\n              } else {\n                requestsList.push({\n                  text: itemText,\n                  value: _react2.default.createElement(_MenuItem2.default, {\n                    innerDivStyle: styles.innerDiv,\n                    primaryText: itemText,\n                    disableFocusRipple: disableFocusRipple,\n                    key: index\n                  })\n                });\n              }\n            }\n\n            break;\n\n          default: // Do nothing\n\n        }\n\n        return !(maxSearchResults && maxSearchResults > 0 && requestsList.length === maxSearchResults);\n      });\n      this.requestsList = requestsList;\n\n      var menu = open && requestsList.length > 0 && _react2.default.createElement(_Menu2.default, (0, _extends3.default)({\n        ref: 'menu',\n        autoWidth: false,\n        disableAutoFocus: focusTextField,\n        onEscKeyDown: this.handleEscKeyDown,\n        initiallyKeyboardFocused: true,\n        onItemClick: this.handleItemClick,\n        onMouseDown: this.handleMouseDown,\n        style: (0, _simpleAssign2.default)(styles.menu, menuStyle),\n        listStyle: (0, _simpleAssign2.default)(styles.list, listStyle)\n      }, menuProps), requestsList.map(function (i) {\n        return i.value;\n      }));\n\n      return _react2.default.createElement('div', {\n        style: prepareStyles((0,
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_simpleAssign2.default)(styles.root, style))\n      }, _react2.default.createElement(_TextField2.default, (0,
_extends3.default)({\n        ref: 'searchTextField',\n        autoComplete: 'off',\n        onBlur: this.handleBlur,\n
onFocus: this.handleFocus,\n        onKeyDown: this.handleKeyDown,\n        floatingLabelText:
floatingLabelText,\n        hintText: hintText,\n        fullWidth: fullWidth,\n        multiLine: false,\n        errorStyle:
errorStyle,\n        style: textFieldStyle\n      }, other, {\n        // value and onChange are idiomatic properties often
leaked.\n        // We prevent their overrides in order to reduce potential bugs.\n        value: searchText,\n
onChange: this.handleChange\n      })), _react2.default.createElement(_Popover2.default, (0, _extends3.default)({\n
    style: (0, _simpleAssign2.default)({}, styles.popover, popoverStyle),\n        canAutoPosition: false,\n
anchorOrigin: anchorOrigin,\n        targetOrigin: targetOrigin,\n        open: open,\n        anchorEl: anchorEl,\n
useLayerForClickAway: false,\n        onRequestClose: this.handleRequestClose,\n        animated: animated,\n
animation: animation\n      }, popoverOther), menu));\n    }\n  }]);\n  return
AutoComplete;\n}(_react.Component);\n\nAutoComplete.defaultProps = {\n  anchorOrigin: {\n    vertical:
'bottom',\n    horizontal: 'left'\n  },\n  animated: true,\n  dataSourceConfig: {\n    text: 'text',\n    value: 'value'\n  },\n
disableFocusRipple: true,\n  filter: function filter(searchText, key) {\n    return searchText !== '' &&
key.indexOf(searchText) !== -1;\n  },\n  fullWidth: false,\n  open: false,\n  openOnFocus: false,\n  onUpdateInput:
function onUpdateInput() {},\n  onNewRequest: function onNewRequest() {},\n  menuCloseDelay: 300,\n
targetOrigin: {\n    vertical: 'top',\n    horizontal: 'left'\n  }\n};\nAutoComplete.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nAutoComplete.propTypes = process.env.NODE_ENV !==
\"production\" ? {\n  /**\n   * Location of the anchor for the auto complete.\n   */\n  anchorOrigin:
_propTypes4.default.origin,\n\n  /**\n   * If true, the auto complete is animated as it is toggled.\n   */\n  animated:
_propTypes2.default.bool,\n\n  /**\n   * Override the default animation component used.\n   */\n  animation:
_propTypes2.default.func,\n\n  /**\n   * Array of strings or nodes used to populate the list.\n   */\n  dataSource:
_propTypes2.default.array.isRequired,\n\n  /**\n   * Config for objects list dataSource.\n   *\n   * @typedef
{Object} dataSourceConfig\n   *\n   * @property {string} text `dataSource` element key used to find a string to be
matched for search\n   * and shown as a `TextField` input value after choosing the result.\n   * @property {string}
value `dataSource` element key used to find a string to be shown in search results.\n   */\n  dataSourceConfig:
_propTypes2.default.object,\n\n  /**\n   * Disables focus ripple when true.\n   */\n  disableFocusRipple:
_propTypes2.default.bool,\n\n  /**\n   * Override style prop for error.\n   */\n  errorStyle:
_propTypes2.default.object,\n\n  /**\n   * The error content to display.\n   */\n  errorText:
_propTypes2.default.node,\n\n  /**\n   * Callback function used to filter the auto complete.\n   *\n   * @param
{string} searchText The text to search for within `dataSource`.\n   * @param {string} key `dataSource` element, or
`text` property on that element if it's not a string.\n   * @returns {boolean} `true` indicates the auto complete list will
include `key` when the input is `searchText`.\n   */\n  filter: _propTypes2.default.func,\n\n  /**\n   * The content to
use for adding floating label element.\n   */\n  floatingLabelText: _propTypes2.default.node,\n\n  /**\n   * If true,
the field receives the property `width: 100%`.\n   */\n  fullWidth: _propTypes2.default.bool,\n\n  /**\n   * The hint
content to display.\n   */\n  hintText: _propTypes2.default.node,\n\n  /**\n   * Override style for list.\n   */\n
listStyle: _propTypes2.default.object,\n\n  /**\n   * The max number of search results to be shown.\n   * By default
it shows all the items which matches filter.\n   */\n  maxSearchResults: _propTypes2.default.number,\n\n  /**\n   *
Delay for closing time of the menu.\n   */\n  menuCloseDelay: _propTypes2.default.number,\n\n  /**\n   * Props to
be passed to menu.\n   */\n  menuProps: _propTypes2.default.object,\n\n  /**\n   * Override style for menu.\n   */\n
menuStyle: _propTypes2.default.object,\n\n  /** @ignore */\n  onBlur: _propTypes2.default.func,\n\n  /**\n   *
Callback function fired when the menu is closed.\n   */\n  onClose: _propTypes2.default.func,\n\n  /** @ignore */\n
onFocus: _propTypes2.default.func,\n\n  /** @ignore */\n  onKeyDown: _propTypes2.default.func,\n\n  /**\n   *
Callback function that is fired when a list item is selected, or enter is pressed in the `TextField`.\n   *\n   * @param
{string} chosenRequest Either the `TextField` input value, if enter is pressed in the `TextField`,\n   * or the
dataSource object corresponding to the list item that was selected.\n   * @param {number} index The index in
`dataSource` of the list item selected, or `-1` if enter is pressed in the\n   * `TextField`.\n   */\n  onNewRequest:
_propTypes2.default.func,\n\n  /**\n   * Callback function that is fired when the user updates the `TextField`.\n   *\n
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 * @param {string} searchText The auto-complete's `searchText` value.\n   * @param {array} dataSource The auto-complete's `dataSource` array.\n   * @param {object} params Additional information linked the update.\n   */\n onUpdateInput: _propTypes2.default.func,\n\n  /**\n   * Auto complete menu is open if true.\n   */\n  open: _propTypes2.default.bool,\n\n  /**\n   * If true, the list item is showed when a focus event triggers.\n   */\n openOnFocus: _propTypes2.default.bool,\n\n  /**\n   * Props to be passed to popover.\n   */\n  popoverProps: _propTypes2.default.object,\n\n  /**\n   * Text being input to auto complete.\n   */\n  searchText: _propTypes2.default.string,\n\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object,\n\n  /**\n   * Origin for location of target.\n   */\n  targetOrigin: _propTypes4.default.origin,\n\n  /**\n   * Override the inline-styles of AutoComplete's TextField element.\n   */\n textFieldStyle: _propTypes2.default.object\n} : {};\n\nAutoComplete.levenshteinDistance = function (searchText, key) {\n  var current = [];\n  var prev = void 0;\n  var value = void 0;\n\n  for (var i = 0; i <= key.length; i++) {\n    for (var j = 0; j <= searchText.length; j++) {\n      if (i && j) {\n        if (searchText.charAt(j - 1) === key.charAt(i - 1)) value = prev;else value = Math.min(current[j], current[j - 1], prev) + 1;\n      } else {\n        value = i + j;\n      }\n\n      prev = current[j];\n      current[j] = value;\n    }\n  }\n\n  return current.pop();\n};\n\nAutoComplete.noFilter = function () {\n  return true;\n};\n\nAutoComplete.defaultFilter = AutoComplete.caseSensitiveFilter = function (searchText, key) {\n  return searchText !== '' && key.indexOf(searchText) !== -1;\n};\n\nAutoComplete.caseInsensitiveFilter = function (searchText, key) {\n  return key.toLowerCase().indexOf(searchText.toLowerCase()) !== -1;\n};\n\nAutoComplete.levenshteinDistanceFilter = function (distanceLessThan) {\n  if (distanceLessThan === undefined) {\n    return AutoComplete.levenshteinDistance;\n  } else if (typeof distanceLessThan !== 'number') {\n    throw 'Error: AutoComplete.levenshteinDistanceFilter is a filter generator, not a filter!';\n  }\n\n  return function (s, k) {\n    return AutoComplete.levenshteinDistance(s, k) < distanceLessThan;\n  };\n};\n\nAutoComplete.fuzzyFilter = function (searchText, key) {\n  var compareString = key.toLowerCase();\n  searchText = searchText.toLowerCase();\n  var searchTextIndex = 0;\n\n  for (var index = 0; index < key.length; index++) {\n    if (compareString[index] === searchText[searchTextIndex]) {\n      searchTextIndex += 1;\n    }\n  }\n\n  return searchTextIndex === searchText.length;\n};\n\nAutoComplete.Item = _MenuItem2.default;\nAutoComplete.Divider = _Divider2.default;\nexports.default = AutoComplete;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _shallowEqual = require('recompose/shallowEqual');\n\nvar _shallowEqual2 = _interopRequireDefault(_shallowEqual);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _EnhancedTextarea = require('./EnhancedTextarea');\n\nvar _EnhancedTextarea2 = _interopRequireDefault(_EnhancedTextarea);\n\nvar _TextFieldHint = require('./TextFieldHint');\n\nvar _TextFieldHint2 = _interopRequireDefault(_TextFieldHint);\n\nvar _TextFieldLabel = require('./TextFieldLabel');\n\nvar _TextFieldLabel2 = _interopRequireDefault(_TextFieldLabel);\n\nvar
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_TextFieldUnderline = require('./TextFieldUnderline');\n\nvar _TextFieldUnderline2 =
_interopRequireDefault(_TextFieldUnderline);\n\nvar _warning = require('warning');\n\nvar _warning2 =
_interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ?
obj : {\n    default: obj\n  };\n}\n\nvar getStyles = function getStyles(props, context, state) {\n  var
_context$muiTheme = context.muiTheme,\n      baseTheme = _context$muiTheme.baseTheme,\n
_context$muiTheme$tex = _context$muiTheme.textField,\n      floatingLabelColor =
_context$muiTheme$tex.floatingLabelColor,\n      focusColor = _context$muiTheme$tex.focusColor,\n
textColor = _context$muiTheme$tex.textColor,\n      disabledTextColor =
_context$muiTheme$tex.disabledTextColor,\n      backgroundColor = _context$muiTheme$tex.backgroundColor,\n
    errorColor = _context$muiTheme$tex.errorColor;\n  var styles = {\n    root: {\n      fontSize: 16,\n      lineHeight:
'24px',\n      width: props.fullWidth ? '100%' : 256,\n      height: (props.rows - 1) * 24 + (props.floatingLabelText ?
72 : 48),\n      display: 'inline-block',\n      position: 'relative',\n      backgroundColor: backgroundColor,\n
fontFamily: baseTheme.fontFamily,\n      transition: _transitions2.default.easeOut('200ms', 'height'),\n      cursor:
props.disabled ? 'not-allowed' : 'auto'\n    },\n    error: {\n      position: 'relative',\n      bottom: 2,\n      fontSize: 12,\n
    lineHeight: '12px',\n      color: errorColor,\n      transition: _transitions2.default.easeOut()\n    },\n    floatingLabel:
{\n      color: props.disabled ? disabledTextColor : floatingLabelColor,\n      pointerEvents: 'none'\n    },\n    input:
{\n      padding: 0,\n      position: 'relative',\n      width: '100%',\n      border: 'none',\n      outline: 'none',\n
backgroundColor: 'rgba(0,0,0,0)',\n      color: props.disabled ? disabledTextColor : textColor,\n      cursor: 'inherit',\n
    font: 'inherit',\n      WebkitOpacity: 1,\n      WebkitTapHighlightColor: 'rgba(0,0,0,0)' // Remove mobile color
flashing (deprecated style).\n\n    },\n    inputNative: {\n      appearance: 'textfield' // Improve type search style.\n\n
  }\n  };\n  styles.textarea = (0, _simpleAssign2.default)({}, styles.input, {\n    marginTop: props.floatingLabelText ?
36 : 12,\n    marginBottom: props.floatingLabelText ? -36 : -12,\n    boxSizing: 'border-box',\n    font: 'inherit'\n  });
// Do not assign a height to the textarea as he handles it on his own.\n\n  styles.input.height = '100%';\n\n  if
(state.isFocused) {\n    styles.floatingLabel.color = focusColor;\n  }\n\n  if (props.floatingLabelText) {\n
styles.input.boxSizing = 'border-box';\n\n    if (!props.multiLine) {\n      styles.input.marginTop = 14;\n    }\n\n    if
(state.errorText) {\n      styles.error.bottom = !props.multiLine ? styles.error.fontSize + 3 : 3;\n    }\n  }\n\n  if
(state.errorText) {\n    if (state.isFocused) {\n      styles.floatingLabel.color = styles.error.color;\n    }\n  }\n\n  return
styles;\n};\n/**\n * Check if a value is valid to be displayed inside an input.\n *\n * @param The value to check.\n *
@returns True if the string provided is valid, false otherwise.\n */\n\n\nfunction isValid(value) {\n  return value !==
'' && value !== undefined && value !== null && !(Array.isArray(value) && value.length === 0);\n}\n\nvar
TextField = function (_Component) {\n  (0, _inherits3.default)(TextField, _Component);\n\n  function TextField()
{\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, TextField);\n\n    for (var _len =
arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n
}\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TextField.__proto__ ||
(0, _getPrototypeOf2.default)(TextField)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      isFocused:
false,\n      errorText: undefined,\n      hasValue: false\n    }, _this.handleInputBlur = function (event) {\n
_this.setState({\n        isFocused: false\n      });\n\n      if (_this.props.onBlur) {\n        _this.props.onBlur(event);\n
}\n    }, _this.handleInputChange = function (event) {\n      if (!_this.props.hasOwnProperty('value')) {\n
_this.setState({\n          hasValue: isValid(event.target.value)\n        });\n      }\n\n      if (_this.props.onChange) {\n
  _this.props.onChange(event, event.target.value);\n      }\n    }, _this.handleInputFocus = function (event) {\n      if
(_this.props.disabled) {\n        return;\n      }\n\n      _this.setState({\n        isFocused: true\n      });\n\n      if
(_this.props.onFocus) {\n        _this.props.onFocus(event);\n      }\n    }, _this.handleHeightChange = function
(event, height) {\n      var newHeight = height + 24;\n\n      if (_this.props.floatingLabelText) {\n        newHeight +=
24;\n      }\n\n      _reactDom2.default.findDOMNode(_this).style.height = newHeight + 'px';\n    }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(TextField, [{\n    key:
'componentWillMount',\n    value: function componentWillMount() {\n      var _props = this.props,\n          children
= _props.children,\n          name = _props.name,\n          hintText = _props.hintText,\n          floatingLabelText =
_props.floatingLabelText,\n          id = _props.id;\n      var propsLeaf = children ? children.props : this.props;\n
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this.setState({\n errorText: this.props.errorText,\n hasValue: isValid(propsLeaf.value) || isValid(propsLeaf.defaultValue)\n });\n process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(name || hintText || floatingLabelText || id, 'Material-UI: We don\\'t have enough information\\n to build a robust unique id for the TextField component. Please provide an id or a name.') : void 0;\n var uniqueId = name + '-' + hintText + '-' + floatingLabelText + '-' + Math.floor(Math.random() * 0xFFFF);\n this.uniqueId = uniqueId.replace(/[^A-Za-z0-9-]/gi, '');\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n if (nextProps.disabled && !this.props.disabled) {\n this.setState({\n isFocused: false\n });\n }\n\n if (nextProps.errorText !== this.props.errorText) {\n this.setState({\n errorText: nextProps.errorText\n });\n }\n\n if (nextProps.children && nextProps.children.props) {\n nextProps = nextProps.children.props;\n }\n\n if (nextProps.hasOwnProperty('value')) {\n var hasValue = isValid(nextProps.value);\n this.setState({\n hasValue: hasValue\n });\n }\n }\n }, {\n key: 'shouldComponentUpdate',\n value: function shouldComponentUpdate(nextProps, nextState, nextContext) {\n return !(0, _shallowEqual2.default)(this.props, nextProps) || !(0, _shallowEqual2.default)(this.state, nextState) || !(0, _shallowEqual2.default)(this.context, nextContext);\n }\n }, {\n key: 'blur',\n value: function blur() {\n if (this.input) {\n this.getInputNode().blur();\n }\n }\n }, {\n key: 'focus',\n value: function focus() {\n if (this.input) {\n this.getInputNode().focus();\n }\n }\n }, {\n key: 'select',\n value: function select() {\n if (this.input) {\n this.getInputNode().select();\n }\n }\n }, {\n key: 'getValue',\n value: function getValue() {\n return this.input ? this.getInputNode().value : undefined;\n }\n }, {\n key: 'getInputNode',\n value: function getInputNode() {\n return this.props.children || this.props.multiLine ? this.input.getInputNode() : _reactDom2.default.findDOMNode(this.input);\n }\n }, {\n key: '_isControlled',\n value: function _isControlled() {\n return this.props.hasOwnProperty('value');\n }\n }, {\n key: 'render',\n value: function render() {\n var _this2 = this;\n\n var _props2 = this.props,\n children = _props2.children,\n className = _props2.className,\n disabled = _props2.disabled,\n errorStyle = _props2.errorStyle,\n errorText = _props2.errorText,\n floatingLabelFixed = _props2.floatingLabelFixed,\n floatingLabelFocusStyle = _props2.floatingLabelFocusStyle,\n floatingLabelShrinkStyle = _props2.floatingLabelShrinkStyle,\n floatingLabelStyle = _props2.floatingLabelStyle,\n floatingLabelText = _props2.floatingLabelText,\n fullWidth = _props2.fullWidth,\n hintText = _props2.hintText,\n hintStyle = _props2.hintStyle,\n id = _props2.id,\n inputStyle = _props2.inputStyle,\n multiLine = _props2.multiLine,\n onBlur = _props2.onBlur,\n onChange = _props2.onChange,\n onFocus = _props2.onFocus,\n style = _props2.style,\n type = _props2.type,\n underlineDisabledStyle = _props2.underlineDisabledStyle,\n underlineFocusStyle = _props2.underlineFocusStyle,\n underlineShow = _props2.underlineShow,\n underlineStyle = _props2.underlineStyle,\n rows = _props2.rows,\n rowsMax = _props2.rowsMax,\n textareaStyle = _props2.textareaStyle,\n other = (0, _objectWithoutProperties3.default)(_props2, ['children', 'className', 'disabled', 'errorStyle', 'errorText', 'floatingLabelFixed', 'floatingLabelFocusStyle', 'floatingLabelShrinkStyle', 'floatingLabelStyle', 'floatingLabelText', 'fullWidth', 'hintText', 'hintStyle', 'id', 'inputStyle', 'multiLine', 'onBlur', 'onChange', 'onFocus', 'style', 'type', 'underlineDisabledStyle', 'underlineFocusStyle', 'underlineShow', 'underlineStyle', 'rows', 'rowsMax', 'textareaStyle']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context, this.state);\n var inputId = id || this.uniqueId;\n\n var errorTextElement = this.state.errorText && _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.error, errorStyle))\n }, this.state.errorText);\n\n var floatingLabelTextElement = floatingLabelText && _react2.default.createElement(_TextFieldLabel2.default, {\n muiTheme: this.context.muiTheme,\n style: (0, _simpleAssign2.default)(styles.floatingLabel, floatingLabelStyle, this.state.isFocused ? floatingLabelFocusStyle : null),\n shrinkStyle: floatingLabelShrinkStyle,\n htmlFor: inputId,\n shrink: this.state.hasValue || this.state.isFocused || floatingLabelFixed,\n disabled: disabled\n }, floatingLabelText);\n\n var inputProps = {\n id: inputId,\n ref: function ref(elem) {\n return _this2.input = elem;\n },\n disabled:
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this.props.disabled,\n onBlur: this.handleInputBlur,\n onChange: this.handleInputChange,\n onFocus: this.handleInputFocus\n };\n var childStyleMerged = (0, _simpleAssign2.default)(styles.input, inputStyle);\n var inputElement = void 0;\n\n if (children) {\n inputElement = _react2.default.cloneElement(children, (0, _extends3.default)({}, inputProps, children.props, {\n style: (0, _simpleAssign2.default)(childStyleMerged, children.props.style)\n }));\n } else {\n inputElement = multiLine ? _react2.default.createElement(_EnhancedTextarea2.default, (0, _extends3.default)({\n style: childStyleMerged,\n textareaStyle: (0, _simpleAssign2.default)(styles.textarea, styles.inputNative, textareaStyle),\n rows: rows,\n rowsMax: rowsMax,\n hintText: hintText\n }, other, inputProps, {\n onHeightChange: this.handleHeightChange\n })) : _react2.default.createElement('input', (0, _extends3.default)({\n type: type,\n style: prepareStyles((0, _simpleAssign2.default)(styles.inputNative, childStyleMerged))\n }, other, inputProps));\n }\n\n var rootProps = {};\n\n if (children) {\n rootProps = other;\n }\n\n return _react2.default.createElement('div', (0, _extends3.default)({}, rootProps, {\n className: className,\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }), floatingLabelTextElement, hintText ? _react2.default.createElement(_TextFieldHint2.default, {\n muiTheme: this.context.muiTheme,\n show: !(this.state.hasValue || floatingLabelText && !this.state.isFocused) || !this.state.hasValue && floatingLabelText && floatingLabelFixed && !this.state.isFocused,\n style: hintStyle,\n text: hintText\n }) : null, inputElement, underlineShow ? _react2.default.createElement(_TextFieldUnderline2.default, {\n disabled: disabled,\n disabledStyle: underlineDisabledStyle,\n error: !!this.state.errorText,\n errorStyle: errorStyle,\n focus: this.state.isFocused,\n focusStyle: underlineFocusStyle,\n muiTheme: this.context.muiTheme,\n style: underlineStyle\n }) : null, errorTextElement);\n }\n }]);\n return TextField;\n}(_react.Component);\n\nTextField.defaultProps = {\n disabled: false,\n floatingLabelFixed: false,\n multiLine: false,\n fullWidth: false,\n type: 'text',\n underlineShow: true,\n rows: 1\n};\nTextField.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTextField.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * The text string to use for the default value.\n */\n defaultValue: _propTypes2.default.any,\n\n /**\n * Disables the text field if set to true.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * The style object to use to override error styles.\n */\n errorStyle: _propTypes2.default.object,\n\n /**\n * The error content to display.\n */\n errorText: _propTypes2.default.node,\n\n /**\n * If true, the floating label will float even when there is no value.\n */\n floatingLabelFixed: _propTypes2.default.bool,\n\n /**\n * The style object to use to override floating label styles when focused.\n */\n floatingLabelFocusStyle: _propTypes2.default.object,\n\n /**\n * The style object to use to override floating label styles when shrunk.\n */\n floatingLabelShrinkStyle: _propTypes2.default.object,\n\n /**\n * The style object to use to override floating label styles.\n */\n floatingLabelStyle: _propTypes2.default.object,\n\n /**\n * The content to use for the floating label element.\n */\n floatingLabelText: _propTypes2.default.node,\n\n /**\n * If true, the field receives the property width 100%.\n */\n fullWidth: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the TextField's hint text element.\n */\n hintStyle: _propTypes2.default.object,\n\n /**\n * The hint content to display.\n */\n hintText: _propTypes2.default.node,\n\n /**\n * The id prop for the text field.\n */\n id: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the TextField's input element.\n * When multiLine is false: define the style of the input element.\n * When multiLine is true: define the style of the container of the textarea.\n */\n inputStyle: _propTypes2.default.object,\n\n /**\n * If true, a textarea element will be rendered.\n * The textarea also grows and shrinks according to the number of lines.\n */\n multiLine: _propTypes2.default.bool,\n\n /**\n * Name applied to the input.\n */\n name: _propTypes2.default.string,\n\n /** @ignore */\n onBlur: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when the textfield's value changes.\n *\n * @param {object} event Change event targeting the text field.\n * @param {string} newValue The new value of the text field.\n */\n onChange: _propTypes2.default.func,\n\n /** @ignore */\n onFocus: _propTypes2.default.func,\n\n /**\n * Number of rows to display when multiLine option is set to true.\n */\n

rows: _propTypes2.default.number,\n\n /**\n * Maximum number of rows to display when\n * multiLine option is set to true.\n */\n rowsMax: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the TextField's textarea element.\n * The TextField use either a textarea or an input,\n * this property has effects only when multiLine is true.\n */\n textareaStyle: _propTypes2.default.object,\n\n /**\n * Specifies the type of input to display\n * such as \"password\" or \"text\".\n */\n type: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the\n * TextField's underline element when disabled.\n */\n underlineDisabledStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the TextField's\n * underline element when focussed.\n */\n underlineFocusStyle: _propTypes2.default.object,\n\n /**\n * If true, shows the underline for the text field.\n */\n underlineShow: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the TextField's underline element.\n */\n underlineStyle: _propTypes2.default.object,\n\n /**\n * The value of the text field.\n */\n value: _propTypes2.default.any\n} : {};\nexports.default = TextField;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactEventListener = require('react-event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar rowsHeight = 24;\n\nfunction getStyles(props, context, state) {\n return {\n root: {\n position: 'relative' // because the shadow has position: 'absolute'\n\n },\n textarea: {\n height: state.height,\n width: '100%',\n resize: 'none',\n font: 'inherit',\n padding: 0,\n cursor: 'inherit'\n },\n shadow: {\n resize: 'none',\n // Overflow also needed to here to remove the extra row\n // added to textareas in Firefox.\n overflow: 'hidden',\n // Visibility needed to hide the extra text area on ipads\n visibility: 'hidden',\n position: 'absolute',\n height: 'auto'\n }\n };\n}\n\nvar EnhancedTextarea = function (_Component) {\n (0, _inherits3.default)(EnhancedTextarea, _Component);\n\n function EnhancedTextarea() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, EnhancedTextarea);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = EnhancedTextarea.__proto__ || (0, _getPrototypeOf2.default)(EnhancedTextarea)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n height: null\n }, _this.handleResize = function (event) {\n _this.syncHeightWithShadow(_this.props.value, event);\n }, _this.handleChange = function (event) {\n if (!_this.props.hasOwnProperty('value')) {\n _this.syncHeightWithShadow(event.target.value);\n }\n\n if (_this.props.hasOwnProperty('valueLink')) {\n _this.props.valueLink.requestChange(event.target.value);\n }\n\n if (_this.props.onChange) {\n _this.props.onChange(event);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(EnhancedTextarea, [{\n key: 'componentWillMount',\n value: function componentWillMount() {\n this.setState({\n height: this.props.rows * rowsHeight\n });\n }\n }, {\n key: 'componentDidMount',\n value: function

componentDidMount() {\n this.syncHeightWithShadow(this.props.value);\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n if (nextProps.value !== this.props.value || nextProps.rowsMax !== this.props.rowsMax) {\n this.syncHeightWithShadow(nextProps.value, null, nextProps);\n }\n }\n }, {\n key: 'getInputNode',\n value: function getInputNode() {\n return this.refs.input;\n }\n }, {\n key: 'setValue',\n value: function setValue(value) {\n this.getInputNode().value = value;\n this.syncHeightWithShadow(value);\n }\n }, {\n key: 'syncHeightWithShadow',\n value: function syncHeightWithShadow(newValue, event, props) {\n var shadow = this.refs.shadow;\n var displayText = this.props.hintText && (newValue === '' || newValue === undefined || newValue === null) ? this.props.hintText : newValue;\n\n if (displayText !== undefined) {\n shadow.value = displayText;\n }\n\n var newHeight = shadow.scrollHeight; // Guarding for jsdom, where scrollHeight isn't present.\n // See https://github.com/tmpvar/jsdom/issues/1013\n\n if (newHeight === undefined) return;\n props = props || this.props;\n\n if (props.rowsMax >= props.rows) {\n newHeight = Math.min(props.rowsMax * rowsHeight, newHeight);\n }\n\n newHeight = Math.max(newHeight, rowsHeight);\n\n if (this.state.height !== newHeight) {\n var input = this.refs.input;\n var cursorPosition = input.selectionEnd;\n this.setState({\n height: newHeight\n }, function () {\n input.setSelectionRange(cursorPosition, cursorPosition);\n });\n\n if (props.onHeightChange) {\n props.onHeightChange(event, newHeight);\n }\n }\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n onChange = _props.onChange,\n onHeightChange = _props.onHeightChange,\n rows = _props.rows,\n rowsMax = _props.rowsMax,\n shadowStyle = _props.shadowStyle,\n style = _props.style,\n hintText = _props.hintText,\n textareaStyle = _props.textareaStyle,\n valueLink = _props.valueLink,\n other = (0, _objectWithoutProperties3.default)(_props, ['onChange', 'onHeightChange', 'rows', 'rowsMax', 'shadowStyle', 'style', 'hintText', 'textareaStyle', 'valueLink']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context, this.state);\n var rootStyles = (0, _simpleAssign2.default)(styles.root, style);\n var textareaStyles = (0, _simpleAssign2.default)(styles.textarea, textareaStyle);\n var shadowStyles = (0, _simpleAssign2.default)({}, textareaStyles, styles.shadow, shadowStyle);\n var props = {};\n\n if (this.props.hasOwnProperty('valueLink')) {\n other.value = valueLink.value;\n props.valueLink = valueLink;\n }\n\n return _react2.default.createElement('div', {\n style: prepareStyles(rootStyles)\n }, _react2.default.createElement(_reactEventListener2.default, {\n target: 'window',\n onResize: this.handleResize\n }), _react2.default.createElement('textarea', (0, _extends3.default)({\n ref: 'shadow',\n style: prepareStyles(shadowStyles),\n tabIndex: '-1',\n rows: this.props.rows,\n defaultValue: this.props.defaultValue,\n readOnly: true,\n value: this.props.value\n }, props)), _react2.default.createElement('textarea', (0, _extends3.default)({}, other, {\n ref: 'input',\n rows: this.props.rows,\n style: prepareStyles(textareaStyles),\n onChange: this.handleChange\n })));\n }\n }]);\n return EnhancedTextarea;\n}(_react.Component);\n\nEnhancedTextarea.defaultProps = {\n rows: 1\n};\nEnhancedTextarea.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nEnhancedTextarea.propTypes = process.env.NODE_ENV !== \"production\" ? {\n defaultValue: _propTypes2.default.any,\n disabled: _propTypes2.default.bool,\n hintText: _propTypes2.default.node,\n onChange: _propTypes2.default.func,\n onHeightChange: _propTypes2.default.func,\n rows: _propTypes2.default.number,\n rowsMax: _propTypes2.default.number,\n shadowStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n textareaStyle: _propTypes2.default.object,\n value: _propTypes2.default.string,\n valueLink: _propTypes2.default.object\n} : {};\nexports.default = EnhancedTextarea;","function _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nmodule.exports = _classCallCheck, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","function _defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in

descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key, descriptor);\n }\n}\n\nfunction _createClass(Constructor, protoProps, staticProps) {\n if (protoProps) _defineProperties(Constructor.prototype, protoProps);\n if (staticProps) _defineProperties(Constructor, staticProps);\n Object.defineProperty(Constructor, \"prototype\", {\n writable: false\n });\n return Constructor;\n}\n\nmodule.exports = _createClass, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","var _typeof = require(\"./typeof.js\")[\"default\"];\n\nvar assertThisInitialized = require(\"./assertThisInitialized.js\");\n\nfunction _possibleConstructorReturn(self, call) {\n if (call && (_typeof(call) === \"object\" || typeof call === \"function\")) {\n return call;\n } else if (call !== void 0) {\n throw new TypeError(\"Derived constructors may only return object or undefined\");\n }\n\n return assertThisInitialized(self);\n}\n\nmodule.exports = _possibleConstructorReturn, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","function _assertThisInitialized(self) {\n if (self === void 0) {\n throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return self;\n}\n\nmodule.exports = _assertThisInitialized, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","function _getPrototypeOf(o) {\n module.exports = _getPrototypeOf = Object.setPrototypeOf ? Object.getPrototypeOf : function _getPrototypeOf(o) {\n return o.__proto__ || Object.getPrototypeOf(o);\n }, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;\n return _getPrototypeOf(o);\n}\n\nmodule.exports = _getPrototypeOf, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","var setPrototypeOf = require(\"./setPrototypeOf.js\");\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n throw new TypeError(\"Super expression must either be null or a function\");\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n constructor: {\n value: subClass,\n writable: true,\n configurable: true\n }\n });\n Object.defineProperty(subClass, \"prototype\", {\n writable: false\n });\n if (superClass) setPrototypeOf(subClass, superClass);\n}\n\nmodule.exports = _inherits, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","function _setPrototypeOf(o, p) {\n module.exports = _setPrototypeOf = Object.setPrototypeOf || function _setPrototypeOf(o, p) {\n o.__proto__ = p;\n return o;\n }, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;\n return _setPrototypeOf(o, p);\n}\n\nmodule.exports = _setPrototypeOf, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","var objectWithoutPropertiesLoose = require(\"./objectWithoutPropertiesLoose.js\");\n\nfunction _objectWithoutProperties(source, excluded) {\n if (source == null) return {};\n var target = objectWithoutPropertiesLoose(source, excluded);\n var key, i;\n\n if (Object.getOwnPropertySymbols) {\n var sourceSymbolKeys = Object.getOwnPropertySymbols(source);\n\n for (i = 0; i < sourceSymbolKeys.length; i++) {\n key = sourceSymbolKeys[i];\n if (excluded.indexOf(key) >= 0) continue;\n if (!Object.prototype.propertyIsEnumerable.call(source, key)) continue;\n target[key] = source[key];\n }\n }\n\n return target;\n}\n\nmodule.exports = _objectWithoutProperties, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","function _objectWithoutPropertiesLoose(source, excluded) {\n if (source == null) return {};\n var target = {};\n var sourceKeys = Object.keys(source);\n var key, i;\n\n for (i = 0; i < sourceKeys.length; i++) {\n key = sourceKeys[i];\n if (excluded.indexOf(key) >= 0) continue;\n target[key] = source[key];\n }\n\n return target;\n}\n\nmodule.exports = _objectWithoutPropertiesLoose, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","function _extends() {\n module.exports = _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n }, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;\n return _extends.apply(this, arguments);\n}\n\nmodule.exports = _extends, module.exports.__esModule = true, module.exports[\"default\"] = module.exports;","/**\n * Copyright (c) 2014-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\n'use strict';\n\n/**\n * Similar to invariant but only logs a warning if the condition is not met.\n * This can be used to log issues in development environments in critical\n * paths. Removing the logging code for production environments will keep

the\n * same logic and follow the same code paths.\n */\n\nvar __DEV__ = process.env.NODE_ENV !== 'production';\n\nvar warning = function warning() {};\n\nif (__DEV__) {\n var printWarning = function printWarning(format, args) {\n   var len = arguments.length;\n   args = new Array(len > 1 ? len - 1 : 0);\n\n   for (var key = 1; key < len; key++) {\n   args[key - 1] = arguments[key];\n   }\n\n   var argIndex = 0;\n   var message = 'Warning: ' + format.replace(/%s/g, function () {\n   return args[argIndex++];\n   });\n\n   if (typeof console !== 'undefined') {\n   console.error(message);\n   }\n\n   try {\n   // --- Welcome to debugging React ---\n   // This error was thrown as a convenience so that you can use this stack\n   // to find the callsite that caused this warning to fire.\n   throw new Error(message);\n   } catch (x) {}\n };\n\n warning = function warning(condition, format, args) {\n   var len = arguments.length;\n   args = new Array(len > 2 ? len - 2 : 0);\n\n   for (var key = 2; key < len; key++) {\n   args[key - 2] = arguments[key];\n   }\n\n   if (format === undefined) {\n   throw new Error('`warning(condition, format, ...args)` requires a warning ' + 'message argument');\n   }\n\n   if (!condition) {\n   printWarning.apply(null, [format].concat(args));\n   }\n };\n}\n\nmodule.exports = warning;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props) {\n var hintColor = props.muiTheme.textField.hintColor,\n   show = props.show;\n return {\n   root: {\n   position: 'absolute',\n   opacity: show ? 1 : 0,\n   color: hintColor,\n   transition: _transitions2.default.easeOut(),\n   bottom: 12\n   }\n };\n}\n\nvar TextFieldHint = function TextFieldHint(props) {\n var prepareStyles = props.muiTheme.prepareStyles,\n   style = props.style,\n   text = props.text;\n var styles = getStyles(props);\n return _react2.default.createElement('div', {\n   style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }, text);\n};\n\nTextFieldHint.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * @ignore\n   * The material-ui theme applied to this component.\n   */\n muiTheme: _propTypes2.default.object.isRequired,\n\n /**\n   * True if the hint text should be visible.\n   */\n show: _propTypes2.default.bool,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object,\n\n /**\n   * The hint text displayed.\n   */\n text: _propTypes2.default.node\n} : {};\n\nTextFieldHint.defaultProps = {\n show: true\n};\n\nexports.default = TextFieldHint;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props) {\n var defaultStyles = {\n   position: 'absolute',\n   lineHeight: '22px',\n   top: 38,\n   transition: _transitions2.default.easeOut(),\n   zIndex: 1,\n   // Needed to display label above Chrome's autocomplete field background\n   transform: 'scale(1) translate(0, 0)',\n   transformOrigin: 'left top',\n   pointerEvents: 'auto',\n   userSelect: 'none'\n };\n var shrinkStyles = props.shrink ? (0, _simpleAssign2.default)({\n   transform: 'scale(0.75) translate(0, -28px)',\n   pointerEvents: 'none'\n }, props.shrinkStyle) : null;\n return {\n   root: (0, _simpleAssign2.default)(defaultStyles, props.style, shrinkStyles)\n };\n}\n\nvar TextFieldLabel = function TextFieldLabel(props) {\n var muiTheme = props.muiTheme,\n   className = props.className,\n   children = props.children,\n   htmlFor = props.htmlFor,\n   onClick = props.onClick;\n var prepareStyles = muiTheme.prepareStyles;\n var styles = getStyles(props);\n return _react2.default.createElement('label', {\n   className: className,\n   style: prepareStyles(styles.root),\n   htmlFor: htmlFor,\n   onClick: onClick\n }, children);\n};\n\nTextFieldLabel.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * The label contents.\n   */\n children: _propTypes2.default.node,\n\n /**\n   * The css class name of the root element.\n   */\n className: _propTypes2.default.string,\n\n /**\n   * Disables the label if set to true.\n   */\n disabled:

_propTypes2.default.bool,\n\n /**\n * The id of the target element that this label should refer to.\n */\n htmlFor: _propTypes2.default.string,\n\n /**\n * @ignore\n * The material-ui theme applied to this component.\n */\n muiTheme: _propTypes2.default.object.isRequired,\n\n /**\n * Callback function for when the label is selected via a click.\n *\n * @param {object} event Click event targeting the text field label.\n */\n onClick: _propTypes2.default.func,\n\n /**\n * True if the floating label should shrink.\n */\n shrink: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element when shrunk.\n */\n shrinkStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nTextFieldLabel.defaultProps = {\n disabled: false,\n shrink: false\n};\nexports.default = TextFieldLabel;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar propTypes = {\n /**\n * True if the parent `TextField` is disabled.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the underline when parent `TextField` is disabled.\n */\n disabledStyle: _propTypes2.default.object,\n\n /**\n * True if the parent `TextField` has an error.\n */\n error: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the underline when parent `TextField` has an error.\n */\n errorStyle: _propTypes2.default.object,\n\n /**\n * True if the parent `TextField` is focused.\n */\n focus: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the underline when parent `TextField` is focused.\n */\n focusStyle: _propTypes2.default.object,\n\n /**\n * @ignore\n * The material-ui theme applied to this component.\n */\n muiTheme: _propTypes2.default.object.isRequired,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n};\nvar defaultProps = {\n disabled: false,\n disabledStyle: {},\n error: false,\n errorStyle: {},\n focus: false,\n focusStyle: {},\n style: {}\n};\n\nvar TextFieldUnderline = function TextFieldUnderline(props) {\n var disabled = props.disabled,\n disabledStyle = props.disabledStyle,\n error = props.error,\n errorStyle = props.errorStyle,\n focus = props.focus,\n focusStyle = props.focusStyle,\n muiTheme = props.muiTheme,\n style = props.style;\n var errorStyleColor = errorStyle.color;\n var prepareStyles = muiTheme.prepareStyles,\n _muiTheme$textField = muiTheme.textField,\n borderColor = _muiTheme$textField.borderColor,\n disabledTextColor = _muiTheme$textField.disabledTextColor,\n errorColor = _muiTheme$textField.errorColor,\n focusColor = _muiTheme$textField.focusColor;\n var styles = {\n root: {\n borderTop: 'none',\n borderLeft: 'none',\n borderRight: 'none',\n borderBottomStyle: 'solid',\n borderBottomWidth: 1,\n borderColor: borderColor,\n bottom: 8,\n boxSizing: 'content-box',\n margin: 0,\n position: 'absolute',\n width: '100%'\n },\n disabled: {\n borderBottomStyle: 'dotted',\n borderBottomWidth: 2,\n borderColor: disabledTextColor\n },\n focus: {\n borderBottomStyle: 'solid',\n borderBottomWidth: 2,\n borderColor: focusColor,\n transform: 'scaleX(0)',\n transition: _transitions2.default.easeOut()\n },\n error: {\n borderColor: errorStyleColor ? errorStyleColor : errorColor,\n transform: 'scaleX(1)'\n }\n };\n var underline = (0, _simpleAssign2.default)({}, styles.root, style);\n var focusedUnderline = (0, _simpleAssign2.default)({}, underline, styles.focus, focusStyle);\n if (disabled) underline = (0, _simpleAssign2.default)({}, underline, styles.disabled, disabledStyle);\n if (focus) focusedUnderline = (0, _simpleAssign2.default)({}, focusedUnderline, {\n transform: 'scaleX(1)'\n });\n if (error) focusedUnderline = (0, _simpleAssign2.default)({}, focusedUnderline, styles.error);\n return _react2.default.createElement('div', null, _react2.default.createElement('hr', {\n 'aria-hidden': 'true',\n style: prepareStyles(underline)\n }), _react2.default.createElement('hr', {\n 'aria-hidden': 'true',\n style: prepareStyles(focusedUnderline)\n }));\n};\n\nTextFieldUnderline.propTypes = process.env.NODE_ENV !== \"production\" ? propTypes : {};\nTextFieldUnderline.defaultProps = defaultProps;\nexports.default = TextFieldUnderline;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-

runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar Subheader = function Subheader(props, context) {\n var children = props.children,\n   inset = props.inset,\n   style = props.style,\n   other = (0, _objectWithoutProperties3.default)(props, ['children', 'inset', 'style']);\n var _context$muiTheme = context.muiTheme,\n   prepareStyles = _context$muiTheme.prepareStyles,\n   subheader = _context$muiTheme.subheader;\n var styles = {\n   root: {\n   boxSizing: 'border-box',\n   color: subheader.color,\n   fontSize: 14,\n   fontWeight: subheader.fontWeight,\n   lineHeight: '48px',\n   paddingLeft: inset ? 72 : 16,\n   width: '100%'\n   }\n };\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n   style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }), children);\n};\n\nSubheader.muiName = 'Subheader';\nSubheader.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * Node that will be placed inside the `Subheader`.\n   */\n children: _propTypes2.default.node,\n\n /**\n   * If true, the `Subheader` will be indented.\n   */\n inset: _propTypes2.default.bool,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object\n} : {};\nSubheader.defaultProps = {\n inset: false\n};\nSubheader.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nexports.default = Subheader;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.HotKeyHolder = undefined;\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar HotKeyHolder = exports.HotKeyHolder = function () {\n function HotKeyHolder() {\n   var _this = this;\n\n   (0, _classCallCheck3.default)(this, HotKeyHolder);\n\n   this.clear = function () {\n   _this.timerId = null;\n   _this.lastKeys = null;\n   };\n }\n\n (0, _createClass3.default)(HotKeyHolder, [{\n   key: 'append',\n   value: function append(key) {\n   clearTimeout(this.timerId);\n   this.timerId = setTimeout(this.clear, 500);\n   return this.lastKeys = (this.lastKeys || '') + key;\n   }\n }]);\n return HotKeyHolder;\n}();","/**\n * lodash (Custom Build) <https://lodash.com/>\n * Build: `lodash modularize exports=\"npm\" -o ./`\n * Copyright jQuery Foundation and other contributors <https://jquery.org/>\n * Released under MIT license <https://lodash.com/license>\n * Based on Underscore.js 1.8.3 <http://underscorejs.org/LICENSE>\n * Copyright Jeremy Ashkenas, DocumentCloud and Investigative Reporters & Editors\n */\n\n/** Used as the `TypeError` message for \"Functions\" methods. */\nvar FUNC_ERROR_TEXT = 'Expected a function';\n\n/** Used as references for various `Number` constants. */\nvar NAN = 0 / 0;\n\n/** `Object#toString` result references. */\nvar symbolTag = '[object Symbol]';\n\n/** Used to match leading and trailing whitespace. */\nvar reTrim = /^\\s+|\\s+$/g;\n\n/** Used to detect bad signed hexadecimal string values. */\nvar reIsBadHex = /^[-+]0x[0-9a-f]+$/i;\n\n/** Used to detect binary string values. */\nvar reIsBinary = /^0b[01]+$/i;\n\n/** Used to detect octal string values. */\nvar reIsOctal = /^0o[0-7]+$/i;\n\n/** Built-in method references without a dependency on `root`. */\nvar freeParseInt = parseInt;\n\n/** Detect free variable `global` from Node.js. */\nvar freeGlobal = typeof global == 'object' && global && global.Object === Object && global;\n\n/** Detect free variable `self`. */\nvar freeSelf = typeof self == 'object' && self && self.Object === Object && self;\n\n/** Used as a reference to the global object. */\nvar root = freeGlobal || freeSelf || Function('return this')();\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/**\n * Used to resolve the\n * [`toStringTag`](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of values.\n */\nvar objectToString = objectProto.toString;\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeMax = Math.max,\n   nativeMin = Math.min;\n\n/**\n * Gets the timestamp of the number of milliseconds that have elapsed since\n * the Unix epoch (1 January 1970 00:00:00 UTC).\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Date\n * @returns {number} Returns the timestamp.\n

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* @example\n *\n * _.defer(function(stamp) {\n *   console.log(_.now() - stamp);\n * }, _.now());\n * // => Logs the number of milliseconds it took for the deferred invocation.\n */\n\nvar now = function now() {\n  return root.Date.now();\n};\n/**\n * Creates a debounced function that delays invoking `func` until after `wait`\n * milliseconds have elapsed since the last time the debounced function was\n * invoked. The debounced function comes with a `cancel` method to cancel\n * delayed `func` invocations and a `flush` method to immediately invoke them.\n * Provide `options` to indicate whether `func` should be invoked on the\n * leading and/or trailing edge of the `wait` timeout. The `func` is invoked\n * with the last arguments provided to the debounced function. Subsequent\n * calls to the debounced function return the result of the last `func`\n * invocation.\n *\n * **Note:** If `leading` and `trailing` options are `true`, `func` is\n * invoked on the trailing edge of the timeout only if the debounced function\n * is invoked more than once during the `wait` timeout.\n *\n * If `wait` is `0` and `leading` is `false`, `func` invocation is deferred\n * until to the next tick, similar to `setTimeout` with a timeout of `0`.\n *\n * See [David Corbacho's article](https://css-tricks.com/debouncing-throttling-explained-examples/)\n * for details over the differences between `_.debounce` and `_.throttle`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Function\n * @param {Function} func The function to debounce.\n * @param {number} [wait=0] The number of milliseconds to delay.\n * @param {Object} [options={}] The options object.\n * @param {boolean} [options.leading=false]\n *  Specify invoking on the leading edge of the timeout.\n * @param {number} [options.maxWait]\n *  The maximum time `func` is allowed to be delayed before it's invoked.\n * @param {boolean} [options.trailing=true]\n *  Specify invoking on the trailing edge of the timeout.\n * @returns {Function} Returns the new debounced function.\n * @example\n *\n * // Avoid costly calculations while the window size is in flux.\n * jQuery(window).on('resize', _.debounce(calculateLayout, 150));\n *\n * // Invoke `sendMail` when clicked, debouncing subsequent calls.\n * jQuery(element).on('click', _.debounce(sendMail, 300, {\n *   'leading': true,\n *   'trailing': false\n * }));\n *\n * // Ensure `batchLog` is invoked once after 1 second of debounced calls.\n * var debounced = _.debounce(batchLog, 250, { 'maxWait': 1000 });\n * var source = new EventSource('/stream');\n * jQuery(source).on('message', debounced);\n *\n * // Cancel the trailing debounced invocation.\n * jQuery(window).on('popstate', debounced.cancel);\n */\n\n\nfunction debounce(func, wait, options) {\n  var lastArgs,\n    lastThis,\n    maxWait,\n    result,\n    timerId,\n    lastCallTime,\n    lastInvokeTime = 0,\n    leading = false,\n    maxing = false,\n    trailing = true;\n\n  if (typeof func != 'function') {\n    throw new TypeError(FUNC_ERROR_TEXT);\n  }\n\n  wait = toNumber(wait) || 0;\n\n  if (isObject(options)) {\n    leading = !!options.leading;\n    maxing = 'maxWait' in options;\n    maxWait = maxing ? nativeMax(toNumber(options.maxWait) || 0, wait) : maxWait;\n    trailing = 'trailing' in options ? !!options.trailing : trailing;\n  }\n\n  function invokeFunc(time) {\n    var args = lastArgs,\n      thisArg = lastThis;\n    lastArgs = lastThis = undefined;\n    lastInvokeTime = time;\n    result = func.apply(thisArg, args);\n    return result;\n  }\n\n  function leadingEdge(time) {\n    // Reset any `maxWait` timer.\n    lastInvokeTime = time; // Start the timer for the trailing edge.\n\n    timerId = setTimeout(timerExpired, wait); // Invoke the leading edge.\n\n    return leading ? invokeFunc(time) : result;\n  }\n\n  function remainingWait(time) {\n    var timeSinceLastCall = time - lastCallTime,\n      timeSinceLastInvoke = time - lastInvokeTime,\n      result = wait - timeSinceLastCall;\n    return maxing ? nativeMin(result, maxWait - timeSinceLastInvoke) : result;\n  }\n\n  function shouldInvoke(time) {\n    var timeSinceLastCall = time - lastCallTime,\n      timeSinceLastInvoke = time - lastInvokeTime; // Either this is the first call, activity has stopped and we're at the\n    // trailing edge, the system time has gone backwards and we're treating\n    // it as the trailing edge, or we've hit the `maxWait` limit.\n\n    return lastCallTime === undefined || timeSinceLastCall >= wait || timeSinceLastCall < 0 || maxing && timeSinceLastInvoke >= maxWait;\n  }\n\n  function timerExpired() {\n    var time = now();\n\n    if (shouldInvoke(time)) {\n      return trailingEdge(time);\n    } // Restart the timer.\n\n\n    timerId = setTimeout(timerExpired, remainingWait(time));\n  }\n\n  function trailingEdge(time) {\n    timerId = undefined; // Only invoke if we have `lastArgs` which means `func` has been\n    // debounced at least once.\n\n    if (trailing && lastArgs) {\n      return invokeFunc(time);\n    }\n\n    lastArgs = lastThis = undefined;\n    return result;\n  }\n\n  function cancel() {\n    if (timerId !== undefined) {\n      clearTimeout(timerId);\n    }\n\n    lastInvokeTime = 0;\n    lastArgs = lastCallTime = lastThis = timerId = undefined;\n  }\n\n  function flush() {\n    return timerId === undefined ? result : trailingEdge(now());\n  }\n\n
```

function debounced() {\n var time = now(),\n isInvoking = shouldInvoke(time);\n lastArgs = arguments;\n lastThis = this;\n lastCallTime = time;\n\n if (isInvoking) {\n if (timerId === undefined) {\n return leadingEdge(lastCallTime);\n }\n\n if (maxing) {\n // Handle invocations in a tight loop.\n timerId = setTimeout(timerExpired, wait);\n return invokeFunc(lastCallTime);\n }\n }\n\n if (timerId === undefined) {\n timerId = setTimeout(timerExpired, wait);\n }\n\n return result;\n }\n\n debounced.cancel = cancel;\n debounced.flush = flush;\n return debounced;\n}\n/**\n * Creates a throttled function that only invokes `func` at most once per\n * every `wait` milliseconds. The throttled function comes with a `cancel`\n * method to cancel delayed `func` invocations and a `flush` method to\n * immediately invoke them. Provide `options` to indicate whether `func`\n * should be invoked on the leading and/or trailing edge of the `wait`\n * timeout. The `func` is invoked with the last arguments provided to the\n * throttled function. Subsequent calls to the throttled function return the\n * result of the last `func` invocation.\n *\n * **Note:** If `leading` and `trailing` options are `true`, `func` is\n * invoked on the trailing edge of the timeout only if the throttled function\n * is invoked more than once during the `wait` timeout.\n *\n * If `wait` is `0` and `leading` is `false`, `func` invocation is deferred\n * until to the next tick, similar to `setTimeout` with a timeout of `0`.\n *\n * See [David Corbacho's article](https://css-tricks.com/debouncing-throttling-explained-examples/)\n * for details over the differences between `_.throttle` and `_.debounce`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Function\n * @param {Function} func The function to throttle.\n * @param {number} [wait=0] The number of milliseconds to throttle invocations to.\n * @param {Object} [options={}] The options object.\n * @param {boolean} [options.leading=true]\n * Specify invoking on the leading edge of the timeout.\n * @param {boolean} [options.trailing=true]\n * Specify invoking on the trailing edge of the timeout.\n * @returns {Function} Returns the new throttled function.\n * @example\n *\n * // Avoid excessively updating the position while scrolling.\n * jQuery(window).on('scroll', _.throttle(updatePosition, 100));\n *\n * // Invoke `renewToken` when the click event is fired, but not more than once every 5 minutes.\n * var throttled = _.throttle(renewToken, 300000, { 'trailing': false });\n * jQuery(element).on('click', throttled);\n *\n * // Cancel the trailing throttled invocation.\n * jQuery(window).on('popstate', throttled.cancel);\n */\n\n\nfunction throttle(func, wait, options) {\n var leading = true,\n trailing = true;\n\n if (typeof func != 'function') {\n throw new TypeError(FUNC_ERROR_TEXT);\n }\n\n if (isObject(options)) {\n leading = 'leading' in options ? !!options.leading : leading;\n trailing = 'trailing' in options ? !!options.trailing : trailing;\n }\n\n return debounce(func, wait, {\n 'leading': leading,\n 'maxWait': wait,\n 'trailing': trailing\n });\n}\n/**\n * Checks if `value` is the\n * [language type](http://www.ecma-international.org/ecma-262/7.0/#sec-ecmascript-language-types)\n * of `Object`. (e.g. arrays, functions, objects, regexes, `new Number(0)`, and `new String('')`)\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an object, else `false`.\n * @example\n *\n * _.isObject({});\n * // => true\n *\n * _.isObject([1, 2, 3]);\n * // => true\n *\n * _.isObject(_.noop);\n * // => true\n *\n * _.isObject(null);\n * // => false\n */\n\n\nfunction isObject(value) {\n var type = typeof value;\n return !!value && (type == 'object' || type == 'function');\n}\n/**\n * Checks if `value` is object-like. A value is object-like if it's not `null`\n * and has a `typeof` result of \"object\".\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is object-like, else `false`.\n * @example\n *\n * _.isObjectLike({});\n * // => true\n *\n * _.isObjectLike([1, 2, 3]);\n * // => true\n *\n * _.isObjectLike(_.noop);\n * // => false\n *\n * _.isObjectLike(null);\n * // => false\n */\n\n\nfunction isObjectLike(value) {\n return !!value && typeof value == 'object';\n}\n/**\n * Checks if `value` is classified as a `Symbol` primitive or object.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a symbol, else `false`.\n * @example\n *\n * _.isSymbol(Symbol.iterator);\n * // => true\n *\n * _.isSymbol('abc');\n * // => false\n */\n\n\nfunction isSymbol(value) {\n return typeof value == 'symbol' || isObjectLike(value) && objectToString.call(value) == symbolTag;\n}\n/**\n * Converts `value` to a number.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to process.\n * @returns {number} Returns the number.\n * @example\n *\n * _.toNumber(3.2);\n * // => 3.2\n *\n * _.toNumber(Number.MIN_VALUE);\n * // => 5e-324\n *\n * _.toNumber(Infinity);\n * // => Infinity\n *\n *

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_.toNumber('3.2');\n * // => 3.2\n */\n\n\nfunction toNumber(value) {\n  if (typeof value == 'number') {\n    return value;\n  }\n\n  if (isSymbol(value)) {\n    return NAN;\n  }\n\n  if (isObject(value)) {\n    var other = typeof value.valueOf == 'function' ? value.valueOf() : value;\n    value = isObject(other) ? other + '' : other;\n  }\n\n  if (typeof value != 'string') {\n    return value === 0 ? value : +value;\n  }\n\n  value = value.replace(reTrim, '');\n  var isBinary = reIsBinary.test(value);\n  return isBinary || reIsOctal.test(value) ? freeParseInt(value.slice(2), isBinary ? 2 : 8) : reIsBadHex.test(value) ? NAN : +value;\n}\n\nmodule.exports = throttle;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context, state) {\n  var targetOrigin = props.targetOrigin;\n  var open = state.open;\n  var muiTheme = context.muiTheme;\n  var horizontal = targetOrigin.horizontal.replace('middle', 'vertical');\n  return {\n    root: {\n      position: 'fixed',\n      zIndex: muiTheme.zIndex.popover,\n      opacity: open ? 1 : 0,\n      transform: open ? 'scale(1, 1)' : 'scale(0, 0)',\n      transformOrigin: horizontal + ' ' + targetOrigin.vertical,\n      transition: _transitions2.default.easeOut('250ms', ['transform', 'opacity']),\n      maxHeight: '100%'\n    },\n    horizontal: {\n      maxHeight: '100%',\n      overflowY: 'auto',\n      transform: open ? 'scaleX(1)' : 'scaleX(0)',\n      opacity: open ? 1 : 0,\n      transformOrigin: horizontal + ' ' + targetOrigin.vertical,\n      transition: _transitions2.default.easeOut('250ms', ['transform', 'opacity'])\n    },\n    vertical: {\n      opacity: open ? 1 : 0,\n      transform: open ? 'scaleY(1)' : 'scaleY(0)',\n      transformOrigin: horizontal + ' ' + targetOrigin.vertical,\n      transition: _transitions2.default.easeOut('500ms', ['transform', 'opacity'])\n    }\n  };\n}\n\nvar PopoverAnimationDefault = function (_Component) {\n  (0, _inherits3.default)(PopoverAnimationDefault, _Component);\n\n  function PopoverAnimationDefault() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, PopoverAnimationDefault);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = PopoverAnimationDefault.__proto__ || (0, _getPrototypeOf2.default)(PopoverAnimationDefault)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      open: false\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(PopoverAnimationDefault, [{\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n      this.setState({\n        open: true\n      }); // eslint-disable-line react/no-did-mount-set-state\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      this.setState({\n        open: nextProps.open\n      });\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          className = _props.className,\n          style = _props.style,\n          zDepth = _props.zDepth;\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context, this.state);\n      return _react2.default.createElement(_Paper2.default, {\n        style: (0, _simpleAssign2.default)(styles.root, style),\n        zDepth: zDepth,\n        className: className\n      }, _react2.default.createElement('div', {\n        style: prepareStyles(styles.horizontal)\n      }, _react2.default.createElement('div', {\n        style:
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prepareStyles(styles.vertical)\n }, this.props.children)));\n }\n]);\n return PopoverAnimationDefault;\n}(_react.Component);\n\nPopoverAnimationDefault.defaultProps = {\n style: {},\n zDepth: 1\n};\nPopoverAnimationDefault.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nPopoverAnimationDefault.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n open: _propTypes2.default.bool.isRequired,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n targetOrigin: _propTypes4.default.origin.isRequired,\n zDepth: _propTypes4.default.zDepth\n} : {};\nexports.default = PopoverAnimationDefault;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar NavigationCheck = function NavigationCheck(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n d: 'M9 16.17L4.83 12l-1.42 1.41L9 19 21 7l-1.41-1.41z'\n }));\n};\n\nNavigationCheck = (0, _pure2.default)(NavigationCheck);\nNavigationCheck.displayName = 'NavigationCheck';\nNavigationCheck.muiName = 'SvgIcon';\nexports.default = NavigationCheck;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar NavigationExpandLess = function NavigationExpandLess(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n d: 'M12 8l-6 6 1.41 1.41L12 10.83l4.59 4.58L18 14z'\n }));\n};\n\nNavigationExpandLess = (0, _pure2.default)(NavigationExpandLess);\nNavigationExpandLess.displayName = 'NavigationExpandLess';\nNavigationExpandLess.muiName = 'SvgIcon';\nexports.default = NavigationExpandLess;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar NavigationExpandMore = function NavigationExpandMore(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n d: 'M16.59 8.59L12 13.17 7.41 8.59 6 10l6 6 6-6z'\n }));\n};\n\nNavigationExpandMore = (0, _pure2.default)(NavigationExpandMore);\nNavigationExpandMore.displayName = 'NavigationExpandMore';\nNavigationExpandMore.muiName = 'SvgIcon';\nexports.default = NavigationExpandMore;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _List = require('./List');\n\nvar _List2 = _interopRequireDefault(_List);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar NestedList = function NestedList(props) {\n var children = props.children,\n open = props.open,\n nestedLevel = props.nestedLevel,\n style = props.style;\n\n if (!open) {\n return null;\n }\n\n return _react2.default.createElement(_List2.default, {\n style: style\n }, _react.Children.map(children, function (child) {\n return (0, _react.isValidElement)(child) ? (0, _react.cloneElement)(child, {\n nestedLevel: nestedLevel + 1\n }) : child;\n }));\n};\n\nNestedList.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n nestedLevel: _propTypes2.default.number.isRequired,\n open: _propTypes2.default.bool.isRequired,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default =

NestedList;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar Divider = function Divider(props, context) {\n var inset = props.inset,\n   style = props.style,\n   other = (0, _objectWithoutProperties3.default)(props, ['inset', 'style']);\n var _context$muiTheme = context.muiTheme,\n   baseTheme = _context$muiTheme.baseTheme,\n   prepareStyles = _context$muiTheme.prepareStyles;\n var styles = {\n   root: {\n   margin: 0,\n   marginTop: -1,\n   marginLeft: inset ? 72 : 0,\n   height: 1,\n   border: 'none',\n   backgroundColor: baseTheme.palette.borderColor\n   }\n };\n return _react2.default.createElement('hr', (0, _extends3.default)({}, other, {\n   style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }));\n};\n\nDivider.muiName = 'Divider';\nDivider.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * If true, the `Divider` will be indented.\n   */\n inset: _propTypes2.default.bool,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object\n} : {};\nDivider.defaultProps = {\n inset: false\n};\nDivider.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nexports.default = Divider;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var backgroundColor = props.backgroundColor,\n   color = props.color,\n   size = props.size;\n var avatar = context.muiTheme.avatar;\n var styles = {\n   root: {\n   color: color || avatar.color,\n   backgroundColor: backgroundColor || avatar.backgroundColor,\n   userSelect: 'none',\n   display: 'inline-flex',\n   alignItems: 'center',\n   justifyContent: 'center',\n   fontSize: size / 2,\n   borderRadius: '50%',\n   height: size,\n   width: size\n   },\n   icon: {\n   color: color || avatar.color,\n   width: size * 0.6,\n   height: size * 0.6,\n   fontSize: size * 0.6,\n   margin: size * 0.2\n   }\n };\n return styles;\n}\n\nvar Avatar = function (_Component) {\n (0, _inherits3.default)(Avatar, _Component);\n\n function Avatar() {\n   (0, _classCallCheck3.default)(this, Avatar);\n   return (0, _possibleConstructorReturn3.default)(this, (Avatar.__proto__ || (0, _getPrototypeOf2.default)(Avatar)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(Avatar, [{\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   backgroundColor = _props.backgroundColor,\n   icon = _props.icon,\n   src = _props.src,\n   style = _props.style,\n   className = _props.className,\n   other = (0, _objectWithoutProperties3.default)(_props, ['backgroundColor', 'icon', 'src', 'style', 'className']);\n   var prepareStyles = this.context.muiTheme.prepareStyles;\n   var styles = getStyles(this.props, this.context);\n\n   if (src) {\n   return _react2.default.createElement('img', (0,

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_extends3.default)({\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }, other, {\n src: src,\n className: className\n }));\n } else {\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style)),\n className: className\n }), icon && _react2.default.cloneElement(icon, {\n color: styles.icon.color,\n style: (0, _simpleAssign2.default)(styles.icon, icon.props.style)\n }), this.props.children);\n }\n }\n }]);\n return Avatar;\n}(_react.Component);\n\nAvatar.muiName = 'Avatar';\nAvatar.defaultProps = {\n size: 40\n};\nAvatar.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nAvatar.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * The backgroundColor of the avatar. Does not apply to image avatars.\n */\n backgroundColor: _propTypes2.default.string,\n\n /**\n * Can be used, for instance, to render a letter inside the avatar.\n */\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root `div` or `img` element.\n */\n className: _propTypes2.default.string,\n\n /**\n * The icon or letter's color.\n */\n color: _propTypes2.default.string,\n\n /**\n * This is the SvgIcon or FontIcon to be used inside the avatar.\n */\n icon: _propTypes2.default.element,\n\n /**\n * This is the size of the avatar in pixels.\n */\n size: _propTypes2.default.number,\n\n /**\n * If passed in, this component will render an img element. Otherwise, a div will be rendered.\n */\n src: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = Avatar;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var primary = props.primary,\n secondary = props.secondary;\n var badge = context.muiTheme.badge;\n var badgeBackgroundColor = void 0;\n var badgeTextColor = void 0;\n\n if (primary) {\n badgeBackgroundColor = badge.primaryColor;\n badgeTextColor = badge.primaryTextColor;\n } else if (secondary) {\n badgeBackgroundColor = badge.secondaryColor;\n badgeTextColor = badge.secondaryTextColor;\n } else {\n badgeBackgroundColor = badge.color;\n badgeTextColor = badge.textColor;\n }\n\n var radius = 12;\n var radius2x = Math.floor(2 * radius);\n return {\n root: {\n position: 'relative',\n display: 'inline-block',\n padding: radius2x + 'px ' + radius2x + 'px ' + radius + 'px ' + radius + 'px'\n },\n badge: {\n display: 'flex',\n flexDirection: 'row',\n flexWrap: 'wrap',\n justifyContent: 'center',\n alignContent: 'center',\n alignItems: 'center',\n position: 'absolute',\n top: 0,\n right: 0,\n fontWeight: badge.fontWeight,\n fontSize: radius,\n width: radius2x,\n height: radius2x,\n borderRadius: '50%',\n backgroundColor: badgeBackgroundColor,\n color: badgeTextColor\n }\n };\n}\n\nvar Badge = function (_Component) {\n (0, _inherits3.default)(Badge, _Component);\n\n function Badge() {\n (0, _classCallCheck3.default)(this, Badge);\n return (0, _possibleConstructorReturn3.default)(this, (Badge.__proto__ || (0, _getPrototypeOf2.default)(Badge)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(Badge, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n badgeContent = _props.badgeContent,\n badgeStyle = _props.badgeStyle,\n children = _props.children,\n primary = _props.primary,\n
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secondary = _props.secondary,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['badgeContent', 'badgeStyle', 'children', 'primary', 'secondary', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.root, style))\n }), children, _react2.default.createElement('span', {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.badge, badgeStyle))\n }, badgeContent));\n }\n]);\n return Badge;\n}(_react.Component);\n\nBadge.defaultProps = {\n primary: false,\n secondary: false\n};\nBadge.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nBadge.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * This is the content rendered within the badge.\n */\n badgeContent: _propTypes2.default.node.isRequired,\n\n /**\n * Override the inline-styles of the badge element.\n */\n badgeStyle: _propTypes2.default.object,\n\n /**\n * The badge will be added relativelty to this node.\n */\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * If true, the badge will use the primary badge colors.\n */\n primary: _propTypes2.default.bool,\n\n /**\n * If true, the badge will use the secondary badge colors.\n */\n secondary: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = Badge;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var bottomNavigation = context.muiTheme.bottomNavigation;\n var styles = {\n root: {\n position: 'relative',\n width: '100%',\n display: 'flex',\n justifyContent: 'center',\n backgroundColor: bottomNavigation.backgroundColor,\n height: bottomNavigation.height\n },\n item: {\n flex: '1'\n }\n };\n return styles;\n}\n\nvar BottomNavigation = function BottomNavigation(props, context) {\n var children = props.children,\n style = props.style,\n selectedIndex = props.selectedIndex,\n other = (0, _objectWithoutProperties3.default)(props, ['children', 'style', 'selectedIndex']);\n var prepareStyles = context.muiTheme.prepareStyles;\n var styles = getStyles(props, context);\n\n var preparedChildren = _react.Children.map(children, function (child, index) {\n if (!child) {\n return null;\n }\n\n return (0, _react.cloneElement)(child, {\n style: (0, _simpleAssign2.default)({}, styles.item, child.props.style),\n selected: index === selectedIndex\n });\n });\n\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.root, style))\n }), preparedChildren);\n};\n\nBottomNavigation.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * The `BottomNavigationItem`s to populate the element with.\n */\n children: _propTypes2.default.node,\n\n /**\n * The index of the currently selected navigation item.\n */\n selectedIndex: _propTypes2.default.number,\n\n /**\n * @ignore\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nBottomNavigation.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nexports.default = BottomNavigation;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =

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_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nvar _CardExpandable = require('./CardExpandable');\n\nvar _CardExpandable2 = _interopRequireDefault(_CardExpandable);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar Card = function (_Component) {\n  (0, _inherits3.default)(Card, _Component);\n\n  function Card() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, Card);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Card.__proto__ || (0, _getPrototypeOf2.default)(Card)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      expanded: null\n    }, _this.handleExpanding = function (event) {\n      event.preventDefault();\n      var newExpandedState = !_this.state.expanded; // no automatic state update when the component is controlled\n\n      if (_this.props.expanded === null) {\n        _this.setState({\n          expanded: newExpandedState\n        });\n      }\n\n      if (_this.props.onExpandChange) {\n        _this.props.onExpandChange(newExpandedState);\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(Card, [{\n    key: 'componentWillMount',\n    value: function componentWillMount() {\n      this.setState({\n        expanded: this.props.expanded === null ? this.props.initiallyExpanded === true : this.props.expanded\n      });\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      // update the state when the component is controlled.\n      if (nextProps.expanded !== null) this.setState({\n        expanded: nextProps.expanded\n      });\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _this2 = this;\n\n      var _props = this.props,\n          style = _props.style,\n          containerStyle = _props.containerStyle,\n          children = _props.children,\n          expandable = _props.expandable,\n          expandedProp = _props.expanded,\n          initiallyExpanded = _props.initiallyExpanded,\n          onExpandChange = _props.onExpandChange,\n          other = (0, _objectWithoutProperties3.default)(_props, ['style', 'containerStyle', 'children', 'expandable', 'expanded', 'initiallyExpanded', 'onExpandChange']);\n      var lastElement = void 0;\n      var expanded = this.state.expanded;\n\n      var newChildren = _react2.default.Children.map(children, function (currentChild) {\n        var doClone = false;\n        var newChild = undefined;\n        var newProps = {};\n        var element = currentChild;\n\n        if (!currentChild || !currentChild.props) {\n          return null;\n        }\n\n        if (expanded === false && currentChild.props.expandable === true) return;\n\n        if (currentChild.props.actAsExpander === true) {\n          doClone = true;\n          newProps.onClick = _this2.handleExpanding;\n          newProps.style = (0, _simpleAssign2.default)({\n            cursor: 'pointer'\n          }, currentChild.props.style);\n        }\n\n        if (currentChild.props.showExpandableButton === true) {\n          doClone = true;\n          newChild = _react2.default.createElement(_CardExpandable2.default, {\n            closeIcon: currentChild.props.closeIcon,\n            expanded: expanded,\n            onExpanding: _this2.handleExpanding,\n            openIcon: currentChild.props.openIcon,\n            iconStyle: currentChild.props.iconStyle\n          });\n        }\n\n        if (doClone) {\n          element = _react2.default.cloneElement(currentChild, newProps, currentChild.props.children, newChild);\n        }\n\n        lastElement = element;\n        return element;\n      }, this); // If the last element is text or a title we should add\n      // 8px padding to the bottom of the card\n\n\n      var addBottomPadding = lastElement && (lastElement.type.muiName === 'CardText' || lastElement.type.muiName === 'CardTitle');\n      var mergedStyles = (0, _simpleAssign2.default)({\n        zIndex: 1\n      }, style);\n      var containerMergedStyles = (0, _simpleAssign2.default)({\n        paddingBottom: addBottomPadding ? 8 : 0\n      }, containerStyle);\n      return _react2.default.createElement(_Paper2.default, (0, _extends3.default)({}, other, {\n        style: mergedStyles\n      }), _react2.default.createElement('div', {\n        style: containerMergedStyles\n      }, newChildren));\n    }\n  }]);\n
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return Card;\n}(_react.Component);\n\nCard.defaultProps = {\n expandable: false,\n expanded: null,\n initiallyExpanded: false\n};\nCard.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * Can be used to render elements inside the Card.\n   */\n children: _propTypes2.default.node,\n\n /**\n   * Override the inline-styles of the container element.\n   */\n containerStyle: _propTypes2.default.object,\n\n /**\n   * If true, this card component is expandable. Can be set on any child of the `Card` component.\n   */\n expandable: _propTypes2.default.bool,\n\n /**\n   * Whether this card is expanded.\n   * If `true` or `false` the component is controlled.\n   * if `null` the component is uncontrolled.\n   */\n expanded: _propTypes2.default.bool,\n\n /**\n   * Whether this card is initially expanded.\n   */\n initiallyExpanded: _propTypes2.default.bool,\n\n /**\n   * Callback function fired when the `expandable` state of the card has changed.\n   *\n   * @param {boolean} newExpandedState Represents the new `expanded` state of the card.\n   */\n onExpandChange: _propTypes2.default.func,\n\n /**\n   * If true, this card component will include a button to expand the card. `CardTitle`,\n   * `CardHeader` and `CardActions` implement `showExpandableButton`. Any child component\n   * of `Card` can implements `showExpandableButton` or forwards the property to a child\n   * component supporting it.\n   */\n showExpandableButton: _propTypes2.default.bool,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object\n} : {};\nexports.default = Card;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar HardwareKeyboardArrowUp = function HardwareKeyboardArrowUp(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n   d: 'M7.41 15.41L12 10.83l4.59 4.58L18 14l-6-6-6 6z'\n }));\n};\n\nHardwareKeyboardArrowUp = (0, _pure2.default)(HardwareKeyboardArrowUp);\nHardwareKeyboardArrowUp.displayName = 'HardwareKeyboardArrowUp';\nHardwareKeyboardArrowUp.muiName = 'SvgIcon';\n\nexports.default = HardwareKeyboardArrowUp;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar HardwareKeyboardArrowDown = function HardwareKeyboardArrowDown(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n   d: 'M7.41 7.84L12 12.42l4.59-4.58L18 9.25l-6 6-6-6z'\n }));\n};\n\nHardwareKeyboardArrowDown = (0, _pure2.default)(HardwareKeyboardArrowDown);\nHardwareKeyboardArrowDown.displayName = 'HardwareKeyboardArrowDown';\nHardwareKeyboardArrowDown.muiName = 'SvgIcon';\n\nexports.default = HardwareKeyboardArrowDown;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-

types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _EnhancedSwitch = require('../internal/EnhancedSwitch');\n\nvar _EnhancedSwitch2 = _interopRequireDefault(_EnhancedSwitch);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _checkBoxOutlineBlank = require('../svg-icons/toggle/check-box-outline-blank');\n\nvar _checkBoxOutlineBlank2 = _interopRequireDefault(_checkBoxOutlineBlank);\n\nvar _checkBox = require('../svg-icons/toggle/check-box');\n\nvar _checkBox2 = _interopRequireDefault(_checkBox);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var checkbox = context.muiTheme.checkbox;\n var checkboxSize = 24;\n return {\n icon: {\n height: checkboxSize,\n width: checkboxSize\n },\n check: {\n position: 'absolute',\n opacity: 0,\n transform: 'scale(0)',\n transitionOrigin: '50% 50%',\n transition: _transitions2.default.easeOut('450ms', 'opacity', '0ms') + ', ' + _transitions2.default.easeOut('0ms', 'transform', '450ms'),\n fill: checkbox.checkedColor\n },\n checkWhenSwitched: {\n opacity: 1,\n transform: 'scale(1)',\n transition: _transitions2.default.easeOut('0ms', 'opacity', '0ms') + ', ' + _transitions2.default.easeOut('800ms', 'transform', '0ms')\n },\n checkWhenDisabled: {\n fill: checkbox.disabledColor\n },\n box: {\n position: 'absolute',\n opacity: 1,\n fill: checkbox.boxColor,\n transition: _transitions2.default.easeOut('1000ms', 'opacity', '200ms')\n },\n boxWhenSwitched: {\n opacity: 0,\n transition: _transitions2.default.easeOut('650ms', 'opacity', '150ms'),\n fill: checkbox.checkedColor\n },\n boxWhenDisabled: {\n fill: props.checked ? 'transparent' : checkbox.disabledColor\n },\n label: {\n color: props.disabled ? checkbox.labelDisabledColor : checkbox.labelColor\n }\n };\n}\n\nvar Checkbox = function (_Component) {\n (0, _inherits3.default)(Checkbox, _Component);\n\n function Checkbox() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, Checkbox);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Checkbox.__proto__ || (0, _getPrototypeOf2.default)(Checkbox)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n switched: false\n }, _this.handleStateChange = function (newSwitched) {\n _this.setState({\n switched: newSwitched\n });\n }, _this.handleCheck = function (event, isInputChecked) {\n if (_this.props.onCheck) {\n _this.props.onCheck(event, isInputChecked);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(Checkbox, [{\n key: 'componentWillMount',\n value: function componentWillMount() {\n var _props = this.props,\n checked = _props.checked,\n defaultChecked = _props.defaultChecked,\n valueLink = _props.valueLink;\n\n if (checked || defaultChecked || valueLink && valueLink.value) {\n this.setState({\n switched: true\n });\n }\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n if (this.props.checked !== nextProps.checked) {\n this.setState({\n switched: nextProps.checked\n });\n }\n }\n }, {\n key: 'isChecked',\n value: function isChecked() {\n return this.refs.enhancedSwitch.isSwitched();\n }\n }, {\n key: 'setChecked',\n value: function setChecked(newCheckedValue) {\n this.refs.enhancedSwitch.setSwitched(newCheckedValue);\n }\n }, {\n key: 'render',\n value: function render() {\n var _props2 = this.props,\n iconStyle = _props2.iconStyle,\n onCheck = _props2.onCheck,\n checkedIcon = _props2.checkedIcon,\n uncheckedIcon = _props2.uncheckedIcon,\n other = (0, _objectWithoutProperties3.default)(_props2, ['iconStyle', 'onCheck', 'checkedIcon', 'uncheckedIcon']);\n var styles = getStyles(this.props, this.context);\n var boxStyles = (0, _simpleAssign2.default)(styles.box, this.state.switched && styles.boxWhenSwitched, iconStyle, this.props.disabled && styles.boxWhenDisabled);\n var checkStyles = (0, _simpleAssign2.default)(styles.check, this.state.switched && styles.checkWhenSwitched, iconStyle, this.props.disabled && styles.checkWhenDisabled);\n var checkedElement = checkedIcon ? _react2.default.cloneElement(checkedIcon, {\n style: (0, _simpleAssign2.default)(checkStyles, checkedIcon.props.style)\n }) : _react2.default.createElement(_checkBox2.default, {\n style: checkStyles\n });\n var unCheckedElement = uncheckedIcon ? _react2.default.cloneElement(uncheckedIcon, {\n style: (0,

_simpleAssign2.default)(boxStyles, uncheckedIcon.props.style)\n }) :
_react2.default.createElement(_checkBoxOutlineBlank2.default, {\n style: boxStyles\n });\n\n var
checkboxElement = _react2.default.createElement('div', null, unCheckedElement, checkedElement);\n\n var
rippleColor = this.state.switched ? checkStyles.fill : boxStyles.fill;\n var mergedIconStyle = (0,
_simpleAssign2.default)(styles.icon, iconStyle);\n var labelStyle = (0, _simpleAssign2.default)(styles.label,
this.props.labelStyle);\n var enhancedSwitchProps = {\n ref: 'enhancedSwitch',\n inputType:
'checkbox',\n switched: this.state.switched,\n switchElement: checkboxElement,\n rippleColor:
rippleColor,\n iconStyle: mergedIconStyle,\n onSwitch: this.handleCheck,\n labelStyle: labelStyle,\n
onParentShouldUpdate: this.handleStateChange,\n labelPosition: this.props.labelPosition\n };\n return
_react2.default.createElement(_EnhancedSwitch2.default, (0, _extends3.default)({}, other,
enhancedSwitchProps));\n }\n }]);\n return Checkbox;\n}(_react.Component);\n\nCheckbox.defaultProps = {\n
labelPosition: 'right',\n disabled: false\n};\nCheckbox.contextTypes = {\n muiTheme:
_propTypes2.default.object.isRequired\n};\nCheckbox.propTypes = process.env.NODE_ENV !== \"production\" ?
{\n /**\n * Checkbox is checked if true.\n */\n checked: _propTypes2.default.bool,\n\n /**\n * The SvgIcon to
use for the checked state.\n * This is useful to create icon toggles.\n */\n checkedIcon:
_propTypes2.default.element,\n\n /**\n * The default state of our checkbox component.\n * **Warning:** This
cannot be used in conjunction with `checked`.\n * Decide between using a controlled or uncontrolled input element
and remove one of these props.\n * More info: https://fb.me/react-controlled-components\n */\n defaultChecked:
_propTypes2.default.bool,\n\n /**\n * Disabled if true.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n *
Overrides the inline-styles of the icon element.\n */\n iconStyle: _propTypes2.default.object,\n\n /**\n *
Overrides the inline-styles of the input element.\n */\n inputStyle: _propTypes2.default.object,\n\n /**\n *
Where the label will be placed next to the checkbox.\n */\n labelPosition: _propTypes2.default.oneOf(['left',
'right']),\n\n /**\n * Overrides the inline-styles of the Checkbox element label.\n */\n labelStyle:
_propTypes2.default.object,\n\n /**\n * Callback function that is fired when the checkbox is checked.\n *\n *
@param {object} event `change` event targeting the underlying checkbox `input`.\n * @param {boolean}
isInputChecked The `checked` value of the underlying checkbox `input`.\n */\n onCheck:
_propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style:
_propTypes2.default.object,\n\n /**\n * The SvgIcon to use for the unchecked state.\n * This is useful to create
icon toggles.\n */\n uncheckedIcon: _propTypes2.default.element,\n\n /**\n * ValueLink for when using
controlled checkbox.\n */\n valueLink: _propTypes2.default.object\n} : {};\nexports.default = Checkbox;","'use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar
_pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 =
_interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ?
obj : {\n default: obj\n };\n}\n\nvar ToggleCheckBoxOutlineBlank = function
ToggleCheckBoxOutlineBlank(props) {\n return _react2.default.createElement(_SvgIcon2.default, props,
_react2.default.createElement('path', {\n d: 'M19 5v14H5V5h14m0-2H5c-1.1 0-2 .9-2 2v14c0 1.1.9 2 2 2h14c1.1
0 2-.9 2-2V5c0-1.1-.9-2-2-2z'\n }));\n};\n\nToggleCheckBoxOutlineBlank = (0,
_pure2.default)(ToggleCheckBoxOutlineBlank);\nToggleCheckBoxOutlineBlank.displayName =
'ToggleCheckBoxOutlineBlank';\nToggleCheckBoxOutlineBlank.muiName = 'SvgIcon';\nexports.default =
ToggleCheckBoxOutlineBlank;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value:
true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure =
require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon =
require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction
_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar
ToggleCheckBox = function ToggleCheckBox(props) {\n return _react2.default.createElement(_SvgIcon2.default,
props, _react2.default.createElement('path', {\n d: 'M19 3H5c-1.11 0-2 .9-2 2v14c0 1.1.89 2 2 2h14c1.11 0 2-.9 2-
2V5c0-1.1-.89-2-2-2zm-9 14l-5-5 1.41-1.41L10 14.17l7.59-7.59L19 8l-9 9z'\n }));\n};\n\nToggleCheckBox = (0,

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_pure2.default)(ToggleCheckBox);\nToggleCheckBox.displayName =
'ToggleCheckBox';\nToggleCheckBox.muiName = 'SvgIcon';\nexports.default = ToggleCheckBox;","'use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 =
_interopRequireDefault(_keycode);\n\nvar _colorManipulator = require('../utils/colorManipulator');\n\nvar
_EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 =
_interopRequireDefault(_EnhancedButton);\n\nvar _cancel = require('../svg-icons/navigation/cancel');\n\nvar
_cancel2 = _interopRequireDefault(_cancel);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context, state) {\n  var chip =
context.muiTheme.chip;\n  var backgroundColor = props.backgroundColor || chip.backgroundColor;\n  var
focusColor = (0, _colorManipulator.emphasize)(backgroundColor, 0.08);\n  var pressedColor = (0,
_colorManipulator.emphasize)(backgroundColor, 0.12);\n  return {\n    avatar: {\n      marginRight: -4\n    },\n
deleteIcon: {\n      color: state.deleteHovered ? (0, _colorManipulator.fade)(chip.deleteIconColor, 0.4) :
chip.deleteIconColor,\n      cursor: 'pointer',\n      margin: '4px 4px 0px -8px'\n    },\n    label: {\n      color:
props.labelColor || chip.textColor,\n      fontSize: chip.fontSize,\n      fontWeight: chip.fontWeight,\n      lineHeight:
'32px',\n      paddingLeft: 12,\n      paddingRight: 12,\n      userSelect: 'none',\n      whiteSpace: 'nowrap'\n    },\n
root: {\n      backgroundColor: state.clicked ? pressedColor : state.focused || state.hovered ? focusColor :
backgroundColor,\n      borderRadius: 16,\n      boxShadow: state.clicked ? chip.shadow : null,\n      cursor:
props.onClick ? 'pointer' : 'default',\n      display: 'flex',\n      whiteSpace: 'nowrap',\n      width: 'fit-content'\n    }\n
};\n}\n\nvar Chip = function (_Component) {\n  (0, _inherits3.default)(Chip, _Component);\n\n  function Chip() {\n
  var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, Chip);\n\n    for (var _len =
arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n
}\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Chip.__proto__ || (0,
_getPrototypeOf2.default)(Chip)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      clicked: false,\n
deleteHovered: false,\n      focused: false,\n      hovered: false\n    }, _this.handleBlur = function (event) {\n
_this.setState({\n        clicked: false,\n        focused: false\n      });\n\n      _this.props.onBlur(event);\n    },
_this.handleFocus = function (event) {\n      if (_this.props.onClick || _this.props.onRequestDelete) {\n
_this.setState({\n          focused: true\n        });\n      }\n\n      _this.props.onFocus(event);\n    },
_this.handleKeyboardFocus = function (event, keyboardFocused) {\n      if (keyboardFocused) {\n
_this.handleFocus();\n\n        _this.props.onFocus(event);\n      } else {\n        _this.handleBlur();\n      }\n\n
_this.props.onKeyboardFocus(event, keyboardFocused);\n    }, _this.handleKeyDown = function (event) {\n      if
((0, _keycode2.default)(event) === 'backspace') {\n        event.preventDefault();\n\n        if
(_this.props.onRequestDelete) {\n          _this.props.onRequestDelete(event);\n        }\n      }\n\n
_this.props.onKeyDown(event);\n    }, _this.handleMouseDown = function (event) {\n      // Only listen to left
clicks\n      if (event.button === 0) {\n        event.stopPropagation();\n\n        if (_this.props.onClick) {\n
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_this.setState({\n clicked: true\n });\n }\n }\n\n _this.props.onMouseDown(event);\n }, _this.handleMouseEnter = function (event) {\n if (_this.props.onClick) {\n _this.setState({\n hovered: true\n });\n }\n\n _this.props.onMouseEnter(event);\n }, _this.handleMouseEnterDeleteIcon = function () {\n _this.setState({\n deleteHovered: true\n });\n }, _this.handleMouseLeave = function (event) {\n _this.setState({\n clicked: false,\n hovered: false\n });\n\n _this.props.onMouseLeave(event);\n }, _this.handleMouseLeaveDeleteIcon = function () {\n _this.setState({\n deleteHovered: false\n });\n }, _this.handleMouseUp = function (event) {\n _this.setState({\n clicked: false\n });\n\n _this.props.onMouseUp(event);\n }, _this.handleClickDeleteIcon = function (event) {\n // Stop the event from bubbling up to the `Chip`\n event.stopPropagation();\n\n _this.props.onRequestDelete(event);\n }, _this.handleTouchEnd = function (event) {\n _this.setState({\n clicked: false\n });\n\n _this.props.onTouchEnd(event);\n }, _this.handleTouchStart = function (event) {\n event.stopPropagation();\n\n if (_this.props.onClick) {\n _this.setState({\n clicked: true\n });\n }\n\n _this.props.onTouchStart(event);\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(Chip, [{\n key: 'render',\n value: function render() {\n var buttonEventHandlers = {\n onBlur: this.handleBlur,\n onFocus: this.handleFocus,\n onKeyDown: this.handleKeyDown,\n onMouseDown: this.handleMouseDown,\n onMouseEnter: this.handleMouseEnter,\n onMouseLeave: this.handleMouseLeave,\n onMouseUp: this.handleMouseUp,\n onTouchEnd: this.handleTouchEnd,\n onTouchStart: this.handleTouchStart,\n onKeyboardFocus: this.handleKeyboardFocus\n };\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context, this.state);\n var _props = this.props,\n childrenProp = _props.children,\n containerElement = _props.containerElement,\n style = _props.style,\n className = _props.className,\n deleteIconStyle = _props.deleteIconStyle,\n labelStyle = _props.labelStyle,\n labelColor = _props.labelColor,\n backgroundColor = _props.backgroundColor,\n onRequestDelete = _props.onRequestDelete,\n other = (0, _objectWithoutProperties3.default)(_props, ['children', 'containerElement', 'style', 'className', 'deleteIconStyle', 'labelStyle', 'labelColor', 'backgroundColor', 'onRequestDelete']);\n var deletable = this.props.onRequestDelete;\n var avatar = null;\n var deleteIcon = deletable ? _react2.default.createElement(_cancel2.default, {\n color: styles.deleteIcon.color,\n style: (0, _simpleAssign2.default)(styles.deleteIcon, deleteIconStyle),\n onClick: this.handleClickDeleteIcon,\n onMouseEnter: this.handleMouseEnterDeleteIcon,\n onMouseLeave: this.handleMouseLeaveDeleteIcon\n }) : null;\n var children = childrenProp;\n\n var childCount = _react2.default.Children.count(children); // If the first child is an avatar, extract it and style it\n\n\n if (childCount > 1) {\n children = _react2.default.Children.toArray(children);\n\n if (_react2.default.isValidElement(children[0]) && children[0].type.muiName === 'Avatar') {\n avatar = children.shift();\n avatar = _react2.default.cloneElement(avatar, {\n style: (0, _simpleAssign2.default)(styles.avatar, avatar.props.style),\n size: 32\n });\n }\n }\n\n return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, buttonEventHandlers, {\n className: className,\n containerElement: containerElement,\n disableTouchRipple: true,\n disableFocusRipple: true,\n style: (0, _simpleAssign2.default)(styles.root, style)\n }), avatar, _react2.default.createElement('span', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.label, labelStyle))\n }, children), deleteIcon);\n }\n }]);\n return Chip;\n}(_react.Component);\n\nChip.defaultProps = {\n containerElement: 'div',\n // Firefox doesn't support nested buttons\n onBlur: function onBlur() {},\n onFocus: function onFocus() {},\n onKeyDown: function onKeyDown() {},\n onKeyboardFocus: function onKeyboardFocus() {},\n onMouseDown: function onMouseDown() {},\n onMouseEnter: function onMouseEnter() {},\n onMouseLeave: function onMouseLeave() {},\n onMouseUp: function onMouseUp() {},\n onTouchEnd: function onTouchEnd() {},\n onTouchStart: function onTouchStart() {}\n};\n\nChip.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\n\nChip.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Override the background color of the chip.\n */\n backgroundColor: _propTypes2.default.string,\n\n /**\n * Used to render elements inside the Chip.\n */\n children:
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_propTypes2.default.node,\n\n /**\n   * CSS `className` of the root element.\n   */\n className: _propTypes2.default.node,\n\n /**\n   * The element to use as the container for the Chip. Either a string to\n   * use a DOM element or a ReactElement.\n   */\n containerElement: _propTypes2.default.oneOfType([_propTypes2.default.string, _propTypes2.default.element]),\n\n /**\n   * Override the inline-styles of the delete icon.\n   */\n deleteIconStyle: _propTypes2.default.object,\n\n /**\n   * Override the label color.\n   */\n labelColor: _propTypes2.default.string,\n\n /**\n   * Override the inline-styles of the label.\n   */\n labelStyle: _propTypes2.default.object,\n\n /** @ignore */\n onBlur: _propTypes2.default.func,\n\n /**\n   * Callback function fired when the `Chip` element is clicked.\n   *\n   * @param {object} event Click event targeting the element.\n   */\n onClick: _propTypes2.default.func,\n\n /** @ignore */\n onFocus: _propTypes2.default.func,\n\n /** @ignore */\n onKeyDown: _propTypes2.default.func,\n\n /** @ignore */\n onKeyboardFocus: _propTypes2.default.func,\n\n /** @ignore */\n onMouseDown: _propTypes2.default.func,\n\n /** @ignore */\n onMouseEnter: _propTypes2.default.func,\n\n /** @ignore */\n onMouseLeave: _propTypes2.default.func,\n\n /** @ignore */\n onMouseUp: _propTypes2.default.func,\n\n /**\n   * Callback function fired when the delete icon is clicked. If set, the delete icon will be shown.\n   * @param {object} event `click` event targeting the element.\n   */\n onRequestDelete: _propTypes2.default.func,\n\n /** @ignore */\n onTouchEnd: _propTypes2.default.func,\n\n /** @ignore */\n onTouchStart: _propTypes2.default.func,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object\n} : {};\nexports.default = Chip;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar NavigationCancel = function NavigationCancel(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n   d: 'M12 2C6.47 2 2 6.47 2 12s4.47 10 10 10 10-4.47 10-10S17.53 2 12 2zm5 13.59L15.59 17 12 13.41 8.41 17 7 15.59 10.59 12 7 8.41 8.41 7 12 10.59 15.59 7 17 8.41 13.41 12 17 15.59z'\n }));\n};\n\nNavigationCancel = (0, _pure2.default)(NavigationCancel);\nNavigationCancel.displayName = 'NavigationCancel';\nNavigationCancel.muiName = 'SvgIcon';\nexports.default = NavigationCancel;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _autoPrefix = require('../utils/autoPrefix');\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getRelativeValue(value, min, max) {\n var clampedValue = Math.min(Math.max(min, value), max);\n return clampedValue / (max - min);\n}\n\nfunction getArcLength(fraction, props) {\n return fraction * Math.PI * (props.size - props.thickness);\n}\n\nfunction

getStyles(props, context) {\n var max = props.max,\n   min = props.min,\n   size = props.size,\n   value = props.value;\n var palette = context.muiTheme.baseTheme.palette;\n var styles = {\n   root: {\n   position: 'relative',\n   display: 'inline-block',\n   width: size,\n   height: size\n   },\n   wrapper: {\n   width: size,\n   height: size,\n   display: 'inline-block',\n   transition: _transitions2.default.create('transform', '20s', null, 'linear'),\n   transitionTimingFunction: 'linear'\n   },\n   svg: {\n   width: size,\n   height: size,\n   position: 'relative'\n   },\n   path: {\n   stroke: props.color || palette.primary1Color,\n   strokeLinecap: 'round',\n   transition: _transitions2.default.create('all', '1.5s', null, 'ease-in-out')\n   }\n };\n\n if (props.mode === 'determinate') {\n   var relVal = getRelativeValue(value, min, max);\n   styles.path.transition = _transitions2.default.create('all', '0.3s', null, 'linear');\n   styles.path.strokeDasharray = getArcLength(relVal, props) + ', ' + getArcLength(1, props);\n }\n\n return styles;\n}\n\nvar CircularProgress = function (_Component) {\n (0, _inherits3.default)(CircularProgress, _Component);\n\n function CircularProgress() {\n   (0, _classCallCheck3.default)(this, CircularProgress);\n   return (0, _possibleConstructorReturn3.default)(this, (CircularProgress.__proto__ || (0, _getPrototypeOf2.default)(CircularProgress)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(CircularProgress, [{\n   key: 'componentDidMount',\n   value: function componentDidMount() {\n   this.scalePath(this.refs.path);\n   this.rotateWrapper(this.refs.wrapper);\n   }\n }, {\n   key: 'componentWillUnmount',\n   value: function componentWillUnmount() {\n   clearTimeout(this.scalePathTimer);\n   clearTimeout(this.rotateWrapperTimer);\n   }\n }, {\n   key: 'scalePath',\n   value: function scalePath(path) {\n   var _this2 = this;\n\n   var step = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : 0;\n   if (this.props.mode !== 'indeterminate') return;\n   step %= 3;\n\n   if (step === 0) {\n   path.style.strokeDasharray = getArcLength(0, this.props) + ', ' + getArcLength(1, this.props);\n   path.style.strokeDashoffset = 0;\n   path.style.transitionDuration = '0ms';\n   } else if (step === 1) {\n   path.style.strokeDasharray = getArcLength(0.7, this.props) + ', ' + getArcLength(1, this.props);\n   path.style.strokeDashoffset = getArcLength(-0.3, this.props);\n   path.style.transitionDuration = '750ms';\n   } else {\n   path.style.strokeDasharray = getArcLength(0.7, this.props) + ', ' + getArcLength(1, this.props);\n   path.style.strokeDashoffset = getArcLength(-1, this.props);\n   path.style.transitionDuration = '850ms';\n   }\n\n   this.scalePathTimer = setTimeout(function () {\n   return _this2.scalePath(path, step + 1);\n   }, step ? 750 : 250);\n   }\n }, {\n   key: 'rotateWrapper',\n   value: function rotateWrapper(wrapper) {\n   var _this3 = this;\n\n   if (this.props.mode !== 'indeterminate') return;\n\n   _autoPrefix2.default.set(wrapper.style, 'transform', 'rotate(0deg)');\n\n   _autoPrefix2.default.set(wrapper.style, 'transitionDuration', '0ms');\n\n   setTimeout(function () {\n   _autoPrefix2.default.set(wrapper.style, 'transform', 'rotate(1800deg)');\n\n   _autoPrefix2.default.set(wrapper.style, 'transitionDuration', '10s');\n\n   _autoPrefix2.default.set(wrapper.style, 'transitionTimingFunction', 'linear');\n   }, 50);\n   this.rotateWrapperTimer = setTimeout(function () {\n   return _this3.rotateWrapper(wrapper);\n   }, 10050);\n   }\n }, {\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   style = _props.style,\n   innerStyle = _props.innerStyle,\n   size = _props.size,\n   thickness = _props.thickness,\n   other = (0, _objectWithoutProperties3.default)(_props, ['style', 'innerStyle', 'size', 'thickness']);\n   var prepareStyles = this.context.muiTheme.prepareStyles;\n   var styles = getStyles(this.props, this.context);\n   return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n   style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n   }), _react2.default.createElement('div', {\n   ref: 'wrapper',\n   style: prepareStyles((0, _simpleAssign2.default)(styles.wrapper, innerStyle))\n   }, _react2.default.createElement('svg', {\n   viewBox: '0 0 ' + size + ' ' + size,\n   style: prepareStyles(styles.svg)\n   }, _react2.default.createElement('circle', {\n   ref: 'path',\n   style: prepareStyles(styles.path),\n   cx: size / 2,\n   cy: size / 2,\n   r: (size - thickness) / 2,\n   fill: 'none',\n   strokeWidth: thickness,\n   strokeMiterlimit: '20'\n   }))));\n   }\n }]);\n return CircularProgress;\n}(_react.Component);\n\nCircularProgress.defaultProps = {\n mode: 'indeterminate',\n value: 0,\n min: 0,\n max: 100,\n size: 40,\n thickness: 3.5\n};\nCircularProgress.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nCircularProgress.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * Override the progress's color.\n   */\n color: _propTypes2.default.string,\n\n /**\n   * Style for inner wrapper div.\n   */\n innerStyle: _propTypes2.default.object,\n\n /**\n   * The max value of

progress, only works in determinate mode.\n */\n max: _propTypes2.default.number,\n\n /**\n * The min value of progress, only works in determinate mode.\n */\n min: _propTypes2.default.number,\n\n /**\n * The mode of show your progress, indeterminate\n * for when there is no value for progress.\n */\n mode: _propTypes2.default.oneOf(['determinate', 'indeterminate']),\n\n /**\n * The diameter of the progress in pixels.\n */\n size: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Stroke width in pixels.\n */\n thickness: _propTypes2.default.number,\n\n /**\n * The value of progress, only works in determinate mode.\n */\n value: _propTypes2.default.number\n} : {};\nexports.default = CircularProgress;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _dateUtils = require('./dateUtils');\n\nvar _DatePickerDialog = require('./DatePickerDialog');\n\nvar _DatePickerDialog2 = _interopRequireDefault(_DatePickerDialog);\n\nvar _TextField = require('../TextField');\n\nvar _TextField2 = _interopRequireDefault(_TextField);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar DatePicker = function (_Component) {\n (0, _inherits3.default)(DatePicker, _Component);\n\n function DatePicker() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, DatePicker);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = DatePicker.__proto__ || (0, _getPrototypeOf2.default)(DatePicker)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n date: undefined\n }, _this.handleAccept = function (date) {\n if (!_this.isControlled()) {\n _this.setState({\n date: date\n });\n }\n\n if (_this.props.onChange) {\n _this.props.onChange(null, date);\n }\n }, _this.handleFocus = function (event) {\n event.target.blur();\n\n if (_this.props.onFocus) {\n _this.props.onFocus(event);\n }\n }, _this.handleClick = function (event) {\n if (_this.props.onClick) {\n _this.props.onClick(event);\n }\n\n if (!_this.props.disabled) {\n setTimeout(function () {\n _this.openDialog();\n }, 0);\n }\n }, _this.formatDate = function (date) {\n if (_this.props.locale) {\n var DateTimeFormat = _this.props.DateTimeFormat || _dateUtils.dateTimeFormat;\n return new DateTimeFormat(_this.props.locale, {\n day: 'numeric',\n month: 'numeric',\n year: 'numeric'\n }).format(date);\n } else {\n return (0, _dateUtils.formatIso)(date);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(DatePicker, [{\n key: 'componentWillMount',\n value: function componentWillMount() {\n this.setState({\n date: this.isControlled() ? this.getControlledDate() : this.props.defaultDate\n });\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n if (this.isControlled()) {\n var newDate = this.getControlledDate(nextProps);\n\n if (!(0, _dateUtils.isEqualDate)(this.state.date, newDate)) {\n this.setState({\n date: newDate\n });\n }\n }\n }\n }, {\n key: 'getDate',\n value: function getDate() {\n return this.state.date;\n }\n /**\n *

Open the date-picker dialog programmatically from a parent.\n */\n\n }, {\n key: 'openDialog',\n value: function openDialog() {\n /**\n * if the date is not selected then set it to new date\n * (get the current system date while doing so)\n * else set it to the currently selected date\n */\n if (this.state.date !== undefined) {\n this.setState({\n dialogDate: this.getDate()\n }, this.refs.dialogWindow.show);\n } else {\n this.setState({\n dialogDate: new Date()\n }, this.refs.dialogWindow.show);\n }\n }\n /**\n * Alias for `openDialog()` for an api consistent with TextField.\n */\n\n }, {\n key: 'focus',\n value: function focus() {\n this.openDialog();\n }\n }, {\n key: 'isControlled',\n value: function isControlled() {\n return this.props.hasOwnProperty('value');\n }\n }, {\n key: 'getControlledDate',\n value: function getControlledDate() {\n var props = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : this.props;\n\n if (props.value instanceof Date) {\n return props.value;\n }\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n DateTimeFormat = _props.DateTimeFormat,\n autoOk = _props.autoOk,\n cancelLabel = _props.cancelLabel,\n className = _props.className,\n container = _props.container,\n defaultDate = _props.defaultDate,\n dialogContainerStyle = _props.dialogContainerStyle,\n disableYearSelection = _props.disableYearSelection,\n firstDayOfWeek = _props.firstDayOfWeek,\n formatDateProp = _props.formatDate,\n locale = _props.locale,\n maxDate = _props.maxDate,\n minDate = _props.minDate,\n mode = _props.mode,\n okLabel = _props.okLabel,\n onDismiss = _props.onDismiss,\n onFocus = _props.onFocus,\n onShow = _props.onShow,\n onClick = _props.onClick,\n openToYearSelection = _props.openToYearSelection,\n shouldDisableDate = _props.shouldDisableDate,\n hideCalendarDate = _props.hideCalendarDate,\n style = _props.style,\n textFieldStyle = _props.textFieldStyle,\n utils = _props.utils,\n other = (0, _objectWithoutProperties3.default)(_props, ['DateTimeFormat', 'autoOk', 'cancelLabel', 'className', 'container', 'defaultDate', 'dialogContainerStyle', 'disableYearSelection', 'firstDayOfWeek', 'formatDate', 'locale', 'maxDate', 'minDate', 'mode', 'okLabel', 'onDismiss', 'onFocus', 'onShow', 'onClick', 'openToYearSelection', 'shouldDisableDate', 'hideCalendarDate', 'style', 'textFieldStyle', 'utils']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var formatDate = formatDateProp || this.formatDate;\n return _react2.default.createElement('div', {\n className: className,\n style: prepareStyles((0, _simpleAssign2.default)({}, style))\n }, _react2.default.createElement(_TextField2.default, (0, _extends3.default)({}, other, {\n onFocus: this.handleFocus,\n onClick: this.handleClick,\n ref: 'input',\n style: textFieldStyle,\n value: this.state.date ? formatDate(this.state.date) : ''\n })), _react2.default.createElement(_DatePickerDialog2.default, {\n DateTimeFormat: DateTimeFormat,\n autoOk: autoOk,\n cancelLabel: cancelLabel,\n container: container,\n containerStyle: dialogContainerStyle,\n disableYearSelection: disableYearSelection,\n firstDayOfWeek: firstDayOfWeek,\n initialDate: this.state.dialogDate,\n locale: locale,\n maxDate: maxDate,\n minDate: minDate,\n mode: mode,\n okLabel: okLabel,\n onAccept: this.handleAccept,\n onShow: onShow,\n onDismiss: onDismiss,\n ref: 'dialogWindow',\n shouldDisableDate: shouldDisableDate,\n hideCalendarDate: hideCalendarDate,\n openToYearSelection: openToYearSelection,\n utils: utils\n }));\n }\n }]);\n return DatePicker;\n}(_react.Component);\n\nDatePicker.defaultProps = {\n autoOk: false,\n container: 'dialog',\n disabled: false,\n disableYearSelection: false,\n firstDayOfWeek: 1,\n hideCalendarDate: false,\n style: {},\n openToYearSelection: false\n};\nDatePicker.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nDatePicker.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Constructor for date formatting for the specified `locale`.\n * The constructor must follow this specification: ECMAScript Internationalization API 1.0 (ECMA-402).\n * `Intl.DateTimeFormat` is supported by most modern browsers, see http://caniuse.com/#search=intl,\n * otherwise https://github.com/andyearnshaw/Intl.js is a good polyfill.\n *\n * By default, a built-in `DateTimeFormat` is used which supports the 'en-US' `locale`.\n */\n DateTimeFormat: _propTypes2.default.func,\n\n /**\n * If true, automatically accept and close the picker on select a date.\n */\n autoOk: _propTypes2.default.bool,\n\n /**\n * Override the default text of the 'Cancel' button.\n */\n cancelLabel: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Used to control how the Date Picker will be displayed

when the input field is focused.\n * `dialog` (default) displays the DatePicker as a dialog with a modal.\n * `inline` displays the DatePicker below the input field (similar to auto complete).\n */\n container: _propTypes2.default.oneOf(['dialog', 'inline']),\n\n /**\n * This is the initial date value of the component.\n * If either `value` or `valueLink` is provided they will override this\n * prop with `value` taking precedence.\n */\n defaultDate: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of DatePickerDialog's Container element.\n */\n dialogContainerStyle: _propTypes2.default.object,\n\n /**\n * Disables the year selection in the date picker.\n */\n disableYearSelection: _propTypes2.default.bool,\n\n /**\n * Disables the DatePicker.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * Used to change the first day of week. It varies from\n * Saturday to Monday between different locales.\n * The allowed range is 0 (Sunday) to 6 (Saturday).\n * The default is `1`, Monday, as per ISO 8601.\n */\n firstDayOfWeek: _propTypes2.default.number,\n\n /**\n * This function is called to format the date displayed in the input field, and should return a string.\n * By default if no `locale` and `DateTimeFormat` is provided date objects are formatted to ISO 8601 YYYY-MM-DD.\n *\n * @param {object} date Date object to be formatted.\n * @returns {any} The formatted date.\n */\n formatDate: _propTypes2.default.func,\n\n /**\n * Hide date display\n */\n hideCalendarDate: _propTypes2.default.bool,\n\n /**\n * Locale used for formatting the `DatePicker` date strings. Other than for 'en-US', you\n * must provide a `DateTimeFormat` that supports the chosen `locale`.\n */\n locale: _propTypes2.default.string,\n\n /**\n * The ending of a range of valid dates. The range includes the endDate.\n * The default value is current date + 100 years.\n */\n maxDate: _propTypes2.default.object,\n\n /**\n * The beginning of a range of valid dates. The range includes the startDate.\n * The default value is current date - 100 years.\n */\n minDate: _propTypes2.default.object,\n\n /**\n * Tells the component to display the picker in portrait or landscape mode.\n */\n mode: _propTypes2.default.oneOf(['portrait', 'landscape']),\n\n /**\n * Override the default text of the 'OK' button.\n */\n okLabel: _propTypes2.default.node,\n\n /**\n * Callback function that is fired when the date value changes.\n *\n * @param {null} null Since there is no particular event associated with the change,\n * the first argument will always be null.\n * @param {object} date The new date.\n */\n onChange: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when a click event occurs on the Date Picker's `TextField`.\n *\n * @param {object} event Click event targeting the `TextField`.\n */\n onClick: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when the Date Picker's dialog is dismissed.\n */\n onDismiss: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when the Date Picker's `TextField` gains focus.\n */\n onFocus: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when the Date Picker's dialog is shown.\n */\n onShow: _propTypes2.default.func,\n\n /**\n * If true sets the datepicker to open to year selection first.\n */\n openToYearSelection: _propTypes2.default.bool,\n\n /**\n * Callback function used to determine if a day's entry should be disabled on the calendar.\n *\n * @param {object} day Date object of a day.\n * @returns {boolean} Indicates whether the day should be disabled.\n */\n shouldDisableDate: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of DatePicker's TextField element.\n */\n textFieldStyle: _propTypes2.default.object,\n\n /**\n * This object should contain methods needed to build the calendar system.\n *\n * Useful for building a custom calendar system. Refer to the\n * [source code](https://github.com/mui-org/material-ui/blob/v0.x/src/DatePicker/dateUtils.js)\n * and an [example implementation](https://github.com/alitaheri/material-ui-persian-date-picker-utils)\n * for more information.\n */\n utils: _propTypes2.default.object,\n\n /**\n * Sets the date for the Date Picker programmatically.\n */\n value: _propTypes2.default.object\n} : {};\nexports.default = DatePicker;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar

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_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactEventListener = require('react-event-
listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _keycode =
require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _Calendar =
require('./Calendar');\n\nvar _Calendar2 = _interopRequireDefault(_Calendar);\n\nvar _Dialog =
require('../Dialog');\n\nvar _Dialog2 = _interopRequireDefault(_Dialog);\n\nvar _Popover =
require('../Popover/Popover');\n\nvar _Popover2 = _interopRequireDefault(_Popover);\n\nvar
_PopoverAnimationVertical = require('../Popover/PopoverAnimationVertical');\n\nvar _PopoverAnimationVertical2
= _interopRequireDefault(_PopoverAnimationVertical);\n\nvar _dateUtils = require('./dateUtils');\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar
DatePickerDialog = function (_Component) {\n  (0, _inherits3.default)(DatePickerDialog, _Component);\n\n
function DatePickerDialog() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this,
DatePickerDialog);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n
args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = DatePickerDialog.__proto__ || (0,
_getPrototypeOf2.default)(DatePickerDialog)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      open:
false\n    }, _this.show = function () {\n      if (_this.props.onShow && !_this.state.open) {\n
_this.props.onShow();\n      }\n\n      _this.setState({\n        open: true\n      });\n    }, _this.dismiss = function () {\n
if (_this.props.onDismiss && _this.state.open) {\n        _this.props.onDismiss();\n      }\n\n      _this.setState({\n
open: false\n      });\n    }, _this.handleClickDay = function () {\n      if (_this.props.autoOk) {\n
setTimeout(_this.handleClickOk, 300);\n      }\n    }, _this.handleClickCancel = function () {\n      _this.dismiss();\n
}, _this.handleRequestClose = function () {\n      _this.dismiss();\n    }, _this.handleClickOk = function () {\n      if
(_this.props.onAccept && !_this.refs.calendar.isSelectedDateDisabled()) {\n
_this.props.onAccept(_this.refs.calendar.getSelectedDate());\n      }\n\n      _this.setState({\n        open: false\n
});\n    }, _this.handleWindowKeyUp = function (event) {\n      switch ((0, _keycode2.default)(event)) {\n        case
'enter':\n          _this.handleClickOk();\n\n          break;\n      }\n    }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(DatePickerDialog, [{\n    key:
'render',\n    value: function render() {\n      var _props = this.props,\n          DateTimeFormat =
_props.DateTimeFormat,\n          autoOk = _props.autoOk,\n          cancelLabel = _props.cancelLabel,\n
container = _props.container,\n          containerStyle = _props.containerStyle,\n          disableYearSelection =
_props.disableYearSelection,\n          initialDate = _props.initialDate,\n          firstDayOfWeek =
_props.firstDayOfWeek,\n          locale = _props.locale,\n          maxDate = _props.maxDate,\n          minDate =
_props.minDate,\n          mode = _props.mode,\n          okLabel = _props.okLabel,\n          onAccept =
_props.onAccept,\n          onDismiss = _props.onDismiss,\n          onShow = _props.onShow,\n
openToYearSelection = _props.openToYearSelection,\n          shouldDisableDate = _props.shouldDisableDate,\n
  hideCalendarDate = _props.hideCalendarDate,\n          style = _props.style,\n          animation =
_props.animation,\n          utils = _props.utils,\n          other = (0, _objectWithoutProperties3.default)(_props,
['DateTimeFormat', 'autoOk', 'cancelLabel', 'container', 'containerStyle', 'disableYearSelection', 'initialDate',
'firstDayOfWeek', 'locale', 'maxDate', 'minDate', 'mode', 'okLabel', 'onAccept', 'onDismiss', 'onShow',
'openToYearSelection', 'shouldDisableDate', 'hideCalendarDate', 'style', 'animation', 'utils']);\n      var open =
this.state.open;\n      var styles = {\n        dialogContent: {\n          width: !hideCalendarDate && mode ===
'landscape' ? 479 : 310\n        },\n        dialogBodyContent: {\n          padding: 0,\n          minHeight:
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hideCalendarDate || mode === 'landscape' ? 330 : 434,\n minWidth: hideCalendarDate || mode !== 'landscape' ? 310 : 479\n }\n };\n var Container = container === 'inline' ? _Popover2.default : _Dialog2.default;\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n ref: 'root'\n }), _react2.default.createElement(Container, {\n anchorEl: this.refs.root // For Popover\n ,\n animation: animation || _PopoverAnimationVertical2.default // For Popover\n ,\n bodyStyle: styles.dialogBodyContent,\n contentStyle: styles.dialogContent,\n ref: 'dialog',\n repositionOnUpdate: true,\n open: open,\n onRequestClose: this.handleRequestClose,\n style: (0, _simpleAssign2.default)(styles.dialogBodyContent, containerStyle)\n }, _react2.default.createElement(_reactEventListener2.default, {\n target: 'window',\n onKeyUp: this.handleWindowKeyUp\n }), _react2.default.createElement(_Calendar2.default, {\n autoOk: autoOk,\n DateTimeFormat: DateTimeFormat,\n cancelLabel: cancelLabel,\n disableYearSelection: disableYearSelection,\n firstDayOfWeek: firstDayOfWeek,\n initialDate: initialDate,\n locale: locale,\n onClickDay: this.handleClickDay,\n maxDate: maxDate,\n minDate: minDate,\n mode: mode,\n open: open,\n ref: 'calendar',\n onClickCancel: this.handleClickCancel,\n onClickOk: this.handleClickOk,\n okLabel: okLabel,\n openToYearSelection: openToYearSelection,\n shouldDisableDate: shouldDisableDate,\n hideCalendarDate: hideCalendarDate,\n utils: utils\n }))));\n }\n }]);\n return DatePickerDialog;\n}(_react.Component);\n\nDatePickerDialog.defaultProps = {\n DateTimeFormat: _dateUtils.dateTimeFormat,\n cancelLabel: 'Cancel',\n container: 'dialog',\n locale: 'en-US',\n okLabel: 'OK',\n openToYearSelection: false\n};\nDatePickerDialog.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nDatePickerDialog.propTypes = process.env.NODE_ENV !== \"production\" ? {\n DateTimeFormat: _propTypes2.default.func,\n animation: _propTypes2.default.func,\n autoOk: _propTypes2.default.bool,\n cancelLabel: _propTypes2.default.node,\n container: _propTypes2.default.oneOf(['dialog', 'inline']),\n containerStyle: _propTypes2.default.object,\n disableYearSelection: _propTypes2.default.bool,\n firstDayOfWeek: _propTypes2.default.number,\n hideCalendarDate: _propTypes2.default.bool,\n initialDate: _propTypes2.default.object,\n locale: _propTypes2.default.string,\n maxDate: _propTypes2.default.object,\n minDate: _propTypes2.default.object,\n mode: _propTypes2.default.oneOf(['portrait', 'landscape']),\n okLabel: _propTypes2.default.node,\n onAccept: _propTypes2.default.func,\n onDismiss: _propTypes2.default.func,\n onShow: _propTypes2.default.func,\n open: _propTypes2.default.bool,\n openToYearSelection: _propTypes2.default.bool,\n shouldDisableDate: _propTypes2.default.func,\n style: _propTypes2.default.object,\n utils: _propTypes2.default.object\n} : {};\nexports.default = DatePickerDialog;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _toConsumableArray2 = require('babel-runtime/helpers/toConsumableArray');\n\nvar _toConsumableArray3 = _interopRequireDefault(_toConsumableArray2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactEventListener = require('react-event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _CalendarActionButtons = require('./CalendarActionButtons');\n\nvar _CalendarActionButtons2 = _interopRequireDefault(_CalendarActionButtons);\n\nvar _CalendarMonth = require('./CalendarMonth');\n\nvar

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_CalendarMonth2 = _interopRequireDefault(_CalendarMonth);\n\nvar _CalendarYear =
require('./CalendarYear');\n\nvar _CalendarYear2 = _interopRequireDefault(_CalendarYear);\n\nvar
_CalendarToolbar = require('./CalendarToolbar');\n\nvar _CalendarToolbar2 =
_interopRequireDefault(_CalendarToolbar);\n\nvar _DateDisplay = require('./DateDisplay');\n\nvar _DateDisplay2
= _interopRequireDefault(_DateDisplay);\n\nvar _SlideIn = require('../internal/SlideIn');\n\nvar _SlideIn2 =
_interopRequireDefault(_SlideIn);\n\nvar _dateUtils = require('./dateUtils');\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar daysArray
= [].concat((0, _toConsumableArray3.default)(Array(7)));\n\nvar Calendar = function (_Component) {\n  (0,
_inherits3.default)(Calendar, _Component);\n\n  function Calendar() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n
  (0, _classCallCheck3.default)(this, Calendar);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0;
_key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = Calendar.__proto__ || (0,
_getPrototypeOf2.default)(Calendar)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      displayDate:
undefined,\n      displayMonthDay: undefined,\n      selectedDate: undefined,\n      transitionDirection: 'left',\n
transitionEnter: true\n    }, _this.calendarRefs = {}, _this.handleClickDay = function (event, date) {\n
_this.setSelectedDate(date);\n\n      if (_this.props.onClickDay) _this.props.onClickDay(event, date);\n    },
_this.handleMonthChange = function (months) {\n      var nextDirection = _this.context.muiTheme.isRtl ? 'right' :
'left';\n      var prevDirection = _this.context.muiTheme.isRtl ? 'left' : 'right';\n      var direction = months >= 0 ?
nextDirection : prevDirection;\n\n      _this.setState({\n        transitionDirection: direction,\n        displayDate:
_this.props.utils.addMonths(_this.state.displayDate, months)\n      });\n    }, _this.handleClickYear = function (event,
year) {\n      _this.setSelectedDate(_this.props.utils.setYear(_this.state.selectedDate, year), event);\n\n
_this.handleClickDateDisplayMonthDay();\n    }, _this.handleClickDateDisplayMonthDay = function () {\n
_this.setState({\n        displayMonthDay: true\n      });\n    }, _this.handleClickDateDisplayYear = function () {\n
_this.setState({\n        displayMonthDay: false\n      });\n    }, _this.handleWindowKeyDown = function (event) {\n
  if (_this.props.open) {\n        var nextArrow = _this.context.muiTheme.isRtl ? 'left' : 'right';\n        var prevArrow =
_this.context.muiTheme.isRtl ? 'right' : 'left';\n\n        switch ((0, _keycode2.default)(event)) {\n          case 'up':\n
    if (event.altKey && event.shiftKey) {\n              _this.addSelectedYears(-1);\n            } else if (event.shiftKey)
{\n              _this.addSelectedMonths(-1);\n            } else {\n              _this.addSelectedDays(-7);\n            }\n\n
 break;\n\n          case 'down':\n            if (event.altKey && event.shiftKey) {\n              _this.addSelectedYears(1);\n
        } else if (event.shiftKey) {\n              _this.addSelectedMonths(1);\n            } else {\n
_this.addSelectedDays(7);\n            }\n\n            break;\n\n          case nextArrow:\n            if (event.altKey &&
event.shiftKey) {\n              _this.addSelectedYears(1);\n            } else if (event.shiftKey) {\n
_this.addSelectedMonths(1);\n            } else {\n              _this.addSelectedDays(1);\n            }\n\n            break;\n\n
    case prevArrow:\n            if (event.altKey && event.shiftKey) {\n              _this.addSelectedYears(-1);\n            }
else if (event.shiftKey) {\n              _this.addSelectedMonths(-1);\n            } else {\n
_this.addSelectedDays(-1);\n            }\n\n            break;\n        }\n      }\n    }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(Calendar, [{\n    key:
'componentWillMount',\n    value: function componentWillMount() {\n      this.setState({\n        displayDate:
this.props.utils.getFirstDayOfMonth(this.props.initialDate),\n        selectedDate: this.props.initialDate,\n
displayMonthDay: !this.props.openToYearSelection\n      });\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n
value: function componentWillReceiveProps(nextProps) {\n      if (nextProps.initialDate !== this.props.initialDate)
{\n        var date = nextProps.initialDate || new Date();\n        this.setState({\n          displayDate:
this.props.utils.getFirstDayOfMonth(date),\n          selectedDate: date\n        });\n      }\n    }\n  }, {\n    key:
'getMinDate',\n    value: function getMinDate() {\n      return this.props.minDate || this.props.utils.addYears(new
Date(), -100);\n    }\n  }, {\n    key: 'getMaxDate',\n    value: function getMaxDate() {\n      return
this.props.maxDate || this.props.utils.addYears(new Date(), 100);\n    }\n  }, {\n    key: 'getSelectedDate',\n    value:
function getSelectedDate() {\n      return this.state.selectedDate;\n    }\n  }, {\n    key: 'isSelectedDateDisabled',\n
value: function isSelectedDateDisabled() {\n      if (!this.state.displayMonthDay) {\n        return false;\n      }\n\n
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if (this.calendarRefs.calendar) {\n return this.calendarRefs.calendar.isSelectedDateDisabled();\n } else {\n return false;\n }\n }\n }, {\n key: 'addSelectedDays',\n value: function addSelectedDays(days) {\n this.setSelectedDate(this.props.utils.addDays(this.state.selectedDate, days));\n }\n }, {\n key: 'addSelectedMonths',\n value: function addSelectedMonths(months) {\n this.setSelectedDate(this.props.utils.addMonths(this.state.selectedDate, months));\n }\n }, {\n key: 'addSelectedYears',\n value: function addSelectedYears(years) {\n this.setSelectedDate(this.props.utils.addYears(this.state.selectedDate, years));\n }\n }, {\n key: 'setDisplayDate',\n value: function setDisplayDate(date, newSelectedDate) {\n var newDisplayDate = this.props.utils.getFirstDayOfMonth(date);\n\n if (newDisplayDate !== this.state.displayDate) {\n var nextDirection = this.context.muiTheme.isRtl ? 'right' : 'left';\n var prevDirection = this.context.muiTheme.isRtl ? 'left' : 'right';\n var direction = newDisplayDate > this.state.displayDate ? nextDirection : prevDirection;\n this.setState({\n displayDate: newDisplayDate,\n transitionDirection: direction,\n selectedDate: newSelectedDate || this.state.selectedDate\n });\n }\n }\n }, {\n key: 'setSelectedDate',\n value: function setSelectedDate(date) {\n var adjustedDate = date;\n var minDate = this.getMinDate();\n var maxDate = this.getMaxDate();\n\n if ((0, _dateUtils.isBeforeDate)(date, minDate)) {\n adjustedDate = minDate;\n } else if ((0, _dateUtils.isAfterDate)(date, maxDate)) {\n adjustedDate = maxDate;\n }\n\n var newDisplayDate = this.props.utils.getFirstDayOfMonth(adjustedDate);\n\n if (newDisplayDate !== this.state.displayDate) {\n this.setDisplayDate(newDisplayDate, adjustedDate);\n } else {\n this.setState({\n selectedDate: adjustedDate\n });\n }\n }\n }, {\n key: 'getToolbarInteractions',\n value: function getToolbarInteractions() {\n return {\n prevMonth: this.props.utils.monthDiff(this.state.displayDate, this.getMinDate()) > 0,\n nextMonth: this.props.utils.monthDiff(this.state.displayDate, this.getMaxDate()) < 0\n };\n }\n }, {\n key: 'yearSelector',\n value: function yearSelector() {\n if (!this.props.disableYearSelection) {\n return _react2.default.createElement(_CalendarYear2.default, {\n key: 'years',\n DateTimeFormat: this.props.DateTimeFormat,\n locale: this.props.locale,\n onClickYear: this.handleClickYear,\n selectedDate: this.state.selectedDate,\n minDate: this.getMinDate(),\n maxDate: this.getMaxDate(),\n utils: this.props.utils\n });\n }\n }\n }, {\n key: 'render',\n value: function render() {\n var _this2 = this;\n\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var hideCalendarDate = this.props.hideCalendarDate;\n var toolbarInteractions = this.getToolbarInteractions();\n var isLandscape = this.props.mode === 'landscape';\n var calendarTextColor = this.context.muiTheme.datePicker.calendarTextColor;\n var styles = {\n root: {\n color: calendarTextColor,\n userSelect: 'none',\n width: !hideCalendarDate && isLandscape ? 479 : 310\n },\n calendar: {\n display: 'flex',\n flexDirection: 'column'\n },\n calendarContainer: {\n display: 'flex',\n alignContent: 'space-between',\n justifyContent: 'space-between',\n flexDirection: 'column',\n fontSize: 12,\n fontWeight: 400,\n padding: '0px 8px',\n transition: _transitions2.default.easeOut()\n },\n yearContainer: {\n display: 'flex',\n justifyContent: 'space-between',\n flexDirection: 'column',\n height: 272,\n marginTop: 10,\n overflow: 'hidden',\n width: 310\n },\n weekTitle: {\n display: 'flex',\n flexDirection: 'row',\n justifyContent: 'space-between',\n fontWeight: '500',\n height: 20,\n lineHeight: '15px',\n opacity: '0.5',\n textAlign: 'center'\n },\n weekTitleDay: {\n width: 42\n },\n transitionSlide: {\n height: 214\n }\n };\n var weekTitleDayStyle = prepareStyles(styles.weekTitleDay);\n var _props = this.props,\n cancelLabel = _props.cancelLabel,\n DateTimeFormat = _props.DateTimeFormat,\n firstDayOfWeek = _props.firstDayOfWeek,\n locale = _props.locale,\n okLabel = _props.okLabel,\n onClickCancel = _props.onClickCancel,\n onClickOk = _props.onClickOk,\n utils = _props.utils;\n return _react2.default.createElement('div', {\n style: prepareStyles(styles.root)\n },\n _react2.default.createElement(_reactEventListener2.default, {\n target: 'window',\n onKeyDown: this.handleWindowKeyDown\n }), !hideCalendarDate && _react2.default.createElement(_DateDisplay2.default, {\n DateTimeFormat: DateTimeFormat,\n disableYearSelection: this.props.disableYearSelection,\n
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onClickMonthDay: this.handleClickDateDisplayMonthDay,\n onClickYear: this.handleClickDateDisplayYear,\n locale: locale,\n monthDaySelected: this.state.displayMonthDay,\n mode: this.props.mode,\n selectedDate: this.state.selectedDate\n }), _react2.default.createElement('div', {\n style: prepareStyles(styles.calendar)\n }, this.state.displayMonthDay && _react2.default.createElement('div', {\n style: prepareStyles(styles.calendarContainer)\n }, _react2.default.createElement(_CalendarToolbar2.default, {\n DateTimeFormat: DateTimeFormat,\n locale: locale,\n displayDate: this.state.displayDate,\n onMonthChange: this.handleMonthChange,\n prevMonth: toolbarInteractions.prevMonth,\n nextMonth: toolbarInteractions.nextMonth\n }), _react2.default.createElement('div', {\n style: prepareStyles(styles.weekTitle)\n }, daysArray.map(function (event, i) {\n return _react2.default.createElement('span', {\n key: i,\n style: weekTitleDayStyle\n }, (0, _dateUtils.localizedWeekday)(DateTimeFormat, locale, i, firstDayOfWeek));\n })), _react2.default.createElement(_SlideIn2.default, {\n direction: this.state.transitionDirection,\n style: styles.transitionSlide\n }, _react2.default.createElement(_CalendarMonth2.default, {\n DateTimeFormat: DateTimeFormat,\n locale: locale,\n displayDate: this.state.displayDate,\n firstDayOfWeek: this.props.firstDayOfWeek,\n key: this.state.displayDate.toDateString(),\n minDate: this.getMinDate(),\n maxDate: this.getMaxDate(),\n onClickDay: this.handleClickDay,\n ref: function ref(_ref2) {\n return _this2.calendarRefs.calendar = _ref2;\n },\n selectedDate: this.state.selectedDate,\n shouldDisableDate: this.props.shouldDisableDate,\n utils: utils\n }))), !this.state.displayMonthDay && _react2.default.createElement('div', {\n style: prepareStyles(styles.yearContainer)\n }, this.yearSelector()), okLabel && _react2.default.createElement(_CalendarActionButtons2.default, {\n autoOk: this.props.autoOk,\n cancelLabel: cancelLabel,\n okLabel: okLabel,\n onClickCancel: onClickCancel,\n onClickOk: onClickOk\n }));\n }\n }]);\n return Calendar;\n}(_react.Component);\n\nCalendar.defaultProps = {\n DateTimeFormat: _dateUtils.dateTimeFormat,\n disableYearSelection: false,\n initialDate: new Date(),\n locale: 'en-US',\n utils: _dateUtils.defaultUtils\n};\nCalendar.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nCalendar.propTypes = process.env.NODE_ENV !== \"production\" ? {\n DateTimeFormat: _propTypes2.default.func.isRequired,\n autoOk: _propTypes2.default.bool,\n cancelLabel: _propTypes2.default.node,\n disableYearSelection: _propTypes2.default.bool,\n firstDayOfWeek: _propTypes2.default.number,\n hideCalendarDate: _propTypes2.default.bool,\n initialDate: _propTypes2.default.object,\n locale: _propTypes2.default.string.isRequired,\n maxDate: _propTypes2.default.object,\n minDate: _propTypes2.default.object,\n mode: _propTypes2.default.oneOf(['portrait', 'landscape']),\n okLabel: _propTypes2.default.node,\n onClickCancel: _propTypes2.default.func,\n onClickDay: _propTypes2.default.func,\n onClickOk: _propTypes2.default.func,\n open: _propTypes2.default.bool,\n openToYearSelection: _propTypes2.default.bool,\n shouldDisableDate: _propTypes2.default.func,\n utils: _propTypes2.default.object\n} : {};\nexports.default = Calendar;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _FlatButton = require('../FlatButton');\n\nvar _FlatButton2 = _interopRequireDefault(_FlatButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar CalendarActionButton = function (_Component) {\n (0, _inherits3.default)(CalendarActionButton, _Component);\n\n function CalendarActionButton() {\n (0,

_classCallCheck3.default)(this, CalendarActionButton);\n return (0, _possibleConstructorReturn3.default)(this, (CalendarActionButton.__proto__ || (0, _getPrototypeOf2.default)(CalendarActionButton)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(CalendarActionButton, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n cancelLabel = _props.cancelLabel,\n okLabel = _props.okLabel;\n var styles = {\n root: {\n display: 'flex',\n flexDirection: 'row',\n justifyContent: 'flex-end',\n margin: 0,\n maxHeight: 48,\n padding: 0\n },\n flatButtons: {\n fontsize: 14,\n margin: '4px 8px 8px 0px',\n maxHeight: 36,\n minWidth: 64,\n padding: 0\n }\n };\n return _react2.default.createElement('div', {\n style: styles.root\n }, _react2.default.createElement(_FlatButton2.default, {\n label: cancelLabel,\n onClick: this.props.onClickCancel,\n primary: true,\n style: styles.flatButtons\n }), !this.props.autoOk && _react2.default.createElement(_FlatButton2.default, {\n disabled: this.refs.calendar !== undefined && this.refs.calendar.isSelectedDateDisabled(),\n label: okLabel,\n onClick: this.props.onClickOk,\n primary: true,\n style: styles.flatButtons\n }));\n }\n }]);\n return CalendarActionButton;\n}(_react.Component);\n\nCalendarActionButton.propTypes = process.env.NODE_ENV !== \"production\" ? {\n autoOk: _propTypes2.default.bool,\n cancelLabel: _propTypes2.default.node,\n okLabel: _propTypes2.default.node,\n onClickCancel: _propTypes2.default.func,\n onClickOk: _propTypes2.default.func\n} : {};\nexports.default = CalendarActionButton;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _colorManipulator = require('../utils/colorManipulator');\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nvar _FlatButtonLabel = require('./FlatButtonLabel');\n\nvar _FlatButtonLabel2 = _interopRequireDefault(_FlatButtonLabel);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction validateLabel(props, propName, componentName) {\n if (process.env.NODE_ENV !== 'production') {\n if (!props.children && props.label !== 0 && !props.label && !props.icon) {\n return new Error('Required prop label or children or icon was not specified in ' + componentName + '.');\n }\n }\n}\n\nvar FlatButton = function (_Component) {\n (0, _inherits3.default)(FlatButton, _Component);\n\n function FlatButton() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, FlatButton);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = FlatButton.__proto__ || (0, _getPrototypeOf2.default)(FlatButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n hovered: false,\n isKeyboardFocused: false,\n touch: false\n }, _this.handleKeyboardFocus = function (event, isKeyboardFocused) {\n _this.setState({\n isKeyboardFocused: isKeyboardFocused\n });\n\n _this.props.onKeyboardFocus(event, isKeyboardFocused);\n }, _this.handleMouseEnter = function (event) {\n

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// Cancel hover styles for touch devices\n      if (!_this.state.touch) _this.setState({\n        hovered: true\n      });\n\n      _this.props.onMouseEnter(event);\n    }, _this.handleMouseLeave = function (event) {\n      _this.setState({\n        hovered: false\n      });\n\n      _this.props.onMouseLeave(event);\n    }, _this.handleTouchStart = function (event) {\n      _this.setState({\n        touch: true\n      });\n\n      _this.props.onTouchStart(event);\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(FlatButton, [{\n    key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      if (nextProps.disabled) {\n        this.setState({\n          hovered: false\n        });\n      }\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          backgroundColor = _props.backgroundColor,\n          children = _props.children,\n          disabled = _props.disabled,\n          fullWidth = _props.fullWidth,\n          hoverColor = _props.hoverColor,\n          icon = _props.icon,\n          label = _props.label,\n          labelStyle = _props.labelStyle,\n          labelPosition = _props.labelPosition,\n          primary = _props.primary,\n          rippleColor = _props.rippleColor,\n          secondary = _props.secondary,\n          style = _props.style,\n          other = (0, _objectWithoutProperties3.default)(_props, ['backgroundColor', 'children', 'disabled', 'fullWidth', 'hoverColor', 'icon', 'label', 'labelStyle', 'labelPosition', 'primary', 'rippleColor', 'secondary', 'style']);\n      var _context$muiTheme = this.context.muiTheme,\n          borderRadius = _context$muiTheme.borderRadius,\n          _context$muiTheme$but = _context$muiTheme.button,\n          buttonHeight = _context$muiTheme$but.height,\n          buttonMinWidth = _context$muiTheme$but.minWidth,\n          buttonTextTransform = _context$muiTheme$but.textTransform,\n          _context$muiTheme$fla = _context$muiTheme.flatButton,\n          buttonFilterColor = _context$muiTheme$fla.buttonFilterColor,\n          buttonColor = _context$muiTheme$fla.color,\n          disabledTextColor = _context$muiTheme$fla.disabledTextColor,\n          fontSize = _context$muiTheme$fla.fontSize,\n          fontWeight = _context$muiTheme$fla.fontWeight,\n          primaryTextColor = _context$muiTheme$fla.primaryTextColor,\n          secondaryTextColor = _context$muiTheme$fla.secondaryTextColor,\n          textColor = _context$muiTheme$fla.textColor,\n          _context$muiTheme$fla2 = _context$muiTheme$fla.textTransform,\n          textTransform = _context$muiTheme$fla2 === undefined ? buttonTextTransform || 'uppercase' : _context$muiTheme$fla2;\n      var defaultTextColor = disabled ? disabledTextColor : primary ? primaryTextColor : secondary ? secondaryTextColor : textColor;\n      var defaultHoverColor = (0, _colorManipulator.fade)(buttonFilterColor, 0.2);\n      var defaultRippleColor = buttonFilterColor;\n      var buttonHoverColor = hoverColor || defaultHoverColor;\n      var buttonRippleColor = rippleColor || defaultRippleColor;\n      var buttonBackgroundColor = backgroundColor || buttonColor;\n      var hovered = (this.state.hovered || this.state.isKeyboardFocused) && !disabled;\n      var mergedRootStyles = (0, _simpleAssign2.default)({}, {\n        height: buttonHeight,\n        lineHeight: buttonHeight + 'px',\n        minWidth: fullWidth ? '100%' : buttonMinWidth,\n        color: defaultTextColor,\n        transition: _transitions2.default.easeOut(),\n        borderRadius: borderRadius,\n        userSelect: 'none',\n        overflow: 'hidden',\n        backgroundColor: hovered ? buttonHoverColor : buttonBackgroundColor,\n        padding: 0,\n        margin: 0,\n        textAlign: 'center'\n      }, style);\n      var iconCloned = void 0;\n      var labelStyleIcon = {};\n\n      if (icon) {\n        var iconStyles = (0, _simpleAssign2.default)({\n          verticalAlign: 'middle',\n          marginLeft: label && labelPosition !== 'before' ? 12 : 0,\n          marginRight: label && labelPosition === 'before' ? 12 : 0\n        }, icon.props.style);\n        iconCloned = _react2.default.cloneElement(icon, {\n          color: icon.props.color || mergedRootStyles.color,\n          style: iconStyles,\n          key: 'iconCloned'\n        });\n\n        if (labelPosition === 'before') {\n          labelStyleIcon.paddingRight = 8;\n        } else {\n          labelStyleIcon.paddingLeft = 8;\n        }\n      }\n\n      var mergedLabelStyles = (0, _simpleAssign2.default)({\n        letterSpacing: 0,\n        textTransform: textTransform,\n        fontWeight: fontWeight,\n        fontSize: fontSize\n      }, labelStyleIcon, labelStyle);\n      var labelElement = label ? _react2.default.createElement(_FlatButtonLabel2.default, {\n        key: 'labelElement',\n        label: label,\n        style: mergedLabelStyles\n      }) : undefined; // Place label before or after children.\n\n      var enhancedButtonChildren = labelPosition === 'before' ? [labelElement, iconCloned, children] : [children, iconCloned, labelElement];\n      return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, {\n        disabled: disabled,\n        focusRippleColor: buttonRippleColor,\n        focusRippleOpacity: 0.3,\n        onKeyboardFocus: this.handleKeyboardFocus,\n        onMouseLeave:
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this.handleMouseLeave,\n onMouseEnter: this.handleMouseEnter,\n onTouchStart: this.handleTouchStart,\n style: mergedRootStyles,\n touchRippleColor: buttonRippleColor,\n touchRippleOpacity: 0.3\n }), enhancedButtonChildren);\n }\n }]);\n return FlatButton;\n}(_react.Component);\n\nFlatButton.muiName = 'FlatButton';\nFlatButton.defaultProps = {\n disabled: false,\n fullWidth: false,\n labelStyle: {},\n labelPosition: 'after',\n onKeyboardFocus: function onKeyboardFocus() {},\n onMouseEnter: function onMouseEnter() {},\n onMouseLeave: function onMouseLeave() {},\n onTouchStart: function onTouchStart() {},\n primary: false,\n secondary: false\n};\nFlatButton.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nFlatButton.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Color of button when mouse is not hovering over it.\n */\n backgroundColor: _propTypes2.default.string,\n\n /**\n * This is what will be displayed inside the button.\n * If a label is specified, the text within the label prop will\n * be displayed. Otherwise, the component will expect children\n * which will then be displayed. (In our example,\n * we are nesting an `<input type=\"file\" />` and a `span`\n * that acts as our label to be displayed.) This only\n * applies to flat and raised buttons.\n */\n children: _propTypes2.default.node,\n\n /**\n * The CSS class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * The element to use as the container for the FlatButton. Either a string to\n * use a DOM element or a ReactElement. This is useful for wrapping the\n * FlatButton in a custom Link component. If a ReactElement is given, ensure\n * that it passes all of its given props through to the underlying DOM\n * element and renders its children prop for proper integration.\n */\n containerElement: _propTypes2.default.oneOfType([_propTypes2.default.string, _propTypes2.default.element]),\n\n /**\n * If true, the element's ripple effect will be disabled.\n */\n disableTouchRipple: _propTypes2.default.bool,\n\n /**\n * Disables the button if set to true.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * If true, the button will take up the full width of its container.\n */\n fullWidth: _propTypes2.default.bool,\n\n /**\n * Color of button when mouse hovers over.\n */\n hoverColor: _propTypes2.default.string,\n\n /**\n * The URL to link to when the button is clicked.\n */\n href: _propTypes2.default.string,\n\n /**\n * Use this property to display an icon.\n */\n icon: _propTypes2.default.node,\n\n /**\n * Label for the button.\n */\n label: validateLabel,\n\n /**\n * Place label before or after the passed children.\n */\n labelPosition: _propTypes2.default.oneOf(['before', 'after']),\n\n /**\n * Override the inline-styles of the button's label element.\n */\n labelStyle: _propTypes2.default.object,\n\n /**\n * Callback function fired when the button is clicked.\n *\n * @param {object} event Click event targeting the button.\n */\n onClick: _propTypes2.default.func,\n\n /**\n * Callback function fired when the element is focused or blurred by the keyboard.\n *\n * @param {object} event `focus` or `blur` event targeting the element.\n * @param {boolean} isKeyboardFocused Indicates whether the element is focused.\n */\n onKeyboardFocus: _propTypes2.default.func,\n\n /** @ignore */\n onMouseEnter: _propTypes2.default.func,\n\n /** @ignore */\n onMouseLeave: _propTypes2.default.func,\n\n /** @ignore */\n onTouchStart: _propTypes2.default.func,\n\n /**\n * If true, colors button according to\n * primaryTextColor from the Theme.\n */\n primary: _propTypes2.default.bool,\n\n /**\n * Color for the ripple after button is clicked.\n */\n rippleColor: _propTypes2.default.string,\n\n /**\n * If true, colors button according to secondaryTextColor from the theme.\n * The primary prop has precendent if set to true.\n */\n secondary: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = FlatButton;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar

_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var baseTheme = context.muiTheme.baseTheme;\n return {\n root: {\n position: 'relative',\n paddingLeft: baseTheme.spacing.desktopGutterLess,\n paddingRight: baseTheme.spacing.desktopGutterLess,\n verticalAlign: 'middle'\n }\n };\n}\n\nvar FlatButtonLabel = function (_Component) {\n (0, _inherits3.default)(FlatButtonLabel, _Component);\n\n function FlatButtonLabel() {\n (0, _classCallCheck3.default)(this, FlatButtonLabel);\n return (0, _possibleConstructorReturn3.default)(this, (FlatButtonLabel.__proto__ || (0, _getPrototypeOf2.default)(FlatButtonLabel)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(FlatButtonLabel, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n label = _props.label,\n style = _props.style;\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n return _react2.default.createElement('span', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }, label);\n }\n }]);\n return FlatButtonLabel;\n}(_react.Component);\n\nFlatButtonLabel.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nFlatButtonLabel.propTypes = process.env.NODE_ENV !== \"production\" ? {\n label: _propTypes2.default.node,\n style: _propTypes2.default.object\n} : {};\nexports.default = FlatButtonLabel;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _dateUtils = require('./dateUtils');\n\nvar _DayButton = require('./DayButton');\n\nvar _DayButton2 = _interopRequireDefault(_DayButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar styles = {\n root: {\n display: 'flex',\n flexDirection: 'column',\n justifyContent: 'flex-start',\n fontWeight: 400,\n height: 228,\n lineHeight: 2,\n position: 'relative',\n textAlign: 'center',\n MozPaddingStart: 0\n },\n week: {\n display: 'flex',\n flexDirection: 'row',\n justifyContent: 'space-around',\n height: 34,\n marginBottom: 2\n }\n};\n\nvar CalendarMonth = function (_Component) {\n (0, _inherits3.default)(CalendarMonth, _Component);\n\n function CalendarMonth() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, CalendarMonth);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = CalendarMonth.__proto__ || (0, _getPrototypeOf2.default)(CalendarMonth)).call.apply(_ref, [this].concat(args))), _this), _this.handleClickDay = function (event, date) {\n if (_this.props.onClickDay) {\n _this.props.onClickDay(event, date);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(CalendarMonth, [{\n key: 'isSelectedDateDisabled',\n value: function isSelectedDateDisabled() {\n return this.selectedDateDisabled;\n }\n }, {\n key: 'shouldDisableDate',\n value: function shouldDisableDate(day) {\n if (day === null) return false;\n var disabled = !(0, _dateUtils.isBetweenDates)(day, this.props.minDate, this.props.maxDate);\n if (!disabled && this.props.shouldDisableDate) disabled = this.props.shouldDisableDate(day);\n return disabled;\n }\n }, {\n key: 'getWeekElements',\n value: function getWeekElements() {\n var _this2 = this;\n\n var weekArray = this.props.utils.getWeekArray(this.props.displayDate, this.props.firstDayOfWeek);\n return

weekArray.map(function (week, i) {\n return _react2.default.createElement('div', {\n key: i,\n style: styles.week\n }, _this2.getDayElements(week, i));\n }, this);\n }\n }, {\n key: 'getDayElements',\n value: function getDayElements(week, i) {\n var _this3 = this;\n\n var _props = this.props,\n DateTimeFormat = _props.DateTimeFormat,\n locale = _props.locale,\n selectedDate = _props.selectedDate;\n return week.map(function (day, j) {\n var isSameDate = (0, _dateUtils.isEqualDate)(selectedDate, day);\n\n var disabled = _this3.shouldDisableDate(day);\n\n var selected = !disabled && isSameDate;\n\n if (isSameDate) {\n _this3.selectedDateDisabled = disabled;\n }\n\n return _react2.default.createElement(_DayButton2.default, {\n DateTimeFormat: DateTimeFormat,\n locale: locale,\n date: day,\n disabled: disabled,\n key: 'db' + (i + j),\n onClick: _this3.handleClickDay,\n selected: selected\n });\n }, this);\n }\n }, {\n key: 'render',\n value: function render() {\n return _react2.default.createElement('div', {\n style: styles.root\n }, this.getWeekElements());\n }\n }]);\n return CalendarMonth;\n}(_react.Component);\n\nCalendarMonth.propTypes = process.env.NODE_ENV !== \"production\" ? {\n DateTimeFormat: _propTypes2.default.func.isRequired,\n autoOk: _propTypes2.default.bool,\n displayDate: _propTypes2.default.object.isRequired,\n firstDayOfWeek: _propTypes2.default.number,\n locale: _propTypes2.default.string.isRequired,\n maxDate: _propTypes2.default.object,\n minDate: _propTypes2.default.object,\n onClickDay: _propTypes2.default.func,\n selectedDate: _propTypes2.default.object.isRequired,\n shouldDisableDate: _propTypes2.default.func,\n utils: _propTypes2.default.object.isRequired\n} : {};\nexports.default = CalendarMonth;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _dateUtils = require('./dateUtils');\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context, state) {\n var date = props.date,\n disabled = props.disabled,\n selected = props.selected;\n var hover = state.hover;\n var _context$muiTheme = context.muiTheme,\n baseTheme = _context$muiTheme.baseTheme,\n datePicker = _context$muiTheme.datePicker;\n var labelColor = baseTheme.palette.textColor;\n var buttonStateOpacity = 0;\n var buttonStateTransform = 'scale(0)';\n\n if (hover || selected) {\n labelColor = datePicker.selectTextColor;\n buttonStateOpacity = selected ? 1 : 0.6;\n buttonStateTransform = 'scale(1)';\n } else if ((0, _dateUtils.isEqualDate)(date, new Date())) {\n labelColor = datePicker.color;\n }\n\n return {\n root: {\n boxSizing: 'border-box',\n fontWeight: '400',\n opacity: disabled && '0.4',\n padding: '4px 0px',\n position: 'relative',\n WebkitTapHighlightColor: 'rgba(0,0,0,0)',\n // Remove mobile color flashing (deprecated)\n width: 42\n },\n label: {\n color: labelColor,\n fontWeight: '400',\n position: 'relative'\n },\n buttonState: {\n backgroundColor: datePicker.selectColor,\n borderRadius: '50%',\n height: 34,\n left: 4,\n opacity: buttonStateOpacity,\n position: 'absolute',\n top: 0,\n transform:

buttonStateTransform,\n transition: _transitions2.default.easeOut(),\n width: 34\n }\n };\n}\n\nvar DayButton = function (_Component) {\n (0, _inherits3.default)(DayButton, _Component);\n\n function DayButton() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, DayButton);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = DayButton.__proto__ || (0, _getPrototypeOf2.default)(DayButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n hover: false\n }, _this.handleMouseEnter = function () {\n if (!_this.props.disabled) {\n _this.setState({\n hover: true\n });\n }\n }, _this.handleMouseLeave = function () {\n if (!_this.props.disabled) {\n _this.setState({\n hover: false\n });\n }\n }, _this.handleClick = function (event) {\n if (!_this.props.disabled && _this.props.onClick) {\n _this.props.onClick(event, _this.props.date);\n }\n }, _this.handleKeyboardFocus = function (event, keyboardFocused) {\n if (!_this.props.disabled && _this.props.onKeyboardFocus) {\n _this.props.onKeyboardFocus(event, keyboardFocused, _this.props.date);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(DayButton, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n DateTimeFormat = _props.DateTimeFormat,\n date = _props.date,\n disabled = _props.disabled,\n locale = _props.locale,\n onClick = _props.onClick,\n selected = _props.selected,\n other = (0, _objectWithoutProperties3.default)(_props, ['DateTimeFormat', 'date', 'disabled', 'locale', 'onClick', 'selected']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context, this.state);\n return date ? _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, {\n disabled: disabled,\n disableFocusRipple: true,\n disableTouchRipple: true,\n onKeyboardFocus: this.handleKeyboardFocus,\n onMouseEnter: this.handleMouseEnter,\n onMouseLeave: this.handleMouseLeave,\n onClick: this.handleClick,\n style: styles.root\n }), _react2.default.createElement('div', {\n style: prepareStyles(styles.buttonState)\n }), _react2.default.createElement('span', {\n style: prepareStyles(styles.label)\n }, new DateTimeFormat(locale, {\n day: 'numeric'\n }).format(date))) : _react2.default.createElement('span', {\n style: prepareStyles(styles.root)\n });\n }\n }]);\n return DayButton;\n}(_react.Component);\n\nDayButton.defaultProps = {\n selected: false,\n disabled: false\n};\n\nDayButton.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\n\nDayButton.propTypes = process.env.NODE_ENV !== \"production\" ? {\n DateTimeFormat: _propTypes2.default.func.isRequired,\n date: _propTypes2.default.object,\n disabled: _propTypes2.default.bool,\n locale: _propTypes2.default.string.isRequired,\n onClick: _propTypes2.default.func,\n onKeyboardFocus: _propTypes2.default.func,\n selected: _propTypes2.default.bool\n} : {};\n\nexports.default = DayButton;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _YearButton = require('./YearButton');\n\nvar _YearButton2 = _interopRequireDefault(_YearButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar CalendarYear = function (_Component) {\n (0,

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_inherits3.default)(CalendarYear, _Component);\n\n  function CalendarYear() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, CalendarYear);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = CalendarYear.__proto__ || (0, _getPrototypeOf2.default)(CalendarYear)).call.apply(_ref, [this].concat(args))), _this), _this.handleClickYear = function (event, year) {\n      if (_this.props.onClickYear) {\n        _this.props.onClickYear(event, year);\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(CalendarYear, [{\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n      this.scrollToSelectedYear();\n    }\n  }, {\n    key: 'componentDidUpdate',\n    value: function componentDidUpdate() {\n      this.scrollToSelectedYear();\n    }\n  }, {\n    key: 'getYears',\n    value: function getYears() {\n      var _props = this.props,\n          DateTimeFormat = _props.DateTimeFormat,\n          locale = _props.locale,\n          minDate = _props.minDate,\n          maxDate = _props.maxDate,\n          selectedDate = _props.selectedDate,\n          utils = _props.utils;\n      var minYear = utils.getYear(minDate);\n      var maxYear = utils.getYear(maxDate);\n      var years = [];\n\n      for (var year = minYear; year <= maxYear; year++) {\n        var selected = utils.getYear(selectedDate) === year;\n        var selectedProps = {};\n\n        if (selected) {\n          selectedProps.ref = 'selectedYearButton';\n        }\n\n        var yearFormated = new DateTimeFormat(locale, {\n          year: 'numeric'\n        }).format(utils.setYear(selectedDate, year));\n\n        var yearButton = _react2.default.createElement(_YearButton2.default, (0, _extends3.default)({\n          key: 'yb' + year,\n          onClick: this.handleClickYear,\n          selected: selected,\n          year: year,\n          utils: utils\n        }, selectedProps), yearFormated);\n\n        years.push(yearButton);\n      }\n\n      return years;\n    }\n  }, {\n    key: 'scrollToSelectedYear',\n    value: function scrollToSelectedYear() {\n      if (this.refs.selectedYearButton === undefined) {\n        return;\n      }\n\n      var container = _reactDom2.default.findDOMNode(this);\n\n      var yearButtonNode = _reactDom2.default.findDOMNode(this.refs.selectedYearButton);\n\n      var containerHeight = container.clientHeight;\n      var yearButtonNodeHeight = yearButtonNode.clientHeight || 32;\n      var scrollYOffset = yearButtonNode.offsetTop + yearButtonNodeHeight / 2 - containerHeight / 2;\n      container.scrollTop = scrollYOffset;\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _context$muiTheme = this.context.muiTheme,\n          prepareStyles = _context$muiTheme.prepareStyles,\n          calendarYearBackgroundColor = _context$muiTheme.datePicker.calendarYearBackgroundColor;\n      var styles = {\n        root: {\n          backgroundColor: calendarYearBackgroundColor,\n          height: 'inherit',\n          lineHeight: '35px',\n          overflowX: 'hidden',\n          overflowY: 'scroll',\n          position: 'relative'\n        },\n        child: {\n          display: 'flex',\n          flexDirection: 'column',\n          justifyContent: 'center',\n          minHeight: '100%'\n        }\n      };\n      return _react2.default.createElement('div', {\n        style: prepareStyles(styles.root)\n      }, _react2.default.createElement('div', {\n        style: prepareStyles(styles.child)\n      }, this.getYears()));\n    }\n  }]);\n  return CalendarYear;\n}(_react.Component);\n\nCalendarYear.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\nCalendarYear.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  DateTimeFormat: _propTypes2.default.func.isRequired,\n  locale: _propTypes2.default.string.isRequired,\n  maxDate: _propTypes2.default.object.isRequired,\n  minDate: _propTypes2.default.object.isRequired,\n  onClickYear: _propTypes2.default.func,\n  selectedDate: _propTypes2.default.object.isRequired,\n  utils: _propTypes2.default.object.isRequired,\n  wordings: _propTypes2.default.object\n} : {};\nexports.default = CalendarYear;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
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_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context, state) {\n  var selected = props.selected,\n      year = props.year,\n      utils = props.utils;\n  var _context$muiTheme = context.muiTheme,\n      baseTheme = _context$muiTheme.baseTheme,\n      datePicker = _context$muiTheme.datePicker;\n  var hover = state.hover;\n  return {\n    root: {\n      boxSizing: 'border-box',\n      color: year === utils.getYear(new Date()) && datePicker.color,\n      display: 'block',\n      fontSize: 14,\n      margin: '0 auto',\n      position: 'relative',\n      textAlign: 'center',\n      lineHeight: 'inherit',\n      WebkitTapHighlightColor: 'rgba(0,0,0,0)' // Remove mobile color flashing (deprecated)\n\n    },\n    label: {\n      alignSelf: 'center',\n      color: hover || selected ? datePicker.color : baseTheme.palette.textColor,\n      fontSize: selected ? 26 : 17,\n      fontWeight: hover ? 450 : selected ? 500 : 400,\n      position: 'relative',\n      top: -1\n    }\n  };\n}\n\nvar YearButton = function (_Component) {\n  (0, _inherits3.default)(YearButton, _Component);\n\n  function YearButton() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, YearButton);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = YearButton.__proto__ || (0, _getPrototypeOf2.default)(YearButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      hover: false\n    }, _this.handleMouseEnter = function () {\n      _this.setState({\n        hover: true\n      });\n    }, _this.handleMouseLeave = function () {\n      _this.setState({\n        hover: false\n      });\n    }, _this.handleClick = function (event) {\n      if (_this.props.onClick) {\n        _this.props.onClick(event, _this.props.year);\n      }\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(YearButton, [{\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          children = _props.children,\n          className = _props.className,\n          onClick = _props.onClick,\n          selected = _props.selected,\n          year = _props.year,\n          utils = _props.utils,\n          other = (0, _objectWithoutProperties3.default)(_props, ['children', 'className', 'onClick', 'selected', 'year', 'utils']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var styles = getStyles(this.props, this.context, this.state);\n      return _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, {\n        disableFocusRipple: true,\n        disableTouchRipple: true,\n        onMouseEnter: this.handleMouseEnter,\n        onMouseLeave: this.handleMouseLeave,\n        onClick: this.handleClick,\n        style: styles.root\n      }), _react2.default.createElement('span', {\n        style: prepareStyles(styles.label)\n      }, children));\n    }\n  }]);\n  return YearButton;\n}(_react.Component);\n\nYearButton.defaultProps = {\n  selected: false\n};\nYearButton.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\nYearButton.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  children: _propTypes2.default.node.isRequired,\n\n  /**\n   * The css class name of the root element.\n   */\n  className: _propTypes2.default.string,\n  onClick: _propTypes2.default.func,\n  selected: _propTypes2.default.bool,\n  utils: _propTypes2.default.object.isRequired,\n  year: _propTypes2.default.number.isRequired\n} : {};\nexports.default = YearButton;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
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runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _IconButton = require('../IconButton');\n\nvar _IconButton2 = _interopRequireDefault(_IconButton);\n\nvar _chevronLeft = require('../svg-icons/navigation/chevron-left');\n\nvar _chevronLeft2 = _interopRequireDefault(_chevronLeft);\n\nvar _chevronRight = require('../svg-icons/navigation/chevron-right');\n\nvar _chevronRight2 = _interopRequireDefault(_chevronRight);\n\nvar _SlideIn = require('../internal/SlideIn');\n\nvar _SlideIn2 = _interopRequireDefault(_SlideIn);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar styles = {\n root: {\n display: 'flex',\n justifyContent: 'space-between',\n backgroundColor: 'inherit',\n height: 48\n },\n titleDiv: {\n fontSize: 14,\n fontWeight: '500',\n textAlign: 'center',\n width: '100%'\n },\n titleText: {\n height: 'inherit',\n paddingTop: 12\n }\n};\n\nvar CalendarToolbar = function (_Component) {\n (0, _inherits3.default)(CalendarToolbar, _Component);\n\n function CalendarToolbar() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, CalendarToolbar);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = CalendarToolbar.__proto__ || (0, _getPrototypeOf2.default)(CalendarToolbar)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n transitionDirection: 'up'\n }, _this.handleClickPrevMonth = function () {\n if (_this.props.onMonthChange) {\n _this.props.onMonthChange(-1);\n }\n }, _this.handleClickNextMonth = function () {\n if (_this.props.onMonthChange) {\n _this.props.onMonthChange(1);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(CalendarToolbar, [{\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n if (nextProps.displayDate !== this.props.displayDate) {\n var nextDirection = this.context.muiTheme.isRtl ? 'right' : 'left';\n var prevDirection = this.context.muiTheme.isRtl ? 'left' : 'right';\n var direction = nextProps.displayDate > this.props.displayDate ? nextDirection : prevDirection;\n this.setState({\n transitionDirection: direction\n });\n }\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n DateTimeFormat = _props.DateTimeFormat,\n locale = _props.locale,\n displayDate = _props.displayDate;\n var dateTimeFormatted = new DateTimeFormat(locale, {\n month: 'long',\n year: 'numeric'\n }).format(displayDate);\n var nextButtonIcon = this.context.muiTheme.isRtl ? _react2.default.createElement(_chevronLeft2.default, null) : _react2.default.createElement(_chevronRight2.default, null);\n var prevButtonIcon = this.context.muiTheme.isRtl ? _react2.default.createElement(_chevronRight2.default, null) : _react2.default.createElement(_chevronLeft2.default, null);\n return _react2.default.createElement('div', {\n style: styles.root\n }, _react2.default.createElement(_IconButton2.default, {\n disabled: !this.props.prevMonth,\n onClick: this.handleClickPrevMonth\n }, prevButtonIcon), _react2.default.createElement(_SlideIn2.default, {\n direction: this.state.transitionDirection,\n style: styles.titleDiv\n }, _react2.default.createElement('div', {\n key: dateTimeFormatted,\n style: styles.titleText\n }, dateTimeFormatted)), _react2.default.createElement(_IconButton2.default, {\n disabled: !this.props.nextMonth,\n onClick: this.handleClickNextMonth\n }, nextButtonIcon));\n }\n }]);\n return CalendarToolbar;\n}(_react.Component);\n\nCalendarToolbar.defaultProps = {\n nextMonth: true,\n prevMonth: true\n};\nCalendarToolbar.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nCalendarToolbar.propTypes = process.env.NODE_ENV !== \"production\" ? {\n DateTimeFormat: _propTypes2.default.func.isRequired,\n displayDate: _propTypes2.default.object.isRequired,\n locale: _propTypes2.default.string.isRequired,\n nextMonth: _propTypes2.default.bool,\n onMonthChange: _propTypes2.default.func,\n prevMonth: _propTypes2.default.bool\n} : {};\nexports.default = CalendarToolbar;","'use

strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar NavigationChevronLeft = function NavigationChevronLeft(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n   d: 'M15.41 7.41L14 6l-6 6 6 6 1.41-1.41L10.83 12z'\n }));\n};\n\nNavigationChevronLeft = (0, _pure2.default)(NavigationChevronLeft);\nNavigationChevronLeft.displayName = 'NavigationChevronLeft';\nNavigationChevronLeft.muiName = 'SvgIcon';\nexports.default = NavigationChevronLeft;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar NavigationChevronRight = function NavigationChevronRight(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n   d: 'M10 6L8.59 7.41 13.17 12l-4.58 4.59L10 18l6-6z'\n }));\n};\n\nNavigationChevronRight = (0, _pure2.default)(NavigationChevronRight);\nNavigationChevronRight.displayName = 'NavigationChevronRight';\nNavigationChevronRight.muiName = 'SvgIcon';\nexports.default = NavigationChevronRight;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _autoPrefix = require('../utils/autoPrefix');\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar SlideInChild = function (_Component) {\n (0, _inherits3.default)(SlideInChild, _Component);\n\n function SlideInChild() {\n   (0, _classCallCheck3.default)(this, SlideInChild);\n   return (0, _possibleConstructorReturn3.default)(this, (SlideInChild.__proto__ || (0, _getPrototypeOf2.default)(SlideInChild)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(SlideInChild, [{\n   key: 'componentWillUnmount',\n   value: function componentWillUnmount() {\n   clearTimeout(this.enterTimer);\n   clearTimeout(this.leaveTimer);\n   }\n }, {\n   key: 'componentWillEnter',\n   value: function componentWillEnter(callback) {\n   var style = _reactDom2.default.findDOMNode(this).style;\n\n   var x = this.props.direction === 'left' ? '100%' : this.props.direction === 'right' ? '-100%' : '0';\n   var y = this.props.direction === 'up' ? '100%' : this.props.direction === 'down' ? '-100%' : '0';\n   style.opacity = '0';\n\n   _autoPrefix2.default.set(style, 'transform', 'translate(' + x + ', ' + y + ')');\n\n   this.enterTimer =

setTimeout(callback, this.props.enterDelay);\n }\n }, {\n key: 'componentDidEnter',\n value: function componentDidEnter() {\n var style = _reactDom2.default.findDOMNode(this).style;\n\n style.opacity = '1';\n\n _autoPrefix2.default.set(style, 'transform', 'translate(0,0)');\n }\n }, {\n key: 'componentWillLeave',\n value: function componentWillLeave(callback) {\n var style = _reactDom2.default.findDOMNode(this).style;\n\n var direction = this.props.getLeaveDirection();\n var x = direction === 'left' ? '-100%' : direction === 'right' ? '100%' : '0';\n var y = direction === 'up' ? '-100%' : direction === 'down' ? '100%' : '0';\n style.opacity = '0';\n\n _autoPrefix2.default.set(style, 'transform', 'translate(' + x + ', ' + y + ')');\n\n this.leaveTimer = setTimeout(callback, 450);\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n children = _props.children,\n enterDelay = _props.enterDelay,\n getLeaveDirection = _props.getLeaveDirection,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['children', 'enterDelay', 'getLeaveDirection', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var mergedRootStyles = (0, _simpleAssign2.default)({}, {\n position: 'absolute',\n height: '100%',\n width: '100%',\n top: 0,\n left: 0,\n transition: _transitions2.default.easeOut(null, ['transform', 'opacity'])\n }, style);\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles(mergedRootStyles)\n }), children);\n }\n }]);\n return SlideInChild;\n}(_react.Component);\n\nSlideInChild.defaultProps = {\n enterDelay: 0\n};\nSlideInChild.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nSlideInChild.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n direction: _propTypes2.default.string,\n enterDelay: _propTypes2.default.number,\n // This callback is needed bacause the direction could change when leaving the DOM\n getLeaveDirection: _propTypes2.default.func.isRequired,\n style: _propTypes2.default.object\n} : {};\nexports.default = SlideInChild;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _SlideIn = require('../internal/SlideIn');\n\nvar _SlideIn2 = _interopRequireDefault(_SlideIn);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context, state) {\n var datePicker = context.muiTheme.datePicker;\n var selectedYear = state.selectedYear;\n var isLandscape = props.mode === 'landscape';\n var styles = {\n root: {\n width: isLandscape ? 165 : '100%',\n height: isLandscape ? 330 : 'auto',\n float: isLandscape ? 'left' : 'none',\n fontWeight: 700,\n display: 'inline-block',\n backgroundColor: datePicker.headerColor,\n borderTopLeftRadius: 2,\n borderTopRightRadius: isLandscape ? 0 : 2,\n borderBottomLeftRadius: isLandscape ? 2 : 0,\n color: datePicker.textColor,\n padding: 20,\n boxSizing: 'border-box'\n },\n monthDay: {\n display: 'block',\n fontSize: 36,\n lineHeight: '36px',\n height: props.mode === 'landscape' ? '100%' : 38,\n opacity: selectedYear ? 0.7 : 1,\n transition: _transitions2.default.easeOut(),\n width: '100%',\n fontWeight: '500'\n },\n monthDayTitle: {\n cursor: !selectedYear ? 'default' : 'pointer',\n width: '100%',\n display: 'block'\n },\n year: {\n margin: 0,\n

fontSize: 16,\n fontWeight: '500',\n lineHeight: '16px',\n height: 16,\n opacity: selectedYear ? 1 : 0.7,\n transition: _transitions2.default.easeOut(),\n marginBottom: 10\n },\n yearTitle: {\n cursor: props.disableYearSelection || selectedYear ? 'default' : 'pointer'\n }\n };\n return styles;\n}\n\nvar DateDisplay = function (_Component) {\n (0, _inherits3.default)(DateDisplay, _Component);\n\n function DateDisplay() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, DateDisplay);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = DateDisplay.__proto__ || (0, _getPrototypeOf2.default)(DateDisplay)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n selectedYear: false,\n transitionDirection: 'up'\n }, _this.handleClickMonthDay = function () {\n if (_this.props.onClickMonthDay && _this.state.selectedYear) {\n _this.props.onClickMonthDay();\n }\n\n _this.setState({\n selectedYear: false\n });\n }, _this.handleClickYear = function () {\n if (_this.props.onClickYear && !_this.props.disableYearSelection && !_this.state.selectedYear) {\n _this.props.onClickYear();\n }\n\n if (!_this.props.disableYearSelection) {\n _this.setState({\n selectedYear: true\n });\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(DateDisplay, [{\n key: 'componentWillMount',\n value: function componentWillMount() {\n if (!this.props.monthDaySelected) {\n this.setState({\n selectedYear: true\n });\n }\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n if (nextProps.selectedDate !== this.props.selectedDate) {\n var direction = nextProps.selectedDate > this.props.selectedDate ? 'up' : 'down';\n this.setState({\n transitionDirection: direction\n });\n }\n\n if (nextProps.monthDaySelected !== undefined) {\n this.setState({\n selectedYear: !nextProps.monthDaySelected\n });\n }\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n DateTimeFormat = _props.DateTimeFormat,\n disableYearSelection = _props.disableYearSelection,\n locale = _props.locale,\n mode = _props.mode,\n monthDaySelected = _props.monthDaySelected,\n onClickMonthDay = _props.onClickMonthDay,\n onClickYear = _props.onClickYear,\n selectedDate = _props.selectedDate,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['DateTimeFormat', 'disableYearSelection', 'locale', 'mode', 'monthDaySelected', 'onClickMonthDay', 'onClickYear', 'selectedDate', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context, this.state);\n var year = new DateTimeFormat(locale, {\n year: 'numeric'\n }).format(selectedDate);\n var dateTime = new DateTimeFormat(locale, {\n month: 'short',\n weekday: 'short',\n day: '2-digit'\n }).format(selectedDate);\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles(styles.root, style)\n }), _react2.default.createElement(_SlideIn2.default, {\n style: styles.year,\n direction: this.state.transitionDirection\n }, _react2.default.createElement('div', {\n key: year,\n style: styles.yearTitle,\n onClick: this.handleClickYear\n }, year)), _react2.default.createElement(_SlideIn2.default, {\n style: styles.monthDay,\n direction: this.state.transitionDirection\n }, _react2.default.createElement('div', {\n key: dateTime,\n onClick: this.handleClickMonthDay,\n style: styles.monthDayTitle\n }, dateTime)));\n }\n }]);\n return DateDisplay;\n}(_react.Component);\n\nDateDisplay.defaultProps = {\n disableYearSelection: false,\n monthDaySelected: true\n};\nDateDisplay.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nDateDisplay.propTypes = process.env.NODE_ENV !== \"production\" ? {\n DateTimeFormat: _propTypes2.default.func.isRequired,\n disableYearSelection: _propTypes2.default.bool,\n locale: _propTypes2.default.string.isRequired,\n mode: _propTypes2.default.oneOf(['portrait', 'landscape']),\n monthDaySelected: _propTypes2.default.bool,\n onClickMonthDay: _propTypes2.default.func,\n onClickYear: _propTypes2.default.func,\n selectedDate: _propTypes2.default.object.isRequired,\n style: _propTypes2.default.object\n} : {};\nexports.default = DateDisplay;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =

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_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-
js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-
dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _reactEventListener = require('react-
event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _keycode =
require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _transitions =
require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _Overlay =
require('../internal/Overlay');\n\nvar _Overlay2 = _interopRequireDefault(_Overlay);\n\nvar _RenderToLayer =
require('../internal/RenderToLayer');\n\nvar _RenderToLayer2 = _interopRequireDefault(_RenderToLayer);\n\nvar
_Paper = require('../Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nvar _TransitionGroup =
require('react-transition-group/TransitionGroup');\n\nvar _TransitionGroup2 =
_interopRequireDefault(_TransitionGroup);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar TransitionItem = function (_Component) {\n  (0,
_inherits3.default)(TransitionItem, _Component);\n\n  function TransitionItem() {\n    var _ref;\n\n    var _temp,
_this, _ret;\n\n    (0, _classCallCheck3.default)(this, TransitionItem);\n\n    for (var _len = arguments.length, args =
Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp
= (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TransitionItem.__proto__ || (0,
_getPrototypeOf2.default)(TransitionItem)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      style:
{}\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0,
_createClass3.default)(TransitionItem, [{\n    key: 'componentWillUnmount',\n    value: function
componentWillUnmount() {\n      clearTimeout(this.enterTimeout);\n      clearTimeout(this.leaveTimeout);\n    }\n
}, {\n    key: 'componentWillEnter',\n    value: function componentWillEnter(callback) {\n
this.componentWillAppear(callback);\n    }\n  }, {\n    key: 'componentWillAppear',\n    value: function
componentWillAppear(callback) {\n      var spacing = this.context.muiTheme.baseTheme.spacing;\n
this.setState({\n        style: {\n          opacity: 1,\n          transform: 'translate(0, ' + spacing.desktopKeylineIncrement
+ 'px)'\n        }\n      });\n      this.enterTimeout = setTimeout(callback, 450); // matches transition duration\n    }\n  },
{\n    key: 'componentWillLeave',\n    value: function componentWillLeave(callback) {\n      this.setState({\n
style: {\n          opacity: 0,\n          transform: 'translate(0, 0)'\n        }\n      });\n      this.leaveTimeout =
setTimeout(callback, 450); // matches transition duration\n    }\n  }, {\n    key: 'render',\n    value: function render()
{\n      var _props = this.props,\n          style = _props.style,\n          children = _props.children,\n          other = (0,
_objectWithoutProperties3.default)(_props, ['style', 'children']);\n      var prepareStyles =
this.context.muiTheme.prepareStyles;\n      return _react2.default.createElement('div', (0, _extends3.default)({},
other, {\n        style: prepareStyles((0, _simpleAssign2.default)({}, this.state.style, style))\n      }), children);\n    }\n
}]);\n  return TransitionItem;\n}(_react.Component);\n\nTransitionItem.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nTransitionItem.propTypes = process.env.NODE_ENV !==
\"production\" ? {\n  children: _propTypes2.default.node,\n  style: _propTypes2.default.object\n} : {};\n\nfunction
getStyles(props, context) {\n  var autoScrollBodyContent = props.autoScrollBodyContent,\n      open =
props.open;\n  var _context$muiTheme = context.muiTheme,\n      _context$muiTheme$bas =
_context$muiTheme.baseTheme,\n      spacing = _context$muiTheme$bas.spacing,\n      palette =
_context$muiTheme$bas.palette,\n      dialog = _context$muiTheme.dialog,\n      zIndex =
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_context$muiTheme.zIndex;\n  var gutter = spacing.desktopGutter;\n  var borderScroll = '1px solid ' +
palette.borderColor;\n  return {\n    root: {\n      position: 'fixed',\n      boxSizing: 'border-box',\n
WebkitTapHighlightColor: 'rgba(0,0,0,0)',\n      // Remove mobile color flashing (deprecated)\n      zIndex:
zIndex.dialog,\n      top: 0,\n      left: open ? 0 : -10000,\n      width: '100%',\n      height: '100%',\n      transition: open
? _transitions2.default.easeOut('0ms', 'left', '0ms') : _transitions2.default.easeOut('0ms', 'left', '450ms')\n    },\n
content: {\n      boxSizing: 'border-box',\n      WebkitTapHighlightColor: 'rgba(0,0,0,0)',\n      // Remove mobile
color flashing (deprecated)\n      transition: _transitions2.default.easeOut(),\n      position: 'relative',\n      width:
'75%',\n      maxWidth: spacing.desktopKeylineIncrement * 12,\n      margin: '0 auto',\n      zIndex: zIndex.dialog\n
},\n    actionsContainer: {\n      boxSizing: 'border-box',\n      WebkitTapHighlightColor: 'rgba(0,0,0,0)',\n      //
Remove mobile color flashing (deprecated)\n      padding: 8,\n      width: '100%',\n      textAlign: 'right',\n
marginTop: autoScrollBodyContent ? -1 : 0\n    },\n    overlay: {\n      zIndex: zIndex.dialogOverlay\n    },\n    title:
{\n      margin: 0,\n      padding: gutter + 'px ' + gutter + 'px 20px ' + gutter + 'px',\n      color: palette.textColor,\n
fontSize: dialog.titleFontSize,\n      lineHeight: '32px',\n      fontWeight: 400,\n      marginBottom:
autoScrollBodyContent ? -1 : 0\n    },\n    body: {\n      fontSize: dialog.bodyFontSize,\n      color:
dialog.bodyColor,\n      padding: (props.title ? 0 : gutter) + 'px ' + gutter + 'px ' + gutter + 'px',\n      boxSizing:
'border-box',\n      overflowY: autoScrollBodyContent ? 'auto' : 'hidden',\n      borderTop: autoScrollBodyContent ?
borderScroll : 'none',\n      borderBottom: autoScrollBodyContent ? borderScroll : 'none'\n    }\n  };\n}\n\nvar
DialogInline = function (_Component2) {\n  (0, _inherits3.default)(DialogInline, _Component2);\n\n  function
DialogInline() {\n    var _ref2;\n\n    var _temp2, _this2, _ret2;\n\n    (0, _classCallCheck3.default)(this,
DialogInline);\n\n    for (var _len2 = arguments.length, args = Array(_len2), _key2 = 0; _key2 < _len2; _key2++)
{\n      args[_key2] = arguments[_key2];\n    }\n\n    return _ret2 = (_temp2 = (_this2 = (0,
_possibleConstructorReturn3.default)(this, (_ref2 = DialogInline.__proto__ || (0,
_getPrototypeOf2.default)(DialogInline)).call.apply(_ref2, [this].concat(args))), _this2), _this2.handleClickOverlay
= function () {\n      _this2.requestClose(false);\n    }, _this2.handleKeyUp = function (event) {\n      if ((0,
_keycode2.default)(event) === 'esc') {\n        _this2.requestClose(false);\n      }\n    }, _this2.handleResize =
function () {\n      _this2.positionDialog();\n    }, _temp2), (0, _possibleConstructorReturn3.default)(_this2, _ret2);\n
}\n\n  (0, _createClass3.default)(DialogInline, [{\n    key: 'componentDidMount',\n    value: function
componentDidMount() {\n      this.positionDialog();\n    }\n  }, {\n    key: 'componentDidUpdate',\n    value:
function componentDidUpdate() {\n      this.positionDialog();\n    }\n  }, {\n    key: 'positionDialog',\n    value:
function positionDialog() {\n      var _props2 = this.props,\n          actions = _props2.actions,\n
autoDetectWindowHeight = _props2.autoDetectWindowHeight,\n          autoScrollBodyContent =
_props2.autoScrollBodyContent,\n          bodyStyle = _props2.bodyStyle,\n          open = _props2.open,\n
repositionOnUpdate = _props2.repositionOnUpdate,\n          title = _props2.title;\n\n      if (!open) {\n        return;\n
}\n\n      var clientHeight = window.innerHeight || document.documentElement.clientHeight ||
document.body.clientHeight;\n\n      var container = _reactDom2.default.findDOMNode(this);\n\n      var
dialogWindow = _reactDom2.default.findDOMNode(this.refs.dialogWindow);\n\n      var dialogContent =
_reactDom2.default.findDOMNode(this.refs.dialogContent);\n\n      var minPaddingTop = 16; // Reset the height in
case the window was resized.\n\n      dialogWindow.style.height = '';\n      dialogContent.style.height = '';\n      var
dialogWindowHeight = dialogWindow.offsetHeight;\n      var paddingTop = (clientHeight - dialogWindowHeight) /
2 - 64;\n      if (paddingTop < minPaddingTop) paddingTop = minPaddingTop; // Vertically center the dialog
window, but make sure it doesn't\n      // transition to that position.\n\n      if (repositionOnUpdate ||
!container.style.paddingTop) {\n        container.style.paddingTop = paddingTop + 'px';\n      } // Force a height if the
dialog is taller than clientHeight\n\n\n      if (autoDetectWindowHeight || autoScrollBodyContent) {\n        var styles
= getStyles(this.props, this.context);\n        styles.body = (0, _simpleAssign2.default)(styles.body, bodyStyle);\n
var maxDialogContentHeight = clientHeight - 2 * 64;\n        if (title) maxDialogContentHeight -=
dialogContent.previousSibling.offsetHeight;\n\n        if (_react2.default.Children.count(actions)) {\n
maxDialogContentHeight -= dialogContent.nextSibling.offsetHeight;\n        }\n\n
dialogContent.style.maxHeight = maxDialogContentHeight + 'px';\n\n        if (maxDialogContentHeight >
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dialogWindowHeight) {\n dialogContent.style.borderBottom = 'none';\n dialogContent.style.borderTop = 'none';\n }\n }\n }\n }, {\n key: 'requestClose',\n value: function requestClose(buttonClicked) {\n if (!buttonClicked && this.props.modal) {\n return;\n }\n\n if (this.props.onRequestClose) {\n this.props.onRequestClose(!!buttonClicked);\n }\n }\n }, {\n key: 'render',\n value: function render() {\n var _props3 = this.props,\n actions = _props3.actions,\n actionsContainerClassName = _props3.actionsContainerClassName,\n actionsContainerStyle = _props3.actionsContainerStyle,\n bodyClassName = _props3.bodyClassName,\n bodyStyle = _props3.bodyStyle,\n children = _props3.children,\n className = _props3.className,\n contentClassName = _props3.contentClassName,\n contentStyle = _props3.contentStyle,\n overlayClassName = _props3.overlayClassName,\n overlayStyle = _props3.overlayStyle,\n open = _props3.open,\n paperClassName = _props3.paperClassName,\n paperProps = _props3.paperProps,\n style = _props3.style,\n titleClassName = _props3.titleClassName,\n titleStyle = _props3.titleStyle,\n title = _props3.title;\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n styles.root = (0, _simpleAssign2.default)(styles.root, style);\n styles.content = (0, _simpleAssign2.default)(styles.content, contentStyle);\n styles.body = (0, _simpleAssign2.default)(styles.body, bodyStyle);\n styles.actionsContainer = (0, _simpleAssign2.default)(styles.actionsContainer, actionsContainerStyle);\n styles.overlay = (0, _simpleAssign2.default)(styles.overlay, overlayStyle);\n styles.title = (0, _simpleAssign2.default)(styles.title, titleStyle);\n\n var actionsContainer = _react2.default.Children.count(actions) > 0 && _react2.default.createElement('div', {\n className: actionsContainerClassName,\n style: prepareStyles(styles.actionsContainer)\n }, _react2.default.Children.toArray(actions));\n\n var titleElement = title;\n\n if (_react2.default.isValidElement(title)) {\n titleElement = _react2.default.cloneElement(title, {\n className: title.props.className || titleClassName,\n style: prepareStyles((0, _simpleAssign2.default)(styles.title, title.props.style))\n });\n } else if (typeof title === 'string') {\n titleElement = _react2.default.createElement('h3', {\n className: titleClassName,\n style: prepareStyles(styles.title)\n }, title);\n }\n\n return _react2.default.createElement('div', {\n className: className,\n style: prepareStyles(styles.root)\n }, open && _react2.default.createElement(_reactEventListener2.default, {\n target: 'window',\n onKeyUp: this.handleKeyUp,\n onResize: this.handleResize\n }), _react2.default.createElement(_TransitionGroup2.default, {\n component: 'div',\n ref: 'dialogWindow',\n transitionAppear: true,\n transitionAppearTimeout: 450,\n transitionEnter: true,\n transitionEnterTimeout: 450\n }, open && _react2.default.createElement(TransitionItem, {\n className: contentClassName,\n style: styles.content\n }, _react2.default.createElement(_Paper2.default, (0, _extends3.default)({\n className: paperClassName,\n zDepth: 4\n }, paperProps), titleElement, _react2.default.createElement('div', {\n ref: 'dialogContent',\n className: bodyClassName,\n style: prepareStyles(styles.body)\n }, children), actionsContainer))), _react2.default.createElement(_Overlay2.default, {\n show: open,\n className: overlayClassName,\n style: styles.overlay,\n onClick: this.handleClickOverlay\n }));\n }\n }]);\n return DialogInline;\n}(_react.Component);\n\nDialogInline.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nDialogInline.propTypes = process.env.NODE_ENV !== \"production\" ? {\n actions: _propTypes2.default.node,\n actionsContainerClassName: _propTypes2.default.string,\n actionsContainerStyle: _propTypes2.default.object,\n autoDetectWindowHeight: _propTypes2.default.bool,\n autoScrollBodyContent: _propTypes2.default.bool,\n bodyClassName: _propTypes2.default.string,\n bodyStyle: _propTypes2.default.object,\n children: _propTypes2.default.node,\n className: _propTypes2.default.string,\n contentClassName: _propTypes2.default.string,\n contentStyle: _propTypes2.default.object,\n modal: _propTypes2.default.bool,\n onRequestClose: _propTypes2.default.func,\n open: _propTypes2.default.bool.isRequired,\n overlayClassName: _propTypes2.default.string,\n overlayStyle: _propTypes2.default.object,\n paperClassName: _propTypes2.default.string,\n paperProps:
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_propTypes2.default.object,\n  repositionOnUpdate: _propTypes2.default.bool,\n  style:
_propTypes2.default.object,\n  title: _propTypes2.default.node,\n  titleClassName: _propTypes2.default.string,\n
titleStyle: _propTypes2.default.object\n} : {};\n\nvar Dialog = function (_Component3) {\n  (0,
_inherits3.default)(Dialog, _Component3);\n\n  function Dialog() {\n    var _ref3;\n\n    var _temp3, _this3,
_ret3;\n\n    (0, _classCallCheck3.default)(this, Dialog);\n\n    for (var _len3 = arguments.length, args =
Array(_len3), _key3 = 0; _key3 < _len3; _key3++) {\n      args[_key3] = arguments[_key3];\n    }\n\n    return _ret3
= (_temp3 = (_this3 = (0, _possibleConstructorReturn3.default)(this, (_ref3 = Dialog.__proto__ || (0,
_getPrototypeOf2.default)(Dialog)).call.apply(_ref3, [this].concat(args))), _this3), _this3.renderLayer = function ()
{\n      return _react2.default.createElement(DialogInline, _this3.props);\n    }, _temp3), (0,
_possibleConstructorReturn3.default)(_this3, _ret3);\n  }\n\n  (0, _createClass3.default)(Dialog, [{\n    key:
'render',\n    value: function render() {\n      return _react2.default.createElement(_RenderToLayer2.default, {\n
render: this.renderLayer,\n        open: true,\n        useLayerForClickAway: false\n      });\n    }\n  }]);\n  return
Dialog;\n}(_react.Component);\n\nDialog.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nDialog.defaultProps = {\n  autoDetectWindowHeight: true,\n
autoScrollBodyContent: false,\n  modal: false,\n  repositionOnUpdate: true\n};\nDialog.propTypes =
process.env.NODE_ENV !== \"production\" ? {\n  /**\n   * Action buttons to display below the Dialog content
(`children`).\n   * This property accepts either a React element, or an array of React elements.\n   */\n  actions:
_propTypes2.default.node,\n\n  /**\n   * The `className` to add to the actions container's root element.\n   */\n
actionsContainerClassName: _propTypes2.default.string,\n\n  /**\n   * Overrides the inline-styles of the actions
container's root element.\n   */\n  actionsContainerStyle: _propTypes2.default.object,\n\n  /**\n   * If set to true, the
height of the `Dialog` will be auto detected. A max height\n   * will be enforced so that the content does not extend
beyond the viewport.\n   */\n  autoDetectWindowHeight: _propTypes2.default.bool,\n\n  /**\n   * If set to true, the
body content of the `Dialog` will be scrollable.\n   */\n  autoScrollBodyContent: _propTypes2.default.bool,\n\n
/**\n   * The `className` to add to the content's root element under the title.\n   */\n  bodyClassName:
_propTypes2.default.string,\n\n  /**\n   * Overrides the inline-styles of the content's root element under the title.\n
*/\n  bodyStyle: _propTypes2.default.object,\n\n  /**\n   * The contents of the `Dialog`.\n   */\n  children:
_propTypes2.default.node,\n\n  /**\n   * @ignore\n   */\n  className: _propTypes2.default.string,\n\n  /**\n   * The
`className` to add to the content container.\n   */\n  contentClassName: _propTypes2.default.string,\n\n  /**\n   *
Overrides the inline-styles of the content container.\n   */\n  contentStyle: _propTypes2.default.object,\n\n  /**\n   *
Force the user to use one of the actions in the `Dialog`.\n   * Clicking outside the `Dialog` will not trigger the
`onRequestClose`.\n   */\n  modal: _propTypes2.default.bool,\n\n  /**\n   * Fired when the `Dialog` is requested to
be closed by a click outside the `Dialog` or on the buttons.\n   *\n   * @param {bool} buttonClicked Determines
whether a button click triggered this request.\n   */\n  onRequestClose: _propTypes2.default.func,\n\n  /**\n   *
Controls whether the Dialog is opened or not.\n   */\n  open: _propTypes2.default.bool.isRequired,\n\n  /**\n   * The
`className` to add to the `Overlay` component that is rendered behind the `Dialog`.\n   */\n  overlayClassName:
_propTypes2.default.string,\n\n  /**\n   * Overrides the inline-styles of the `Overlay` component that is rendered
behind the `Dialog`.\n   */\n  overlayStyle: _propTypes2.default.object,\n\n  /**\n   * The CSS class name of the
`Paper` element.\n   */\n  paperClassName: _propTypes2.default.string,\n\n  /**\n   * Properties applied to the
`Paper` element.\n   */\n  paperProps: _propTypes2.default.object,\n\n  /**\n   * Determines whether the `Dialog`
should be repositioned when it's contents are updated.\n   */\n  repositionOnUpdate: _propTypes2.default.bool,\n\n
/**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object,\n\n  /**\n   * The
title to display on the `Dialog`. Could be number, string, element or an array containing these types.\n   */\n  title:
_propTypes2.default.node,\n\n  /**\n   * The `className` to add to the title's root container element.\n   */\n
titleClassName: _propTypes2.default.string,\n\n  /**\n   * Overrides the inline-styles of the title's root container
element.\n   */\n  titleStyle: _propTypes2.default.object\n} : {};\nexports.default = Dialog;","'use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
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runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar originalBodyOverflow = null;\nvar lockingCounter = 0;\n\nvar AutoLockScrolling = function (_Component) {\n (0, _inherits3.default)(AutoLockScrolling, _Component);\n\n function AutoLockScrolling() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, AutoLockScrolling);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = AutoLockScrolling.__proto__ || (0, _getPrototypeOf2.default)(AutoLockScrolling)).call.apply(_ref, [this].concat(args))), _this), _this.locked = false, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(AutoLockScrolling, [{\n   key: 'componentDidMount',\n   value: function componentDidMount() {\n   if (this.props.lock === true) {\n   this.preventScrolling();\n   }\n   }\n }, {\n   key: 'componentWillReceiveProps',\n   value: function componentWillReceiveProps(nextProps) {\n   if (this.props.lock !== nextProps.lock) {\n   if (nextProps.lock) {\n   this.preventScrolling();\n   } else {\n   this.allowScrolling();\n   }\n   }\n   }\n }, {\n   key: 'componentWillUnmount',\n   value: function componentWillUnmount() {\n   this.allowScrolling();\n   } // force to only lock/unlock once\n\n }, {\n   key: 'preventScrolling',\n   value: function preventScrolling() {\n   if (this.locked === true) {\n   return;\n   }\n\n   lockingCounter = lockingCounter + 1;\n   this.locked = true; // only lock the first time the component is mounted.\n\n   if (lockingCounter === 1) {\n   var body = document.getElementsByTagName('body')[0];\n   originalBodyOverflow = body.style.overflow;\n   body.style.overflow = 'hidden';\n   }\n   }\n }, {\n   key: 'allowScrolling',\n   value: function allowScrolling() {\n   if (this.locked === true) {\n   lockingCounter = lockingCounter - 1;\n   this.locked = false;\n   }\n\n   if (lockingCounter === 0 && originalBodyOverflow !== null) {\n   var body = document.getElementsByTagName('body')[0];\n   body.style.overflow = originalBodyOverflow || '';\n   originalBodyOverflow = null;\n   }\n   }\n }, {\n   key: 'render',\n   value: function render() {\n   return null;\n   }\n }]);\n return AutoLockScrolling;\n}(_react.Component);\n\nAutoLockScrolling.propTypes = process.env.NODE_ENV !== \"production\" ? {\n lock: _propTypes2.default.bool.isRequired\n} : {};\nexports.default = AutoLockScrolling;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _reactEventListener = require('react-event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _autoPrefix = require('../utils/autoPrefix');\n\nvar

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_autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar _transitions = require('../styles/transitions');\n\nvar
_transitions2 = _interopRequireDefault(_transitions);\n\nvar _Overlay = require('../internal/Overlay');\n\nvar
_Overlay2 = _interopRequireDefault(_Overlay);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 =
_interopRequireDefault(_Paper);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 =
_interopRequireDefault(_propTypes3);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule
? obj : {\n    default: obj\n  };\n}\n\nvar openNavEventHandler = null;\n\nvar Drawer = function (_Component) {\n
(0, _inherits3.default)(Drawer, _Component);\n\n  function Drawer() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n
 (0, _classCallCheck3.default)(this, Drawer);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0;
_key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = Drawer.__proto__ || (0,
_getPrototypeOf2.default)(Drawer)).call.apply(_ref, [this].concat(args))), _this), _this.handleClickOverlay =
function (event) {\n      event.preventDefault();\n\n      _this.close('clickaway');\n    }, _this.handleKeyUp = function
(event) {\n      if (_this.state.open && !_this.props.docked && (0, _keycode2.default)(event) === 'esc') {\n
_this.close('escape');\n      }\n    }, _this.onBodyTouchStart = function (event) {\n      var swipeAreaWidth =
_this.props.swipeAreaWidth;\n      var touchStartX = _this.context.muiTheme.isRtl ? document.body.offsetWidth -
event.touches[0].pageX : event.touches[0].pageX;\n      var touchStartY = event.touches[0].pageY; // Open only if
swiping from far left (or right) while closed\n\n      if (swipeAreaWidth !== null && !_this.state.open) {\n        if
(_this.props.openSecondary) {\n          // If openSecondary is true calculate from the far right\n          if (touchStartX
< document.body.offsetWidth - swipeAreaWidth) return;\n        } else {\n          // If openSecondary is false calculate
from the far left\n          if (touchStartX > swipeAreaWidth) return;\n        }\n      }\n\n      if (!_this.state.open &&
(openNavEventHandler !== _this.onBodyTouchStart || _this.props.disableSwipeToOpen)) {\n        return;\n      }\n\n
    _this.maybeSwiping = true;\n      _this.touchStartX = touchStartX;\n      _this.touchStartY = touchStartY;\n
document.body.addEventListener('touchmove', _this.onBodyTouchMove);\n
document.body.addEventListener('touchend', _this.onBodyTouchEnd);\n
document.body.addEventListener('touchcancel', _this.onBodyTouchEnd);\n    }, _this.onBodyTouchMove =
function (event) {\n      var currentX = _this.context.muiTheme.isRtl ? document.body.offsetWidth -
event.touches[0].pageX : event.touches[0].pageX;\n      var currentY = event.touches[0].pageY;\n\n      if
(_this.state.swiping) {\n        event.preventDefault();\n\n        _this.setPosition(_this.getTranslateX(currentX));\n
} else if (_this.maybeSwiping) {\n        var dXAbs = Math.abs(currentX - _this.touchStartX);\n        var dYAbs =
Math.abs(currentY - _this.touchStartY); // If the user has moved his thumb ten pixels in either direction,\n        // we
can safely make an assumption about whether he was intending\n        // to swipe or scroll.\n\n        var threshold =
10;\n\n        if (dXAbs > threshold && dYAbs <= threshold) {\n          _this.swipeStartX = currentX;\n\n
_this.setState({\n            swiping: _this.state.open ? 'closing' : 'opening'\n          });\n\n
_this.setPosition(_this.getTranslateX(currentX));\n        } else if (dXAbs <= threshold && dYAbs > threshold) {\n
    _this.onBodyTouchEnd();\n        }\n      }\n    }, _this.onBodyTouchEnd = function (event) {\n      if
(_this.state.swiping) {\n        var currentX = _this.context.muiTheme.isRtl ? document.body.offsetWidth -
event.changedTouches[0].pageX : event.changedTouches[0].pageX;\n\n        var translateRatio =
_this.getTranslateX(currentX) / _this.getMaxTranslateX();\n\n        _this.maybeSwiping = false;\n        var swiping =
_this.state.swiping;\n\n        _this.setState({\n          swiping: null\n        }); // We have to open or close after setting
swiping to null,\n        // because only then CSS transition is enabled.\n\n\n        if (translateRatio > 0.5) {\n          if
(swiping === 'opening') {\n            _this.setPosition(_this.getMaxTranslateX());\n          } else {\n
_this.close('swipe');\n          }\n        } else {\n          if (swiping === 'opening') {\n            _this.open('swipe');\n
} else {\n            _this.setPosition(0);\n          }\n        }\n      } else {\n        _this.maybeSwiping = false;\n      }\n\n
_this.removeBodyTouchListeners();\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n
(0, _createClass3.default)(Drawer, [{\n    key: 'componentWillMount',\n    value: function componentWillMount()
{\n      this.maybeSwiping = false;\n      this.touchStartX = null;\n      this.touchStartY = null;\n      this.swipeStartX
= null;\n      this.setState({\n        open: this.props.open !== null ? this.props.open : this.props.docked,\n        swiping:
null\n      });\n    }\n  }, {\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n
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this.enableSwipeHandling();\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n // If controlled then the open prop takes precedence.\n if (nextProps.open !== null) {\n this.setState({\n open: nextProps.open\n }); // Otherwise, if docked is changed, change the open state for when uncontrolled.\n } else if (this.props.docked !== nextProps.docked) {\n this.setState({\n open: nextProps.docked\n });\n }\n }\n }, {\n key: 'componentDidUpdate',\n value: function componentDidUpdate() {\n this.enableSwipeHandling();\n }\n }, {\n key: 'componentWillUnmount',\n value: function componentWillUnmount() {\n this.disableSwipeHandling();\n this.removeBodyTouchListeners();\n }\n }, {\n key: 'getStyles',\n value: function getStyles() {\n var muiTheme = this.context.muiTheme;\n var theme = muiTheme.drawer;\n var x = this.getTranslateMultiplier() * (this.state.open ? 0 : this.getMaxTranslateX());\n var styles = {\n root: {\n height: '100%',\n width: this.getTranslatedWidth() || theme.width,\n position: 'fixed',\n zIndex: muiTheme.zIndex.drawer,\n left: 0,\n top: 0,\n transform: 'translate(' + x + 'px, 0)',\n transition: !this.state.swiping && _transitions2.default.easeOut(null, 'transform', null),\n backgroundColor: theme.color,\n overflow: 'auto',\n WebkitOverflowScrolling: 'touch' // iOS momentum scrolling\n\n },\n overlay: {\n zIndex: muiTheme.zIndex.drawerOverlay,\n pointerEvents: this.state.open ? 'auto' : 'none' // Bypass mouse events when left nav is closing.\n\n },\n rootWhenOpenRight: {\n left: 'auto',\n right: 0\n }\n };\n return styles;\n }\n }, {\n key: 'shouldShow',\n value: function shouldShow() {\n return this.state.open || !!this.state.swiping; // component is swiping\n }\n }, {\n key: 'close',\n value: function close(reason) {\n if (this.props.open === null) this.setState({\n open: false\n });\n if (this.props.onRequestChange) this.props.onRequestChange(false, reason);\n return this;\n }\n }, {\n key: 'open',\n value: function open(reason) {\n if (this.props.open === null) this.setState({\n open: true\n });\n if (this.props.onRequestChange) this.props.onRequestChange(true, reason);\n return this;\n }\n }, {\n key: 'getTranslatedWidth',\n value: function getTranslatedWidth() {\n if (typeof this.props.width === 'string') {\n if (!/^\\d+(\\.\\d+)?%$/.test(this.props.width)) {\n throw new Error('Not a valid percentage format.');\n }\n\n var width = parseFloat(this.props.width) / 100.0; // We are doing our best on the Server to render a consistent UI, hence the\n // default value of 10000\n\n return typeof window !== 'undefined' ? width * window.innerWidth : 10000;\n } else {\n return this.props.width;\n }\n }\n }, {\n key: 'getMaxTranslateX',\n value: function getMaxTranslateX() {\n var width = this.getTranslatedWidth() || this.context.muiTheme.drawer.width;\n return width + 10;\n }\n }, {\n key: 'getTranslateMultiplier',\n value: function getTranslateMultiplier() {\n return this.props.openSecondary ? 1 : -1;\n }\n }, {\n key: 'enableSwipeHandling',\n value: function enableSwipeHandling() {\n if (!this.props.docked) {\n document.body.addEventListener('touchstart', this.onBodyTouchStart);\n\n if (!openNavEventHandler) {\n openNavEventHandler = this.onBodyTouchStart;\n }\n } else {\n this.disableSwipeHandling();\n }\n }\n }, {\n key: 'disableSwipeHandling',\n value: function disableSwipeHandling() {\n document.body.removeEventListener('touchstart', this.onBodyTouchStart);\n\n if (openNavEventHandler === this.onBodyTouchStart) {\n openNavEventHandler = null;\n }\n }\n }, {\n key: 'removeBodyTouchListeners',\n value: function removeBodyTouchListeners() {\n document.body.removeEventListener('touchmove', this.onBodyTouchMove);\n document.body.removeEventListener('touchend', this.onBodyTouchEnd);\n document.body.removeEventListener('touchcancel', this.onBodyTouchEnd);\n }\n }, {\n key: 'setPosition',\n value: function setPosition(translateX) {\n var rtlTranslateMultiplier = this.context.muiTheme.isRtl ? -1 : 1;\n\n var drawer = _reactDom2.default.findDOMNode(this.refs.clickAwayableElement);\n\n var transformCSS = 'translate(' + this.getTranslateMultiplier() * rtlTranslateMultiplier * translateX + 'px, 0)';\n this.refs.overlay.setOpacity(1 - translateX / this.getMaxTranslateX());\n\n _autoPrefix2.default.set(drawer.style, 'transform', transformCSS);\n }\n }, {\n key: 'getTranslateX',\n value: function getTranslateX(currentX) {\n return Math.min(Math.max(this.state.swiping === 'closing' ? this.getTranslateMultiplier() * (currentX - this.swipeStartX) : this.getMaxTranslateX() - this.getTranslateMultiplier() * (this.swipeStartX - currentX), 0), this.getMaxTranslateX());\n }\n }, {\n key: 'render',\n value: function render() {\n var _props =

this.props,\n children = _props.children,\n className = _props.className,\n containerClassName = _props.containerClassName,\n containerStyle = _props.containerStyle,\n docked = _props.docked,\n openSecondary = _props.openSecondary,\n overlayClassName = _props.overlayClassName,\n overlayStyle = _props.overlayStyle,\n style = _props.style,\n zDepth = _props.zDepth;\n var styles = this.getStyles();\n var overlay = void 0;\n\n if (!docked) {\n overlay = _react2.default.createElement(_Overlay2.default, {\n ref: 'overlay',\n show: this.shouldShow(),\n className: overlayClassName,\n style: (0, _simpleAssign2.default)(styles.overlay, overlayStyle),\n transitionEnabled: !this.state.swiping,\n onClick: this.handleClickOverlay\n });\n }\n\n return _react2.default.createElement('div', {\n className: className,\n style: style\n }, _react2.default.createElement(_reactEventListener2.default, {\n target: 'window',\n onKeyUp: this.handleKeyUp\n }), overlay, _react2.default.createElement(_Paper2.default, {\n ref: 'clickAwayableElement',\n zDepth: zDepth,\n rounded: false,\n transitionEnabled: !this.state.swiping,\n className: containerClassName,\n style: (0, _simpleAssign2.default)(styles.root, openSecondary && styles.rootWhenOpenRight, containerStyle)\n }, children));\n }\n }]);\n return Drawer;\n}(_react.Component);\n\nDrawer.defaultProps = {\n disableSwipeToOpen: false,\n docked: true,\n open: null,\n openSecondary: false,\n swipeAreaWidth: 30,\n width: null,\n zDepth: 2\n};\nDrawer.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nDrawer.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * The contents of the `Drawer`\n */\n children: _propTypes2.default.node,\n\n /**\n * The CSS class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * The CSS class name of the container element.\n */\n containerClassName: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the container element.\n */\n containerStyle: _propTypes2.default.object,\n\n /**\n * If true, swiping sideways when the `Drawer` is closed will not open it.\n */\n disableSwipeToOpen: _propTypes2.default.bool,\n\n /**\n * If true, the `Drawer` will be docked. In this state, the overlay won't show and\n * clicking on a menu item will not close the `Drawer`.\n */\n docked: _propTypes2.default.bool,\n\n /**\n * Callback function fired when the `open` state of the `Drawer` is requested to be changed.\n *\n * @param {boolean} open If true, the `Drawer` was requested to be opened.\n * @param {string} reason The reason for the open or close request. Possible values are\n * 'swipe' for open requests; 'clickaway' (on overlay clicks),\n * 'escape' (on escape key press), and 'swipe' for close requests.\n */\n onRequestChange: _propTypes2.default.func,\n\n /**\n * If true, the `Drawer` is opened. Providing a value will turn the `Drawer`\n * into a controlled component.\n */\n open: _propTypes2.default.bool,\n\n /**\n * If true, the `Drawer` is positioned to open from the opposite side.\n */\n openSecondary: _propTypes2.default.bool,\n\n /**\n * The CSS class name to add to the `Overlay` component that is rendered behind the `Drawer`.\n */\n overlayClassName: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the `Overlay` component that is rendered behind the `Drawer`.\n */\n overlayStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * The width of the left most (or right most) area in pixels where the `Drawer` can be\n * swiped open from. Setting this to `null` spans that area to the entire page\n * (**CAUTION!** Setting this property to `null` might cause issues with sliders and\n * swipeable `Tabs`: use at your own risk).\n */\n swipeAreaWidth: _propTypes2.default.number,\n\n /**\n * The width of the `Drawer` in pixels or percentage in string format ex. `50%` to fill\n * half of the window or `100%` and so on. Defaults to using the values from theme.\n */\n width: _propTypes2.default.oneOfType([_propTypes2.default.string, _propTypes2.default.number]),\n\n /**\n * The zDepth of the `Drawer`.\n */\n zDepth: _propTypes4.default.zDepth\n} : {};\nexports.default = Drawer;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-

runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _arrowDropDown = require('../svg-icons/navigation/arrow-drop-down');\n\nvar _arrowDropDown2 = _interopRequireDefault(_arrowDropDown);\n\nvar _Menu = require('../Menu/Menu');\n\nvar _Menu2 = _interopRequireDefault(_Menu);\n\nvar _ClearFix = require('../internal/ClearFix');\n\nvar _ClearFix2 = _interopRequireDefault(_ClearFix);\n\nvar _Popover = require('../Popover/Popover');\n\nvar _Popover2 = _interopRequireDefault(_Popover);\n\nvar _PopoverAnimationVertical = require('../Popover/PopoverAnimationVertical');\n\nvar _PopoverAnimationVertical2 = _interopRequireDefault(_PopoverAnimationVertical);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _events = require('../utils/events');\n\nvar _events2 = _interopRequireDefault(_events);\n\nvar _IconButton = require('../IconButton');\n\nvar _IconButton2 = _interopRequireDefault(_IconButton);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var disabled = props.disabled;\n var spacing = context.muiTheme.baseTheme.spacing;\n var palette = context.muiTheme.baseTheme.palette;\n var accentColor = context.muiTheme.dropDownMenu.accentColor;\n return {\n control: {\n cursor: disabled ? 'not-allowed' : 'pointer',\n height: '100%',\n position: 'relative',\n width: '100%'\n },\n icon: {\n fill: accentColor,\n position: 'absolute',\n right: spacing.desktopGutterLess,\n top: (spacing.iconSize - 24) / 2 + spacing.desktopGutterMini / 2\n },\n iconChildren: {\n fill: 'inherit'\n },\n label: {\n color: disabled ? palette.disabledColor : palette.textColor,\n height: spacing.desktopToolbarHeight + 'px',\n lineHeight: spacing.desktopToolbarHeight + 'px',\n overflow: 'hidden',\n opacity: 1,\n position: 'relative',\n paddingLeft: spacing.desktopGutter,\n paddingRight: spacing.iconSize * 2 + spacing.desktopGutterMini,\n textOverflow: 'ellipsis',\n top: 0,\n whiteSpace: 'nowrap'\n },\n labelWhenOpen: {\n opacity: 0,\n top: spacing.desktopToolbarHeight / 8\n },\n root: {\n display: 'inline-block',\n fontSize: spacing.desktopDropDownMenuFontSize,\n height: spacing.desktopSubheaderHeight,\n fontFamily: context.muiTheme.baseTheme.fontFamily,\n outline: 'none',\n position: 'relative',\n transition: _transitions2.default.easeOut()\n },\n rootWhenOpen: {\n opacity: 1\n },\n underline: {\n borderTop: 'solid 1px ' + accentColor,\n bottom: 1,\n left: 0,\n margin: '-1px ' + spacing.desktopGutter + 'px',\n right: 0,\n position: 'absolute'\n }\n };\n}\n\nvar DropDownMenu = function (_Component) {\n (0, _inherits3.default)(DropDownMenu, _Component);\n\n function DropDownMenu() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, DropDownMenu);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = DropDownMenu.__proto__ || (0, _getPrototypeOf2.default)(DropDownMenu)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n open: false\n }, _this.rootNode = undefined, _this.arrowNode = undefined, _this.handleClickControl = function (event) {\n event.preventDefault();\n\n if (!_this.props.disabled) {\n _this.setState({\n open: !_this.state.open,\n anchorEl: _this.rootNode\n });\n }\n }, _this.handleRequestCloseMenu = function () {\n _this.close(false);\n }, _this.handleEscKeyDownMenu = function () {\n _this.close(true);\n }, _this.handleKeyDown = function (event) {\n switch ((0, _keycode2.default)(event)) {\n case 'up':\n case 'down':\n case 'space':\n case 'enter':\n event.preventDefault();\n\n _this.setState({\n open:

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true,\n anchorEl: _this.rootNode\n });\n\n break;\n }\n }, _this.handleItemClick = function (event, child, index) {\n if (_this.props.multiple) {\n if (!_this.state.open) {\n _this.setState({\n open: true\n });\n }\n } else {\n event.persist();\n\n _this.setState({\n open: false\n }, function () {\n if (_this.props.onChange) {\n _this.props.onChange(event, index, child.props.value);\n }\n\n _this.close(_events2.default.isKeyboard(event));\n });\n }\n }, _this.handleChange = function (event, value) {\n if (_this.props.multiple && _this.props.onChange) {\n _this.props.onChange(event, undefined, value);\n }\n }, _this.close = function (isKeyboard) {\n _this.setState({\n open: false\n }, function () {\n if (_this.props.onClose) {\n _this.props.onClose();\n }\n\n if (isKeyboard) {\n var dropArrow = _this.arrowNode;\n\n var dropNode = _reactDom2.default.findDOMNode(dropArrow);\n\n dropNode.focus();\n dropArrow.setKeyboardFocus(true);\n }\n });\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n } // The nested styles for drop-down-menu are modified by toolbar and possibly\n // other user components, so it will give full access to its js styles rather\n // than just the parent.\n\n (0, _createClass3.default)(DropDownMenu, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n var _this2 = this;\n\n if (this.props.autoWidth) {\n this.setWidth();\n }\n\n if (this.props.openImmediately) {\n // TODO: Temporary fix to make openImmediately work with popover.\n\n /* eslint-disable react/no-did-mount-set-state */\n setTimeout(function () {\n return _this2.setState({\n open: true,\n anchorEl: _this2.rootNode\n });\n }, 0);\n /* eslint-enable react/no-did-mount-set-state */\n }\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps() {\n if (this.props.autoWidth) {\n this.setWidth();\n }\n }\n }, {\n key: 'getInputNode',\n\n /**\n * This method is deprecated but still here because the TextField\n * need it in order to work. TODO: That will be addressed later.\n */\n value: function getInputNode() {\n var _this3 = this;\n\n var rootNode = this.rootNode;\n\n rootNode.focus = function () {\n if (!_this3.props.disabled) {\n _this3.setState({\n open: !_this3.state.open,\n anchorEl: _this3.rootNode\n });\n }\n };\n\n return rootNode;\n }\n }, {\n key: 'setWidth',\n value: function setWidth() {\n var el = this.rootNode;\n\n if (!this.props.style || !this.props.style.hasOwnProperty('width')) {\n el.style.width = 'auto';\n }\n }\n }, {\n key: 'render',\n value: function render() {\n var _this4 = this;\n\n var _props = this.props,\n animated = _props.animated,\n animation = _props.animation,\n autoWidth = _props.autoWidth,\n multiple = _props.multiple,\n children = _props.children,\n className = _props.className,\n disabled = _props.disabled,\n iconStyle = _props.iconStyle,\n labelStyle = _props.labelStyle,\n listStyle = _props.listStyle,\n maxHeight = _props.maxHeight,\n menuStyleProp = _props.menuStyle,\n selectionRenderer = _props.selectionRenderer,\n onClose = _props.onClose,\n openImmediately = _props.openImmediately,\n menuItemStyle = _props.menuItemStyle,\n selectedMenuItemStyle = _props.selectedMenuItemStyle,\n style = _props.style,\n underlineStyle = _props.underlineStyle,\n value = _props.value,\n iconButton = _props.iconButton,\n anchorOrigin = _props.anchorOrigin,\n targetOrigin = _props.targetOrigin,\n other = (0, _objectWithoutProperties3.default)(_props, ['animated', 'animation', 'autoWidth', 'multiple', 'children', 'className', 'disabled', 'iconStyle', 'labelStyle', 'listStyle', 'maxHeight', 'menuStyle', 'selectionRenderer', 'onClose', 'openImmediately', 'menuItemStyle', 'selectedMenuItemStyle', 'style', 'underlineStyle', 'value', 'iconButton', 'anchorOrigin', 'targetOrigin']);\n var _state = this.state,\n anchorEl = _state.anchorEl,\n open = _state.open;\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var displayValue = '';\n\n if (!multiple) {\n _react2.default.Children.forEach(children, function (child) {\n if (child && value === child.props.value) {\n if (selectionRenderer) {\n displayValue = selectionRenderer(value, child);\n } else {\n // This will need to be improved (in case primaryText is a node)\n displayValue = child.props.label || child.props.primaryText;\n }\n }\n });\n } else {\n var values = [];\n var selectionRendererChildren = [];\n\n _react2.default.Children.forEach(children, function (child) {\n if (child && value && value.indexOf(child.props.value) > -1) {\n if (selectionRenderer) {\n values.push(child.props.value);\n selectionRendererChildren.push(child);\n } else {\n
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values.push(child.props.label || child.props.primaryText);\n }\n }\n });\n\n displayValue = [];\n\n if (selectionRenderer) {\n displayValue = selectionRenderer(values, selectionRendererChildren);\n } else {\n displayValue = values.join(', ');\n }\n }\n\n var menuStyle = void 0;\n\n if (anchorEl && !autoWidth) {\n menuStyle = (0, _simpleAssign2.default)({\n width: anchorEl.clientWidth\n }, menuStyleProp);\n } else {\n menuStyle = menuStyleProp;\n }\n\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n ref: function ref(node) {\n _this4.rootNode = node;\n },\n className: className,\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.root, open && styles.rootWhenOpen, style))\n }), _react2.default.createElement(_ClearFix2.default, {\n style: styles.control,\n onClick: this.handleClickControl\n }, _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.label, open && styles.labelWhenOpen, labelStyle))\n }, displayValue), _react2.default.createElement(_IconButton2.default, {\n disabled: disabled,\n onKeyDown: this.handleKeyDown,\n ref: function ref(node) {\n _this4.arrowNode = node;\n },\n style: (0, _simpleAssign2.default)({}, styles.icon, iconStyle),\n iconStyle: styles.iconChildren\n }, iconButton), _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.underline, underlineStyle))\n })), _react2.default.createElement(_Popover2.default, {\n anchorOrigin: anchorOrigin,\n targetOrigin: targetOrigin,\n anchorEl: anchorEl,\n animation: animation || _PopoverAnimationVertical2.default,\n open: open,\n animated: animated,\n onRequestClose: this.handleRequestCloseMenu\n }, _react2.default.createElement(_Menu2.default, {\n multiple: multiple,\n maxHeight: maxHeight,\n desktop: true,\n value: value,\n onEscKeyDown: this.handleEscKeyDownMenu,\n style: menuStyle,\n listStyle: listStyle,\n onItemClick: this.handleItemClick,\n onChange: this.handleChange,\n menuItemStyle: menuItemStyle,\n selectedMenuItemStyle: selectedMenuItemStyle,\n autoWidth: autoWidth,\n width: !autoWidth && menuStyle ? menuStyle.width : null\n }, children)));\n }\n }]);\n return DropDownMenu;\n}(_react.Component);\n\nDropDownMenu.muiName = 'DropDownMenu';\nDropDownMenu.defaultProps = {\n animated: true,\n autoWidth: true,\n disabled: false,\n iconButton: _react2.default.createElement(_arrowDropDown2.default, null),\n openImmediately: false,\n maxHeight: 500,\n multiple: false,\n anchorOrigin: {\n vertical: 'top',\n horizontal: 'left'\n }\n};\nDropDownMenu.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nDropDownMenu.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * This is the point on the anchor that the popover's\n * `targetOrigin` will attach to.\n * Options:\n * vertical: [top, center, bottom]\n * horizontal: [left, middle, right].\n */\n anchorOrigin: _propTypes4.default.origin,\n\n /**\n * If true, the popover will apply transitions when\n * it gets added to the DOM.\n */\n animated: _propTypes2.default.bool,\n\n /**\n * Override the default animation component used.\n */\n animation: _propTypes2.default.func,\n\n /**\n * The width will automatically be set according to the items inside the menu.\n * To control this width in css instead, set this prop to `false`.\n */\n autoWidth: _propTypes2.default.bool,\n\n /**\n * The `MenuItem`s to populate the `Menu` with. If the `MenuItems` have the\n * prop `label` that value will be used to render the representation of that\n * item within the field.\n */\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Disables the menu.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * Overrides default `SvgIcon` dropdown arrow component.\n */\n iconButton: _propTypes2.default.node,\n\n /**\n * Overrides the styles of icon element.\n */\n iconStyle: _propTypes2.default.object,\n\n /**\n * Overrides the styles of label when the `DropDownMenu` is inactive.\n */\n labelStyle: _propTypes2.default.object,\n\n /**\n * The style object to use to override underlying list style.\n */\n listStyle: _propTypes2.default.object,\n\n /**\n * The maximum height of the `Menu` when it is displayed.\n */\n maxHeight: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of menu items.\n */\n menuItemStyle: _propTypes2.default.object,\n\n /**\n * Overrides the styles of `Menu` when the `DropDownMenu` is displayed.\n */\n menuStyle: _propTypes2.default.object,\n\n /**\n * If true, `value` must

be an array and the menu will support\n * multiple selections.\n */\n multiple: _propTypes2.default.bool,\n\n /**\n * Callback function fired when a menu item is clicked, other than the one currently selected.\n *\n * @param {object} event Click event targeting the menu item that was clicked.\n * @param {number} key The index of the clicked menu item in the `children` collection.\n * @param {any} value If `multiple` is true, the menu's `value`\n * array with either the menu item's `value` added (if\n * it wasn't already selected) or omitted (if it was already selected).\n * Otherwise, the `value` of the menu item.\n */\n onChange: _propTypes2.default.func,\n\n /**\n * Callback function fired when the menu is closed.\n */\n onClose: _propTypes2.default.func,\n\n /**\n * Set to true to have the `DropDownMenu` automatically open on mount.\n */\n openImmediately: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of selected menu items.\n */\n selectedMenuItemStyle: _propTypes2.default.object,\n\n /**\n * Callback function fired when a menu item is clicked, other than the one currently selected.\n *\n * @param {any} value If `multiple` is true, the menu's `value`\n * array with either the menu item's `value` added (if\n * it wasn't already selected) or omitted (if it was already selected).\n * Otherwise, the `value` of the menu item.\n * @param {any} menuItem The selected `MenuItem`.\n * If `multiple` is true, this will be an array with the `MenuItem`s matching the `value`s parameter.\n */\n selectionRenderer: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * This is the point on the popover which will attach to\n * the anchor's origin.\n * Options:\n * vertical: [top, center, bottom]\n * horizontal: [left, middle, right].\n */\n targetOrigin: _propTypes4.default.origin,\n\n /**\n * Overrides the inline-styles of the underline.\n */\n underlineStyle: _propTypes2.default.object,\n\n /**\n * If `multiple` is true, an array of the `value`s of the selected\n * menu items. Otherwise, the `value` of the selected menu item.\n * If provided, the menu will be a controlled component.\n */\n value: _propTypes2.default.any\n} : {};\nexports.default = DropDownMenu;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar NavigationArrowDropDown = function NavigationArrowDropDown(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n d: 'M7 10l5 5 5-5z'\n }));\n};\n\nNavigationArrowDropDown = (0, _pure2.default)(NavigationArrowDropDown);\n\nNavigationArrowDropDown.displayName = 'NavigationArrowDropDown';\n\nNavigationArrowDropDown.muiName = 'SvgIcon';\n\nexports.default = NavigationArrowDropDown;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _BeforeAfterWrapper = require('./BeforeAfterWrapper');\n\nvar _BeforeAfterWrapper2 = _interopRequireDefault(_BeforeAfterWrapper);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar styles = {\n before: {\n content: \"'\"\",\n display: 'table'\n },\n after: {\n content: \"'\"\",\n clear: 'both',\n display: 'table'\n }\n};\n\nvar ClearFix = function ClearFix(_ref) {\n var style = _ref.style,\n children = _ref.children,\n other = (0, _objectWithoutProperties3.default)(_ref, ['style', 'children']);\n return _react2.default.createElement(_BeforeAfterWrapper2.default, (0, _extends3.default)({}, other, {\n beforeStyle: styles.before,\n afterStyle: styles.after,\n style: style\n }), children);\n};\n\nClearFix.muiName = 'ClearFix';\n\nClearFix.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = ClearFix;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _objectWithoutProperties2 = require('babel-

runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n/**\n * BeforeAfterWrapper\n * An alternative for the ::before and ::after css pseudo-elements for\n * components whose styles are defined in javascript instead of css.\n *\n * Usage: For the element that we want to apply before and after elements to,\n * wrap its children with BeforeAfterWrapper. For example:\n *\n * <Paper>\n * <Paper> // See notice\n * <BeforeAfterWrapper> renders // before element\n * [children of paper] ------> [children of paper]\n * </BeforeAfterWrapper> // after element\n * </Paper> \n * </Paper>\n *\n * Notice: Notice that this div bundles together our elements. If the element\n * that we want to apply before and after elements is a HTML tag (i.e. a\n * div, p, or button tag), we can avoid this extra nesting by passing using\n * the BeforeAfterWrapper in place of said tag like so:\n *\n * \n * <BeforeAfterWrapper> do this instead <BeforeAfterWrapper elementType='p'>\n * [children of p] ------> [children of p]\n * </BeforeAfterWrapper> </BeforeAfterWrapper>\n * \n *\n * BeforeAfterWrapper features spread functionality. This means that we can\n * pass HTML tag properties directly into the BeforeAfterWrapper tag.\n *\n * When using BeforeAfterWrapper, ensure that the parent of the beforeElement\n * and afterElement have a defined style position.\n */\n\n\nvar styles = {\n box: {\n boxSizing: 'border-box'\n }\n};\n\nvar BeforeAfterWrapper = function (_Component) {\n (0, _inherits3.default)(BeforeAfterWrapper, _Component);\n\n function BeforeAfterWrapper() {\n (0, _classCallCheck3.default)(this, BeforeAfterWrapper);\n return (0, _possibleConstructorReturn3.default)(this, (BeforeAfterWrapper.__proto__ || (0, _getPrototypeOf2.default)(BeforeAfterWrapper)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(BeforeAfterWrapper, [{\n key: 'render',\n value: function render() {\n var _props = this.props,\n beforeStyle = _props.beforeStyle,\n afterStyle = _props.afterStyle,\n beforeElementType = _props.beforeElementType,\n afterElementType = _props.afterElementType,\n elementType = _props.elementType,\n other = (0, _objectWithoutProperties3.default)(_props, ['beforeStyle', 'afterStyle', 'beforeElementType', 'afterElementType', 'elementType']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var beforeElement = void 0;\n var afterElement = void 0;\n\n if (beforeStyle) {\n beforeElement = _react2.default.createElement(this.props.beforeElementType, {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.box, beforeStyle)),\n key: '::before'\n });\n }\n\n if (afterStyle) {\n afterElement = _react2.default.createElement(this.props.afterElementType, {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.box, afterStyle)),\n key: '::after'\n });\n }\n\n var children = [beforeElement, this.props.children, afterElement];\n var props = other;\n props.style = prepareStyles((0, _simpleAssign2.default)({}, this.props.style));\n return _react2.default.createElement(this.props.elementType, props, children);\n }\n }]);\n return BeforeAfterWrapper;\n}(_react.Component);\n\nBeforeAfterWrapper.defaultProps = {\n beforeElementType: 'div',\n afterElementType: 'div',\n elementType: 'div'\n};\nBeforeAfterWrapper.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nBeforeAfterWrapper.propTypes = process.env.NODE_ENV !== \"production\" ? {\n afterElementType: _propTypes2.default.string,\n afterStyle: _propTypes2.default.object,\n

beforeElementType: _propTypes2.default.string,\n beforeStyle: _propTypes2.default.object,\n children: _propTypes2.default.node,\n elementType: _propTypes2.default.string,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object\n} : {};\nexports.default = BeforeAfterWrapper;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _colorManipulator = require('../utils/colorManipulator');\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nvar _FontIcon = require('../FontIcon');\n\nvar _FontIcon2 = _interopRequireDefault(_FontIcon);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nvar _childUtils = require('../utils/childUtils');\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var floatingActionButton = context.muiTheme.floatingActionButton;\n var backgroundColor = props.backgroundColor || floatingActionButton.color;\n var iconColor = floatingActionButton.iconColor;\n\n if (props.disabled) {\n   backgroundColor = props.disabledColor || floatingActionButton.disabledColor;\n   iconColor = floatingActionButton.disabledTextColor;\n } else if (props.secondary) {\n   backgroundColor = floatingActionButton.secondaryColor;\n   iconColor = floatingActionButton.secondaryIconColor;\n }\n\n return {\n   root: {\n   transition: _transitions2.default.easeOut(),\n   display: 'inline-block',\n   backgroundColor: 'transparent'\n   },\n   container: {\n   backgroundColor: backgroundColor,\n   transition: _transitions2.default.easeOut(),\n   height: floatingActionButton.buttonSize,\n   width: floatingActionButton.buttonSize,\n   padding: 0,\n   overflow: 'hidden',\n   borderRadius: '50%',\n   textAlign: 'center',\n   verticalAlign: 'bottom'\n   },\n   containerWhenMini: {\n   height: floatingActionButton.miniSize,\n   width: floatingActionButton.miniSize\n   },\n   overlay: {\n   transition: _transitions2.default.easeOut(),\n   top: 0\n   },\n   overlayWhenHovered: {\n   backgroundColor: (0, _colorManipulator.fade)(iconColor, 0.4)\n   },\n   icon: {\n   height: floatingActionButton.buttonSize,\n   lineHeight: floatingActionButton.buttonSize + 'px',\n   fill: iconColor,\n   color: iconColor\n   },\n   iconWhenMini: {\n   height: floatingActionButton.miniSize,\n   lineHeight: floatingActionButton.miniSize + 'px'\n   }\n };\n}\n\nvar FloatingActionButton = function (_Component) {\n (0, _inherits3.default)(FloatingActionButton, _Component);\n\n function FloatingActionButton() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, FloatingActionButton);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = FloatingActionButton.__proto__ || (0, _getPrototypeOf2.default)(FloatingActionButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n   hovered: false,\n   touch: false,\n   zDepth: undefined\n   },

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_this.handleMouseDown = function (event) {\n  // only listen to left clicks\n  if (event.button === 0) {\n  _this.setState({\n  zDepth: _this.props.zDepth + 1\n  });\n  }\n\n  if (_this.props.onMouseDown)
_this.props.onMouseDown(event);\n  }, _this.handleMouseUp = function (event) {\n  _this.setState({\n  zDepth: _this.props.zDepth\n  });\n\n  if (_this.props.onMouseUp) {\n  _this.props.onMouseUp(event);\n
}\n  }, _this.handleMouseLeave = function (event) {\n  if (!_this.refs.container.isKeyboardFocused()) {\n
_this.setState({\n  zDepth: _this.props.zDepth,\n  hovered: false\n  });\n  }\n\n  if
(_this.props.onMouseLeave) {\n  _this.props.onMouseLeave(event);\n  }\n  }, _this.handleMouseEnter =
function (event) {\n  if (!_this.refs.container.isKeyboardFocused() && !_this.state.touch) {\n
_this.setState({\n  hovered: true\n  });\n  }\n\n  if (_this.props.onMouseEnter) {\n
_this.props.onMouseEnter(event);\n  }\n  }, _this.handleTouchStart = function (event) {\n  _this.setState({\n
touch: true,\n  zDepth: _this.props.zDepth + 1\n  });\n\n  if (_this.props.onTouchStart) {\n
_this.props.onTouchStart(event);\n  }\n  }, _this.handleTouchEnd = function (event) {\n  _this.setState({\n
touch: true,\n  zDepth: _this.props.zDepth\n  });\n\n  if (_this.props.onTouchEnd) {\n
_this.props.onTouchEnd(event);\n  }\n  }, _this.handleKeyboardFocus = function (event, keyboardFocused) {\n
if (keyboardFocused && !_this.props.disabled) {\n  _this.setState({\n  zDepth: _this.props.zDepth + 1\n
});\n\n  _this.refs.overlay.style.backgroundColor = (0, _colorManipulator.fade)(getStyles(_this.props,
_this.context).icon.color, 0.4);\n  } else if (!_this.state.hovered) {\n  _this.setState({\n  zDepth:
_this.props.zDepth\n  });\n\n  _this.refs.overlay.style.backgroundColor = 'transparent';\n  }\n  }, _temp),
(0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(FloatingActionButton, [{\n
key: 'componentWillMount',\n  value: function componentWillMount() {\n  this.setState({\n  zDepth:
this.props.disabled ? 0 : this.props.zDepth\n  });\n  }\n  }, {\n  key: 'componentDidMount',\n  value: function
componentDidMount() {\n  process.env.NODE_ENV !== \"production\" ? (0,
_warning2.default)(!this.props.iconClassName || !this.props.children, 'Material-UI: You have set both an
iconClassName and a child icon. ' + 'It is recommended you use only one method when adding ' + 'icons to
FloatingActionButtons.') : void 0;\n  }\n  }, {\n  key: 'componentWillReceiveProps',\n  value: function
componentWillReceiveProps(nextProps) {\n  var nextState = {};\n\n  if (nextProps.disabled !==
this.props.disabled) {\n  nextState.zDepth = nextProps.disabled ? 0 : this.props.zDepth;\n  }\n\n  if
(nextProps.disabled) {\n  nextState.hovered = false;\n  }\n\n  this.setState(nextState);\n  }\n  }, {\n  key:
'render',\n  value: function render() {\n  var _props = this.props,\n  backgroundColor =
_props.backgroundColor,\n  className = _props.className,\n  childrenProp = _props.children,\n
disabled = _props.disabled,\n  disabledColor = _props.disabledColor,\n  mini = _props.mini,\n
secondary = _props.secondary,\n  iconStyle = _props.iconStyle,\n  iconClassName =
_props.iconClassName,\n  zDepth = _props.zDepth,\n  other = (0,
_objectWithoutProperties3.default)(_props, ['backgroundColor', 'className', 'children', 'disabled', 'disabledColor',
'mini', 'secondary', 'iconStyle', 'iconClassName', 'zDepth']);\n  var prepareStyles =
this.context.muiTheme.prepareStyles;\n  var styles = getStyles(this.props, this.context);\n  var iconElement =
void 0;\n\n  if (iconClassName) {\n  iconElement = _react2.default.createElement(_FontIcon2.default, {\n
className: iconClassName,\n  style: (0, _simpleAssign2.default)({}, styles.icon, mini &&
styles.iconWhenMini, iconStyle)\n  });\n  }\n\n  var children = void 0;\n\n  if (childrenProp) {\n
children = (0, _childUtils.extendChildren)(childrenProp, function (child) {\n  return {\n  style: (0,
_simpleAssign2.default)({}, styles.icon, mini && styles.iconWhenMini, iconStyle, child.props.style)\n  };\n
});\n  }\n\n  var buttonEventHandlers = disabled ? null : {\n  onMouseDown: this.handleMouseDown,\n
onMouseUp: this.handleMouseUp,\n  onMouseLeave: this.handleMouseLeave,\n  onMouseEnter:
this.handleMouseEnter,\n  onTouchStart: this.handleTouchStart,\n  onTouchEnd: this.handleTouchEnd,\n
onKeyboardFocus: this.handleKeyboardFocus\n  };\n  return _react2.default.createElement(_Paper2.default,
{\n  className: className,\n  style: (0, _simpleAssign2.default)(styles.root, this.props.style),\n  zDepth:
this.state.zDepth,\n  circle: true\n  }, _react2.default.createElement(_EnhancedButton2.default, (0,
_extends3.default)({}, other, buttonEventHandlers, {\n  ref: 'container',\n  disabled: disabled,\n  style: (0,
```

_simpleAssign2.default)(styles.container, this.props.mini && styles.containerWhenMini, iconStyle),\n focusRippleColor: styles.icon.color,\n touchRippleColor: styles.icon.color\n }),\n _react2.default.createElement('div', {\n ref: 'overlay',\n style: prepareStyles((0,\n _simpleAssign2.default)(styles.overlay, this.state.hovered && !this.props.disabled &&\n styles.overlayWhenHovered))\n }, iconElement, children)));\n }\n }]);\n return\n FloatingActionButton;\n}(_react.Component);\n\nFloatingActionButton.defaultProps = {\n disabled: false,\n mini:\n false,\n secondary: false,\n zDepth: 2\n};\nFloatingActionButton.contextTypes = {\n muiTheme:\n _propTypes2.default.object.isRequired\n};\nFloatingActionButton.propTypes = process.env.NODE_ENV !==\n \"production\" ? {\n /**\n * This value will override the default background color for the button.\n * However it\n will not override the default disabled background color.\n * This has to be set separately using the disabledColor\n attribute.\n */\n backgroundColor: _propTypes2.default.string,\n\n /**\n * This is what displayed inside the\n floating action button; for example, a SVG Icon.\n */\n children: _propTypes2.default.node,\n\n /**\n * The css\n class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Disables the button if\n set to true.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * This value will override the default\n background color for the button when it is disabled.\n */\n disabledColor: _propTypes2.default.string,\n\n /**\n * The URL to link to when the button is clicked.\n */\n href: _propTypes2.default.string,\n\n /**\n * The icon\n within the FloatingActionButton is a FontIcon component.\n * This property is the classname of the icon to be\n displayed inside the button.\n * An alternative to adding an iconClassName would be to manually insert a\n *\n FontIcon component or custom SvgIcon component or as a child of FloatingActionButton.\n */\n iconClassName:\n _propTypes2.default.string,\n\n /**\n * This is the equivalent to iconClassName except that it is used for\n *\n overriding the inline-styles of the FontIcon component.\n */\n iconStyle: _propTypes2.default.object,\n\n /**\n *\n If true, the button will be a small floating action button.\n */\n mini: _propTypes2.default.bool,\n\n /**\n *\n Callback function fired when the button is clicked.\n *\n * @param {object} event Click event targeting the\n button.\n */\n onClick: _propTypes2.default.func,\n\n /** @ignore */\n onMouseDown:\n _propTypes2.default.func,\n\n /** @ignore */\n onMouseEnter: _propTypes2.default.func,\n\n /** @ignore */\n\n onMouseLeave: _propTypes2.default.func,\n\n /** @ignore */\n onMouseUp: _propTypes2.default.func,\n\n /**\n @ignore */\n onTouchEnd: _propTypes2.default.func,\n\n /** @ignore */\n onTouchStart:\n _propTypes2.default.func,\n\n /**\n * If true, the button will use the secondary button colors.\n */\n secondary:\n _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style:\n _propTypes2.default.object,\n\n /**\n * The zDepth of the underlying `Paper` component.\n */\n zDepth:\n _propTypes4.default.zDepth\n} : {};\nexports.default = FloatingActionButton;",'"use\n strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-\nruntime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar\n_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar\n_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =\nrequire('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =\n_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-\nruntime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar\n_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =\n_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-\nruntime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =\n_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-\nruntime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =\nrequire('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =\nrequire('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar\n_propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj &&\nobj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props) {\n return {\n root: {\n display:\n'flex',\n flexWrap: 'wrap',\n margin: -props.padding / 2\n },\n item: {\n boxSizing: 'border-box',\n

padding: props.padding / 2\n   }\n };\n}\n\nvar GridList = function (_Component) {\n (0, _inherits3.default)(GridList, _Component);\n\n function GridList() {\n   (0, _classCallCheck3.default)(this, GridList);\n   return (0, _possibleConstructorReturn3.default)(this, (GridList.__proto__ || (0, _getPrototypeOf2.default)(GridList)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(GridList, [{\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   cols = _props.cols,\n   padding = _props.padding,\n   cellHeight = _props.cellHeight,\n   children = _props.children,\n   style = _props.style,\n   other = (0, _objectWithoutProperties3.default)(_props, ['cols', 'padding', 'cellHeight', 'children', 'style']);\n   var prepareStyles = this.context.muiTheme.prepareStyles;\n   var styles = getStyles(this.props, this.context);\n   var mergedRootStyles = (0, _simpleAssign2.default)(styles.root, style);\n\n   var wrappedChildren = _react2.default.Children.map(children, function (currentChild) {\n   if (_react2.default.isValidElement(currentChild) && currentChild.type.muiName === 'Subheader') {\n   return currentChild;\n   }\n\n   var childCols = currentChild.props.cols || 1;\n   var childRows = currentChild.props.rows || 1;\n   var itemStyle = (0, _simpleAssign2.default)({}, styles.item, {\n   width: 100 / cols * childCols + '%',\n   height: cellHeight === 'auto' ? 'auto' : cellHeight * childRows + padding\n   });\n   return _react2.default.createElement('div', {\n   style: prepareStyles(itemStyle)\n   }, currentChild);\n   });\n\n   return _react2.default.createElement('div', (0, _extends3.default)({\n   style: prepareStyles(mergedRootStyles)\n   }, other), wrappedChildren);\n   }\n }]);\n return GridList;\n}(_react.Component);\n\nGridList.defaultProps = {\n cols: 2,\n padding: 4,\n cellHeight: 180\n};\nGridList.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nGridList.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n   * Number of px for one cell height.\n   * You can set `'auto'` if you want to let the children determine the height.\n   */\n cellHeight: _propTypes2.default.oneOfType([_propTypes2.default.number, _propTypes2.default.oneOf(['auto'])]),\n\n /**\n   * Grid Tiles that will be in Grid List.\n   */\n children: _propTypes2.default.node,\n\n /**\n   * Number of columns.\n   */\n cols: _propTypes2.default.number,\n\n /**\n   * Number of px for the padding/spacing between items.\n   */\n padding: _propTypes2.default.number,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object\n} : {};\nexports.default = GridList;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _events = require('../utils/events');\n\nvar _events2 = _interopRequireDefault(_events);\n\nvar _propTypes3 = require('../utils/propTypes');\n\nvar _propTypes4 = _interopRequireDefault(_propTypes3);\n\nvar _Menu = require('../Menu/Menu');\n\nvar _Menu2 = _interopRequireDefault(_Menu);\n\nvar _Popover = require('../Popover/Popover');\n\nvar _Popover2 = _interopRequireDefault(_Popover);\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar IconMenu = function (_Component) {\n (0, _inherits3.default)(IconMenu, _Component);\n\n function IconMenu() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0,

_classCallCheck3.default)(this, IconMenu);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = IconMenu.__proto__ || (0, _getPrototypeOf2.default)(IconMenu)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n menuInitiallyKeyboardFocused: false,\n open: false\n }, _this.handleItemClick = function (event, child) {\n if (_this.props.clickCloseDelay !== 0 && !child.props.hasOwnProperty('menuItems')) {\n var isKeyboard = _events2.default.isKeyboard(event);\n\n _this.timerCloseId = setTimeout(function () {\n _this.close(isKeyboard ? 'enter' : 'itemTap', isKeyboard);\n }, _this.props.clickCloseDelay);\n }\n\n _this.props.onItemClick(event, child);\n }, _this.handleRequestClose = function (reason) {\n _this.close(reason);\n }, _this.handleEscKeyDownMenu = function (event) {\n _this.close('escape', event);\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(IconMenu, [{\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n if (nextProps.open != null) {\n this.setState({\n open: nextProps.open,\n anchorEl: this.refs.iconMenuContainer\n });\n }\n }\n }, {\n key: 'componentWillUnmount',\n value: function componentWillUnmount() {\n clearTimeout(this.timerCloseId);\n }\n }, {\n key: 'isOpen',\n value: function isOpen() {\n return this.state.open;\n }\n }, {\n key: 'close',\n value: function close(reason, isKeyboard) {\n var _this2 = this;\n\n if (!this.state.open) {\n return;\n }\n\n if (this.props.open !== null) {\n this.props.onRequestChange(false, reason);\n } else {\n this.setState({\n open: false\n }, function () {\n // Set focus on the icon button when the menu close\n if (isKeyboard) {\n var iconButton = _this2.refs.iconButton;\n\n _reactDom2.default.findDOMNode(iconButton).focus();\n\n iconButton.setKeyboardFocus();\n }\n });\n }\n }\n }, {\n key: 'open',\n value: function open(reason, event) {\n if (this.props.open !== null) {\n this.props.onRequestChange(true, reason);\n return this.setState({\n menuInitiallyKeyboardFocused: _events2.default.isKeyboard(event),\n anchorEl: event.currentTarget\n });\n }\n\n this.setState({\n open: true,\n menuInitiallyKeyboardFocused: _events2.default.isKeyboard(event),\n anchorEl: event.currentTarget\n });\n }\n }, {\n key: 'render',\n value: function render() {\n var _this3 = this;\n\n var _props = this.props,\n anchorOrigin = _props.anchorOrigin,\n className = _props.className,\n animated = _props.animated,\n animation = _props.animation,\n iconButtonElement = _props.iconButtonElement,\n iconStyle = _props.iconStyle,\n onItemClick = _props.onItemClick,\n onKeyboardFocus = _props.onKeyboardFocus,\n onMouseDown = _props.onMouseDown,\n onMouseLeave = _props.onMouseLeave,\n onMouseEnter = _props.onMouseEnter,\n onMouseUp = _props.onMouseUp,\n onRequestChange = _props.onRequestChange,\n onClick = _props.onClick,\n listStyle = _props.listStyle,\n menuStyle = _props.menuStyle,\n style = _props.style,\n targetOrigin = _props.targetOrigin,\n clickCloseDelay = _props.clickCloseDelay,\n useLayerForClickAway = _props.useLayerForClickAway,\n other = (0, _objectWithoutProperties3.default)(_props, ['anchorOrigin', 'className', 'animated', 'animation', 'iconButtonElement', 'iconStyle', 'onItemClick', 'onKeyboardFocus', 'onMouseDown', 'onMouseLeave', 'onMouseEnter', 'onMouseUp', 'onRequestChange', 'onClick', 'listStyle', 'menuStyle', 'style', 'targetOrigin', 'clickCloseDelay', 'useLayerForClickAway']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var _state = this.state,\n open = _state.open,\n anchorEl = _state.anchorEl;\n var styles = {\n root: {\n display: 'inline-block',\n position: 'relative'\n },\n menu: {\n position: 'relative'\n }\n };\n var mergedRootStyles = (0, _simpleAssign2.default)(styles.root, style);\n var mergedMenuStyles = (0, _simpleAssign2.default)(styles.menu, menuStyle);\n process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(iconButtonElement.type.muiName !== 'SvgIcon', 'Material-UI: You shoud not provide an <SvgIcon /> to the \\'iconButtonElement\\' property of <IconMenu />.\\nYou should wrapped it with an <IconButton />.') : void 0;\n var iconButtonProps = {\n onKeyboardFocus: onKeyboardFocus,\n onClick: function onClick(event) {\n _this3.open(_events2.default.isKeyboard(event) ? 'keyboard' : 'iconTap', event);\n\n if (iconButtonElement.props.onClick) {\n iconButtonElement.props.onClick(event);\n }\n },\n

ref: 'iconButton'\n };\n\n if (iconStyle || iconButtonElement.props.iconStyle) {\n iconButtonProps.iconStyle = iconStyle ? (0, _simpleAssign2.default)({}, iconStyle, iconButtonElement.props.iconStyle) : iconButtonElement.props.iconStyle;\n }\n\n var iconButton = _react2.default.cloneElement(iconButtonElement, iconButtonProps);\n\n var menu = _react2.default.createElement(_Menu2.default, (0, _extends3.default)({}, other, {\n initiallyKeyboardFocused: this.state.menuInitiallyKeyboardFocused,\n onEscKeyDown: this.handleEscKeyDownMenu,\n onItemClick: this.handleItemClick,\n style: mergedMenuStyles,\n listStyle: listStyle\n }), this.props.children);\n\n return _react2.default.createElement('div', {\n ref: 'iconMenuContainer',\n className: className,\n onMouseDown: onMouseDown,\n onMouseLeave: onMouseLeave,\n onMouseEnter: onMouseEnter,\n onMouseUp: onMouseUp,\n onClick: onClick,\n style: prepareStyles(mergedRootStyles)\n }, iconButton, _react2.default.createElement(_Popover2.default, {\n anchorOrigin: anchorOrigin,\n targetOrigin: targetOrigin,\n open: open,\n anchorEl: anchorEl,\n childContextTypes: this.constructor.childContextTypes,\n useLayerForClickAway: useLayerForClickAway,\n onRequestClose: this.handleRequestClose,\n animated: animated,\n animation: animation,\n context: this.context\n }, menu));\n }\n }]);\n return IconMenu;\n}(_react.Component);\n\nIconMenu.muiName = 'IconMenu';\nIconMenu.defaultProps = {\n anchorOrigin: {\n vertical: 'top',\n horizontal: 'left'\n },\n animated: true,\n multiple: false,\n open: null,\n onItemClick: function onItemClick() {},\n onKeyboardFocus: function onKeyboardFocus() {},\n onMouseDown: function onMouseDown() {},\n onMouseLeave: function onMouseLeave() {},\n onMouseEnter: function onMouseEnter() {},\n onMouseUp: function onMouseUp() {},\n onRequestChange: function onRequestChange() {},\n onClick: function onClick() {},\n targetOrigin: {\n vertical: 'top',\n horizontal: 'left'\n },\n clickCloseDelay: 200,\n useLayerForClickAway: false\n};\nIconMenu.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nIconMenu.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * This is the point on the icon where the menu\n * `targetOrigin` will attach.\n * Options:\n * vertical: [top, center, bottom]\n * horizontal: [left, middle, right].\n */\n anchorOrigin: _propTypes4.default.origin,\n\n /**\n * If true, the popover will apply transitions when\n * it gets added to the DOM.\n */\n animated: _propTypes2.default.bool,\n\n /**\n * Override the default animation component used.\n */\n animation: _propTypes2.default.func,\n\n /**\n * Should be used to pass `MenuItem` components.\n */\n children: _propTypes2.default.node,\n\n /**\n * The CSS class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Sets the delay in milliseconds before closing the\n * menu when an item is clicked.\n * If set to 0 then the auto close functionality\n * will be disabled.\n */\n clickCloseDelay: _propTypes2.default.number,\n\n /**\n * This is the `IconButton` to render. This button will open the menu.\n */\n iconButtonElement: _propTypes2.default.element.isRequired,\n\n /**\n * Override the inline-styles of the underlying icon element.\n */\n iconStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the underlying `List` element.\n */\n listStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the menu element.\n */\n menuStyle: _propTypes2.default.object,\n\n /**\n * If true, the value can an be array and allow the menu to be a multi-select.\n */\n multiple: _propTypes2.default.bool,\n\n /**\n * Callback function fired when the `IconButton` element is clicked.\n *\n * @param {object} event Click event targeting the `IconButton` element.\n */\n onClick: _propTypes2.default.func,\n\n /**\n * Callback function fired when a menu item is selected with a click.\n *\n * @param {object} event Click event targeting the selected menu item element.\n * @param {object} child The selected element.\n */\n onItemClick: _propTypes2.default.func,\n\n /**\n * Callback function fired when the `IconButton` element is focused or blurred by the keyboard.\n *\n * @param {object} event `focus` or `blur` event targeting the `IconButton` element.\n * @param {boolean} keyboardFocused If true, the `IconButton` element is focused.\n */\n onKeyboardFocus: _propTypes2.default.func,\n\n /** @ignore */\n onMouseDown: _propTypes2.default.func,\n\n /** @ignore */\n onMouseEnter: _propTypes2.default.func,\n\n /** @ignore */\n onMouseLeave: _propTypes2.default.func,\n\n /** @ignore */\n onMouseUp: _propTypes2.default.func,\n\n /**\n * Callback function fired when the `open` state of the menu is requested to be changed.\n *\n * @param {boolean} open If true, the menu was requested to

be opened.\n * @param {string} reason The reason for the open or close request. Possible values are\n * 'keyboard' and 'iconTap' for open requests; 'enter', 'escape', 'itemTap', and 'clickAway'\n * for close requests.\n */\n onRequestChange: _propTypes2.default.func,\n\n /**\n * If true, the `IconMenu` is opened.\n */\n open: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * This is the point on the menu which will stick to the menu\n * origin.\n * Options:\n * vertical: [top, center, bottom]\n * horizontal: [left, middle, right].\n */\n targetOrigin: _propTypes4.default.origin,\n\n /**\n * If true, the popover will render on top of an invisible\n * layer, which will prevent clicks to the underlying elements.\n */\n useLayerForClickAway: _propTypes2.default.bool\n} : {};\nexports.default = IconMenu;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getRelativeValue(value, min, max) {\n var clampedValue = Math.min(Math.max(min, value), max);\n var rangeValue = max - min;\n var relValue = Math.round((clampedValue - min) / rangeValue * 10000) / 10000;\n return relValue * 100;\n}\n\nfunction getStyles(props, context) {\n var max = props.max,\n min = props.min,\n value = props.value;\n var _context$muiTheme = context.muiTheme,\n palette = _context$muiTheme.baseTheme.palette,\n borderRadius = _context$muiTheme.borderRadius;\n var styles = {\n root: {\n position: 'relative',\n height: 4,\n display: 'block',\n width: '100%',\n backgroundColor: palette.primary3Color,\n borderRadius: borderRadius,\n margin: 0,\n overflow: 'hidden'\n },\n bar: {\n height: '100%'\n },\n barFragment1: {},\n barFragment2: {}\n };\n\n if (props.mode === 'indeterminate') {\n styles.barFragment1 = {\n position: 'absolute',\n backgroundColor: props.color || palette.primary1Color,\n top: 0,\n left: 0,\n bottom: 0,\n transition: _transitions2.default.create('all', '840ms', null, 'cubic-bezier(0.650, 0.815, 0.735, 0.395)')\n };\n styles.barFragment2 = {\n position: 'absolute',\n backgroundColor: props.color || palette.primary1Color,\n top: 0,\n left: 0,\n bottom: 0,\n transition: _transitions2.default.create('all', '840ms', null, 'cubic-bezier(0.165, 0.840, 0.440, 1.000)')\n };\n } else {\n styles.bar.backgroundColor = props.color || palette.primary1Color;\n styles.bar.transition = _transitions2.default.create('width', '.3s', null, 'linear');\n styles.bar.width = getRelativeValue(value, min, max) + '%';\n }\n\n return styles;\n}\n\nvar LinearProgress = function (_Component) {\n (0, _inherits3.default)(LinearProgress, _Component);\n\n function LinearProgress() {\n (0, _classCallCheck3.default)(this, LinearProgress);\n return (0, _possibleConstructorReturn3.default)(this, (LinearProgress.__proto__ || (0, _getPrototypeOf2.default)(LinearProgress)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(LinearProgress, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n var _this2 = this;\n\n this.timers = {};\n this.timers.bar1 = this.barUpdate('bar1', 0, this.refs.bar1, [[-35, 100], [100, -90]], 0);\n this.timers.bar2 = setTimeout(function () {\n _this2.barUpdate('bar2', 0, _this2.refs.bar2, [[-200, 100], [107, -8]], 0);\n }, 850);\n }\n }, {\n key:

'componentWillUnmount',\n value: function componentWillUnmount() {\n clearTimeout(this.timers.bar1);\n clearTimeout(this.timers.bar2);\n }\n }, {\n key: 'barUpdate',\n value: function barUpdate(id, step, barElement, stepValues, timeToNextStep) {\n var _this3 = this;\n\n if (this.props.mode !== 'indeterminate') return;\n timeToNextStep = timeToNextStep || 420;\n step = step || 0;\n step %= 4;\n var right = this.context.muiTheme.isRtl ? 'left' : 'right';\n var left = this.context.muiTheme.isRtl ? 'right' : 'left';\n\n if (step === 0) {\n barElement.style[left] = stepValues[0][0] + '%';\n barElement.style[right] = stepValues[0][1] + '%';\n } else if (step === 1) {\n barElement.style.transitionDuration = '840ms';\n } else if (step === 2) {\n barElement.style[left] = stepValues[1][0] + '%';\n barElement.style[right] = stepValues[1][1] + '%';\n } else if (step === 3) {\n barElement.style.transitionDuration = '0ms';\n }\n\n this.timers[id] = setTimeout(function () {\n return _this3.barUpdate(id, step + 1, barElement, stepValues);\n }, timeToNextStep);\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }), _react2.default.createElement('div', {\n style: prepareStyles(styles.bar)\n }, _react2.default.createElement('div', {\n ref: 'bar1',\n style: prepareStyles(styles.barFragment1)\n }), _react2.default.createElement('div', {\n ref: 'bar2',\n style: prepareStyles(styles.barFragment2)\n })));\n }\n }]);\n return LinearProgress;\n}(_react.Component);\n\nLinearProgress.defaultProps = {\n mode: 'indeterminate',\n value: 0,\n min: 0,\n max: 100\n};\nLinearProgress.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nLinearProgress.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * The color of the progress bar, defaults to\n * primary color of theme.\n */\n color: _propTypes2.default.string,\n\n /**\n * The max value of progress, only works in determinate mode.\n */\n max: _propTypes2.default.number,\n\n /**\n * The min value of progress, only works in determinate mode.\n */\n min: _propTypes2.default.number,\n\n /**\n * The mode of show your progress, indeterminate for when\n * there is no value for progress.\n */\n mode: _propTypes2.default.oneOf(['determinate', 'indeterminate']),\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * The value of progress, only works in determinate mode.\n */\n value: _propTypes2.default.number\n} : {};\nexports.default = LinearProgress;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _toConsumableArray2 = require('babel-runtime/helpers/toConsumableArray');\n\nvar _toConsumableArray3 = _interopRequireDefault(_toConsumableArray2);\n\nexports.default = getMuiTheme;\n\nvar _lodash = require('lodash.merge');\n\nvar _lodash2 = _interopRequireDefault(_lodash);\n\nvar _colorManipulator = require('../utils/colorManipulator');\n\nvar _lightBaseTheme = require('./baseThemes/lightBaseTheme');\n\nvar _lightBaseTheme2 = _interopRequireDefault(_lightBaseTheme);\n\nvar _zIndex = require('./zIndex');\n\nvar _zIndex2 = _interopRequireDefault(_zIndex);\n\nvar _autoprefixer = require('../utils/autoprefixer');\n\nvar _autoprefixer2 = _interopRequireDefault(_autoprefixer);\n\nvar _callOnce = require('../utils/callOnce');\n\nvar _callOnce2 = _interopRequireDefault(_callOnce);\n\nvar _rtl = require('../utils/rtl');\n\nvar _rtl2 = _interopRequireDefault(_rtl);\n\nvar _compose = require('recompose/compose');\n\nvar _compose2 = _interopRequireDefault(_compose);\n\nvar _typography = require('./typography');\n\nvar _typography2 = _interopRequireDefault(_typography);\n\nvar _colors = require('./colors');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n/**\n * Get the MUI theme corresponding to a base theme.\n * It's possible to override the computed theme values\n * by providing a second argument. The calculated\n * theme will be deeply merged with the second argument.\n */\n\n\nfunction getMuiTheme(muiTheme) {\n for (var _len = arguments.length, more = Array(_len > 1 ? _len - 1 : 0), _key = 1; _key < _len; _key++) {\n more[_key - 1] = arguments[_key];\n }\n\n muiTheme = _lodash2.default.apply(undefined, [{\n zIndex: _zIndex2.default,\n isRtl: false,\n userAgent: undefined\n }, _lightBaseTheme2.default, muiTheme].concat(more));\n var _muiTheme = muiTheme,\n spacing = _muiTheme.spacing,\n fontFamily = _muiTheme.fontFamily,\n palette = _muiTheme.palette;\n var baseTheme = {\n spacing: spacing,\n

fontFamily: fontFamily,\n palette: palette\n };\n muiTheme = (0, _lodash2.default)({\n appBar: {\n color: palette.primary1Color,\n textColor: palette.alternateTextColor,\n height: spacing.desktopKeylineIncrement,\n titleFontWeight: _typography2.default.fontWeightNormal,\n padding: spacing.desktopGutter\n },\n avatar: {\n color: palette.canvasColor,\n backgroundColor: (0, _colorManipulator.emphasize)(palette.canvasColor, 0.26)\n },\n badge: {\n color: palette.alternateTextColor,\n textColor: palette.textColor,\n primaryColor: palette.primary1Color,\n primaryTextColor: palette.alternateTextColor,\n secondaryColor: palette.accent1Color,\n secondaryTextColor: palette.alternateTextColor,\n fontWeight: _typography2.default.fontWeightMedium\n },\n bottomNavigation: {\n backgroundColor: palette.canvasColor,\n unselectedColor: (0, _colorManipulator.fade)(palette.textColor, 0.54),\n selectedColor: palette.primary1Color,\n height: 56,\n unselectedFontSize: 12,\n selectedFontSize: 14\n },\n button: {\n height: 36,\n minWidth: 88,\n iconButtonSize: spacing.iconSize * 2\n },\n card: {\n titleColor: (0, _colorManipulator.fade)(palette.textColor, 0.87),\n subtitleColor: (0, _colorManipulator.fade)(palette.textColor, 0.54),\n fontWeight: _typography2.default.fontWeightMedium\n },\n cardMedia: {\n color: _colors.darkWhite,\n overlayContentBackground: _colors.lightBlack,\n titleColor: _colors.darkWhite,\n subtitleColor: _colors.lightWhite\n },\n cardText: {\n textColor: palette.textColor\n },\n checkbox: {\n boxColor: palette.textColor,\n checkedColor: palette.primary1Color,\n requiredColor: palette.primary1Color,\n disabledColor: palette.disabledColor,\n labelColor: palette.textColor,\n labelDisabledColor: palette.disabledColor\n },\n chip: {\n backgroundColor: (0, _colorManipulator.emphasize)(palette.canvasColor, 0.12),\n deleteIconColor: (0, _colorManipulator.fade)(palette.textColor, 0.26),\n textColor: (0, _colorManipulator.fade)(palette.textColor, 0.87),\n fontSize: 14,\n fontWeight: _typography2.default.fontWeightNormal,\n shadow: '0 1px 6px ' + (0, _colorManipulator.fade)(palette.shadowColor, 0.12) + ',\\n 0 1px 4px ' + (0, _colorManipulator.fade)(palette.shadowColor, 0.12)\n },\n datePicker: {\n color: palette.primary1Color,\n textColor: palette.alternateTextColor,\n calendarTextColor: palette.textColor,\n selectColor: palette.primary2Color,\n selectTextColor: palette.alternateTextColor,\n calendarYearBackgroundColor: palette.canvasColor,\n headerColor: palette.pickerHeaderColor || palette.primary1Color\n },\n dialog: {\n titleFontSize: 22,\n bodyFontSize: 16,\n bodyColor: (0, _colorManipulator.fade)(palette.textColor, 0.6)\n },\n dropDownMenu: {\n accentColor: palette.borderColor\n },\n enhancedButton: {\n tapHighlightColor: _colors.transparent\n },\n flatButton: {\n color: _colors.transparent,\n buttonFilterColor: '#999999',\n disabledTextColor: (0, _colorManipulator.fade)(palette.textColor, 0.3),\n textColor: palette.textColor,\n primaryTextColor: palette.primary1Color,\n secondaryTextColor: palette.accent1Color,\n fontSize: _typography2.default.fontStyleButtonFontSize,\n fontWeight: _typography2.default.fontWeightMedium\n },\n floatingActionButton: {\n buttonSize: 56,\n miniSize: 40,\n color: palette.primary1Color,\n iconColor: palette.alternateTextColor,\n secondaryColor: palette.accent1Color,\n secondaryIconColor: palette.alternateTextColor,\n disabledTextColor: palette.disabledColor,\n disabledColor: (0, _colorManipulator.emphasize)(palette.canvasColor, 0.12)\n },\n gridTile: {\n textColor: _colors.white\n },\n icon: {\n color: palette.canvasColor,\n backgroundColor: palette.primary1Color\n },\n inkBar: {\n backgroundColor: palette.accent1Color\n },\n drawer: {\n width: spacing.desktopKeylineIncrement * 4,\n color: palette.canvasColor\n },\n listItem: {\n nestedLevelDepth: 18,\n secondaryTextColor: palette.secondaryTextColor,\n leftIconColor: _colors.grey600,\n rightIconColor: _colors.grey600\n },\n menu: {\n backgroundColor: palette.canvasColor,\n containerBackgroundColor: palette.canvasColor\n },\n menuItem: {\n dataHeight: 32,\n height: 48,\n hoverColor: (0, _colorManipulator.fade)(palette.textColor, 0.1),\n padding: spacing.desktopGutter,\n selectedTextColor: palette.accent1Color,\n rightIconDesktopFill: _colors.grey600\n },\n menuSubheader: {\n padding: spacing.desktopGutter,\n borderColor: palette.borderColor,\n textColor: palette.primary1Color\n },\n overlay: {\n backgroundColor: _colors.lightBlack\n },\n paper: {\n color: palette.textColor,\n backgroundColor: palette.canvasColor,\n zDepthShadows: [[1, 6, 0.12, 1, 4, 0.12], [3, 10, 0.16, 3, 10, 0.23], [10, 30, 0.19, 6, 10, 0.23], [14, 45, 0.25, 10, 18, 0.22], [19, 60, 0.30, 15, 20,

0.22]].map(function (d) {\n return '0 ' + d[0] + 'px ' + d[1] + 'px ' + (0, _colorManipulator.fade)(palette.shadowColor, d[2]) + ',\\n 0 ' + d[3] + 'px ' + d[4] + 'px ' + (0, _colorManipulator.fade)(palette.shadowColor, d[5]);\n })\n },\n radioButton: {\n borderColor: palette.textColor,\n backgroundColor: palette.alternateTextColor,\n checkedColor: palette.primary1Color,\n requiredColor: palette.primary1Color,\n disabledColor: palette.disabledColor,\n size: 24,\n labelColor: palette.textColor,\n labelDisabledColor: palette.disabledColor\n },\n raisedButton: {\n color: palette.alternateTextColor,\n textColor: palette.textColor,\n primaryColor: palette.primary1Color,\n primaryTextColor: palette.alternateTextColor,\n secondaryColor: palette.accent1Color,\n secondaryTextColor: palette.alternateTextColor,\n disabledColor: (0, _colorManipulator.darken)(palette.alternateTextColor, 0.1),\n disabledTextColor: (0, _colorManipulator.fade)(palette.textColor, 0.3),\n fontSize: _typography2.default.fontStyleButtonFontSize,\n fontWeight: _typography2.default.fontWeightMedium\n },\n refreshIndicator: {\n strokeColor: palette.borderColor,\n loadingStrokeColor: palette.primary1Color\n },\n ripple: {\n color: (0, _colorManipulator.fade)(palette.textColor, 0.87)\n },\n slider: {\n trackSize: 2,\n trackColor: palette.primary3Color,\n trackColorSelected: palette.accent3Color,\n handleSize: 12,\n handleSizeDisabled: 8,\n handleSizeActive: 18,\n handleColorZero: palette.primary3Color,\n handleFillColor: palette.alternateTextColor,\n selectionColor: palette.primary1Color,\n rippleColor: palette.primary1Color\n },\n snackbar: {\n textColor: palette.alternateTextColor,\n backgroundColor: palette.textColor,\n actionColor: palette.accent1Color\n },\n subheader: {\n color: (0, _colorManipulator.fade)(palette.textColor, 0.54),\n fontWeight: _typography2.default.fontWeightMedium\n },\n stepper: {\n backgroundColor: 'transparent',\n hoverBackgroundColor: (0, _colorManipulator.fade)(_colors.black, 0.06),\n iconColor: palette.primary1Color,\n hoveredIconColor: _colors.grey700,\n inactiveIconColor: _colors.grey500,\n textColor: (0, _colorManipulator.fade)(_colors.black, 0.87),\n disabledTextColor: (0, _colorManipulator.fade)(_colors.black, 0.26),\n connectorLineColor: _colors.grey400\n },\n svgIcon: {\n color: palette.textColor\n },\n table: {\n backgroundColor: palette.canvasColor\n },\n tableFooter: {\n borderColor: palette.borderColor,\n textColor: palette.accent3Color\n },\n tableHeader: {\n borderColor: palette.borderColor\n },\n tableHeaderColumn: {\n textColor: palette.accent3Color,\n height: 56,\n spacing: 24\n },\n tableRow: {\n hoverColor: palette.accent2Color,\n stripeColor: (0, _colorManipulator.fade)((0, _colorManipulator.lighten)(palette.primary1Color, 0.5), 0.4),\n selectedColor: palette.borderColor,\n textColor: palette.textColor,\n borderColor: palette.borderColor,\n height: 48\n },\n tableRowColumn: {\n height: 48,\n spacing: 24\n },\n tabs: {\n backgroundColor: palette.primary1Color,\n textColor: (0, _colorManipulator.fade)(palette.alternateTextColor, 0.7),\n selectedTextColor: palette.alternateTextColor\n },\n textField: {\n textColor: palette.textColor,\n hintColor: palette.disabledColor,\n floatingLabelColor: palette.disabledColor,\n disabledTextColor: palette.disabledColor,\n errorColor: _colors.red500,\n focusColor: palette.primary1Color,\n backgroundColor: 'transparent',\n borderColor: palette.borderColor\n },\n timePicker: {\n color: palette.alternateTextColor,\n textColor: palette.alternateTextColor,\n accentColor: palette.primary1Color,\n clockColor: palette.textColor,\n clockCircleColor: palette.clockCircleColor,\n headerColor: palette.pickerHeaderColor || palette.primary1Color,\n selectColor: palette.primary2Color,\n selectTextColor: palette.alternateTextColor\n },\n toggle: {\n thumbOnColor: palette.primary1Color,\n thumbOffColor: palette.accent2Color,\n thumbDisabledColor: palette.borderColor,\n thumbRequiredColor: palette.primary1Color,\n trackOnColor: (0, _colorManipulator.fade)(palette.primary1Color, 0.5),\n trackOffColor: palette.primary3Color,\n trackDisabledColor: palette.primary3Color,\n labelColor: palette.textColor,\n labelDisabledColor: palette.disabledColor,\n trackRequiredColor: (0, _colorManipulator.fade)(palette.primary1Color, 0.5)\n },\n toolbar: {\n color: (0, _colorManipulator.fade)(palette.textColor, 0.54),\n hoverColor: (0, _colorManipulator.fade)(palette.textColor, 0.87),\n backgroundColor: (0, _colorManipulator.darken)(palette.accent2Color, 0.05),\n height: 56,\n titleFontSize: 20,\n iconColor: (0,

_colorManipulator.fade)(palette.textColor, 0.4),\n separatorColor: (0, _colorManipulator.fade)(palette.textColor, 0.175),\n menuHoverColor: (0, _colorManipulator.fade)(palette.textColor, 0.1)\n },\n tooltip: {\n color: _colors.white,\n rippleBackgroundColor: _colors.grey700,\n opacity: 0.9\n }\n }, muiTheme, {\n baseTheme: baseTheme,\n // To provide backward compatibility.\n rawTheme: baseTheme // To provide backward compatibility.\n\n });\n var transformers = [_autoprefixer2.default, _rtl2.default, _callOnce2.default].map(function (t) {\n return t(muiTheme);\n }).filter(function (t) {\n return t;\n });\n muiTheme.prepareStyles = _compose2.default.apply(undefined, (0, _toConsumableArray3.default)(transformers));\n return muiTheme;\n}","/**\n * Lodash (Custom Build) <https://lodash.com/>\n * Build: `lodash modularize exports=\"npm\" -o ./`\n * Copyright OpenJS Foundation and other contributors <https://openjsf.org/>\n * Released under MIT license <https://lodash.com/license>\n * Based on Underscore.js 1.8.3 <http://underscorejs.org/LICENSE>\n * Copyright Jeremy Ashkenas, DocumentCloud and Investigative Reporters & Editors\n */\n\n/** Used as the size to enable large array optimizations. */\nvar LARGE_ARRAY_SIZE = 200;\n/** Used to stand-in for `undefined` hash values. */\n\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n/** Used to detect hot functions by number of calls within a span of milliseconds. */\n\nvar HOT_COUNT = 800,\n HOT_SPAN = 16;\n/** Used as references for various `Number` constants. */\n\nvar MAX_SAFE_INTEGER = 9007199254740991;\n/** `Object#toString` result references. */\n\nvar argsTag = '[object Arguments]',\n arrayTag = '[object Array]',\n asyncTag = '[object AsyncFunction]',\n boolTag = '[object Boolean]',\n dateTag = '[object Date]',\n errorTag = '[object Error]',\n funcTag = '[object Function]',\n genTag = '[object GeneratorFunction]',\n mapTag = '[object Map]',\n numberTag = '[object Number]',\n nullTag = '[object Null]',\n objectTag = '[object Object]',\n proxyTag = '[object Proxy]',\n regexpTag = '[object RegExp]',\n setTag = '[object Set]',\n stringTag = '[object String]',\n undefinedTag = '[object Undefined]',\n weakMapTag = '[object WeakMap]';\nvar arrayBufferTag = '[object ArrayBuffer]',\n dataViewTag = '[object DataView]',\n float32Tag = '[object Float32Array]',\n float64Tag = '[object Float64Array]',\n int8Tag = '[object Int8Array]',\n int16Tag = '[object Int16Array]',\n int32Tag = '[object Int32Array]',\n uint8Tag = '[object Uint8Array]',\n uint8ClampedTag = '[object Uint8ClampedArray]',\n uint16Tag = '[object Uint16Array]',\n uint32Tag = '[object Uint32Array]';\n/**\n * Used to match `RegExp`\n * [syntax characters](http://ecma-international.org/ecma-262/7.0/#sec-patterns).\n */\n\nvar reRegExpChar = /[\\\\^$.*+?()[\\]{}|]/g;\n/** Used to detect host constructors (Safari). */\n\nvar reIsHostCtor = /^\\[object .+?Constructor\\]$/;\n/** Used to detect unsigned integer values. */\n\nvar reIsUint = /^(?:0|[1-9]\\d*)$/;\n/** Used to identify `toStringTag` values of typed arrays. */\n\nvar typedArrayTags = {};\ntypedArrayTags[float32Tag] = typedArrayTags[float64Tag] = typedArrayTags[int8Tag] = typedArrayTags[int16Tag] = typedArrayTags[int32Tag] = typedArrayTags[uint8Tag] = typedArrayTags[uint8ClampedTag] = typedArrayTags[uint16Tag] = typedArrayTags[uint32Tag] = true;\ntypedArrayTags[argsTag] = typedArrayTags[arrayTag] = typedArrayTags[arrayBufferTag] = typedArrayTags[boolTag] = typedArrayTags[dataViewTag] = typedArrayTags[dateTag] = typedArrayTags[errorTag] = typedArrayTags[funcTag] = typedArrayTags[mapTag] = typedArrayTags[numberTag] = typedArrayTags[objectTag] = typedArrayTags[regexpTag] = typedArrayTags[setTag] = typedArrayTags[stringTag] = typedArrayTags[weakMapTag] = false;\n/** Detect free variable `global` from Node.js. */\n\nvar freeGlobal = typeof global == 'object' && global && global.Object === Object && global;\n/** Detect free variable `self`. */\n\nvar freeSelf = typeof self == 'object' && self && self.Object === Object && self;\n/** Used as a reference to the global object. */\n\nvar root = freeGlobal || freeSelf || Function('return this')();\n/** Detect free variable `exports`. */\n\nvar freeExports = typeof exports == 'object' && exports && !exports.nodeType && exports;\n/** Detect free variable `module`. */\n\nvar freeModule = freeExports && typeof module == 'object' && module && !module.nodeType && module;\n/** Detect the popular CommonJS extension `module.exports`. */\n\nvar moduleExports = freeModule && freeModule.exports === freeExports;\n/** Detect free variable `process` from Node.js. */\n\nvar freeProcess = moduleExports && freeGlobal.process;\n/** Used to access faster Node.js helpers. */\n\nvar nodeUtil = function () {\n try {\n // Use `util.types` for Node.js 10+.\n var types = freeModule && freeModule.require && freeModule.require('util').types;\n\n if (types) {\n return types;\n } // Legacy `process.binding('util')` for Node.js < 10.\n\n\n return freeProcess &&

freeProcess.binding && freeProcess.binding('util');\n } catch (e) {}\n}();\n/* Node.js helper references. */\n\n\nvar nodeIsTypedArray = nodeUtil && nodeUtil.isTypedArray;\n/**\n * A faster alternative to `Function#apply`, this function invokes `func`\n * with the `this` binding of `thisArg` and the arguments of `args`.\n *\n * @private\n * @param {Function} func The function to invoke.\n * @param {*} thisArg The `this` binding of `func`.\n * @param {Array} args The arguments to invoke `func` with.\n * @returns {*} Returns the result of `func`.\n */\n\nfunction apply(func, thisArg, args) {\n switch (args.length) {\n   case 0:\n   return func.call(thisArg);\n\n   case 1:\n   return func.call(thisArg, args[0]);\n\n   case 2:\n   return func.call(thisArg, args[0], args[1]);\n\n   case 3:\n   return func.call(thisArg, args[0], args[1], args[2]);\n }\n\n return func.apply(thisArg, args);\n}\n/**\n * The base implementation of `_.times` without support for iteratee shorthands\n * or max array length checks.\n *\n * @private\n * @param {number} n The number of times to invoke `iteratee`.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the array of results.\n */\n\n\nfunction baseTimes(n, iteratee) {\n var index = -1,\n   result = Array(n);\n\n while (++index < n) {\n   result[index] = iteratee(index);\n }\n\n return result;\n}\n/**\n * The base implementation of `_.unary` without support for storing metadata.\n *\n * @private\n * @param {Function} func The function to cap arguments for.\n * @returns {Function} Returns the new capped function.\n */\n\n\nfunction baseUnary(func) {\n return function (value) {\n   return func(value);\n };\n}\n/**\n * Gets the value at `key` of `object`.\n *\n * @private\n * @param {Object} [object] The object to query.\n * @param {string} key The key of the property to get.\n * @returns {*} Returns the property value.\n */\n\n\nfunction getValue(object, key) {\n return object == null ? undefined : object[key];\n}\n/**\n * Creates a unary function that invokes `func` with its argument transformed.\n *\n * @private\n * @param {Function} func The function to wrap.\n * @param {Function} transform The argument transform.\n * @returns {Function} Returns the new function.\n */\n\n\nfunction overArg(func, transform) {\n return function (arg) {\n   return func(transform(arg));\n };\n}\n/** Used for built-in method references. */\n\n\nvar arrayProto = Array.prototype,\n   funcProto = Function.prototype,\n   objectProto = Object.prototype;\n/** Used to detect overreaching core-js shims. */\n\n\nvar coreJsData = root['__core-js_shared__'];\n/** Used to resolve the decompiled source of functions. */\n\n\nvar funcToString = funcProto.toString;\n/** Used to check objects for own properties. */\n\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/** Used to detect methods masquerading as native. */\n\n\nvar maskSrcKey = function () {\n var uid = /[^.]+$/.exec(coreJsData && coreJsData.keys && coreJsData.keys.IE_PROTO || '');\n return uid ? 'Symbol(src)_1.' + uid : '';\n}();\n/**\n * Used to resolve the\n * [`toStringTag`](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of values.\n */\n\n\nvar nativeObjectToString = objectProto.toString;\n/** Used to infer the `Object` constructor. */\n\n\nvar objectCtorString = funcToString.call(Object);\n/** Used to detect if a method is native. */\n\n\nvar reIsNative = RegExp('^' + funcToString.call(hasOwnProperty).replace(reRegExpChar, '\\\\$&').replace(/hasOwnProperty|(function).*?(?=\\\\\\()| for .+?(?=\\\\\\])/g, '$1.*?') + '$');\n/** Built-in value references. */\n\n\nvar Buffer = moduleExports ? root.Buffer : undefined,\n   Symbol = root.Symbol,\n   Uint8Array = root.Uint8Array,\n   allocUnsafe = Buffer ? Buffer.allocUnsafe : undefined,\n   getPrototype = overArg(Object.getPrototypeOf, Object),\n   objectCreate = Object.create,\n   propertyIsEnumerable = objectProto.propertyIsEnumerable,\n   splice = arrayProto.splice,\n   symToStringTag = Symbol ? Symbol.toStringTag : undefined;\n\nvar defineProperty = function () {\n try {\n   var func = getNative(Object, 'defineProperty');\n   func({}, '', {});\n   return func;\n } catch (e) {}\n}();\n/* Built-in method references for those with the same name as other `lodash` methods. */\n\n\nvar nativeIsBuffer = Buffer ? Buffer.isBuffer : undefined,\n   nativeMax = Math.max,\n   nativeNow = Date.now;\n/* Built-in method references that are verified to be native. */\n\n\nvar Map = getNative(root, 'Map'),\n   nativeCreate = getNative(Object, 'create');\n/**\n * The base implementation of `_.create` without support for assigning\n * properties to the created object.\n *\n * @private\n * @param {Object} proto The object to inherit from.\n * @returns {Object} Returns the new object.\n */\n\n\nvar baseCreate = function () {\n function object() {}\n\n return function (proto) {\n   if (!isObject(proto)) {\n   return {};\n   }\n\n   if (objectCreate) {\n   return objectCreate(proto);\n   }\n\n   object.prototype = proto;\n   var result = new object();\n   object.prototype = undefined;\n   return result;\n };\n}();\n/**\n * Creates a hash object.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\n\n\nfunction

Hash(entries) {\n var index = -1,\n   length = entries == null ? 0 : entries.length;\n this.clear();\n\n while (++index < length) {\n   var entry = entries[index];\n   this.set(entry[0], entry[1]);\n }\n}\n/**\n * Removes all key-value entries from the hash.\n *\n * @private\n * @name clear\n * @memberOf Hash\n */\n\nfunction hashClear() {\n this.__data__ = nativeCreate ? nativeCreate(null) : {};\n this.size = 0;\n}\n/**\n * Removes `key` and its value from the hash.\n *\n * @private\n * @name delete\n * @memberOf Hash\n * @param {Object} hash The hash to modify.\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\n\nfunction hashDelete(key) {\n var result = this.has(key) && delete this.__data__[key];\n this.size -= result ? 1 : 0;\n return result;\n}\n/**\n * Gets the hash value for `key`.\n *\n * @private\n * @name get\n * @memberOf Hash\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\n\nfunction hashGet(key) {\n var data = this.__data__;\n\n if (nativeCreate) {\n   var result = data[key];\n   return result === HASH_UNDEFINED ? undefined : result;\n }\n\n return hasOwnProperty.call(data, key) ? data[key] : undefined;\n}\n/**\n * Checks if a hash value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf Hash\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\n\nfunction hashHas(key) {\n var data = this.__data__;\n return nativeCreate ? data[key] !== undefined : hasOwnProperty.call(data, key);\n}\n/**\n * Sets the hash `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf Hash\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the hash instance.\n */\n\nfunction hashSet(key, value) {\n var data = this.__data__;\n this.size += this.has(key) ? 0 : 1;\n data[key] = nativeCreate && value === undefined ? HASH_UNDEFINED : value;\n return this;\n} // Add methods to `Hash`.\n\nHash.prototype.clear = hashClear;\nHash.prototype['delete'] = hashDelete;\nHash.prototype.get = hashGet;\nHash.prototype.has = hashHas;\nHash.prototype.set = hashSet;\n/**\n * Creates an list cache object.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction ListCache(entries) {\n var index = -1,\n   length = entries == null ? 0 : entries.length;\n this.clear();\n\n while (++index < length) {\n   var entry = entries[index];\n   this.set(entry[0], entry[1]);\n }\n}\n/**\n * Removes all key-value entries from the list cache.\n *\n * @private\n * @name clear\n * @memberOf ListCache\n */\n\nfunction listCacheClear() {\n this.__data__ = [];\n this.size = 0;\n}\n/**\n * Removes `key` and its value from the list cache.\n *\n * @private\n * @name delete\n * @memberOf ListCache\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\n\nfunction listCacheDelete(key) {\n var data = this.__data__,\n   index = assocIndexOf(data, key);\n\n if (index < 0) {\n   return false;\n }\n var lastIndex = data.length - 1;\n\n if (index == lastIndex) {\n   data.pop();\n } else {\n   splice.call(data, index, 1);\n }\n --this.size;\n return true;\n}\n/**\n * Gets the list cache value for `key`.\n *\n * @private\n * @name get\n * @memberOf ListCache\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\n\nfunction listCacheGet(key) {\n var data = this.__data__,\n   index = assocIndexOf(data, key);\n return index < 0 ? undefined : data[index][1];\n}\n/**\n * Checks if a list cache value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf ListCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\n\nfunction listCacheHas(key) {\n return assocIndexOf(this.__data__, key) > -1;\n}\n/**\n * Sets the list cache `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf ListCache\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the list cache instance.\n */\n\nfunction listCacheSet(key, value) {\n var data = this.__data__,\n   index = assocIndexOf(data, key);\n\n if (index < 0) {\n   ++this.size;\n   data.push([key, value]);\n } else {\n   data[index][1] = value;\n }\n\n return this;\n} // Add methods to `ListCache`.\n\n\nListCache.prototype.clear = listCacheClear;\nListCache.prototype['delete'] = listCacheDelete;\nListCache.prototype.get = listCacheGet;\nListCache.prototype.has = listCacheHas;\nListCache.prototype.set = listCacheSet;\n/**\n * Creates a map cache object to store key-value pairs.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction MapCache(entries) {\n var index = -1,\n   length = entries == null ? 0 : entries.length;\n this.clear();\n\n while (++index < length) {\n   var entry = entries[index];\n   this.set(entry[0], entry[1]);\n }\n}\n/**\n * Removes all key-value entries from the map.\n *\n * @private\n * @name clear\n *

@memberOf MapCache\n */\n\n\nfunction mapCacheClear() {\n this.size = 0;\n this.__data__ = {\n   'hash': new Hash(),\n   'map': new (Map || ListCache)(),\n   'string': new Hash()\n };\n}\n/**\n * Removes `key` and its value from the map.\n *\n * @private\n * @name delete\n * @memberOf MapCache\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\n\n\nfunction mapCacheDelete(key) {\n var result = getMapData(this, key)['delete'](key);\n this.size -= result ? 1 : 0;\n return result;\n}\n/**\n * Gets the map value for `key`.\n *\n * @private\n * @name get\n * @memberOf MapCache\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\n\n\nfunction mapCacheGet(key) {\n return getMapData(this, key).get(key);\n}\n/**\n * Checks if a map value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf MapCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\n\n\nfunction mapCacheHas(key) {\n return getMapData(this, key).has(key);\n}\n/**\n * Sets the map `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf MapCache\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the map cache instance.\n */\n\n\nfunction mapCacheSet(key, value) {\n var data = getMapData(this, key),\n   size = data.size;\n data.set(key, value);\n this.size += data.size == size ? 0 : 1;\n return this;\n} // Add methods to `MapCache`.\n\n\nMapCache.prototype.clear = mapCacheClear;\nMapCache.prototype['delete'] = mapCacheDelete;\nMapCache.prototype.get = mapCacheGet;\nMapCache.prototype.has = mapCacheHas;\nMapCache.prototype.set = mapCacheSet;\n/**\n * Creates a stack cache object to store key-value pairs.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\n\nfunction Stack(entries) {\n var data = this.__data__ = new ListCache(entries);\n this.size = data.size;\n}\n/**\n * Removes all key-value entries from the stack.\n *\n * @private\n * @name clear\n * @memberOf Stack\n */\n\n\nfunction stackClear() {\n this.__data__ = new ListCache();\n this.size = 0;\n}\n/**\n * Removes `key` and its value from the stack.\n *\n * @private\n * @name delete\n * @memberOf Stack\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\n\n\nfunction stackDelete(key) {\n var data = this.__data__,\n   result = data['delete'](key);\n this.size = data.size;\n return result;\n}\n/**\n * Gets the stack value for `key`.\n *\n * @private\n * @name get\n * @memberOf Stack\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\n\n\nfunction stackGet(key) {\n return this.__data__.get(key);\n}\n/**\n * Checks if a stack value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf Stack\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\n\n\nfunction stackHas(key) {\n return this.__data__.has(key);\n}\n/**\n * Sets the stack `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf Stack\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the stack cache instance.\n */\n\n\nfunction stackSet(key, value) {\n var data = this.__data__;\n\n if (data instanceof ListCache) {\n   var pairs = data.__data__;\n\n   if (!Map || pairs.length < LARGE_ARRAY_SIZE - 1) {\n   pairs.push([key, value]);\n   this.size = ++data.size;\n   return this;\n   }\n\n   data = this.__data__ = new MapCache(pairs);\n }\n\n data.set(key, value);\n this.size = data.size;\n return this;\n} // Add methods to `Stack`.\n\n\nStack.prototype.clear = stackClear;\nStack.prototype['delete'] = stackDelete;\nStack.prototype.get = stackGet;\nStack.prototype.has = stackHas;\nStack.prototype.set = stackSet;\n/**\n * Creates an array of the enumerable property names of the array-like `value`.\n *\n * @private\n * @param {*} value The value to query.\n * @param {boolean} inherited Specify returning inherited property names.\n * @returns {Array} Returns the array of property names.\n */\n\nfunction arrayLikeKeys(value, inherited) {\n var isArr = isArray(value),\n   isArg = !isArr && isArguments(value),\n   isBuff = !isArr && !isArg && isBuffer(value),\n   isType = !isArr && !isArg && !isBuff && isTypedArray(value),\n   skipIndexes = isArr || isArg || isBuff || isType,\n   result = skipIndexes ? baseTimes(value.length, String) : [],\n   length = result.length;\n\n for (var key in value) {\n   if ((inherited || hasOwnProperty.call(value, key)) && !(skipIndexes && (// Safari 9 has enumerable `arguments.length` in strict mode.\n   key == 'length' || // Node.js 0.10 has enumerable non-index properties on buffers.\n   isBuff && (key == 'offset' || key == 'parent') || // PhantomJS 2 has enumerable non-index properties on typed arrays.\n   isType &&

(key == 'buffer' || key == 'byteLength' || key == 'byteOffset') || // Skip index properties.\n isIndex(key, length)))\n {\n result.push(key);\n }\n }\n\n return result;\n}\n/**\n * This function is like `assignValue` except that it doesn't assign\n * `undefined` values.\n *\n * @private\n * @param {Object} object The object to modify.\n * @param {string} key The key of the property to assign.\n * @param {*} value The value to assign.\n */\n\n\nfunction assignMergeValue(object, key, value) {\n if (value !== undefined && !eq(object[key], value) || value === undefined && !(key in object)) {\n baseAssignValue(object, key, value);\n }\n}\n/**\n * Assigns `value` to `key` of `object` if the existing value is not equivalent\n * using [`SameValueZero`](http://ecma-international.org/ecma-262/7.0/#sec-samevaluezero)\n * for equality comparisons.\n *\n * @private\n * @param {Object} object The object to modify.\n * @param {string} key The key of the property to assign.\n * @param {*} value The value to assign.\n */\n\n\nfunction assignValue(object, key, value) {\n var objValue = object[key];\n\n if (!(hasOwnProperty.call(object, key) && eq(objValue, value)) || value === undefined && !(key in object)) {\n baseAssignValue(object, key, value);\n }\n}\n/**\n * Gets the index at which the `key` is found in `array` of key-value pairs.\n *\n * @private\n * @param {Array} array The array to inspect.\n * @param {*} key The key to search for.\n * @returns {number} Returns the index of the matched value, else `-1`.\n */\n\n\nfunction assocIndexOf(array, key) {\n var length = array.length;\n\n while (length--) {\n if (eq(array[length][0], key)) {\n return length;\n }\n }\n\n return -1;\n}\n/**\n * The base implementation of `assignValue` and `assignMergeValue` without\n * value checks.\n *\n * @private\n * @param {Object} object The object to modify.\n * @param {string} key The key of the property to assign.\n * @param {*} value The value to assign.\n */\n\n\nfunction baseAssignValue(object, key, value) {\n if (key == '__proto__' && defineProperty) {\n defineProperty(object, key, {\n 'configurable': true,\n 'enumerable': true,\n 'value': value,\n 'writable': true\n });\n } else {\n object[key] = value;\n }\n}\n/**\n * The base implementation of `baseForOwn` which iterates over `object`\n * properties returned by `keysFunc` and invokes `iteratee` for each property.\n * Iteratee functions may exit iteration early by explicitly returning `false`.\n *\n * @private\n * @param {Object} object The object to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @param {Function} keysFunc The function to get the keys of `object`.\n * @returns {Object} Returns `object`.\n */\n\n\nvar baseFor = createBaseFor();\n\n/**\n * The base implementation of `getTag` without fallbacks for buggy environments.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the `toStringTag`.\n */\n\n\nfunction baseGetTag(value) {\n if (value == null) {\n return value === undefined ? undefinedTag : nullTag;\n }\n\n return symToStringTag && symToStringTag in Object(value) ? getRawTag(value) : objectToString(value);\n}\n/**\n * The base implementation of `_.isArguments`.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an `arguments` object,\n */\n\n\nfunction baseIsArguments(value) {\n return isObjectLike(value) && baseGetTag(value) == argsTag;\n}\n/**\n * The base implementation of `_.isNative` without bad shim checks.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a native function,\n * else `false`.\n */\n\n\nfunction baseIsNative(value) {\n if (!isObject(value) || isMasked(value)) {\n return false;\n }\n\n var pattern = isFunction(value) ? reIsNative : reIsHostCtor;\n return pattern.test(toSource(value));\n}\n/**\n * The base implementation of `_.isTypedArray` without Node.js optimizations.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a typed array, else `false`.\n */\n\n\nfunction baseIsTypedArray(value) {\n return isObjectLike(value) && isLength(value.length) && !!typedArrayTags[baseGetTag(value)];\n}\n/**\n * The base implementation of `_.keysIn` which doesn't treat sparse arrays as dense.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n */\n\n\nfunction baseKeysIn(object) {\n if (!isObject(object)) {\n return nativeKeysIn(object);\n }\n\n var isProto = isPrototype(object),\n result = [];\n\n for (var key in object) {\n if (!(key == 'constructor' && (isProto || !hasOwnProperty.call(object, key)))) {\n result.push(key);\n }\n }\n\n return result;\n}\n/**\n * The base implementation of `_.merge` without support for multiple sources.\n *\n * @private\n * @param {Object} object The destination object.\n * @param {Object} source The source object.\n * @param {number} srcIndex The index of `source`.\n * @param {Function} [customizer] The function to customize merged values.\n * @param {Object} [stack] Tracks traversed source values and their merged\n * counterparts.\n

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*/\n\n\nfunction baseMerge(object, source, srcIndex, customizer, stack) {\n  if (object === source) {\n    return;\n  }\n\n  baseFor(source, function (srcValue, key) {\n    stack || (stack = new Stack());\n\n    if (isObject(srcValue)) {\n      baseMergeDeep(object, source, key, srcIndex, baseMerge, customizer, stack);\n    } else {\n      var newValue = customizer ? customizer(safeGet(object, key), srcValue, key + '', object, source, stack) : undefined;\n\n      if (newValue === undefined) {\n        newValue = srcValue;\n      }\n\n      assignMergeValue(object, key, newValue);\n    }\n  }, keysIn);\n}\n/**\n * A specialized version of `baseMerge` for arrays and objects which performs\n * deep merges and tracks traversed objects enabling objects with circular\n * references to be merged.\n *\n * @private\n * @param {Object} object The destination object.\n * @param {Object} source The source object.\n * @param {string} key The key of the value to merge.\n * @param {number} srcIndex The index of `source`.\n * @param {Function} mergeFunc The function to merge values.\n * @param {Function} [customizer] The function to customize assigned values.\n * @param {Object} [stack] Tracks traversed source values and their merged\n *  counterparts.\n */\n\n\nfunction baseMergeDeep(object, source, key, srcIndex, mergeFunc, customizer, stack) {\n  var objValue = safeGet(object, key),\n      srcValue = safeGet(source, key),\n      stacked = stack.get(srcValue);\n\n  if (stacked) {\n    assignMergeValue(object, key, stacked);\n    return;\n  }\n\n  var newValue = customizer ? customizer(objValue, srcValue, key + '', object, source, stack) : undefined;\n  var isCommon = newValue === undefined;\n\n  if (isCommon) {\n    var isArr = isArray(srcValue),\n        isBuff = !isArr && isBuffer(srcValue),\n        isTyped = !isArr && !isBuff && isTypedArray(srcValue);\n    newValue = srcValue;\n\n    if (isArr || isBuff || isTyped) {\n      if (isArray(objValue)) {\n        newValue = objValue;\n      } else if (isArrayLikeObject(objValue)) {\n        newValue = copyArray(objValue);\n      } else if (isBuff) {\n        isCommon = false;\n        newValue = cloneBuffer(srcValue, true);\n      } else if (isTyped) {\n        isCommon = false;\n        newValue = cloneTypedArray(srcValue, true);\n      } else {\n        newValue = [];\n      }\n    } else if (isPlainObject(srcValue) || isArguments(srcValue)) {\n      newValue = objValue;\n\n      if (isArguments(objValue)) {\n        newValue = toPlainObject(objValue);\n      } else if (!isObject(objValue) || isFunction(objValue)) {\n        newValue = initCloneObject(srcValue);\n      }\n    } else {\n      isCommon = false;\n    }\n  }\n\n  if (isCommon) {\n    // Recursively merge objects and arrays (susceptible to call stack limits).\n    stack.set(srcValue, newValue);\n    mergeFunc(newValue, srcValue, srcIndex, customizer, stack);\n    stack['delete'](srcValue);\n  }\n\n  assignMergeValue(object, key, newValue);\n}\n/**\n * The base implementation of `_.rest` which doesn't validate or coerce arguments.\n *\n * @private\n * @param {Function} func The function to apply a rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest parameter.\n * @returns {Function} Returns the new function.\n */\n\n\nfunction baseRest(func, start) {\n  return setToString(overRest(func, start, identity), func + '');\n}\n/**\n * The base implementation of `setToString` without support for hot loop shorting.\n *\n * @private\n * @param {Function} func The function to modify.\n * @param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n */\n\n\nvar baseSetToString = !defineProperty ? identity : function (func, string) {\n  return defineProperty(func, 'toString', {\n    'configurable': true,\n    'enumerable': false,\n    'value': constant(string),\n    'writable': true\n  });\n};\n/**\n * Creates a clone of  `buffer`.\n *\n * @private\n * @param {Buffer} buffer The buffer to clone.\n * @param {boolean} [isDeep] Specify a deep clone.\n * @returns {Buffer} Returns the cloned buffer.\n */\n\nfunction cloneBuffer(buffer, isDeep) {\n  if (isDeep) {\n    return buffer.slice();\n  }\n\n  var length = buffer.length,\n      result = allocUnsafe ? allocUnsafe(length) : new buffer.constructor(length);\n  buffer.copy(result);\n  return result;\n}\n/**\n * Creates a clone of `arrayBuffer`.\n *\n * @private\n * @param {ArrayBuffer} arrayBuffer The array buffer to clone.\n * @returns {ArrayBuffer} Returns the cloned array buffer.\n */\n\n\nfunction cloneArrayBuffer(arrayBuffer) {\n  var result = new arrayBuffer.constructor(arrayBuffer.byteLength);\n  new Uint8Array(result).set(new Uint8Array(arrayBuffer));\n  return result;\n}\n/**\n * Creates a clone of `typedArray`.\n *\n * @private\n * @param {Object} typedArray The typed array to clone.\n * @param {boolean} [isDeep] Specify a deep clone.\n * @returns {Object} Returns the cloned typed array.\n */\n\n\nfunction cloneTypedArray(typedArray, isDeep) {\n  var buffer = isDeep ? cloneArrayBuffer(typedArray.buffer) : typedArray.buffer;\n  return new typedArray.constructor(buffer, typedArray.byteOffset, typedArray.length);\n}\n/**\n * Copies the values of `source` to `array`.\n *\n * @private\n * @param {Array} source The array to copy values from.\n * @param {Array} [array=[]] The array to copy values
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to.\n * @returns {Array} Returns `array`.\n */\n\n\nfunction copyArray(source, array) {\n  var index = -1,\n  length = source.length;\n  array || (array = Array(length));\n\n  while (++index < length) {\n    array[index] = source[index];\n  }\n\n  return array;\n}\n/**\n * Copies properties of `source` to `object`.\n *\n * @private\n * @param {Object} source The object to copy properties from.\n * @param {Array} props The property identifiers to copy.\n * @param {Object} [object={}] The object to copy properties to.\n * @param {Function} [customizer] The function to customize copied values.\n * @returns {Object} Returns `object`.\n */\n\n\nfunction copyObject(source, props, object, customizer) {\n  var isNew = !object;\n  object || (object = {});\n  var index = -1,\n      length = props.length;\n\n  while (++index < length) {\n    var key = props[index];\n    var newValue = customizer ? customizer(object[key], source[key], key, object, source) : undefined;\n\n    if (newValue === undefined) {\n      newValue = source[key];\n    }\n\n    if (isNew) {\n      baseAssignValue(object, key, newValue);\n    } else {\n      assignValue(object, key, newValue);\n    }\n  }\n\n  return object;\n}\n/**\n * Creates a function like `_.assign`.\n *\n * @private\n * @param {Function} assigner The function to assign values.\n * @returns {Function} Returns the new assigner function.\n */\n\n\nfunction createAssigner(assigner) {\n  return baseRest(function (object, sources) {\n    var index = -1,\n        length = sources.length,\n        customizer = length > 1 ? sources[length - 1] : undefined,\n        guard = length > 2 ? sources[2] : undefined;\n    customizer = assigner.length > 3 && typeof customizer == 'function' ? (length--, customizer) : undefined;\n\n    if (guard && isIterateeCall(sources[0], sources[1], guard)) {\n      customizer = length < 3 ? undefined : customizer;\n      length = 1;\n    }\n\n    object = Object(object);\n\n    while (++index < length) {\n      var source = sources[index];\n\n      if (source) {\n        assigner(object, source, index, customizer);\n      }\n    }\n\n    return object;\n  });\n}\n/**\n * Creates a base function for methods like `_.forIn` and `_.forOwn`.\n *\n * @private\n * @param {boolean} [fromRight] Specify iterating from right to left.\n * @returns {Function} Returns the new base function.\n */\n\n\nfunction createBaseFor(fromRight) {\n  return function (object, iteratee, keysFunc) {\n    var index = -1,\n        iterable = Object(object),\n        props = keysFunc(object),\n        length = props.length;\n\n    while (length--) {\n      var key = props[fromRight ? length : ++index];\n\n      if (iteratee(iterable[key], key, iterable) === false) {\n        break;\n      }\n    }\n\n    return object;\n  };\n}\n/**\n * Gets the data for `map`.\n *\n * @private\n * @param {Object} map The map to query.\n * @param {string} key The reference key.\n * @returns {*} Returns the map data.\n */\n\n\nfunction getMapData(map, key) {\n  var data = map.__data__;\n  return isKeyable(key) ? data[typeof key == 'string' ? 'string' : 'hash'] : data.map;\n}\n/**\n * Gets the native function at `key` of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {string} key The key of the method to get.\n * @returns {*} Returns the function if it's native, else `undefined`.\n */\n\n\nfunction getNative(object, key) {\n  var value = getValue(object, key);\n  return baseIsNative(value) ? value : undefined;\n}\n/**\n * A specialized version of `baseGetTag` which ignores `Symbol.toStringTag` values.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the raw `toStringTag`.\n */\n\n\nfunction getRawTag(value) {\n  var isOwn = hasOwnProperty.call(value, symToStringTag),\n      tag = value[symToStringTag];\n\n  try {\n    value[symToStringTag] = undefined;\n    var unmasked = true;\n  } catch (e) {}\n\n  var result = nativeObjectToString.call(value);\n\n  if (unmasked) {\n    if (isOwn) {\n      value[symToStringTag] = tag;\n    } else {\n      delete value[symToStringTag];\n    }\n  }\n\n  return result;\n}\n/**\n * Initializes an object clone.\n *\n * @private\n * @param {Object} object The object to clone.\n * @returns {Object} Returns the initialized clone.\n */\n\n\nfunction initCloneObject(object) {\n  return typeof object.constructor == 'function' && !isPrototype(object) ? baseCreate(getPrototype(object)) : {};\n}\n/**\n * Checks if `value` is a valid array-like index.\n *\n * @private\n * @param {*} value The value to check.\n * @param {number} [length=MAX_SAFE_INTEGER] The upper bounds of a valid index.\n * @returns {boolean} Returns `true` if `value` is a valid index, else `false`.\n */\n\n\nfunction isIndex(value, length) {\n  var type = typeof value;\n  length = length == null ? MAX_SAFE_INTEGER : length;\n  return !!length && (type == 'number' || type != 'symbol' && reIsUint.test(value)) && value > -1 && value % 1 == 0 && value < length;\n}\n/**\n * Checks if the given arguments are from an iteratee call.\n *\n * @private\n * @param {*} value The potential iteratee value argument.\n * @param {*} index The potential iteratee index or key argument.\n * @param {*} object The potential iteratee object argument.\n * @returns {boolean} Returns `true` if the arguments are from an iteratee call,\n *  else `false`.\n
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*/\n\n\nfunction isIterateeCall(value, index, object) {\n if (!isObject(object)) {\n   return false;\n }\n\n var type = typeof index;\n\n if (type == 'number' ? isArrayLike(object) && isIndex(index, object.length) : type == 'string' && index in object) {\n   return eq(object[index], value);\n }\n\n return false;\n}\n/**\n * Checks if `value` is suitable for use as unique object key.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is suitable, else `false`.\n */\n\n\nfunction isKeyable(value) {\n var type = typeof value;\n return type == 'string' || type == 'number' || type == 'symbol' || type == 'boolean' ? value !== '__proto__' : value === null;\n}\n/**\n * Checks if `func` has its source masked.\n *\n * @private\n * @param {Function} func The function to check.\n * @returns {boolean} Returns `true` if `func` is masked, else `false`.\n */\n\n\nfunction isMasked(func) {\n return !!maskSrcKey && maskSrcKey in func;\n}\n/**\n * Checks if `value` is likely a prototype object.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a prototype, else `false`.\n */\n\n\nfunction isPrototype(value) {\n var Ctor = value && value.constructor,\n   proto = typeof Ctor == 'function' && Ctor.prototype || objectProto;\n return value === proto;\n}\n/**\n * This function is like\n * [`Object.keys`](http://ecma-international.org/ecma-262/7.0/#sec-object.keys)\n * except that it includes inherited enumerable properties.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n */\n\n\nfunction nativeKeysIn(object) {\n var result = [];\n\n if (object != null) {\n   for (var key in Object(object)) {\n   result.push(key);\n   }\n }\n\n return result;\n}\n/**\n * Converts `value` to a string using `Object.prototype.toString`.\n *\n * @private\n * @param {*} value The value to convert.\n * @returns {string} Returns the converted string.\n */\n\n\nfunction objectToString(value) {\n return nativeObjectToString.call(value);\n}\n/**\n * A specialized version of `baseRest` which transforms the rest array.\n *\n * @private\n * @param {Function} func The function to apply a rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest parameter.\n * @param {Function} transform The rest array transform.\n * @returns {Function} Returns the new function.\n */\n\n\nfunction overRest(func, start, transform) {\n start = nativeMax(start === undefined ? func.length - 1 : start, 0);\n return function () {\n   var args = arguments,\n   index = -1,\n   length = nativeMax(args.length - start, 0),\n   array = Array(length);\n\n   while (++index < length) {\n   array[index] = args[start + index];\n   }\n\n   index = -1;\n   var otherArgs = Array(start + 1);\n\n   while (++index < start) {\n   otherArgs[index] = args[index];\n   }\n\n   otherArgs[start] = transform(array);\n   return apply(func, this, otherArgs);\n };\n}\n/**\n * Gets the value at `key`, unless `key` is \"__proto__\" or \"constructor\".\n *\n * @private\n * @param {Object} object The object to query.\n * @param {string} key The key of the property to get.\n * @returns {*} Returns the property value.\n */\n\n\nfunction safeGet(object, key) {\n if (key === 'constructor' && typeof object[key] === 'function') {\n   return;\n }\n\n if (key == '__proto__') {\n   return;\n }\n\n return object[key];\n}\n/**\n * Sets the `toString` method of `func` to return `string`.\n *\n * @private\n * @param {Function} func The function to modify.\n * @param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n */\n\n\nvar setToString = shortOut(baseSetToString);\n/**\n * Creates a function that'll short out and invoke `identity` instead\n * of `func` when it's called `HOT_COUNT` or more times in `HOT_SPAN`\n * milliseconds.\n *\n * @private\n * @param {Function} func The function to restrict.\n * @returns {Function} Returns the new shortable function.\n */\n\n\nfunction shortOut(func) {\n var count = 0,\n   lastCalled = 0;\n return function () {\n   var stamp = nativeNow(),\n   remaining = HOT_SPAN - (stamp - lastCalled);\n   lastCalled = stamp;\n\n   if (remaining > 0) {\n   if (++count >= HOT_COUNT) {\n   return arguments[0];\n   }\n   } else {\n   count = 0;\n   }\n\n   return func.apply(undefined, arguments);\n };\n}\n/**\n * Converts `func` to its source code.\n *\n * @private\n * @param {Function} func The function to convert.\n * @returns {string} Returns the source code.\n */\n\n\nfunction toSource(func) {\n if (func != null) {\n   try {\n   return funcToString.call(func);\n   } catch (e) {}\n\n   try {\n   return func + '';\n   } catch (e) {}\n }\n\n return '';\n}\n/**\n * Performs a\n * [`SameValueZero`](http://ecma-international.org/ecma-262/7.0/#sec-samevaluezero)\n * comparison between two values to determine if they are equivalent.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n * @returns {boolean} Returns `true` if the values are equivalent, else `false`.\n * @example\n *\n * var object = { 'a': 1 };\n * var other = { 'a': 1 };\n *\n *

_.eq(object, object);\n * // => true\n *\n * _.eq(object, other);\n * // => false\n *\n * _.eq('a', 'a');\n * // => true\n *\n * _.eq('a', Object('a'));\n * // => false\n *\n * _.eq(NaN, NaN);\n * // => true\n */\n\n\nfunction eq(value, other) {\n return value === other || value !== value && other !== other;\n}\n\n/**\n * Checks if `value` is likely an `arguments` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an `arguments` object,\n * else `false`.\n * @example\n *\n * _.isArguments(function() { return arguments; }());\n * // => true\n *\n * _.isArguments([1, 2, 3]);\n * // => false\n */\n\n\nvar isArguments = baseIsArguments(function () {\n return arguments;\n}()) ? baseIsArguments : function (value) {\n return isObjectLike(value) && hasOwnProperty.call(value, 'callee') && !propertyIsEnumerable.call(value, 'callee');\n};\n\n/**\n * Checks if `value` is classified as an `Array` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an array, else `false`.\n * @example\n *\n * _.isArray([1, 2, 3]);\n * // => true\n *\n * _.isArray(document.body.children);\n * // => false\n *\n * _.isArray('abc');\n * // => false\n *\n * _.isArray(_.noop);\n * // => false\n */\n\nvar isArray = Array.isArray;\n\n/**\n * Checks if `value` is array-like. A value is considered array-like if it's\n * not a function and has a `value.length` that's an integer greater than or\n * equal to `0` and less than or equal to `Number.MAX_SAFE_INTEGER`.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is array-like, else `false`.\n * @example\n *\n * _.isArrayLike([1, 2, 3]);\n * // => true\n *\n * _.isArrayLike(document.body.children);\n * // => true\n *\n * _.isArrayLike('abc');\n * // => true\n *\n * _.isArrayLike(_.noop);\n * // => false\n */\n\nfunction isArrayLike(value) {\n return value != null && isLength(value.length) && !isFunction(value);\n}\n\n/**\n * This method is like `_.isArrayLike` except that it also checks if `value`\n * is an object.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an array-like object,\n * else `false`.\n * @example\n *\n * _.isArrayLikeObject([1, 2, 3]);\n * // => true\n *\n * _.isArrayLikeObject(document.body.children);\n * // => true\n *\n * _.isArrayLikeObject('abc');\n * // => false\n *\n * _.isArrayLikeObject(_.noop);\n * // => false\n */\n\n\nfunction isArrayLikeObject(value) {\n return isObjectLike(value) && isArrayLike(value);\n}\n\n/**\n * Checks if `value` is a buffer.\n *\n * @static\n * @memberOf _\n * @since 4.3.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a buffer, else `false`.\n * @example\n *\n * _.isBuffer(new Buffer(2));\n * // => true\n *\n * _.isBuffer(new Uint8Array(2));\n * // => false\n */\n\n\nvar isBuffer = nativeIsBuffer || stubFalse;\n\n/**\n * Checks if `value` is classified as a `Function` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a function, else `false`.\n * @example\n *\n * _.isFunction(_);\n * // => true\n *\n * _.isFunction(/abc/);\n * // => false\n */\n\nfunction isFunction(value) {\n if (!isObject(value)) {\n   return false;\n } // The use of `Object#toString` avoids issues with the `typeof` operator\n // in Safari 9 which returns 'object' for typed arrays and other constructors.\n\n var tag = baseGetTag(value);\n return tag == funcTag || tag == genTag || tag == asyncTag || tag == proxyTag;\n}\n\n/**\n * Checks if `value` is a valid array-like length.\n *\n * **Note:** This method is loosely based on\n * [`ToLength`](http://ecma-international.org/ecma-262/7.0/#sec-tolength).\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a valid length, else `false`.\n * @example\n *\n * _.isLength(3);\n * // => true\n *\n * _.isLength(Number.MIN_VALUE);\n * // => false\n *\n * _.isLength(Infinity);\n * // => false\n *\n * _.isLength('3');\n * // => false\n */\n\n\nfunction isLength(value) {\n return typeof value == 'number' && value > -1 && value % 1 == 0 && value <= MAX_SAFE_INTEGER;\n}\n\n/**\n * Checks if `value` is the\n * [language type](http://www.ecma-international.org/ecma-262/7.0/#sec-ecmascript-language-types)\n * of `Object`. (e.g. arrays, functions, objects, regexes, `new Number(0)`, and `new String('')`)\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an object, else `false`.\n * @example\n *\n * _.isObject({});\n * // => true\n *\n * _.isObject([1, 2, 3]);\n * // => true\n *\n * _.isObject(_.noop);\n * // => true\n *\n * _.isObject(null);\n * // => false\n */\n\n\nfunction isObject(value) {\n var type = typeof value;\n return value != null && (type == 'object' || type ==

'function');\n}\n/**\n * Checks if `value` is object-like. A value is object-like if it's not `null`\n * and has a `typeof` result of \"object\".\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is object-like, else `false`.\n * @example\n *\n * _.isObjectLike({});\n * // => true\n *\n * _.isObjectLike([1, 2, 3]);\n * // => true\n *\n * _.isObjectLike(_.noop);\n * // => false\n *\n * _.isObjectLike(null);\n * // => false\n */\n\n\nfunction isObjectLike(value) {\n return value != null && typeof value == 'object';\n}\n\n/**\n * Checks if `value` is a plain object, that is, an object created by the\n * `Object` constructor or one with a `[[Prototype]]` of `null`.\n *\n * @static\n * @memberOf _\n * @since 0.8.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a plain object, else `false`.\n * @example\n *\n * function Foo() {\n *   this.a = 1;\n * }\n *\n * _.isPlainObject(new Foo);\n * // => false\n *\n * _.isPlainObject([1, 2, 3]);\n * // => false\n *\n * _.isPlainObject({ 'x': 0, 'y': 0 });\n * // => true\n *\n * _.isPlainObject(Object.create(null));\n * // => true\n */\n\n\nfunction isPlainObject(value) {\n if (!isObjectLike(value) || baseGetTag(value) != objectTag) {\n   return false;\n }\n\n var proto = getPrototype(value);\n\n if (proto === null) {\n   return true;\n }\n\n var Ctor = hasOwnProperty.call(proto, 'constructor') && proto.constructor;\n return typeof Ctor == 'function' && Ctor instanceof Ctor && funcToString.call(Ctor) == objectCtorString;\n}\n\n/**\n * Checks if `value` is classified as a typed array.\n *\n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a typed array, else `false`.\n * @example\n *\n * _.isTypedArray(new Uint8Array);\n * // => true\n *\n * _.isTypedArray([]);\n * // => false\n */\n\n\nvar isTypedArray = nodeIsTypedArray ? baseUnary(nodeIsTypedArray) : baseIsTypedArray;\n\n/**\n * Converts `value` to a plain object flattening inherited enumerable string\n * keyed properties of `value` to own properties of the plain object.\n *\n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Lang\n * @param {*} value The value to convert.\n * @returns {Object} Returns the converted plain object.\n * @example\n *\n * function Foo() {\n *   this.b = 2;\n * }\n *\n * Foo.prototype.c = 3;\n *\n * _.assign({ 'a': 1 }, new Foo);\n * // => { 'a': 1, 'b': 2 }\n *\n * _.assign({ 'a': 1 }, _.toPlainObject(new Foo));\n * // => { 'a': 1, 'b': 2, 'c': 3 }\n */\n\n\nfunction toPlainObject(value) {\n return copyObject(value, keysIn(value));\n}\n\n/**\n * Creates an array of the own and inherited enumerable property names of `object`.\n *\n * **Note:** Non-object values are coerced to objects.\n *\n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Object\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n * @example\n *\n * function Foo() {\n *   this.a = 1;\n *   this.b = 2;\n * }\n *\n * Foo.prototype.c = 3;\n *\n * _.keysIn(new Foo);\n * // => ['a', 'b', 'c'] (iteration order is not guaranteed)\n */\n\n\nfunction keysIn(object) {\n return isArrayLike(object) ? arrayLikeKeys(object, true) : baseKeysIn(object);\n}\n\n/**\n * This method is like `_.assign` except that it recursively merges own and\n * inherited enumerable string keyed properties of source objects into the\n * destination object. Source properties that resolve to `undefined` are\n * skipped if a destination value exists. Array and plain object properties\n * are merged recursively. Other objects and value types are overridden by\n * assignment. Source objects are applied from left to right. Subsequent\n * sources overwrite property assignments of previous sources.\n *\n * **Note:** This method mutates `object`.\n *\n * @static\n * @memberOf _\n * @since 0.5.0\n * @category Object\n * @param {Object} object The destination object.\n * @param {...Object} [sources] The source objects.\n * @returns {Object} Returns `object`.\n * @example\n *\n * var object = {\n *   'a': [{ 'b': 2 }, { 'd': 4 }]\n * };\n *\n * var other = {\n *   'a': [{ 'c': 3 }, { 'e': 5 }]\n * };\n *\n * _.merge(object, other);\n * // => { 'a': [{ 'b': 2, 'c': 3 }, { 'd': 4, 'e': 5 }] }\n */\n\n\nvar merge = createAssigner(function (object, source, srcIndex) {\n baseMerge(object, source, srcIndex);\n});\n\n/**\n * Creates a function that returns `value`.\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Util\n * @param {*} value The value to return from the new function.\n * @returns {Function} Returns the new constant function.\n * @example\n *\n * var objects = _.times(2, _.constant({ 'a': 1 }));\n *\n * console.log(objects);\n * // => [{ 'a': 1 }, { 'a': 1 }]\n *\n * console.log(objects[0] === objects[1]);\n * // => true\n */\n\n\nfunction constant(value) {\n return function () {\n   return value;\n };\n}\n\n/**\n * This method returns the first argument it receives.\n *\n * @static\n * @since 0.1.0\n * @memberOf _\n * @category Util\n * @param {*} value Any value.\n * @returns {*} Returns `value`.\n * @example\n *\n * var object = { 'a': 1 };\n *\n * console.log(_.identity(object) === object);\n * // => true\n */\n\n\nfunction identity(value) {\n return value;\n}\n\n/**\n * This method returns `false`.\n

*\n * @static\n * @memberOf _\n * @since 4.13.0\n * @category Util\n * @returns {boolean} Returns `false`.\n * @example\n *\n * _.times(2, _.stubFalse);\n * // => [false, false]\n */\n\n\nfunction stubFalse() {\n return false;\n}\n\nmodule.exports = merge;","module.exports = function (module) {\n if (!module.webpackPolyfill) {\n module.deprecate = function () {};\n\n   module.paths = []; // module.parent = undefined by default\n\n   if (!module.children) module.children = [];\n   Object.defineProperty(module, \"loaded\", {\n   enumerable: true,\n get: function get() {\n   return module.l;\n   }\n   });\n   Object.defineProperty(module, \"id\", {\n enumerable: true,\n   get: function get() {\n   return module.i;\n   }\n   });\n   module.webpackPolyfill = 1;\n }\n\n return module;\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _colors = require('../colors');\n\nvar _colorManipulator = require('../../utils/colorManipulator');\n\nvar _spacing = require('../spacing');\n\nvar _spacing2 = _interopRequireDefault(_spacing);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\n/**\n * Light Theme is the default theme used in material-ui. It is guaranteed to\n * have all theme variables needed for every component. Variables not defined\n * in a custom theme will default to these values.\n */\n\n\nexports.default = {\n spacing: _spacing2.default,\n fontFamily: 'Roboto, sans-serif',\n borderRadius: 2,\n palette: {\n   primary1Color: _colors.cyan500,\n   primary2Color: _colors.cyan700,\n primary3Color: _colors.grey400,\n   accent1Color: _colors.pinkA200,\n   accent2Color: _colors.grey100,\n accent3Color: _colors.grey500,\n   textColor: _colors.darkBlack,\n   secondaryTextColor: (0, _colorManipulator.fade)(_colors.darkBlack, 0.54),\n   alternateTextColor: _colors.white,\n   canvasColor: _colors.white,\n   borderColor: _colors.grey300,\n   disabledColor: (0, _colorManipulator.fade)(_colors.darkBlack, 0.3),\n   pickerHeaderColor: _colors.cyan500,\n   clockCircleColor: (0, _colorManipulator.fade)(_colors.darkBlack, 0.07),\n   shadowColor: _colors.fullBlack\n }\n};\n/**\n * NB: If you update this file, please also update `docs/src/app/customization/Themes.js`\n */","\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = {\n iconSize: 24,\n desktopGutter: 24,\n desktopGutterMore: 32,\n desktopGutterLess: 16,\n desktopGutterMini: 8,\n desktopKeylineIncrement: 64,\n desktopDropDownMenuItemHeight: 32,\n desktopDropDownMenuFontSize: 15,\n desktopDrawerMenuItemHeight: 48,\n desktopSubheaderHeight: 48,\n desktopToolbarHeight: 56\n};","\"use strict\";\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = {\n menu: 1000,\n appBar: 1100,\n drawerOverlay: 1200,\n drawer: 1300,\n dialogOverlay: 1400,\n dialog: 1500,\n layer: 2000,\n popover: 2100,\n snackbar: 2900,\n tooltip: 3000\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nexports.default = function (muiTheme) {\n var isClient = typeof navigator !== 'undefined';\n var userAgent = muiTheme.userAgent;\n\n if (userAgent === undefined && isClient) {\n   userAgent = navigator.userAgent;\n }\n\n if (userAgent === undefined && !hasWarnedAboutUserAgent) {\n   process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(false, 'Material-UI: userAgent should be supplied in the muiTheme context\\n   for server-side rendering.') : void 0;\n   hasWarnedAboutUserAgent = true;\n }\n\n var prefixAll = (0, _createPrefixer2.default)(_autoprefixerStatic2.default);\n\n if (userAgent === false) {\n   // Disabled autoprefixer\n return null;\n } else if (userAgent === 'all' || userAgent === undefined) {\n   // Prefix for all user agent\n   return function (style) {\n   var isFlex = ['flex', 'inline-flex'].indexOf(style.display) !== -1;\n   var stylePrefixed = prefixAll(style);\n\n   if (isFlex) {\n   var display = stylePrefixed.display;\n\n   if (isClient) {\n   // We can't apply this join with react-dom:\n   // #https://github.com/facebook/react/issues/6467\n stylePrefixed.display = display[display.length - 1];\n   } else {\n   stylePrefixed.display = display.join('; display: ');\n   }\n   }\n\n   return stylePrefixed;\n   };\n } else {\n   var Prefixer = (0, _createPrefixer4.default)(_autoprefixerDynamic2.default, prefixAll);\n   var prefixer = new Prefixer({\n userAgent: userAgent\n   });\n   return function (style) {\n   return prefixer.prefix(style);\n   };\n }\n};\n\nvar _createPrefixer = require('inline-style-prefixer/static/createPrefixer');\n\nvar _createPrefixer2 = _interopRequireDefault(_createPrefixer);\n\nvar _createPrefixer3 = require('inline-style-prefixer/dynamic/createPrefixer');\n\nvar _createPrefixer4 = _interopRequireDefault(_createPrefixer3);\n\nvar _autoprefixerDynamic = require('./autoprefixerDynamic');\n\nvar _autoprefixerDynamic2 =

_interopRequireDefault(_autoprefixerDynamic);\n\nvar _autoprefixerStatic = require('./autoprefixerStatic');\n\nvar _autoprefixerStatic2 = _interopRequireDefault(_autoprefixerStatic);\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar hasWarnedAboutUserAgent = false;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = createPrefixer;\n\nvar _prefixProperty = require('../utils/prefixProperty');\n\nvar _prefixProperty2 = _interopRequireDefault(_prefixProperty);\n\nvar _prefixValue = require('../utils/prefixValue');\n\nvar _prefixValue2 = _interopRequireDefault(_prefixValue);\n\nvar _addNewValuesOnly = require('../utils/addNewValuesOnly');\n\nvar _addNewValuesOnly2 = _interopRequireDefault(_addNewValuesOnly);\n\nvar _isObject = require('../utils/isObject');\n\nvar _isObject2 = _interopRequireDefault(_isObject);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction createPrefixer(_ref) {\n var prefixMap = _ref.prefixMap,\n   plugins = _ref.plugins;\n\n function prefixAll(style) {\n   for (var property in style) {\n   var value = style[property]; // handle nested objects\n\n   if ((0, _isObject2.default)(value)) {\n   style[property] = prefixAll(value); // handle array values\n   } else if (Array.isArray(value)) {\n   var combinedValue = [];\n\n   for (var i = 0, len = value.length; i < len; ++i) {\n   var processedValue = (0, _prefixValue2.default)(plugins, property, value[i], style, prefixMap);\n   (0, _addNewValuesOnly2.default)(combinedValue, processedValue || value[i]);\n   } // only modify the value if it was touched\n   // by any plugin to prevent unnecessary mutations\n\n\n   if (combinedValue.length > 0) {\n   style[property] = combinedValue;\n   }\n   } else {\n   var _processedValue = (0, _prefixValue2.default)(plugins, property, value, style, prefixMap); // only modify the value if it was touched\n   // by any plugin to prevent unnecessary mutations\n\n\n   if (_processedValue) {\n   style[property] = _processedValue;\n   }\n\n   (0, _prefixProperty2.default)(prefixMap, property, style);\n   }\n   }\n\n   return style;\n }\n\n return prefixAll;\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = prefixProperty;\n\nvar _capitalizeString = require('./capitalizeString');\n\nvar _capitalizeString2 = _interopRequireDefault(_capitalizeString);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction prefixProperty(prefixProperties, property, style) {\n if (prefixProperties.hasOwnProperty(property)) {\n   var requiredPrefixes = prefixProperties[property];\n\n   for (var i = 0, len = requiredPrefixes.length; i < len; ++i) {\n   style[requiredPrefixes[i] + (0, _capitalizeString2.default)(property)] = style[property];\n   }\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _createClass = function () {\n function defineProperties(target, props) {\n   for (var i = 0; i < props.length; i++) {\n   var descriptor = props[i];\n   descriptor.enumerable = descriptor.enumerable || false;\n   descriptor.configurable = true;\n   if (\"value\" in descriptor) descriptor.writable = true;\n   Object.defineProperty(target, descriptor.key, descriptor);\n   }\n }\n\n return function (Constructor, protoProps, staticProps) {\n   if (protoProps) defineProperties(Constructor.prototype, protoProps);\n   if (staticProps) defineProperties(Constructor, staticProps);\n   return Constructor;\n };\n}();\n\nexports.default = createPrefixer;\n\nvar _getBrowserInformation = require('../utils/getBrowserInformation');\n\nvar _getBrowserInformation2 = _interopRequireDefault(_getBrowserInformation);\n\nvar _getPrefixedKeyframes = require('../utils/getPrefixedKeyframes');\n\nvar _getPrefixedKeyframes2 = _interopRequireDefault(_getPrefixedKeyframes);\n\nvar _capitalizeString = require('../utils/capitalizeString');\n\nvar _capitalizeString2 = _interopRequireDefault(_capitalizeString);\n\nvar _addNewValuesOnly = require('../utils/addNewValuesOnly');\n\nvar _addNewValuesOnly2 = _interopRequireDefault(_addNewValuesOnly);\n\nvar _isObject = require('../utils/isObject');\n\nvar _isObject2 = _interopRequireDefault(_isObject);\n\nvar _prefixValue = require('../utils/prefixValue');\n\nvar _prefixValue2 = _interopRequireDefault(_prefixValue);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction

createPrefixer(_ref) {\n var prefixMap = _ref.prefixMap,\n   plugins = _ref.plugins;\n var fallback = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : function (style) {\n   return style;\n };\n return function () {\n   /**\n   * Instantiante a new prefixer\n   * @param {string} userAgent - userAgent to gather prefix information according to caniuse.com\n   * @param {string} keepUnprefixed - keeps unprefixed properties and values\n   */\n   function Prefixer() {\n   var options = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n\n   _classCallCheck(this, Prefixer);\n\n   var defaultUserAgent = typeof navigator !== 'undefined' ? navigator.userAgent : undefined;\n   this._userAgent = options.userAgent || defaultUserAgent;\n this._keepUnprefixed = options.keepUnprefixed || false;\n\n   if (this._userAgent) {\n   this._browserInfo = (0, _getBrowserInformation2.default)(this._userAgent);\n   } // Checks if the userAgent was resolved correctly\n\n\n if (this._browserInfo && this._browserInfo.cssPrefix) {\n   this.prefixedKeyframes = (0, _getPrefixedKeyframes2.default)(this._browserInfo.browserName, this._browserInfo.browserVersion, this._browserInfo.cssPrefix);\n   } else {\n   this._useFallback = true;\n   return false;\n   }\n\n   var prefixData = this._browserInfo.browserName && prefixMap[this._browserInfo.browserName];\n\n   if (prefixData) {\n   this._requiresPrefix = {};\n\n   for (var property in prefixData) {\n   if (prefixData[property] >= this._browserInfo.browserVersion) {\n   this._requiresPrefix[property] = true;\n   }\n   }\n\n   this._hasPropsRequiringPrefix = Object.keys(this._requiresPrefix).length > 0;\n   } else {\n   this._useFallback = true;\n   }\n\n   this._metaData = {\n   browserVersion: this._browserInfo.browserVersion,\n   browserName: this._browserInfo.browserName,\n   cssPrefix: this._browserInfo.cssPrefix,\n   jsPrefix: this._browserInfo.jsPrefix,\n   keepUnprefixed: this._keepUnprefixed,\n   requiresPrefix: this._requiresPrefix\n   };\n   }\n\n   _createClass(Prefixer, [{\n   key: 'prefix',\n   value: function prefix(style) {\n   // use static prefixer as fallback if userAgent can not be resolved\n   if (this._useFallback) {\n   return fallback(style);\n   } // only add prefixes if needed\n\n\n if (!this._hasPropsRequiringPrefix) {\n   return style;\n   }\n\n   return this._prefixStyle(style);\n   }\n   }, {\n   key: '_prefixStyle',\n   value: function _prefixStyle(style) {\n   for (var property in style) {\n   var value = style[property]; // handle nested objects\n\n   if ((0, _isObject2.default)(value)) {\n   style[property] = this.prefix(value); // handle array values\n   } else if (Array.isArray(value)) {\n   var combinedValue = [];\n\n   for (var i = 0, len = value.length; i < len; ++i) {\n   var processedValue = (0, _prefixValue2.default)(plugins, property, value[i], style, this._metaData);\n   (0, _addNewValuesOnly2.default)(combinedValue, processedValue || value[i]);\n   } // only modify the value if it was touched\n   // by any plugin to prevent unnecessary mutations\n\n\n if (combinedValue.length > 0) {\n   style[property] = combinedValue;\n   }\n   } else {\n   var _processedValue = (0, _prefixValue2.default)(plugins, property, value, style, this._metaData); // only modify the value if it was touched\n   // by any plugin to prevent unnecessary mutations\n\n\n if (_processedValue) {\n   style[property] = _processedValue;\n   } // add prefixes to properties\n\n\n if (this._requiresPrefix.hasOwnProperty(property)) {\n   style[this._browserInfo.jsPrefix + (0, _capitalizeString2.default)(property)] = value;\n\n if (!this._keepUnprefixed) {\n   delete style[property];\n   }\n   }\n   }\n   }\n\n   return style;\n   }\n   /**\n   * Returns a prefixed version of the style object using all vendor prefixes\n   * @param {Object} styles - Style object that gets prefixed properties added\n   * @returns {Object} - Style object with prefixed properties and values\n   */\n\n   }], [{\n   key: 'prefixAll',\n   value: function prefixAll(styles) {\n   return fallback(styles);\n   }\n   }]);\n\n return Prefixer;\n }();\n}\n\nmodule.exports = exports['default'];"','"use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = getBrowserInformation;\n\nvar _bowser = require('bowser');\n\nvar _bowser2 = _interopRequireDefault(_bowser);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nvar prefixByBrowser = {\n chrome: 'Webkit',\n safari: 'Webkit',\n ios: 'Webkit',\n android: 'Webkit',\n phantom: 'Webkit',\n opera: 'Webkit',\n webos: 'Webkit',\n blackberry: 'Webkit',\n bada: 'Webkit',\n tizen: 'Webkit',\n chromium: 'Webkit',\n vivaldi: 'Webkit',\n firefox: 'Moz',\n seamoney: 'Moz',\n sailfish: 'Moz',\n msie: 'ms',\n msedge: 'ms'\n};\nvar browserByCanIuseAlias = {\n chrome: 'chrome',\n chromium: 'chrome',\n safari: 'safari',\n firfox: 'firefox',\n msedge: 'edge',\n opera:

'opera',\n vivaldi: 'opera',\n msie: 'ie'\n};\n\nfunction getBrowserName(browserInfo) {\n if (browserInfo.firefox) {\n   return 'firefox';\n }\n\n if (browserInfo.mobile || browserInfo.tablet) {\n   if (browserInfo.ios) {\n   return 'ios_saf';\n   } else if (browserInfo.android) {\n   return 'android';\n   } else if (browserInfo.opera) {\n   return 'op_mini';\n   }\n }\n\n for (var browser in browserByCanIuseAlias) {\n   if (browserInfo.hasOwnProperty(browser)) {\n   return browserByCanIuseAlias[browser];\n   }\n }\n}\n/**\n * Uses bowser to get default browser browserInformation such as version and name\n * Evaluates bowser browserInfo and adds vendorPrefix browserInformation\n * @param {string} userAgent - userAgent that gets evaluated\n */\n\n\nfunction getBrowserInformation(userAgent) {\n var browserInfo = _bowser2.default._detect(userAgent);\n\n if (browserInfo.yandexbrowser) {\n   browserInfo = _bowser2.default._detect(userAgent.replace(/YaBrowser\\/[0-9.]*/, ''));\n }\n\n for (var browser in prefixByBrowser) {\n   if (browserInfo.hasOwnProperty(browser)) {\n   var prefix = prefixByBrowser[browser];\n   browserInfo.jsPrefix = prefix;\n   browserInfo.cssPrefix = '-' + prefix.toLowerCase() + '-';\n   break;\n   }\n }\n\n browserInfo.browserName = getBrowserName(browserInfo);\n // For cordova IOS 8 the version is missing, set truncated osversion to prevent NaN\n\n if (browserInfo.version) {\n   browserInfo.browserVersion = parseFloat(browserInfo.version);\n } else {\n   browserInfo.browserVersion = parseInt(parseFloat(browserInfo.osversion), 10);\n }\n\n browserInfo.osVersion = parseFloat(browserInfo.osversion);\n // iOS forces all browsers to use Safari under the hood\n // as the Safari version seems to match the iOS version\n // we just explicitely use the osversion instead\n // https://github.com/rofrischmann/inline-style-prefixer/issues/72\n\n if (browserInfo.browserName === 'ios_saf' && browserInfo.browserVersion > browserInfo.osVersion) {\n   browserInfo.browserVersion = browserInfo.osVersion;\n }\n // seperate native android chrome\n // https://github.com/rofrischmann/inline-style-prefixer/issues/45\n\n\n if (browserInfo.browserName === 'android' && browserInfo.chrome && browserInfo.browserVersion > 37) {\n   browserInfo.browserName = 'and_chr';\n }\n // For android < 4.4 we want to check the osversion\n // not the chrome version, see issue #26\n // https://github.com/rofrischmann/inline-style-prefixer/issues/26\n\n\n if (browserInfo.browserName === 'android' && browserInfo.osVersion < 5) {\n   browserInfo.browserVersion = browserInfo.osVersion;\n }\n // Samsung browser are basically build on Chrome > 44\n // https://github.com/rofrischmann/inline-style-prefixer/issues/102\n\n\n if (browserInfo.browserName === 'android' && browserInfo.samsungBrowser) {\n   browserInfo.browserName = 'and_chr';\n   browserInfo.browserVersion = 44;\n }\n\n return browserInfo;\n}\n\nmodule.exports = exports['default'];","/*!\n * Bowser - a browser detector\n * https://github.com/ded/bowser\n * MIT License | (c) Dustin Diaz 2015\n */\n!function (root, name, definition) {\n if (typeof module != 'undefined' && module.exports) module.exports = definition();else if (typeof define == 'function' && define.amd) define(name, definition);else root[name] = definition();\n}(this, 'bowser', function () {\n /**\n   * See useragents.js for examples of navigator.userAgent\n   */\n var t = true;\n\n function detect(ua) {\n   function getFirstMatch(regex) {\n   var match = ua.match(regex);\n   return match && match.length > 1 && match[1] || '';\n   }\n\n   function getSecondMatch(regex) {\n   var match = ua.match(regex);\n   return match && match.length > 1 && match[2] || '';\n   }\n\n   var iosdevice = getFirstMatch(/(ipod|iphone|ipad)/i).toLowerCase(),\n   likeAndroid = /like android/i.test(ua),\n   android = !likeAndroid && /android/i.test(ua),\n   nexusMobile = /nexus\\s*[0-6]\\s*/i.test(ua),\n   nexusTablet = !nexusMobile && /nexus\\s*[0-9]+/i.test(ua),\n   chromeos = /CrOS/.test(ua),\n   silk = /silk/i.test(ua),\n   sailfish = /sailfish/i.test(ua),\n   tizen = /tizen/i.test(ua),\n   webos = /(web|hpw)(o|0)s/i.test(ua),\n   windowsphone = /windows phone/i.test(ua),\n   samsungBrowser = /SamsungBrowser/i.test(ua),\n   windows = !windowsphone && /windows/i.test(ua),\n   mac = !iosdevice && !silk && /macintosh/i.test(ua),\n   linux = !android && !sailfish && !tizen && !webos && /linux/i.test(ua),\n   edgeVersion = getSecondMatch(/edg([ea]|ios)\\/(\\d+(\\.\\d+)?)/i),\n   versionIdentifier = getFirstMatch(/version\\/(\\d+(\\.\\d+)?)/i),\n   tablet = /tablet/i.test(ua) && !/tablet pc/i.test(ua),\n   mobile = !tablet && /[^-]mobi/i.test(ua),\n   xbox = /xbox/i.test(ua),\n   result;\n\n   if (/opera/i.test(ua)) {\n   // an old Opera\n   result = {\n   name: 'Opera',\n   opera: t,\n   version: versionIdentifier || getFirstMatch(/(?:opera|opr|opios)[\\s\\/](\\d+(\\.\\d+)?)/i)\n   };\n   } else if (/opr\\/|opios/i.test(ua)) {\n   // a new

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Opera\n      result = {\n        name: 'Opera',\n        opera: t,\n        version:
getFirstMatch(/(?:opr|opios)[\\s\\/](\\d+(\\.\\d+)?)/i) || versionIdentifier\n      };\n    } else if
(/SamsungBrowser/i.test(ua)) {\n      result = {\n        name: 'Samsung Internet for Android',\n        samsungBrowser:
t,\n        version: versionIdentifier || getFirstMatch(/(?:SamsungBrowser)[\\s\\/](\\d+(\\.\\d+)?)/i)\n      };\n    } else if
(/Whale/i.test(ua)) {\n      result = {\n        name: 'NAVER Whale browser',\n        whale: t,\n        version:
getFirstMatch(/(?:whale)[\\s\\/](\\d+(?:\\.\\d+)+)/i)\n      };\n    } else if (/MZBrowser/i.test(ua)) {\n      result = {\n
name: 'MZ Browser',\n        mzbrowser: t,\n        version: getFirstMatch(/(?:MZBrowser)[\\s\\/](\\d+(?:\\.\\d+)+)/i)\n
};\n    } else if (/coast/i.test(ua)) {\n      result = {\n        name: 'Opera Coast',\n        coast: t,\n        version:
versionIdentifier || getFirstMatch(/(?:coast)[\\s\\/](\\d+(\\.\\d+)?)/i)\n      };\n    } else if (/focus/i.test(ua)) {\n      result
= {\n        name: 'Focus',\n        focus: t,\n        version: getFirstMatch(/(?:focus)[\\s\\/](\\d+(?:\\.\\d+)+)/i)\n      };\n
} else if (/yabrowser/i.test(ua)) {\n      result = {\n        name: 'Yandex Browser',\n        yandexbrowser: t,\n
version: versionIdentifier || getFirstMatch(/(?:yabrowser)[\\s\\/](\\d+(\\.\\d+)?)/i)\n      };\n    } else if
(/ucbrowser/i.test(ua)) {\n      result = {\n        name: 'UC Browser',\n        ucbrowser: t,\n        version:
getFirstMatch(/(?:ucbrowser)[\\s\\/](\\d+(?:\\.\\d+)+)/i)\n      };\n    } else if (/mxios/i.test(ua)) {\n      result = {\n
name: 'Maxthon',\n        maxthon: t,\n        version: getFirstMatch(/(?:mxios)[\\s\\/](\\d+(?:\\.\\d+)+)/i)\n      };\n    }
else if (/epiphany/i.test(ua)) {\n      result = {\n        name: 'Epiphany',\n        epiphany: t,\n        version:
getFirstMatch(/(?:epiphany)[\\s\\/](\\d+(?:\\.\\d+)+)/i)\n      };\n    } else if (/puffin/i.test(ua)) {\n      result = {\n
name: 'Puffin',\n        puffin: t,\n        version: getFirstMatch(/(?:puffin)[\\s\\/](\\d+(?:\\.\\d+)?)/i)\n      };\n    } else if
(/sleipnir/i.test(ua)) {\n      result = {\n        name: 'Sleipnir',\n        sleipnir: t,\n        version:
getFirstMatch(/(?:sleipnir)[\\s\\/](\\d+(?:\\.\\d+)+)/i)\n      };\n    } else if (/k-meleon/i.test(ua)) {\n      result = {\n
name: 'K-Meleon',\n        kMeleon: t,\n        version: getFirstMatch(/(?:k-meleon)[\\s\\/](\\d+(?:\\.\\d+)+)/i)\n      };\n
} else if (windowsphone) {\n      result = {\n        name: 'Windows Phone',\n        osname: 'Windows Phone',\n
windowsphone: t\n      };\n\n      if (edgeVersion) {\n        result.msedge = t;\n        result.version = edgeVersion;\n
} else {\n        result.msie = t;\n        result.version = getFirstMatch(/iemobile\\/(\\d+(\\.\\d+)?)/i);\n      }\n    } else if
(/msie|trident/i.test(ua)) {\n      result = {\n        name: 'Internet Explorer',\n        msie: t,\n        version:
getFirstMatch(/(?:msie |rv:)(\\d+(\\.\\d+)?)/i)\n      };\n    } else if (chromeos) {\n      result = {\n        name:
'Chrome',\n        osname: 'Chrome OS',\n        chromeos: t,\n        chromeBook: t,\n        chrome: t,\n        version:
getFirstMatch(/(?:chrome|crios|crmo)\\/(\\d+(\\.\\d+)?)/i)\n      };\n    } else if (/edg([ea]|ios)/i.test(ua)) {\n      result =
{\n        name: 'Microsoft Edge',\n        msedge: t,\n        version: edgeVersion\n      };\n    } else if (/vivaldi/i.test(ua))
{\n      result = {\n        name: 'Vivaldi',\n        vivaldi: t,\n        version: getFirstMatch(/vivaldi\\/(\\d+(\\.\\d+)?)/i) ||
versionIdentifier\n      };\n    } else if (sailfish) {\n      result = {\n        name: 'Sailfish',\n        osname: 'Sailfish OS',\n
sailfish: t,\n        version: getFirstMatch(/sailfish\\s?browser\\/(\\d+(\\.\\d+)?)/i)\n      };\n    } else if
(/seamonkey\\/i.test(ua)) {\n      result = {\n        name: 'SeaMonkey',\n        seamonkey: t,\n        version:
getFirstMatch(/seamonkey\\/(\\d+(\\.\\d+)?)/i)\n      };\n    } else if (/firefox|iceweasel|fxios/i.test(ua)) {\n      result =
{\n        name: 'Firefox',\n        firefox: t,\n        version: getFirstMatch(/(?:firefox|iceweasel|fxios)[
\\/](\\d+(\\.\\d+)?)/i)\n      };\n\n      if (/\\((mobile|tablet);[^\\)]*rv:[\\d\\.]+\\)/i.test(ua)) {\n        result.firefoxos = t;\n
result.osname = 'Firefox OS';\n      }\n    } else if (silk) {\n      result = {\n        name: 'Amazon Silk',\n        silk:
t,\n        version: getFirstMatch(/silk\\/(\\d+(\\.\\d+)?)/i)\n      };\n    } else if (/phantom/i.test(ua)) {\n      result = {\n
name: 'PhantomJS',\n        phantom: t,\n        version: getFirstMatch(/phantomjs\\/(\\d+(\\.\\d+)?)/i)\n      };\n    }
else if (/slimerjs/i.test(ua)) {\n      result = {\n        name: 'SlimerJS',\n        slimer: t,\n        version:
getFirstMatch(/slimerjs\\/(\\d+(\\.\\d+)?)/i)\n      };\n    } else if (/blackberry|\\bbb\\d+/i.test(ua) ||
/rim\\stablet/i.test(ua)) {\n      result = {\n        name: 'BlackBerry',\n        osname: 'BlackBerry OS',\n
blackberry: t,\n        version: versionIdentifier || getFirstMatch(/blackberry[\\d]+\\/(\\d+(\\.\\d+)?)/i)\n      };\n    } else
if (webos) {\n      result = {\n        name: 'WebOS',\n        osname: 'WebOS',\n        webos: t,\n        version:
versionIdentifier || getFirstMatch(/w(?:eb)?osbrowser\\/(\\d+(\\.\\d+)?)/i)\n      };\n      /touchpad\\/i.test(ua) &&
(result.touchpad = t);\n    } else if (/bada/i.test(ua)) {\n      result = {\n        name: 'Bada',\n        osname: 'Bada',\n
bada: t,\n        version: getFirstMatch(/dolfin\\/(\\d+(\\.\\d+)?)/i)\n      };\n    } else if (tizen) {\n      result = {\n
name: 'Tizen',\n        osname: 'Tizen',\n        tizen: t,\n        version:
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getFirstMatch(/(?:tizen\\s?)?browser\\/(\\d+(\\.\\d+)?)/i) || versionIdentifier\n    };\n  } else if (/qupzilla/i.test(ua)) {\n    result = {\n      name: 'QupZilla',\n      qupzilla: t,\n      version: getFirstMatch(/(?:qupzilla)[\\s\\/](\\d+(?:\\.\\d+)+)/i) || versionIdentifier\n    };\n  } else if (/chromium/i.test(ua)) {\n    result = {\n      name: 'Chromium',\n      chromium: t,\n      version: getFirstMatch(/(?:chromium)[\\s\\/](\\d+(?:\\.\\d+)?)/i) || versionIdentifier\n    };\n  } else if (/chrome|crios|crmo/i.test(ua)) {\n    result = {\n      name: 'Chrome',\n      chrome: t,\n      version: getFirstMatch(/(?:chrome|crios|crmo)\\/(\\d+(\\.\\d+)?)/i)\n    };\n  } else if (android) {\n    result = {\n      name: 'Android',\n      version: versionIdentifier\n    };\n  } else if (/safari|applewebkit/i.test(ua)) {\n    result = {\n      name: 'Safari',\n      safari: t\n    };\n\n    if (versionIdentifier) {\n      result.version = versionIdentifier;\n    }\n  } else if (iosdevice) {\n    result = {\n      name: iosdevice == 'iphone' ? 'iPhone' : iosdevice == 'ipad' ? 'iPad' : 'iPod'\n    }; // WTF: version is not part of user agent in web apps\n\n    if (versionIdentifier) {\n      result.version = versionIdentifier;\n    }\n  } else if (/googlebot/i.test(ua)) {\n    result = {\n      name: 'Googlebot',\n      googlebot: t,\n      version: getFirstMatch(/googlebot\\/(\\d+(\\.\\d+))/i) || versionIdentifier\n    };\n  } else {\n    result = {\n      name: getFirstMatch(/^(.*)\\/(.*) /),\n      version: getSecondMatch(/^(.*)\\/(.*) /)\n    };\n  } // set webkit or gecko flag for browsers based on these engines\n\n\n  if (!result.msedge && /(apple)?webkit/i.test(ua)) {\n    if (/(apple)?webkit\\/537\\.36/i.test(ua)) {\n      result.name = result.name || \"Blink\";\n      result.blink = t;\n    } else {\n      result.name = result.name || \"Webkit\";\n      result.webkit = t;\n    }\n\n    if (!result.version && versionIdentifier) {\n      result.version = versionIdentifier;\n    }\n  } else if (!result.opera && /gecko\\/i.test(ua)) {\n    result.name = result.name || \"Gecko\";\n    result.gecko = t;\n    result.version = result.version || getFirstMatch(/gecko\\/(\\d+(\\.\\d+)?)/i);\n  } // set OS flags for platforms that have multiple browsers\n\n\n  if (!result.windowsphone && (android || result.silk)) {\n    result.android = t;\n    result.osname = 'Android';\n  } else if (!result.windowsphone && iosdevice) {\n    result[iosdevice] = t;\n    result.ios = t;\n    result.osname = 'iOS';\n  } else if (mac) {\n    result.mac = t;\n    result.osname = 'macOS';\n  } else if (xbox) {\n    result.xbox = t;\n    result.osname = 'Xbox';\n  } else if (windows) {\n    result.windows = t;\n    result.osname = 'Windows';\n  } else if (linux) {\n    result.linux = t;\n    result.osname = 'Linux';\n  }\n\n  function getWindowsVersion(s) {\n    switch (s) {\n      case 'NT':\n        return 'NT';\n\n      case 'XP':\n        return 'XP';\n\n      case 'NT 5.0':\n        return '2000';\n\n      case 'NT 5.1':\n        return 'XP';\n\n      case 'NT 5.2':\n        return '2003';\n\n      case 'NT 6.0':\n        return 'Vista';\n\n      case 'NT 6.1':\n        return '7';\n\n      case 'NT 6.2':\n        return '8';\n\n      case 'NT 6.3':\n        return '8.1';\n\n      case 'NT 10.0':\n        return '10';\n\n      default:\n        return undefined;\n    }\n  } // OS version extraction\n\n\n  var osVersion = '';\n\n  if (result.windows) {\n    osVersion = getWindowsVersion(getFirstMatch(/Windows ((NT|XP)( \\d\\d?.\\d)?)/i));\n  } else if (result.windowsphone) {\n    osVersion = getFirstMatch(/windows phone (?:os)?\\s?(\\d+(\\.\\d+)*)/i);\n  } else if (result.mac) {\n    osVersion = getFirstMatch(/Mac OS X (\\d+([_\\.\\s]\\d+)*)/i);\n    osVersion = osVersion.replace(/[_\\s]/g, '.');\n  } else if (iosdevice) {\n    osVersion = getFirstMatch(/os (\\d+([_\\s]\\d+)*) like mac os x/i);\n    osVersion = osVersion.replace(/[_\\s]/g, '.');\n  } else if (android) {\n    osVersion = getFirstMatch(/android[ \\/-](\\d+(\\.\\d+)*)/i);\n  } else if (result.webos) {\n    osVersion = getFirstMatch(/(?:web|hpw)os\\/(\\d+(\\.\\d+)*)/i);\n  } else if (result.blackberry) {\n    osVersion = getFirstMatch(/rim\\stablet\\sos\\s(\\d+(\\.\\d+)*)/i);\n  } else if (result.bada) {\n    osVersion = getFirstMatch(/bada\\/(\\d+(\\.\\d+)*)/i);\n  } else if (result.tizen) {\n    osVersion = getFirstMatch(/tizen[\\/\\s](\\d+(\\.\\d+)*)/i);\n  }\n\n  if (osVersion) {\n    result.osversion = osVersion;\n  } // device type extraction\n\n\n  var osMajorVersion = !result.windows && osVersion.split('.')[0];\n\n  if (tablet || nexusTablet || iosdevice == 'ipad' || android && (osMajorVersion == 3 || osMajorVersion >= 4 && !mobile) || result.silk) {\n    result.tablet = t;\n  } else if (mobile || iosdevice == 'iphone' || iosdevice == 'ipod' || android || nexusMobile || result.blackberry || result.webos || result.bada) {\n    result.mobile = t;\n  } // Graded Browser Support\n  // http://developer.yahoo.com/yui/articles/gbs\n\n\n  if (result.msedge || result.msie && result.version >= 10 || result.yandexbrowser && result.version >= 15 || result.vivaldi && result.version >= 1.0 || result.chrome && result.version >= 20 || result.samsungBrowser && result.version >= 4 || result.whale && compareVersions([result.version, '1.0']) === 1 || result.mzbrowser && compareVersions([result.version, '6.0']) ===
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1 || result.focus && compareVersions([result.version, '1.0']) === 1 || result.firefox && result.version >= 20.0 || result.safari && result.version >= 6 || result.opera && result.version >= 10.0 || result.ios && result.osversion && result.osversion.split(\".\")[0] >= 6 || result.blackberry && result.version >= 10.1 || result.chromium && result.version >= 20) {\n      result.a = t;\n    } else if (result.msie && result.version < 10 || result.chrome && result.version < 20 || result.firefox && result.version < 20.0 || result.safari && result.version < 6 || result.opera && result.version < 10.0 || result.ios && result.osversion && result.osversion.split(\".\")[0] < 6 || result.chromium && result.version < 20) {\n      result.c = t;\n    } else result.x = t;\n\n    return result;\n  }\n\n  var bowser = detect(typeof navigator !== 'undefined' ? navigator.userAgent || '' : '');\n\n  bowser.test = function (browserList) {\n    for (var i = 0; i < browserList.length; ++i) {\n      var browserItem = browserList[i];\n\n      if (typeof browserItem === 'string') {\n        if (browserItem in bowser) {\n          return true;\n        }\n      }\n    }\n\n    return false;\n  };\n  /**\n   * Get version precisions count\n   *\n   * @example\n   *   getVersionPrecision(\"1.10.3\") // 3\n   *\n   * @param  {string} version\n   * @return {number}\n   */\n\n\n  function getVersionPrecision(version) {\n    return version.split(\".\").length;\n  }\n  /**\n   * Array::map polyfill\n   *\n   * @param  {Array} arr\n   * @param  {Function} iterator\n   * @return {Array}\n   */\n\n\n  function map(arr, iterator) {\n    var result = [],\n        i;\n\n    if (Array.prototype.map) {\n      return Array.prototype.map.call(arr, iterator);\n    }\n\n    for (i = 0; i < arr.length; i++) {\n      result.push(iterator(arr[i]));\n    }\n\n    return result;\n  }\n  /**\n   * Calculate browser version weight\n   *\n   * @example\n   *   compareVersions(['1.10.2.1',  '1.8.2.1.90'])    // 1\n   *   compareVersions(['1.010.2.1',  '1.09.2.1.90']);  // 1\n   *   compareVersions(['1.10.2.1',  '1.10.2.1']);     // 0\n   *   compareVersions(['1.10.2.1',  '1.0800.2']);     // -1\n   *\n   * @param  {Array<String>} versions versions to compare\n   * @return {Number} comparison result\n   */\n\n\n  function compareVersions(versions) {\n    // 1) get common precision for both versions, for example for \"10.0\" and \"9\" it should be 2\n    var precision = Math.max(getVersionPrecision(versions[0]), getVersionPrecision(versions[1]));\n    var chunks = map(versions, function (version) {\n      var delta = precision - getVersionPrecision(version); // 2) \"9\" -> \"9.0\" (for precision = 2)\n\n      version = version + new Array(delta + 1).join(\".0\"); // 3) \"9.0\" -> [\"000000000\"\", \"000000009\"]\n\n      return map(version.split(\".\"), function (chunk) {\n        return new Array(20 - chunk.length).join(\"0\") + chunk;\n      }).reverse();\n    }); // iterate in reverse order by reversed chunks array\n\n    while (--precision >= 0) {\n      // 4) compare: \"000000009\" > \"000000010\" = false (but \"9\" > \"10\" = true)\n      if (chunks[0][precision] > chunks[1][precision]) {\n        return 1;\n      } else if (chunks[0][precision] === chunks[1][precision]) {\n        if (precision === 0) {\n          // all version chunks are same\n          return 0;\n        }\n      } else {\n        return -1;\n      }\n    }\n  }\n  /**\n   * Check if browser is unsupported\n   *\n   * @example\n   *   bowser.isUnsupportedBrowser({\n   *     msie: \"10\",\n   *     firefox: \"23\",\n   *     chrome: \"29\",\n   *     safari: \"5.1\",\n   *     opera: \"16\",\n   *     phantom: \"534\"\n   *   });\n   *\n   * @param  {Object}  minVersions map of minimal version to browser\n   * @param  {Boolean} [strictMode = false] flag to return false if browser wasn't found in map\n   * @param  {String}  [ua] user agent string\n   * @return {Boolean}\n   */\n\n\n  function isUnsupportedBrowser(minVersions, strictMode, ua) {\n    var _bowser = bowser; // make strictMode param optional with ua param usage\n\n    if (typeof strictMode === 'string') {\n      ua = strictMode;\n      strictMode = void 0;\n    }\n\n    if (strictMode === void 0) {\n      strictMode = false;\n    }\n\n    if (ua) {\n      _bowser = detect(ua);\n    }\n\n    var version = \"\" + _bowser.version;\n\n    for (var browser in minVersions) {\n      if (minVersions.hasOwnProperty(browser)) {\n        if (_bowser[browser]) {\n          if (typeof minVersions[browser] !== 'string') {\n            throw new Error('Browser version in the minVersion map should be a string: ' + browser + ': ' + String(minVersions));\n          } // browser version and min supported version.\n\n\n          return compareVersions([version, minVersions[browser]]) < 0;\n        }\n      }\n    }\n\n    return strictMode; // not found\n  }\n  /**\n   * Check if browser is supported\n   *\n   * @param  {Object}  minVersions map of minimal version to browser\n   * @param  {Boolean} [strictMode = false] flag to return false if browser wasn't found in map\n   * @param  {String}  [ua] user agent string\n   * @return {Boolean}\n   */\n\n\n  function check(minVersions, strictMode, ua) {\n    return !isUnsupportedBrowser(minVersions, strictMode, ua);\n  }\n\n  bowser.isUnsupportedBrowser = isUnsupportedBrowser;\n  bowser.compareVersions = compareVersions;\n  bowser.check = check;\n  /*\n   * Set our detect method to the main bowser object so we can\n   * reuse it to test
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other user agents.\n * This is needed to implement future tests.\n */\n\n bowser._detect = detect;\n /*\n * Set our detect public method to the main bowser object\n * This is needed to implement bowser in server side\n */\n\n bowser.detect = detect;\n return bowser;\n});","module.exports = function() {\n\tthrow new Error(\"define cannot be used indirect\");\n};\n","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = getPrefixedKeyframes;\n\nfunction getPrefixedKeyframes(browserName, browserVersion, cssPrefix) {\n var prefixedKeyframes = 'keyframes';\n\n if (browserName === 'chrome' && browserVersion < 43 || (browserName === 'safari' || browserName === 'ios_saf') && browserVersion < 9 || browserName === 'opera' && browserVersion < 30 || browserName === 'android' && browserVersion <= 4.4 || browserName === 'and_uc') {\n   return cssPrefix + prefixedKeyframes;\n }\n\n return prefixedKeyframes;\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _calc = require('inline-style-prefixer/dynamic/plugins/calc');\n\nvar _calc2 = _interopRequireDefault(_calc);\n\nvar _flex = require('inline-style-prefixer/dynamic/plugins/flex');\n\nvar _flex2 = _interopRequireDefault(_flex);\n\nvar _flexboxIE = require('inline-style-prefixer/dynamic/plugins/flexboxIE');\n\nvar _flexboxIE2 = _interopRequireDefault(_flexboxIE);\n\nvar _flexboxOld = require('inline-style-prefixer/dynamic/plugins/flexboxOld');\n\nvar _flexboxOld2 = _interopRequireDefault(_flexboxOld);\n\nvar _gradient = require('inline-style-prefixer/dynamic/plugins/gradient');\n\nvar _gradient2 = _interopRequireDefault(_gradient);\n\nvar _sizing = require('inline-style-prefixer/dynamic/plugins/sizing');\n\nvar _sizing2 = _interopRequireDefault(_sizing);\n\nvar _transition = require('inline-style-prefixer/dynamic/plugins/transition');\n\nvar _transition2 = _interopRequireDefault(_transition);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = {\n plugins: [_calc2.default, _flex2.default, _flexboxIE2.default, _flexboxOld2.default, _gradient2.default, _sizing2.default, _transition2.default],\n prefixMap: {\n   \"chrome\": {\n   \"transform\": 35,\n   \"transformOrigin\": 35,\n   \"transformOriginX\": 35,\n   \"transformOriginY\": 35,\n   \"backfaceVisibility\": 35,\n   \"perspective\": 35,\n   \"perspectiveOrigin\": 35,\n   \"transformStyle\": 35,\n   \"transformOriginZ\": 35,\n   \"animation\": 42,\n   \"animationDelay\": 42,\n   \"animationDirection\": 42,\n   \"animationFillMode\": 42,\n   \"animationDuration\": 42,\n   \"animationIterationCount\": 42,\n   \"animationName\": 42,\n   \"animationPlayState\": 42,\n   \"animationTimingFunction\": 42,\n   \"appearance\": 60,\n   \"userSelect\": 53,\n   \"fontKerning\": 32,\n   \"textEmphasisPosition\": 60,\n   \"textEmphasis\": 60,\n   \"textEmphasisStyle\": 60,\n   \"textEmphasisColor\": 60,\n   \"boxDecorationBreak\": 60,\n   \"clipPath\": 54,\n   \"maskImage\": 60,\n   \"maskMode\": 60,\n   \"maskRepeat\": 60,\n   \"maskPosition\": 60,\n   \"maskClip\": 60,\n   \"maskOrigin\": 60,\n   \"maskSize\": 60,\n   \"maskComposite\": 60,\n   \"mask\": 60,\n   \"maskBorderSource\": 60,\n   \"maskBorderMode\": 60,\n   \"maskBorderSlice\": 60,\n   \"maskBorderWidth\": 60,\n   \"maskBorderOutset\": 60,\n   \"maskBorderRepeat\": 60,\n   \"maskBorder\": 60,\n   \"maskType\": 60,\n   \"textDecorationStyle\": 56,\n   \"textDecorationSkip\": 56,\n   \"textDecorationLine\": 56,\n   \"textDecorationColor\": 56,\n   \"filter\": 52,\n   \"fontFeatureSettings\": 47,\n   \"breakAfter\": 49,\n   \"breakBefore\": 49,\n   \"breakInside\": 49,\n   \"columnCount\": 49,\n   \"columnFill\": 49,\n   \"columnGap\": 49,\n   \"columnRule\": 49,\n   \"columnRuleColor\": 49,\n   \"columnRuleStyle\": 49,\n   \"columnRuleWidth\": 49,\n   \"columns\": 49,\n   \"columnSpan\": 49,\n   \"columnWidth\": 49\n   },\n   \"safari\": {\n   \"flex\": 8,\n   \"flexBasis\": 8,\n   \"flexDirection\": 8,\n   \"flexGrow\": 8,\n   \"flexFlow\": 8,\n   \"flexShrink\": 8,\n   \"flexWrap\": 8,\n   \"alignContent\": 8,\n   \"alignItems\": 8,\n   \"alignSelf\": 8,\n   \"justifyContent\": 8,\n   \"order\": 8,\n   \"transition\": 6,\n   \"transitionDelay\": 6,\n   \"transitionDuration\": 6,\n   \"transitionProperty\": 6,\n   \"transitionTimingFunction\": 6,\n   \"transform\": 8,\n   \"transformOrigin\": 8,\n   \"transformOriginX\": 8,\n   \"transformOriginY\": 8,\n   \"backfaceVisibility\": 8,\n   \"perspective\": 8,\n   \"perspectiveOrigin\": 8,\n   \"transformStyle\": 8,\n   \"transformOriginZ\": 8,\n   \"animation\": 8,\n   \"animationDelay\": 8,\n   \"animationDirection\": 8,\n   \"animationFillMode\": 8,\n   \"animationDuration\": 8,\n   \"animationIterationCount\": 8,\n   \"animationName\": 8,\n   \"animationPlayState\": 8,\n   \"animationTimingFunction\": 8,\n   \"appearance\":

10.1,\n \"userSelect\": 10.1,\n \"backdropFilter\": 10.1,\n \"fontKerning\": 9,\n \"scrollSnapType\": 10,\n \"scrollSnapPointsX\": 10,\n \"scrollSnapPointsY\": 10,\n \"scrollSnapDestination\": 10,\n \"scrollSnapCoordinate\": 10,\n \"textEmphasisPosition\": 7,\n \"textEmphasis\": 7,\n \"textEmphasisStyle\": 7,\n \"textEmphasisColor\": 7,\n \"boxDecorationBreak\": 10.1,\n \"clipPath\": 10.1,\n \"maskImage\": 10.1,\n \"maskMode\": 10.1,\n \"maskRepeat\": 10.1,\n \"maskPosition\": 10.1,\n \"maskClip\": 10.1,\n \"maskOrigin\": 10.1,\n \"maskSize\": 10.1,\n \"maskComposite\": 10.1,\n \"mask\": 10.1,\n \"maskBorderSource\": 10.1,\n \"maskBorderMode\": 10.1,\n \"maskBorderSlice\": 10.1,\n \"maskBorderWidth\": 10.1,\n \"maskBorderOutset\": 10.1,\n \"maskBorderRepeat\": 10.1,\n \"maskBorder\": 10.1,\n \"maskType\": 10.1,\n \"textDecorationStyle\": 10.1,\n \"textDecorationSkip\": 10.1,\n \"textDecorationLine\": 10.1,\n \"textDecorationColor\": 10.1,\n \"shapeImageThreshold\": 10,\n \"shapeImageMargin\": 10,\n \"shapeImageOutside\": 10,\n \"filter\": 9,\n \"hyphens\": 10.1,\n \"flowInto\": 10.1,\n \"flowFrom\": 10.1,\n \"breakBefore\": 8,\n \"breakAfter\": 8,\n \"breakInside\": 8,\n \"regionFragment\": 10.1,\n \"columnCount\": 8,\n \"columnFill\": 8,\n \"columnGap\": 8,\n \"columnRule\": 8,\n \"columnRuleColor\": 8,\n \"columnRuleStyle\": 8,\n \"columnRuleWidth\": 8,\n \"columns\": 8,\n \"columnSpan\": 8,\n \"columnWidth\": 8\n },\n \"firefox\": {\n \"appearance\": 55,\n \"userSelect\": 55,\n \"boxSizing\": 28,\n \"textAlignLast\": 48,\n \"textDecorationStyle\": 35,\n \"textDecorationSkip\": 35,\n \"textDecorationLine\": 35,\n \"textDecorationColor\": 35,\n \"tabSize\": 55,\n \"hyphens\": 42,\n \"fontFeatureSettings\": 33,\n \"breakAfter\": 51,\n \"breakBefore\": 51,\n \"breakInside\": 51,\n \"columnCount\": 51,\n \"columnFill\": 51,\n \"columnGap\": 51,\n \"columnRule\": 51,\n \"columnRuleColor\": 51,\n \"columnRuleStyle\": 51,\n \"columnRuleWidth\": 51,\n \"columns\": 51,\n \"columnSpan\": 51,\n \"columnWidth\": 51\n },\n \"opera\": {\n \"flex\": 16,\n \"flexBasis\": 16,\n \"flexDirection\": 16,\n \"flexGrow\": 16,\n \"flexFlow\": 16,\n \"flexShrink\": 16,\n \"flexWrap\": 16,\n \"alignContent\": 16,\n \"alignItems\": 16,\n \"alignSelf\": 16,\n \"justifyContent\": 16,\n \"order\": 16,\n \"transform\": 22,\n \"transformOrigin\": 22,\n \"transformOriginX\": 22,\n \"transformOriginY\": 22,\n \"backfaceVisibility\": 22,\n \"perspective\": 22,\n \"perspectiveOrigin\": 22,\n \"transformStyle\": 22,\n \"transformOriginZ\": 22,\n \"animation\": 29,\n \"animationDelay\": 29,\n \"animationDirection\": 29,\n \"animationFillMode\": 29,\n \"animationDuration\": 29,\n \"animationIterationCount\": 29,\n \"animationName\": 29,\n \"animationPlayState\": 29,\n \"animationTimingFunction\": 29,\n \"appearance\": 45,\n \"userSelect\": 40,\n \"fontKerning\": 19,\n \"textEmphasisPosition\": 45,\n \"textEmphasis\": 45,\n \"textEmphasisStyle\": 45,\n \"textEmphasisColor\": 45,\n \"boxDecorationBreak\": 45,\n \"clipPath\": 41,\n \"maskImage\": 45,\n \"maskMode\": 45,\n \"maskRepeat\": 45,\n \"maskPosition\": 45,\n \"maskClip\": 45,\n \"maskOrigin\": 45,\n \"maskSize\": 45,\n \"maskComposite\": 45,\n \"mask\": 45,\n \"maskBorderSource\": 45,\n \"maskBorderMode\": 45,\n \"maskBorderSlice\": 45,\n \"maskBorderWidth\": 45,\n \"maskBorderOutset\": 45,\n \"maskBorderRepeat\": 45,\n \"maskBorder\": 45,\n \"maskType\": 45,\n \"textDecorationStyle\": 43,\n \"textDecorationSkip\": 43,\n \"textDecorationLine\": 43,\n \"textDecorationColor\": 43,\n \"filter\": 39,\n \"fontFeatureSettings\": 34,\n \"breakAfter\": 36,\n \"breakBefore\": 36,\n \"breakInside\": 36,\n \"columnCount\": 36,\n \"columnFill\": 36,\n \"columnGap\": 36,\n \"columnRule\": 36,\n \"columnRuleColor\": 36,\n \"columnRuleStyle\": 36,\n \"columnRuleWidth\": 36,\n \"columns\": 36,\n \"columnSpan\": 36,\n \"columnWidth\": 36\n },\n \"ie\": {\n \"flex\": 10,\n \"flexDirection\": 10,\n \"flexFlow\": 10,\n \"flexWrap\": 10,\n \"transform\": 9,\n \"transformOrigin\": 9,\n \"transformOriginX\": 9,\n \"transformOriginY\": 9,\n \"userSelect\": 11,\n \"wrapFlow\": 11,\n \"wrapThrough\": 11,\n \"wrapMargin\": 11,\n \"scrollSnapType\": 11,\n \"scrollSnapPointsX\": 11,\n \"scrollSnapPointsY\": 11,\n \"scrollSnapDestination\": 11,\n \"scrollSnapCoordinate\": 11,\n \"touchAction\": 10,\n \"hyphens\": 11,\n \"flowInto\": 11,\n \"flowFrom\": 11,\n \"breakBefore\": 11,\n \"breakAfter\": 11,\n \"breakInside\": 11,\n \"regionFragment\": 11,\n \"gridTemplateColumns\": 11,\n \"gridTemplateRows\": 11,\n \"gridTemplateAreas\": 11,\n \"gridTemplate\": 11,\n \"gridAutoColumns\": 11,\n \"gridAutoRows\": 11,

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_getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar values = {\n  flex: true,\n  'inline-flex': true\n};\n\nfunction flex(property, value, style, _ref) {\n  var browserName = _ref.browserName,\n browserVersion = _ref.browserVersion,\n      cssPrefix = _ref.cssPrefix,\n      keepUnprefixed = _ref.keepUnprefixed;\n\n  if (property === 'display' && values[value] && (browserName === 'chrome' && browserVersion < 29 && browserVersion > 20 || (browserName === 'safari' || browserName === 'ios_saf') && browserVersion < 9 && browserVersion > 6 || browserName === 'opera' && (browserVersion === 15 || browserVersion === 16))) {\n    return (0, _getPrefixedValue2.default)(cssPrefix + value, value, keepUnprefixed);\n  }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = flexboxIE;\n\nvar _getPrefixedValue = require('../../utils/getPrefixedValue');\n\nvar _getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar alternativeValues = {\n  'space-around': 'distribute',\n 'space-between': 'justify',\n  'flex-start': 'start',\n  'flex-end': 'end',\n  flex: 'flexbox',\n  'inline-flex': 'inline-flexbox'\n};\nvar alternativeProps = {\n  alignContent: 'msFlexLinePack',\n  alignSelf: 'msFlexItemAlign',\n alignItems: 'msFlexAlign',\n  justifyContent: 'msFlexPack',\n  order: 'msFlexOrder',\n  flexGrow: 'msFlexPositive',\n flexShrink: 'msFlexNegative',\n  flexBasis: 'msFlexPreferredSize'\n};\n\nfunction flexboxIE(property, value, style, _ref) {\n  var browserName = _ref.browserName,\n      browserVersion = _ref.browserVersion,\n      cssPrefix = _ref.cssPrefix,\n      keepUnprefixed = _ref.keepUnprefixed,\n      requiresPrefix = _ref.requiresPrefix;\n\n  if ((alternativeProps.hasOwnProperty(property) || property === 'display' && typeof value === 'string' && value.indexOf('flex') > -1) && (browserName === 'ie_mob' || browserName === 'ie') && browserVersion === 10) {\n    delete requiresPrefix[property];\n\n    if (!keepUnprefixed && !Array.isArray(style[property])) {\n      delete style[property];\n    }\n\n    if (property === 'display' && alternativeValues.hasOwnProperty(value)) {\n      return (0, _getPrefixedValue2.default)(cssPrefix + alternativeValues[value], value, keepUnprefixed);\n    }\n\n    if (alternativeProps.hasOwnProperty(property)) {\n      style[alternativeProps[property]] = alternativeValues[value] || value;\n    }\n  }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\nexports.default = flexboxOld;\n\nvar _getPrefixedValue = require('../../utils/getPrefixedValue');\n\nvar _getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar alternativeValues = {\n  'space-around': 'justify',\n  'space-between': 'justify',\n  'flex-start': 'start',\n  'flex-end': 'end',\n  'wrap-reverse': 'multiple',\n  wrap: 'multiple',\n  flex: 'box',\n  'inline-flex': 'inline-box'\n};\nvar alternativeProps = {\n  alignItems: 'WebkitBoxAlign',\n  justifyContent: 'WebkitBoxPack',\n  flexWrap: 'WebkitBoxLines'\n};\nvar otherProps = ['alignContent', 'alignSelf', 'order', 'flexGrow', 'flexShrink', 'flexBasis', 'flexDirection'];\nvar properties = Object.keys(alternativeProps).concat(otherProps);\n\nfunction flexboxOld(property, value, style, _ref) {\n  var browserName = _ref.browserName,\n      browserVersion = _ref.browserVersion,\n      cssPrefix = _ref.cssPrefix,\n      keepUnprefixed = _ref.keepUnprefixed,\n      requiresPrefix = _ref.requiresPrefix;\n\n  if ((properties.indexOf(property) > -1 || property === 'display' && typeof value === 'string' && value.indexOf('flex') > -1) && (browserName === 'firefox' && browserVersion < 22 || browserName === 'chrome' && browserVersion < 21 || (browserName === 'safari' || browserName === 'ios_saf') && browserVersion <= 6.1 || browserName === 'android' && browserVersion < 4.4 || browserName === 'and_uc')) {\n    delete requiresPrefix[property];\n\n    if (!keepUnprefixed && !Array.isArray(style[property])) {\n      delete style[property];\n    }\n\n    if (property === 'flexDirection' && typeof value === 'string') {\n      if (value.indexOf('column') > -1) {\n        style.WebkitBoxOrient = 'vertical';\n      } else {\n        style.WebkitBoxOrient = 'horizontal';\n      }\n\n      if (value.indexOf('reverse') > -1) {\n        style.WebkitBoxDirection = 'reverse';\n      } else {\n        style.WebkitBoxDirection = 'normal';\n      }\n    }\n\n    if (property === 'display' && alternativeValues.hasOwnProperty(value)) {\n      return (0, _getPrefixedValue2.default)(cssPrefix + alternativeValues[value], value, keepUnprefixed);\n    }\n\n    if (alternativeProps.hasOwnProperty(property)) {\n
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style[alternativeProps[property]] = alternativeValues[value] || value;\n }\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = gradient;\n\nvar _getPrefixedValue = require('../../utils/getPrefixedValue');\n\nvar _getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar values = /linear-gradient|radial-gradient|repeating-linear-gradient|repeating-radial-gradient/;\n\nfunction gradient(property, value, style, _ref) {\n var browserName = _ref.browserName,\n browserVersion = _ref.browserVersion,\n cssPrefix = _ref.cssPrefix,\n keepUnprefixed = _ref.keepUnprefixed;\n\n if (typeof value === 'string' && values.test(value) && (browserName === 'firefox' && browserVersion < 16 || browserName === 'chrome' && browserVersion < 26 || (browserName === 'safari' || browserName === 'ios_saf') && browserVersion < 7 || (browserName === 'opera' || browserName === 'op_mini') && browserVersion < 12.1 || browserName === 'android' && browserVersion < 4.4 || browserName === 'and_uc')) {\n return (0, _getPrefixedValue2.default)(cssPrefix + value, value, keepUnprefixed);\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = sizing;\n\nvar _getPrefixedValue = require('../../utils/getPrefixedValue');\n\nvar _getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar properties = {\n maxHeight: true,\n maxWidth: true,\n width: true,\n height: true,\n columnWidth: true,\n minWidth: true,\n minHeight: true\n};\nvar values = {\n 'min-content': true,\n 'max-content': true,\n 'fill-available': true,\n 'fit-content': true,\n 'contain-floats': true // TODO: chrome & opera support it\n\n};\n\nfunction sizing(property, value, style, _ref) {\n var cssPrefix = _ref.cssPrefix,\n keepUnprefixed = _ref.keepUnprefixed; // This might change in the future\n // Keep an eye on it\n\n if (properties.hasOwnProperty(property) && values.hasOwnProperty(value)) {\n return (0, _getPrefixedValue2.default)(cssPrefix + value, value, keepUnprefixed);\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = transition;\n\nvar _hyphenateProperty = require('css-in-js-utils/lib/hyphenateProperty');\n\nvar _hyphenateProperty2 = _interopRequireDefault(_hyphenateProperty);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar properties = {\n transition: true,\n transitionProperty: true,\n WebkitTransition: true,\n WebkitTransitionProperty: true,\n MozTransition: true,\n MozTransitionProperty: true\n};\nvar requiresPrefixDashCased = void 0;\n\nfunction transition(property, value, style, _ref) {\n var cssPrefix = _ref.cssPrefix,\n keepUnprefixed = _ref.keepUnprefixed,\n requiresPrefix = _ref.requiresPrefix;\n\n if (typeof value === 'string' && properties.hasOwnProperty(property)) {\n // memoize the prefix array for later use\n if (!requiresPrefixDashCased) {\n   requiresPrefixDashCased = Object.keys(requiresPrefix).map(function (prop) {\n   return (0, _hyphenateProperty2.default)(prop);\n   });\n } // only split multi values, not cubic beziers\n\n\n var multipleValues = value.split(/,(?![^()]*(?:\\([^()]*\\))?\\))/g);\n requiresPrefixDashCased.forEach(function (prop) {\n   multipleValues.forEach(function (val, index) {\n   if (val.indexOf(prop) > -1 && prop !== 'order') {\n   multipleValues[index] = val.replace(prop, cssPrefix + prop) + (keepUnprefixed ? ',' + val : '');\n   }\n   });\n });\n return multipleValues.join(',');\n }\n}\n\nmodule.exports = exports['default'];","/* eslint-disable no-var, prefer-template */\nvar uppercasePattern = /[A-Z]/g;\nvar msPattern = /^ms-/;\nvar cache = {};\n\nfunction toHyphenLower(match) {\n return '-' + match.toLowerCase();\n}\n\nfunction hyphenateStyleName(name) {\n if (cache.hasOwnProperty(name)) {\n return cache[name];\n }\n\n var hName = name.replace(uppercasePattern, toHyphenLower);\n return cache[name] = msPattern.test(hName) ? '-' + hName : hName;\n}\n\nexport default hyphenateStyleName;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _calc = require('inline-style-prefixer/static/plugins/calc');\n\nvar _calc2 = _interopRequireDefault(_calc);\n\nvar _flex = require('inline-style-prefixer/static/plugins/flex');\n\nvar _flex2 = _interopRequireDefault(_flex);\n\nvar _flexboxIE = require('inline-style-prefixer/static/plugins/flexboxIE');\n\nvar _flexboxIE2 = _interopRequireDefault(_flexboxIE);\n\nvar _flexboxOld = require('inline-style-

prefixer/static/plugins/flexboxOld');\n\nvar _flexboxOld2 = _interopRequireDefault(_flexboxOld);\n\nvar _gradient = require('inline-style-prefixer/static/plugins/gradient');\n\nvar _gradient2 = _interopRequireDefault(_gradient);\n\nvar _sizing = require('inline-style-prefixer/static/plugins/sizing');\n\nvar _sizing2 = _interopRequireDefault(_sizing);\n\nvar _transition = require('inline-style-prefixer/static/plugins/transition');\n\nvar _transition2 = _interopRequireDefault(_transition);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nexports.default = {\n plugins: [_calc2.default, _flex2.default, _flexboxIE2.default, _flexboxOld2.default, _gradient2.default, _sizing2.default, _transition2.default],\n prefixMap: {\n   \"transform\": [\"Webkit\", \"ms\"],\n \"transformOrigin\": [\"Webkit\", \"ms\"],\n   \"transformOriginX\": [\"Webkit\", \"ms\"],\n   \"transformOriginY\": [\"Webkit\", \"ms\"],\n   \"backfaceVisibility\": [\"Webkit\"],\n   \"perspective\": [\"Webkit\"],\n \"perspectiveOrigin\": [\"Webkit\"],\n   \"transformStyle\": [\"Webkit\"],\n   \"transformOriginZ\": [\"Webkit\"],\n \"animation\": [\"Webkit\"],\n   \"animationDelay\": [\"Webkit\"],\n   \"animationDirection\": [\"Webkit\"],\n \"animationFillMode\": [\"Webkit\"],\n   \"animationDuration\": [\"Webkit\"],\n   \"animationIterationCount\": [\"Webkit\"],\n   \"animationName\": [\"Webkit\"],\n   \"animationPlayState\": [\"Webkit\"],\n \"animationTimingFunction\": [\"Webkit\"],\n   \"appearance\": [\"Webkit\", \"Moz\"],\n   \"userSelect\": [\"Webkit\", \"Moz\", \"ms\"],\n   \"fontKerning\": [\"Webkit\"],\n   \"textEmphasisPosition\": [\"Webkit\"],\n \"textEmphasis\": [\"Webkit\"],\n   \"textEmphasisStyle\": [\"Webkit\"],\n   \"textEmphasisColor\": [\"Webkit\"],\n \"boxDecorationBreak\": [\"Webkit\"],\n   \"clipPath\": [\"Webkit\"],\n   \"maskImage\": [\"Webkit\"],\n \"maskMode\": [\"Webkit\"],\n   \"maskRepeat\": [\"Webkit\"],\n   \"maskPosition\": [\"Webkit\"],\n \"maskClip\": [\"Webkit\"],\n   \"maskOrigin\": [\"Webkit\"],\n   \"maskSize\": [\"Webkit\"],\n \"maskComposite\": [\"Webkit\"],\n   \"mask\": [\"Webkit\"],\n   \"maskBorderSource\": [\"Webkit\"],\n \"maskBorderMode\": [\"Webkit\"],\n   \"maskBorderSlice\": [\"Webkit\"],\n   \"maskBorderWidth\": [\"Webkit\"],\n   \"maskBorderOutset\": [\"Webkit\"],\n   \"maskBorderRepeat\": [\"Webkit\"],\n   \"maskBorder\": [\"Webkit\"],\n   \"maskType\": [\"Webkit\"],\n   \"textDecorationStyle\": [\"Webkit\", \"Moz\"],\n \"textDecorationSkip\": [\"Webkit\", \"Moz\"],\n   \"textDecorationLine\": [\"Webkit\", \"Moz\"],\n \"textDecorationColor\": [\"Webkit\", \"Moz\"],\n   \"filter\": [\"Webkit\"],\n   \"fontFeatureSettings\": [\"Webkit\", \"Moz\"],\n   \"breakAfter\": [\"Webkit\", \"Moz\", \"ms\"],\n   \"breakBefore\": [\"Webkit\", \"Moz\", \"ms\"],\n \"breakInside\": [\"Webkit\", \"Moz\", \"ms\"],\n   \"columnCount\": [\"Webkit\", \"Moz\"],\n   \"columnFill\": [\"Webkit\", \"Moz\"],\n   \"columnGap\": [\"Webkit\", \"Moz\"],\n   \"columnRule\": [\"Webkit\", \"Moz\"],\n \"columnRuleColor\": [\"Webkit\", \"Moz\"],\n   \"columnRuleStyle\": [\"Webkit\", \"Moz\"],\n \"columnRuleWidth\": [\"Webkit\", \"Moz\"],\n   \"columns\": [\"Webkit\", \"Moz\"],\n   \"columnSpan\": [\"Webkit\", \"Moz\"],\n   \"columnWidth\": [\"Webkit\", \"Moz\"],\n   \"flex\": [\"Webkit\", \"ms\"],\n \"flexBasis\": [\"Webkit\"],\n   \"flexDirection\": [\"Webkit\", \"ms\"],\n   \"flexGrow\": [\"Webkit\"],\n \"flexFlow\": [\"Webkit\", \"ms\"],\n   \"flexShrink\": [\"Webkit\"],\n   \"flexWrap\": [\"Webkit\", \"ms\"],\n \"alignContent\": [\"Webkit\"],\n   \"alignItems\": [\"Webkit\"],\n   \"alignSelf\": [\"Webkit\"],\n \"justifyContent\": [\"Webkit\"],\n   \"order\": [\"Webkit\"],\n   \"transitionDelay\": [\"Webkit\"],\n \"transitionDuration\": [\"Webkit\"],\n   \"transitionProperty\": [\"Webkit\"],\n   \"transitionTimingFunction\": [\"Webkit\"],\n   \"backdropFilter\": [\"Webkit\"],\n   \"scrollSnapType\": [\"Webkit\", \"ms\"],\n \"scrollSnapPointsX\": [\"Webkit\", \"ms\"],\n   \"scrollSnapPointsY\": [\"Webkit\", \"ms\"],\n \"scrollSnapDestination\": [\"Webkit\", \"ms\"],\n   \"scrollSnapCoordinate\": [\"Webkit\", \"ms\"],\n \"shapeImageThreshold\": [\"Webkit\"],\n   \"shapeImageMargin\": [\"Webkit\"],\n   \"shapeImageOutside\": [\"Webkit\"],\n   \"hyphens\": [\"Webkit\", \"Moz\", \"ms\"],\n   \"flowInto\": [\"Webkit\", \"ms\"],\n \"flowFrom\": [\"Webkit\", \"ms\"],\n   \"regionFragment\": [\"Webkit\", \"ms\"],\n   \"boxSizing\": [\"Moz\"],\n \"textAlignLast\": [\"Moz\"],\n   \"tabSize\": [\"Moz\"],\n   \"wrapFlow\": [\"ms\"],\n   \"wrapThrough\": [\"ms\"],\n   \"wrapMargin\": [\"ms\"],\n   \"touchAction\": [\"ms\"],\n   \"gridTemplateColumns\": [\"ms\"],\n \"gridTemplateRows\": [\"ms\"],\n   \"gridTemplateAreas\": [\"ms\"],\n   \"gridTemplate\": [\"ms\"],\n \"gridAutoColumns\": [\"ms\"],\n   \"gridAutoRows\": [\"ms\"],\n   \"gridAutoFlow\": [\"ms\"],\n   \"grid\": [\"ms\"],\n   \"gridRowStart\": [\"ms\"],\n   \"gridColumnStart\": [\"ms\"],\n   \"gridRowEnd\": [\"ms\"],\n

\"gridRow\": [\"ms\"],\n \"gridColumn\": [\"ms\"],\n \"gridColumnEnd\": [\"ms\"],\n \"gridColumnGap\": [\"ms\"],\n \"gridRowGap\": [\"ms\"],\n \"gridArea\": [\"ms\"],\n \"gridGap\": [\"ms\"],\n \"textSizeAdjust\": [\"Webkit\", \"ms\"],\n \"borderImage\": [\"Webkit\"],\n \"borderImageOutset\": [\"Webkit\"],\n \"borderImageRepeat\": [\"Webkit\"],\n \"borderImageSlice\": [\"Webkit\"],\n \"borderImageSource\": [\"Webkit\"],\n \"borderImageWidth\": [\"Webkit\"]\n }\n};\n/* eslint-disable */","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = calc;\n\nvar _isPrefixedValue = require('css-in-js-utils/lib/isPrefixedValue');\n\nvar _isPrefixedValue2 = _interopRequireDefault(_isPrefixedValue);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar prefixes = ['-webkit-', '-moz-', ''];\n\nfunction calc(property, value) {\n if (typeof value === 'string' && !(0, _isPrefixedValue2.default)(value) && value.indexOf('calc(') > -1) {\n return prefixes.map(function (prefix) {\n return value.replace(/calc\\(/g, prefix + 'calc(');\n });\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = flex;\nvar values = {\n flex: ['-webkit-box', '-moz-box', '-ms-flexbox', '-webkit-flex', 'flex'],\n 'inline-flex': ['-webkit-inline-box', '-moz-inline-box', '-ms-inline-flexbox', '-webkit-inline-flex', 'inline-flex']\n};\n\nfunction flex(property, value) {\n if (property === 'display' && values.hasOwnProperty(value)) {\n return values[value];\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = flexboxIE;\nvar alternativeValues = {\n 'space-around': 'distribute',\n 'space-between': 'justify',\n 'flex-start': 'start',\n 'flex-end': 'end'\n};\nvar alternativeProps = {\n alignContent: 'msFlexLinePack',\n alignSelf: 'msFlexItemAlign',\n alignItems: 'msFlexAlign',\n justifyContent: 'msFlexPack',\n order: 'msFlexOrder',\n flexGrow: 'msFlexPositive',\n flexShrink: 'msFlexNegative',\n flexBasis: 'msFlexPreferredSize'\n};\n\nfunction flexboxIE(property, value, style) {\n if (alternativeProps.hasOwnProperty(property)) {\n style[alternativeProps[property]] = alternativeValues[value] || value;\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = flexboxOld;\nvar alternativeValues = {\n 'space-around': 'justify',\n 'space-between': 'justify',\n 'flex-start': 'start',\n 'flex-end': 'end',\n 'wrap-reverse': 'multiple',\n wrap: 'multiple'\n};\nvar alternativeProps = {\n alignItems: 'WebkitBoxAlign',\n justifyContent: 'WebkitBoxPack',\n flexWrap: 'WebkitBoxLines'\n};\n\nfunction flexboxOld(property, value, style) {\n if (property === 'flexDirection' && typeof value === 'string') {\n if (value.indexOf('column') > -1) {\n style.WebkitBoxOrient = 'vertical';\n } else {\n style.WebkitBoxOrient = 'horizontal';\n }\n\n if (value.indexOf('reverse') > -1) {\n style.WebkitBoxDirection = 'reverse';\n } else {\n style.WebkitBoxDirection = 'normal';\n }\n }\n\n if (alternativeProps.hasOwnProperty(property)) {\n style[alternativeProps[property]] = alternativeValues[value] || value;\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = gradient;\n\nvar _isPrefixedValue = require('css-in-js-utils/lib/isPrefixedValue');\n\nvar _isPrefixedValue2 = _interopRequireDefault(_isPrefixedValue);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar prefixes = ['-webkit-', '-moz-', ''];\nvar values = /linear-gradient|radial-gradient|repeating-linear-gradient|repeating-radial-gradient/;\n\nfunction gradient(property, value) {\n if (typeof value === 'string' && !(0, _isPrefixedValue2.default)(value) && values.test(value)) {\n return prefixes.map(function (prefix) {\n return prefix + value;\n });\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = sizing;\nvar prefixes = ['-webkit-', '-moz-', ''];\nvar properties = {\n maxHeight: true,\n maxWidth: true,\n width: true,\n height: true,\n columnWidth: true,\n minWidth: true,\n minHeight: true\n};\nvar values = {\n 'min-content': true,\n 'max-content': true,\n 'fill-available': true,\n 'fit-content': true,\n 'contain-floats': true\n};\n\nfunction sizing(property, value) {\n if (properties.hasOwnProperty(property) && values.hasOwnProperty(value)) {\n return prefixes.map(function (prefix) {\n return prefix + value;\n });\n }\n}\n\nmodule.exports = exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.default = transition;\n\nvar _hyphenateProperty = require('css-in-js-utils/lib/hyphenateProperty');\n\nvar _hyphenateProperty2 = _interopRequireDefault(_hyphenateProperty);\n\nvar

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_isPrefixedValue = require('css-in-js-utils/lib/isPrefixedValue');\n\nvar _isPrefixedValue2 =
_interopRequireDefault(_isPrefixedValue);\n\nvar _capitalizeString = require('../../utils/capitalizeString');\n\nvar
_capitalizeString2 = _interopRequireDefault(_capitalizeString);\n\nfunction _interopRequireDefault(obj) {\n  return
obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar properties = {\n  transition: true,\n
transitionProperty: true,\n  WebkitTransition: true,\n  WebkitTransitionProperty: true,\n  MozTransition: true,\n
MozTransitionProperty: true\n};\nvar prefixMapping = {\n  Webkit: '-webkit-',\n  Moz: '-moz-',\n  ms: '-ms-
'\n};\n\nfunction prefixValue(value, propertyPrefixMap) {\n  if ((0, _isPrefixedValue2.default)(value)) {\n    return
value;\n  } // only split multi values, not cubic beziers\n\n\n  var multipleValues =
value.split(/,(?![^()]*(?:\\([^()]*\\))?\\))/g);\n\n  for (var i = 0, len = multipleValues.length; i < len; ++i) {\n    var
singleValue = multipleValues[i];\n    var values = [singleValue];\n\n    for (var property in propertyPrefixMap) {\n
var dashCaseProperty = (0, _hyphenateProperty2.default)(property);\n\n      if
(singleValue.indexOf(dashCaseProperty) > -1 && dashCaseProperty !== 'order') {\n        var prefixes =
propertyPrefixMap[property];\n\n        for (var j = 0, pLen = prefixes.length; j < pLen; ++j) {\n          // join all
prefixes and create a new value\n          values.unshift(singleValue.replace(dashCaseProperty,
prefixMapping[prefixes[j]] + dashCaseProperty));\n        }\n      }\n    }\n\n    multipleValues[i] = values.join(',');\n
}\n\n  return multipleValues.join(',');\n}\n\nfunction transition(property, value, style, propertyPrefixMap) {\n  // also
check for already prefixed transitions\n  if (typeof value === 'string' && properties.hasOwnProperty(property)) {\n
var outputValue = prefixValue(value, propertyPrefixMap); // if the property is already prefixed\n\n    var
webkitOutput = outputValue.split(/,(?![^()]*(?:\\([^()]*\\))?\\))/g).filter(function (val) {\n      return !/-moz-|-ms-
/.test(val);\n    }).join(',');\n\n    if (property.indexOf('Webkit') > -1) {\n      return webkitOutput;\n    }\n\n    var
mozOutput = outputValue.split(/,(?![^()]*(?:\\([^()]*\\))?\\))/g).filter(function (val) {\n      return !/-webkit-|-ms-
/.test(val);\n    }).join(',');\n\n    if (property.indexOf('Moz') > -1) {\n      return mozOutput;\n    }\n\n    style['Webkit'
+ (0, _capitalizeString2.default)(property)] = webkitOutput;\n    style['Moz' + (0,
_capitalizeString2.default)(property)] = mozOutput;\n    return outputValue;\n  }\n}\n\nmodule.exports =
exports['default'];","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value:
true\n});\nexports.default = callOnce;\n\nvar _warning = require('warning');\n\nvar _warning2 =
_interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ?
obj : {\n    default: obj\n  };\n}\n\nvar CALLED_ONCE = 'muiPrepared';\n\nfunction callOnce() {\n  if
(process.env.NODE_ENV !== 'production') {\n    return function (style) {\n      if (style[CALLED_ONCE]) {\n
process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(false, 'Material-UI: You cannot call
prepareStyles() on the same style object more than once.') : void 0;\n      }\n\n      style[CALLED_ONCE] = true;\n
return style;\n    };\n  }\n}","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value:
true\n});\n\nvar _keys = require('babel-runtime/core-js/object/keys');\n\nvar _keys2 =
_interopRequireDefault(_keys);\n\nexports.default = rtl;\n\nfunction _interopRequireDefault(obj) {\n  return obj
&& obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar reTranslate = /((^|\\s)translate(3d|X)?\\()(\\-
?[\\d]+)/;\nvar reSkew = /((^|\\s)skew(x|y)?\\()\\s*(\\-?[\\d]+)(deg|rad|grad)(,\\s*(\\-?[\\d]+)(deg|rad|grad))?/;\n/**\n *
This function ensures that `style` supports both ltr and rtl directions by\n * checking `styleConstants` in `muiTheme`
and replacing attribute keys if\n * necessary.\n */\n\nfunction rtl(muiTheme) {\n  if (muiTheme.isRtl) {\n    return
function (style) {\n      if (style.directionInvariant === true) {\n        return style;\n      }\n\n      var flippedAttributes
= {\n        // Keys and their replacements.\n        right: 'left',\n        left: 'right',\n        marginRight: 'marginLeft',\n
marginLeft: 'marginRight',\n        paddingRight: 'paddingLeft',\n        paddingLeft: 'paddingRight',\n
borderRight: 'borderLeft',\n        borderLeft: 'borderRight'\n      };\n      var newStyle = {};\n      (0,
_keys2.default)(style).forEach(function (attribute) {\n        var value = style[attribute];\n        var key = attribute;\n\n
if (flippedAttributes.hasOwnProperty(attribute)) {\n          key = flippedAttributes[attribute];\n        }\n\n
switch (attribute) {\n          case 'float':\n          case 'textAlign':\n            if (value === 'right') {\n              value =
'left';\n            } else if (value === 'left') {\n              value = 'right';\n            }\n\n            break;\n\n          case
'direction':\n            if (value === 'ltr') {\n              value = 'rtl';\n            } else if (value === 'rtl') {\n              value =
'ltr';\n            }\n\n            break;\n\n          case 'transform':\n            if (!value) break;\n            var matches = void
```

0;\n\n if (matches = value.match(reTranslate)) {\n value = value.replace(matches[0], matches[1] + -parseFloat(matches[4]));\n }\n\n if (matches = value.match(reSkew)) {\n value = value.replace(matches[0], matches[1] + -parseFloat(matches[4]) + matches[5] + matches[6] ? ', ' + (-parseFloat(matches[7]) + matches[8]) : '');\n }\n\n break;\n\n case 'transformOrigin':\n if (!value) break;\n\n if (value.indexOf('right') > -1) {\n value = value.replace('right', 'left');\n } else if (value.indexOf('left') > -1) {\n value = value.replace('left', 'right');\n }\n\n break;\n }\n\n newStyle[key] = value;\n });\n return newStyle;\n };\n }\n}","\"use strict\";\n\nexports.__esModule = true;\nexports.default = compose;\n\nfunction compose() {\n for (var _len = arguments.length, funcs = Array(_len), _key = 0; _key < _len; _key++) {\n funcs[_key] = arguments[_key];\n }\n\n if (funcs.length === 0) {\n return function (arg) {\n return arg;\n };\n }\n\n if (funcs.length === 1) {\n return funcs[0];\n }\n\n return funcs.reduce(function (a, b) {\n return function () {\n return a(b.apply(undefined, arguments));\n };\n });\n}","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _colors = require('./colors');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar Typography = function Typography() {\n (0, _classCallCheck3.default)(this, Typography); // text colors\n\n this.textFullBlack = _colors.fullBlack;\n this.textDarkBlack = _colors.darkBlack;\n this.textLightBlack = _colors.lightBlack;\n this.textMinBlack = _colors.minBlack;\n this.textFullWhite = _colors.fullWhite;\n this.textDarkWhite = _colors.darkWhite;\n this.textLightWhite = _colors.lightWhite; // font weight\n\n this.fontWeightLight = 300;\n this.fontWeightNormal = 400;\n this.fontWeightMedium = 500;\n this.fontStyleButtonFontSize = 14;\n};\n\nexports.default = new Typography();","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar ToggleRadioButtonUnchecked = function ToggleRadioButtonUnchecked(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n d: 'M12 2C6.48 2 2 6.48 2 12s4.48 10 10 10 10-4.48 10-10S17.52 2 12 2zm0 18c-4.42 0-8-3.58-8-8s3.58-8 8-8 8 3.58 8 8-3.58 8-8 8z'\n }));\n};\n\nToggleRadioButtonUnchecked = (0, _pure2.default)(ToggleRadioButtonUnchecked);\nToggleRadioButtonUnchecked.displayName = 'ToggleRadioButtonUnchecked';\nToggleRadioButtonUnchecked.muiName = 'SvgIcon';\n\nexports.default = ToggleRadioButtonUnchecked;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar ToggleRadioButtonChecked = function ToggleRadioButtonChecked(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n d: 'M12 7c-2.76 0-5 2.24-5 5s2.24 5 5 5 5-2.24 5-5-2.24-5-5-5zm0-5C6.48 2 2 6.48 2 12s4.48 10 10 10 10-4.48 10-10S17.52 2 12 2zm0 18c-4.42 0-8-3.58-8-8s3.58-8 8-8 8 3.58 8 8-3.58 8-8 8z'\n }));\n};\n\nToggleRadioButtonChecked = (0, _pure2.default)(ToggleRadioButtonChecked);\nToggleRadioButtonChecked.displayName = 'ToggleRadioButtonChecked';\nToggleRadioButtonChecked.muiName = 'SvgIcon';\n\nexports.default = ToggleRadioButtonChecked;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar

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_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions =
require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _colorManipulator
= require('../utils/colorManipulator');\n\nvar _EnhancedButton = require('../internal/EnhancedButton');\n\nvar
_EnhancedButton2 = _interopRequireDefault(_EnhancedButton);\n\nvar _Paper = require('../Paper');\n\nvar
_Paper2 = _interopRequireDefault(_Paper);\n\nfunction _interopRequireDefault(obj) {\n  return obj &&
obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction validateLabel(props, propName, componentName) {\n
if (process.env.NODE_ENV !== 'production') {\n    if (!props.children && props.label !== 0 && !props.label &&
!props.icon) {\n      return new Error('Required prop label or children or icon was not specified in ' +
componentName + '.');\n    }\n  }\n}\n\nfunction getStyles(props, context, state) {\n  var _context$muiTheme =
context.muiTheme,\n      baseTheme = _context$muiTheme.baseTheme,\n      button =
_context$muiTheme.button,\n      raisedButton = _context$muiTheme.raisedButton,\n      borderRadius =
_context$muiTheme.borderRadius;\n  var disabled = props.disabled,\n      disabledBackgroundColor =
props.disabledBackgroundColor,\n      disabledLabelColor = props.disabledLabelColor,\n      fullWidth =
props.fullWidth,\n      icon = props.icon,\n      label = props.label,\n      labelPosition = props.labelPosition,\n
primary = props.primary,\n      secondary = props.secondary,\n      style = props.style;\n  var amount = primary ||
secondary ? 0.4 : 0.08;\n  var backgroundColor = raisedButton.color;\n  var labelColor = raisedButton.textColor;\n\n
if (disabled) {\n    backgroundColor = disabledBackgroundColor || raisedButton.disabledColor;\n    labelColor =
disabledLabelColor || raisedButton.disabledTextColor;\n  } else if (primary) {\n    backgroundColor =
raisedButton.primaryColor;\n    labelColor = raisedButton.primaryTextColor;\n  } else if (secondary) {\n
backgroundColor = raisedButton.secondaryColor;\n    labelColor = raisedButton.secondaryTextColor;\n  } else {\n
if (props.backgroundColor) {\n      backgroundColor = props.backgroundColor;\n    }\n\n    if (props.labelColor) {\n
  labelColor = props.labelColor;\n    }\n  }\n\n  var buttonHeight = style && style.height || button.height;\n  return
{\n    root: {\n      display: 'inline-block',\n      transition: _transitions2.default.easeOut(),\n      minWidth: fullWidth ?
'100%' : button.minWidth\n    },\n    button: {\n      height: buttonHeight,\n      lineHeight: buttonHeight + 'px',\n
width: '100%',\n      padding: 0,\n      borderRadius: borderRadius,\n      transition: _transitions2.default.easeOut(),\n
  backgroundColor: backgroundColor,\n      // That's the default value for a button but not a link\n      textAlign:
'center'\n    },\n    label: {\n      position: 'relative',\n      opacity: 1,\n      fontSize: raisedButton.fontSize,\n
letterSpacing: 0,\n      textTransform: raisedButton.textTransform || button.textTransform || 'uppercase',\n
fontWeight: raisedButton.fontWeight,\n      margin: 0,\n      userSelect: 'none',\n      paddingLeft: icon &&
labelPosition !== 'before' ? 8 : baseTheme.spacing.desktopGutterLess,\n      paddingRight: icon && labelPosition
=== 'before' ? 8 : baseTheme.spacing.desktopGutterLess,\n      color: labelColor\n    },\n    icon: {\n
verticalAlign: 'middle',\n      marginLeft: label && labelPosition !== 'before' ? 12 : 0,\n      marginRight: label &&
labelPosition === 'before' ? 12 : 0\n    },\n    overlay: {\n      height: buttonHeight,\n      borderRadius:
borderRadius,\n      backgroundColor: (state.keyboardFocused || state.hovered) && !disabled && (0,
_colorManipulator.fade)(labelColor, amount),\n      transition: _transitions2.default.easeOut(),\n      top: 0\n    },\n
ripple: {\n      color: labelColor,\n      opacity: !(primary || secondary) ? 0.1 : 0.16\n    }\n  };\n}\n\nvar RaisedButton
= function (_Component) {\n  (0, _inherits3.default)(RaisedButton, _Component);\n\n  function RaisedButton() {\n
var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, RaisedButton);\n\n    for (var _len =
arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n
}\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =
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RaisedButton.__proto__ || (0, _getPrototypeOf2.default)(RaisedButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n hovered: false,\n keyboardFocused: false,\n touched: false,\n initialZDepth: 0,\n zDepth: 0\n }, _this.handleMouseDown = function (event) {\n // only listen to left clicks\n if (event.button === 0) {\n _this.setState({\n zDepth: _this.state.initialZDepth + 1\n });\n }\n\n if (_this.props.onMouseDown) {\n _this.props.onMouseDown(event);\n }\n }, _this.handleMouseUp = function (event) {\n _this.setState({\n zDepth: _this.state.initialZDepth\n });\n\n if (_this.props.onMouseUp) {\n _this.props.onMouseUp(event);\n }\n }, _this.handleMouseLeave = function (event) {\n if (!_this.state.keyboardFocused) {\n _this.setState({\n zDepth: _this.state.initialZDepth,\n hovered: false\n });\n }\n\n if (_this.props.onMouseLeave) {\n _this.props.onMouseLeave(event);\n }\n }, _this.handleMouseEnter = function (event) {\n if (!_this.state.keyboardFocused && !_this.state.touched) {\n _this.setState({\n hovered: true\n });\n }\n\n if (_this.props.onMouseEnter) {\n _this.props.onMouseEnter(event);\n }\n }, _this.handleTouchStart = function (event) {\n _this.setState({\n touched: true,\n zDepth: _this.state.initialZDepth + 1\n });\n\n if (_this.props.onTouchStart) {\n _this.props.onTouchStart(event);\n }\n }, _this.handleTouchEnd = function (event) {\n _this.setState({\n touched: true,\n zDepth: _this.state.initialZDepth\n });\n\n if (_this.props.onTouchEnd) {\n _this.props.onTouchEnd(event);\n }\n }, _this.handleKeyboardFocus = function (event, keyboardFocused) {\n var zDepth = keyboardFocused && !_this.props.disabled ? _this.state.initialZDepth + 1 : _this.state.initialZDepth;\n\n _this.setState({\n zDepth: zDepth,\n keyboardFocused: keyboardFocused\n });\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(RaisedButton, [{\n key: 'componentWillMount',\n value: function componentWillMount() {\n var zDepth = this.props.disabled ? 0 : 1;\n this.setState({\n zDepth: zDepth,\n initialZDepth: zDepth\n });\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n var zDepth = nextProps.disabled ? 0 : 1;\n var nextState = {\n zDepth: zDepth,\n initialZDepth: zDepth\n };\n\n if (nextProps.disabled) {\n nextState.hovered = false;\n }\n\n this.setState(nextState);\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n backgroundColor = _props.backgroundColor,\n buttonStyle = _props.buttonStyle,\n children = _props.children,\n className = _props.className,\n disabled = _props.disabled,\n disabledBackgroundColor = _props.disabledBackgroundColor,\n disabledLabelColor = _props.disabledLabelColor,\n fullWidth = _props.fullWidth,\n icon = _props.icon,\n label = _props.label,\n labelColor = _props.labelColor,\n labelPosition = _props.labelPosition,\n labelStyle = _props.labelStyle,\n overlayStyle = _props.overlayStyle,\n primary = _props.primary,\n rippleStyle = _props.rippleStyle,\n secondary = _props.secondary,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['backgroundColor', 'buttonStyle', 'children', 'className', 'disabled', 'disabledBackgroundColor', 'disabledLabelColor', 'fullWidth', 'icon', 'label', 'labelColor', 'labelPosition', 'labelStyle', 'overlayStyle', 'primary', 'rippleStyle', 'secondary', 'style']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context, this.state);\n var mergedRippleStyles = (0, _simpleAssign2.default)({}, styles.ripple, rippleStyle);\n var buttonEventHandlers = disabled ? {} : {\n onMouseDown: this.handleMouseDown,\n onMouseUp: this.handleMouseUp,\n onMouseLeave: this.handleMouseLeave,\n onMouseEnter: this.handleMouseEnter,\n onTouchStart: this.handleTouchStart,\n onTouchEnd: this.handleTouchEnd,\n onKeyboardFocus: this.handleKeyboardFocus\n };\n\n var labelElement = label && _react2.default.createElement('span', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.label, labelStyle)),\n key: 'labelElement'\n }, label);\n\n var iconCloned = icon && (0, _react.cloneElement)(icon, {\n color: icon.props.color || styles.label.color,\n style: (0, _simpleAssign2.default)(styles.icon, icon.props.style),\n key: 'iconCloned'\n });\n var overlayBackgroundProxy = {\n backgroundColor: overlayStyle && styles.overlay.backgroundColor && overlayStyle.backgroundColor || styles.overlay.backgroundColor\n }; // Place label before or after children.\n\n var enhancedButtonChildren = labelPosition === 'before' ?
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[labelElement, iconCloned, children] : [children, iconCloned, labelElement];\n return _react2.default.createElement(_Paper2.default, {\n className: className,\n style: (0, _simpleAssign2.default)(styles.root, style),\n zDepth: this.state.zDepth\n }, _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, buttonEventHandlers, {\n ref: 'container',\n disabled: disabled,\n style: (0, _simpleAssign2.default)(styles.button, buttonStyle),\n focusRippleColor: mergedRippleStyles.color,\n touchRippleColor: mergedRippleStyles.color,\n focusRippleOpacity: mergedRippleStyles.opacity,\n touchRippleOpacity: mergedRippleStyles.opacity\n }), _react2.default.createElement('div', {\n ref: 'overlay',\n style: prepareStyles((0, _simpleAssign2.default)(styles.overlay, overlayStyle, overlayBackgroundProxy))\n }, enhancedButtonChildren)));\n }\n }]);\n return RaisedButton;\n}(_react.Component);\n\nRaisedButton.muiName = 'RaisedButton';\nRaisedButton.defaultProps = {\n disabled: false,\n labelPosition: 'after',\n fullWidth: false,\n primary: false,\n secondary: false\n};\nRaisedButton.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nRaisedButton.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Override the default background color for the button,\n * but not the default disabled background color\n * (use `disabledBackgroundColor` for this).\n */\n backgroundColor: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the button element.\n */\n buttonStyle: _propTypes2.default.object,\n\n /**\n * The content of the button.\n * If a label is provided via the `label` prop, the text within the label\n * will be displayed in addition to the content provided here.\n */\n children: _propTypes2.default.node,\n\n /**\n * The CSS class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * The element to use as the container for the RaisedButton. Either a string to\n * use a DOM element or a ReactElement. This is useful for wrapping the\n * RaisedButton in a custom Link component. If a ReactElement is given, ensure\n * that it passes all of its given props through to the underlying DOM\n * element and renders its children prop for proper integration.\n */\n containerElement: _propTypes2.default.oneOfType([_propTypes2.default.string, _propTypes2.default.element]),\n\n /**\n * If true, the element's ripple effect will be disabled.\n */\n disableTouchRipple: _propTypes2.default.bool,\n\n /**\n * If true, the button will be disabled.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * Override the default background color for the button\n * when it is disabled.\n */\n disabledBackgroundColor: _propTypes2.default.string,\n\n /**\n * The color of the button's label when the button is disabled.\n */\n disabledLabelColor: _propTypes2.default.string,\n\n /**\n * If true, the button will take up the full width of its container.\n */\n fullWidth: _propTypes2.default.bool,\n\n /**\n * The URL to link to when the button is clicked.\n */\n href: _propTypes2.default.string,\n\n /**\n * An icon to be displayed within the button.\n */\n icon: _propTypes2.default.node,\n\n /**\n * The label to be displayed within the button.\n * If content is provided via the `children` prop, that content will be\n * displayed in addition to the label provided here.\n */\n label: validateLabel,\n\n /**\n * The color of the button's label.\n */\n labelColor: _propTypes2.default.string,\n\n /**\n * The position of the button's label relative to the button's `children`.\n */\n labelPosition: _propTypes2.default.oneOf(['before', 'after']),\n\n /**\n * Override the inline-styles of the button's label element.\n */\n labelStyle: _propTypes2.default.object,\n\n /**\n * Callback function fired when the button is clicked.\n *\n * @param {object} event Click event targeting the button.\n */\n onClick: _propTypes2.default.func,\n\n /** @ignore */\n onMouseDown: _propTypes2.default.func,\n\n /** @ignore */\n onMouseEnter: _propTypes2.default.func,\n\n /** @ignore */\n onMouseLeave: _propTypes2.default.func,\n\n /** @ignore */\n onMouseUp: _propTypes2.default.func,\n\n /** @ignore */\n onTouchEnd: _propTypes2.default.func,\n\n /** @ignore */\n onTouchStart: _propTypes2.default.func,\n\n /**\n * Override the inline style of the button overlay.\n */\n overlayStyle: _propTypes2.default.object,\n\n /**\n * If true, the button will use the theme's primary color.\n */\n primary: _propTypes2.default.bool,\n\n /**\n * Override the inline style of the ripple element.\n */\n rippleStyle: _propTypes2.default.object,\n\n /**\n * If true, the button will use the theme's secondary color.\n * If both `secondary` and `primary` are true, the button will use\n * the theme's primary color.\n */\n secondary: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = RaisedButton;",'"use

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strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _slicedToArray2 = require('babel-runtime/helpers/slicedToArray');\n\nvar _slicedToArray3 = _interopRequireDefault(_slicedToArray2);\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _autoPrefix = require('../utils/autoPrefix');\n\nvar _autoPrefix2 = _interopRequireDefault(_autoPrefix);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 = _interopRequireDefault(_Paper);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n  default: obj\n };\n}\n\nvar VIEWBOX_SIZE = 32;\n\nfunction getStyles(props) {\n  var padding = props.size * 0.1; // same implementation of `this.getPaddingSize()`\n\n  return {\n  root: {\n  position: 'absolute',\n  zIndex: 2,\n  width: props.size,\n  height: props.size,\n  padding: padding,\n  top: -10000,\n  left: -10000,\n  transform: 'translate(' + (10000 + props.left) + 'px, ' + (10000 + props.top) + 'px)',\n  opacity: props.status === 'hide' ? 0 : 1,\n  transition: props.status === 'hide' ? _transitions2.default.create('all', '.3s', 'ease-out') : 'none'\n  }\n };\n}\n\nvar RefreshIndicator = function (_Component) {\n  (0, _inherits3.default)(RefreshIndicator, _Component);\n\n  function RefreshIndicator() {\n  (0, _classCallCheck3.default)(this, RefreshIndicator);\n  return (0, _possibleConstructorReturn3.default)(this, (RefreshIndicator.__proto__ || (0, _getPrototypeOf2.default)(RefreshIndicator)).apply(this, arguments));\n  }\n\n  (0, _createClass3.default)(RefreshIndicator, [{\n  key: 'componentDidMount',\n  value: function componentDidMount() {\n  this.scalePath(this.refs.path, 0);\n  this.rotateWrapper(this.refs.wrapper);\n  }\n  }, {\n  key: 'componentDidUpdate',\n  value: function componentDidUpdate() {\n  clearTimeout(this.scalePathTimer);\n  clearTimeout(this.rotateWrapperTimer);\n  clearTimeout(this.rotateWrapperSecondTimer);\n  this.scalePath(this.refs.path, 0);\n  this.rotateWrapper(this.refs.wrapper);\n  }\n  }, {\n  key: 'componentWillUnmount',\n  value: function componentWillUnmount() {\n  clearTimeout(this.scalePathTimer);\n  clearTimeout(this.rotateWrapperTimer);\n  clearTimeout(this.rotateWrapperSecondTimer);\n  }\n  }, {\n  key: 'renderChildren',\n  value: function renderChildren() {\n  var prepareStyles = this.context.muiTheme.prepareStyles;\n  var paperSize = this.getPaperSize();\n  var childrenCmp = null;\n\n  if (this.props.status !== 'ready') {\n  var circleStyle = this.getCircleStyle(paperSize);\n  childrenCmp = _react2.default.createElement('div', {\n  ref: 'wrapper',\n  style: prepareStyles({\n  transition: _transitions2.default.create('transform', '20s', null, 'linear'),\n  width: '100%',\n  height: '100%'\n  })\n  }, _react2.default.createElement('svg', {\n  style: {\n  width: paperSize,\n  height: paperSize\n  },\n  viewBox: '0 0 ' + VIEWBOX_SIZE + ' ' + VIEWBOX_SIZE\n  }, _react2.default.createElement('circle', (0, _extends3.default)({\n  ref: 'path',\n  style: prepareStyles((0, _simpleAssign2.default)(circleStyle.style, {\n  transition: _transitions2.default.create('all', '1.5s', null, 'ease-in-out')\n  }))\n  }, circleStyle.attr))));\n  } else {\n  var _circleStyle = this.getCircleStyle(paperSize);\n\n  var polygonStyle = this.getPolygonStyle(paperSize);\n  childrenCmp = _react2.default.createElement('svg', {\n  style: {\n  width: paperSize,\n  height: paperSize\n  },\n  viewBox: '0 0 ' +
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VIEWBOX_SIZE + ' ' + VIEWBOX_SIZE\n      }, _react2.default.createElement('circle', (0, _extends3.default)({\n        style: prepareStyles(_circleStyle.style)\n      }, _circleStyle.attr)), _react2.default.createElement('polygon', (0, _extends3.default)({\n        style: prepareStyles(polygonStyle.style)\n      }, polygonStyle.attr)));\n    }\n\n    return childrenCmp;\n  }\n }, {\n  key: 'getTheme',\n  value: function getTheme() {\n    return this.context.muiTheme.refreshIndicator;\n  }\n }, {\n  key: 'getPaddingSize',\n  value: function getPaddingSize() {\n    var padding = this.props.size * 0.1;\n    return padding;\n  }\n }, {\n  key: 'getPaperSize',\n  value: function getPaperSize() {\n    return this.props.size - this.getPaddingSize() * 2;\n  }\n }, {\n  key: 'getCircleAttr',\n  value: function getCircleAttr() {\n    return {\n      radiu: VIEWBOX_SIZE / 2 - 5,\n      originX: VIEWBOX_SIZE / 2,\n      originY: VIEWBOX_SIZE / 2,\n      strokeWidth: 3\n    };\n  }\n }, {\n  key: 'getArcDeg',\n  value: function getArcDeg() {\n    var p = this.props.percentage / 100;\n    var beginDeg = p * 120;\n    var endDeg = p * 410;\n    return [beginDeg, endDeg];\n  }\n }, {\n  key: 'getFactor',\n  value: function getFactor() {\n    var p = this.props.percentage / 100;\n    var p1 = Math.min(1, p / 0.4);\n    return p1;\n  }\n }, {\n  key: 'getCircleStyle',\n  value: function getCircleStyle() {\n    var isLoading = this.props.status === 'loading';\n    var p1 = isLoading ? 1 : this.getFactor();\n    var circle = this.getCircleAttr();\n    var perimeter = Math.PI * 2 * circle.radiu;\n\n    var _getArcDeg = this.getArcDeg(),\n      _getArcDeg2 = (0, _slicedToArray3.default)(_getArcDeg, 2),\n      beginDeg = _getArcDeg2[0],\n      endDeg = _getArcDeg2[1];\n\n    var arcLen = (endDeg - beginDeg) * perimeter / 360;\n    var dashOffset = -beginDeg * perimeter / 360;\n    var theme = this.getTheme();\n    return {\n      style: {\n        strokeDasharray: arcLen + ', ' + (perimeter - arcLen),\n        strokeDashoffset: dashOffset,\n        stroke: isLoading || this.props.percentage === 100 ? this.props.loadingColor || theme.loadingStrokeColor : this.props.color || theme.strokeColor,\n        strokeLinecap: 'round',\n        opacity: p1,\n        strokeWidth: circle.strokeWidth * p1,\n        fill: 'none'\n      },\n      attr: {\n        cx: circle.originX,\n        cy: circle.originY,\n        r: circle.radiu\n      }\n    };\n  }\n }, {\n  key: 'getPolygonStyle',\n  value: function getPolygonStyle() {\n    var p1 = this.getFactor();\n    var circle = this.getCircleAttr();\n    var triangleCx = circle.originX + circle.radiu;\n    var triangleCy = circle.originY;\n    var dx = circle.strokeWidth * 7 / 4 * p1;\n    var trianglePath = triangleCx - dx + ',' + triangleCy + ' ' + (triangleCx + dx) + ',' + triangleCy + ' ' + triangleCx + ',' + (triangleCy + dx);\n\n    var _getArcDeg3 = this.getArcDeg(),\n      _getArcDeg4 = (0, _slicedToArray3.default)(_getArcDeg3, 2),\n      endDeg = _getArcDeg4[1];\n\n    var theme = this.getTheme();\n    return {\n      style: {\n        fill: this.props.percentage === 100 ? this.props.loadingColor || theme.loadingStrokeColor : this.props.color || theme.strokeColor,\n        transform: 'rotate(' + endDeg + 'deg)',\n        transformOrigin: circle.originX + 'px ' + circle.originY + 'px',\n        opacity: p1\n      },\n      attr: {\n        points: trianglePath\n      }\n    };\n  }\n }, {\n  key: 'scalePath',\n  value: function scalePath(path, step) {\n    var _this2 = this;\n\n    if (this.props.status !== 'loading') return;\n    var currStep = (step || 0) % 3;\n    var circle = this.getCircleAttr();\n    var perimeter = Math.PI * 2 * circle.radiu;\n    var arcLen = perimeter * 0.64;\n    var strokeDasharray = void 0;\n    var strokeDashoffset = void 0;\n    var transitionDuration = void 0;\n\n    if (currStep === 0) {\n      strokeDasharray = '1, 200';\n      strokeDashoffset = 0;\n      transitionDuration = '0ms';\n    } else if (currStep === 1) {\n      strokeDasharray = arcLen + ', 200';\n      strokeDashoffset = -15;\n      transitionDuration = '750ms';\n    } else {\n      strokeDasharray = arcLen + ', 200';\n      strokeDashoffset = -(perimeter - 1);\n      transitionDuration = '850ms';\n    }\n\n    _autoPrefix2.default.set(path.style, 'strokeDasharray', strokeDasharray);\n\n    _autoPrefix2.default.set(path.style, 'strokeDashoffset', strokeDashoffset);\n\n    _autoPrefix2.default.set(path.style, 'transitionDuration', transitionDuration);\n\n    this.scalePathTimer = setTimeout(function () {\n      return _this2.scalePath(path, currStep + 1);\n    }, currStep ? 750 : 250);\n  }\n }, {\n  key: 'rotateWrapper',\n  value: function rotateWrapper(wrapper) {\n    var _this3 = this;\n\n    if (this.props.status !== 'loading') return;\n\n    _autoPrefix2.default.set(wrapper.style, 'transform', null);\n\n    _autoPrefix2.default.set(wrapper.style, 'transform', 'rotate(0deg)');\n\n    _autoPrefix2.default.set(wrapper.style, 'transitionDuration', '0ms');\n\n    this.rotateWrapperSecondTimer = setTimeout(function () {\n      _autoPrefix2.default.set(wrapper.style, 'transform', 'rotate(1800deg)');\n\n      _autoPrefix2.default.set(wrapper.style, 'transitionDuration', '10s');\n\n      _autoPrefix2.default.set(wrapper.style, 'transitionTimingFunction', 'linear');\n    }, 50);\n    this.rotateWrapperTimer = setTimeout(function () {
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return _this3.rotateWrapper(wrapper);\n      }, 10050);\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n          style = _props.style,\n          top = _props.top,\n          left = _props.left,\n          percentage = _props.percentage,\n          status = _props.status,\n          loadingColor = _props.loadingColor,\n          other = (0, _objectWithoutProperties3.default)(_props, ['style', 'top', 'left', 'percentage', 'status', 'loadingColor']);\n      var styles = getStyles(this.props, this.context);\n      return _react2.default.createElement(_Paper2.default, (0, _extends3.default)({\n        circle: true,\n        style: (0, _simpleAssign2.default)(styles.root, style)\n      }, other), this.renderChildren());\n    }\n  }]);\n  return RefreshIndicator;\n}(_react.Component);\n\nRefreshIndicator.defaultProps = {\n  percentage: 0,\n  size: 40,\n  status: 'hide'\n};\nRefreshIndicator.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\nRefreshIndicator.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  /**\n   * Override the theme's color of the indicator while it's status is\n   * \"ready\" and it's percentage is less than 100.\n   */\n  color: _propTypes2.default.string,\n\n  /**\n   * The absolute left position of the indicator in pixels.\n   */\n  left: _propTypes2.default.number.isRequired,\n\n  /**\n   * Override the theme's color of the indicator while\n   * it's status is \"loading\" or when it's percentage is 100.\n   */\n  loadingColor: _propTypes2.default.string,\n\n  /**\n   * The confirmation progress to fetch data. Max value is 100.\n   */\n  percentage: _propTypes2.default.number,\n\n  /**\n   * Size in pixels.\n   */\n  size: _propTypes2.default.number,\n\n  /**\n   * The display status of the indicator. If the status is\n   * \"ready\", the indicator will display the ready state\n   * arrow. If the status is \"loading\", it will display\n   * the loading progress indicator. If the status is \"hide\",\n   * the indicator will be hidden.\n   */\n  status: _propTypes2.default.oneOf(['ready', 'loading', 'hide']),\n\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object,\n\n  /**\n   * The absolute top position of the indicator in pixels.\n   */\n  top: _propTypes2.default.number.isRequired\n} : {};\nexports.default = RefreshIndicator;","module.exports = {\n  \"default\": require(\"core-js/library/fn/is-iterable\"),\n  __esModule: true\n};","require('../modules/web.dom.iterable');\n\nrequire('../modules/es6.string.iterator');\n\nmodule.exports = require('../modules/core.is-iterable');","var classof = require('./_classof');\n\nvar ITERATOR = require('./_wks')('iterator');\n\nvar Iterators = require('./_iterators');\n\nmodule.exports = require('./_core').isIterable = function (it) {\n  var O = Object(it);\n  return O[ITERATOR] !== undefined || '@@iterator' in O // eslint-disable-next-line no-prototype-builtins\n  || Iterators.hasOwnProperty(classof(O));\n};","module.exports = {\n  \"default\": require(\"core-js/library/fn/get-iterator\"),\n  __esModule: true\n};","require('../modules/web.dom.iterable');\n\nrequire('../modules/es6.string.iterator');\n\nmodule.exports = require('../modules/core.get-iterator');","var anObject = require('./_an-object');\n\nvar get = require('./core.get-iterator-method');\n\nmodule.exports = require('./_core').getIterator = function (it) {\n  var iterFn = get(it);\n  if (typeof iterFn != 'function') throw TypeError(it + ' is not iterable!');\n  return anObject(iterFn.call(it));\n};","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _TextField = require('../TextField');\n\nvar
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_TextField2 = _interopRequireDefault(_TextField);\n\nvar _DropDownMenu =
require('../DropDownMenu');\n\nvar _DropDownMenu2 = _interopRequireDefault(_DropDownMenu);\n\nfunction
_interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction
getStyles(props) {\n  return {\n    label: {\n      paddingLeft: 0,\n      top: props.floatingLabelText ? 6 : -4\n    },\n
icon: {\n      right: 0,\n      top: props.floatingLabelText ? 8 : 0\n    },\n    hideDropDownUnderline: {\n
borderTop: 'none'\n    },\n    dropDownMenu: {\n      display: 'block'\n    }\n  };\n}\n\nvar SelectField = function
(_Component) {\n  (0, _inherits3.default)(SelectField, _Component);\n\n  function SelectField() {\n    (0,
_classCallCheck3.default)(this, SelectField);\n    return (0, _possibleConstructorReturn3.default)(this,
(SelectField.__proto__ || (0, _getPrototypeOf2.default)(SelectField)).apply(this, arguments));\n  }\n\n  (0,
_createClass3.default)(SelectField, [{\n    key: 'render',\n    value: function render() {\n      var _props = this.props,\n
      autoWidth = _props.autoWidth,\n          multiple = _props.multiple,\n          children = _props.children,\n
style = _props.style,\n          labelStyle = _props.labelStyle,\n          iconStyle = _props.iconStyle,\n          id =
_props.id,\n          underlineDisabledStyle = _props.underlineDisabledStyle,\n          underlineFocusStyle =
_props.underlineFocusStyle,\n          menuItemStyle = _props.menuItemStyle,\n          selectedMenuItemStyle =
_props.selectedMenuItemStyle,\n          underlineStyle = _props.underlineStyle,\n          dropDownMenuProps =
_props.dropDownMenuProps,\n          errorStyle = _props.errorStyle,\n          disabled = _props.disabled,\n
floatingLabelFixed = _props.floatingLabelFixed,\n          floatingLabelText = _props.floatingLabelText,\n
floatingLabelStyle = _props.floatingLabelStyle,\n          hintStyle = _props.hintStyle,\n          hintText =
_props.hintText,\n          fullWidth = _props.fullWidth,\n          errorText = _props.errorText,\n          listStyle =
_props.listStyle,\n          maxHeight = _props.maxHeight,\n          menuStyle = _props.menuStyle,\n          onFocus =
_props.onFocus,\n          onBlur = _props.onBlur,\n          onChange = _props.onChange,\n          selectionRenderer =
_props.selectionRenderer,\n          value = _props.value,\n          other = (0,
_objectWithoutProperties3.default)(_props, ['autoWidth', 'multiple', 'children', 'style', 'labelStyle', 'iconStyle', 'id',
'underlineDisabledStyle', 'underlineFocusStyle', 'menuItemStyle', 'selectedMenuItemStyle', 'underlineStyle',
'dropDownMenuProps', 'errorStyle', 'disabled', 'floatingLabelFixed', 'floatingLabelText', 'floatingLabelStyle',
'hintStyle', 'hintText', 'fullWidth', 'errorText', 'listStyle', 'maxHeight', 'menuStyle', 'onFocus', 'onBlur', 'onChange',
'selectionRenderer', 'value']);\n      var styles = getStyles(this.props, this.context);\n      return
_react2.default.createElement(_TextField2.default, (0, _extends3.default)({}, other, {\n        style: style,\n
disabled: disabled,\n        floatingLabelFixed: floatingLabelFixed,\n        floatingLabelText: floatingLabelText,\n
floatingLabelStyle: floatingLabelStyle,\n        hintStyle: hintStyle,\n        hintText: !hintText && !floatingLabelText
? ' ' : hintText,\n        fullWidth: fullWidth,\n        errorText: errorText,\n        underlineStyle: underlineStyle,\n
errorStyle: errorStyle,\n        onFocus: onFocus,\n        onBlur: onBlur,\n        id: id,\n        underlineDisabledStyle:
underlineDisabledStyle,\n        underlineFocusStyle: underlineFocusStyle\n      }),
_react2.default.createElement(_DropDownMenu2.default, (0, _extends3.default)({\n        disabled: disabled,\n
style: (0, _simpleAssign2.default)(styles.dropDownMenu, menuStyle),\n        labelStyle: (0,
_simpleAssign2.default)(styles.label, labelStyle),\n        iconStyle: (0, _simpleAssign2.default)(styles.icon,
iconStyle),\n        menuItemStyle: menuItemStyle,\n        selectedMenuItemStyle: selectedMenuItemStyle,\n
underlineStyle: styles.hideDropDownUnderline,\n        listStyle: listStyle,\n        autoWidth: autoWidth,\n        value:
value,\n        onChange: onChange,\n        maxHeight: maxHeight,\n        multiple: multiple,\n
selectionRenderer: selectionRenderer\n      }, dropDownMenuProps), children));\n    }\n  }]);\n  return
SelectField;\n}(_react.Component);\n\nSelectField.defaultProps = {\n  autoWidth: false,\n  disabled: false,\n
fullWidth: false,\n  multiple: false\n};\nSelectField.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nSelectField.propTypes = process.env.NODE_ENV !== \"production\" ?
{\n  /**\n   * If true, the width will automatically be set according to the\n   * items inside the menu.\n   * To control
the width in CSS instead, leave this prop set to `false`.\n   */\n  autoWidth: _propTypes2.default.bool,\n\n  /**\n   *
The `MenuItem` elements to populate the select field with.\n   * If the menu items have a `label` prop, that value
will\n   * represent the selected menu item in the rendered select field.\n   */\n  children:
_propTypes2.default.node,\n\n  /**\n   * If true, the select field will be disabled.\n   */\n  disabled:
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_propTypes2.default.bool,\n\n /**\n   * Object that can handle and override any property of component DropDownMenu.\n   */\n dropDownMenuProps: _propTypes2.default.object,\n\n /**\n   * Override the inline-styles of the error element.\n   */\n errorStyle: _propTypes2.default.object,\n\n /**\n   * The error content to display.\n   */\n errorText: _propTypes2.default.node,\n\n /**\n   * If true, the floating label will float even when no value is selected.\n   */\n floatingLabelFixed: _propTypes2.default.bool,\n\n /**\n   * Override the inline-styles of the floating label.\n   */\n floatingLabelStyle: _propTypes2.default.object,\n\n /**\n   * The content of the floating label.\n   */\n floatingLabelText: _propTypes2.default.node,\n\n /**\n   * If true, the select field will take up the full width of its container.\n   */\n fullWidth: _propTypes2.default.bool,\n\n /**\n   * Override the inline-styles of the hint element.\n   */\n hintStyle: _propTypes2.default.object,\n\n /**\n   * The hint content to display.\n   */\n hintText: _propTypes2.default.node,\n\n /**\n   * Override the inline-styles of the icon element.\n   */\n iconStyle: _propTypes2.default.object,\n\n /**\n   * The id prop for the text field.\n   */\n id: _propTypes2.default.string,\n\n /**\n   * Override the label style when the select field is inactive.\n   */\n labelStyle: _propTypes2.default.object,\n\n /**\n   * Override the inline-styles of the underlying `List` element.\n   */\n listStyle: _propTypes2.default.object,\n\n /**\n   * Override the default max-height of the underlying `DropDownMenu` element.\n   */\n maxHeight: _propTypes2.default.number,\n\n /**\n   * Override the inline-styles of menu items.\n   */\n menuItemStyle: _propTypes2.default.object,\n\n /**\n   * Override the inline-styles of the underlying `DropDownMenu` element.\n   */\n menuStyle: _propTypes2.default.object,\n\n /**\n   * If true, `value` must be an array and the menu will support\n   * multiple selections.\n   */\n multiple: _propTypes2.default.bool,\n\n /** @ignore */\n onBlur: _propTypes2.default.func,\n\n /**\n   * Callback function fired when a menu item is selected.\n   *\n   * @param {object} event Click event targeting the menu item\n   * that was selected.\n   * @param {number} key The index of the selected menu item, or undefined\n   * if `multiple` is true.\n   * @param {any} payload If `multiple` is true, the menu's `value`\n   * array with either the menu item's `value` added (if\n   * it wasn't already selected) or omitted (if it was already selected).\n   * Otherwise, the `value` of the menu item.\n   */\n onChange: _propTypes2.default.func,\n\n /** @ignore */\n onFocus: _propTypes2.default.func,\n\n /**\n   * Override the inline-styles of selected menu items.\n   */\n selectedMenuItemStyle: _propTypes2.default.object,\n\n /**\n   * Customize the rendering of the selected item.\n   *\n   * @param {any} value If `multiple` is true, the menu's `value`\n   * array with either the menu item's `value` added (if\n   * it wasn't already selected) or omitted (if it was already selected).\n   * Otherwise, the `value` of the menu item.\n   * @param {any} menuItem The selected `MenuItem`.\n   * If `multiple` is true, this will be an array with the `MenuItem`s matching the `value`s parameter.\n   */\n selectionRenderer: _propTypes2.default.func,\n\n /**\n   * Override the inline-styles of the root element.\n   */\n style: _propTypes2.default.object,\n\n /**\n   * Override the inline-styles of the underline element when the select\n   * field is disabled.\n   */\n underlineDisabledStyle: _propTypes2.default.object,\n\n /**\n   * Override the inline-styles of the underline element when the select field\n   * is focused.\n   */\n underlineFocusStyle: _propTypes2.default.object,\n\n /**\n   * Override the inline-styles of the underline element.\n   */\n underlineStyle: _propTypes2.default.object,\n\n /**\n   * If `multiple` is true, an array of the `value`s of the selected\n   * menu items. Otherwise, the `value` of the selected menu item.\n   * If provided, the menu will be a controlled component.\n   */\n value: _propTypes2.default.any\n} : {};\nexports.default = SelectField;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =

require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _defineProperty2 = require('babel-runtime/helpers/defineProperty');\n\nvar _defineProperty3 = _interopRequireDefault(_defineProperty2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _FocusRipple = require('../internal/FocusRipple');\n\nvar _FocusRipple2 = _interopRequireDefault(_FocusRipple);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\n/**\n * Verifies min/max range.\n * @param {Object} props Properties of the React component.\n * @param {String} propName Name of the property to validate.\n * @param {String} componentName Name of the component whose property is being validated.\n * @returns {Object} Returns an Error if min >= max otherwise null.\n */\n\n\nvar minMaxPropType = function minMaxPropType(props, propName, componentName) {\n for (var _len = arguments.length, rest = Array(_len > 3 ? _len - 3 : 0), _key = 3; _key < _len; _key++) {\n rest[_key - 3] = arguments[_key];\n }\n\n var error = _propTypes2.default.number.apply(_propTypes2.default, [props, propName, componentName].concat(rest));\n\n if (error !== null) {\n return error;\n }\n\n if (props.min >= props.max) {\n var errorMsg = propName === 'min' ? 'min should be less than max' : 'max should be greater than min';\n return new Error(errorMsg);\n }\n};\n/**\n * Verifies value is within the min/max range.\n * @param {Object} props Properties of the React component.\n * @param {String} propName Name of the property to validate.\n * @param {String} componentName Name of the component whose property is being validated.\n * @returns {Object} Returns an Error if the value is not within the range otherwise null.\n */\n\n\nvar valueInRangePropType = function valueInRangePropType(props, propName, componentName) {\n for (var _len2 = arguments.length, rest = Array(_len2 > 3 ? _len2 - 3 : 0), _key2 = 3; _key2 < _len2; _key2++) {\n rest[_key2 - 3] = arguments[_key2];\n }\n\n var error = _propTypes2.default.number.apply(_propTypes2.default, [props, propName, componentName].concat(rest));\n\n if (error !== null) {\n return error;\n }\n\n var value = props[propName];\n\n if (value < props.min || props.max < value) {\n return new Error(propName + ' should be within the range specified by min and max');\n }\n};\n\nvar crossAxisProperty = {\n x: 'height',\n 'x-reverse': 'height',\n y: 'width',\n 'y-reverse': 'width'\n};\nvar crossAxisOffsetProperty = {\n x: 'top',\n 'x-reverse': 'top',\n y: 'left',\n 'y-reverse': 'left'\n};\nvar mainAxisProperty = {\n x: 'width',\n 'x-reverse': 'width',\n y: 'height',\n 'y-reverse': 'height'\n};\nvar mainAxisMarginFromEnd = {\n x: 'marginRight',\n 'x-reverse': 'marginLeft',\n y: 'marginTop',\n 'y-reverse': 'marginBottom'\n};\nvar mainAxisMarginFromStart = {\n x: 'marginLeft',\n 'x-reverse': 'marginRight',\n y: 'marginBottom',\n 'y-reverse': 'marginTop'\n};\nvar mainAxisOffsetProperty = {\n x: 'left',\n 'x-reverse': 'right',\n y: 'bottom',\n 'y-reverse': 'top'\n};\nvar mainAxisClientProperty = {\n x: 'clientWidth',\n 'x-reverse': 'clientWidth',\n y: 'clientHeight',\n 'y-reverse': 'clientHeight'\n};\nvar mainAxisClientOffsetProperty = {\n x: 'clientX',\n 'x-reverse': 'clientX',\n y: 'clientY',\n 'y-reverse': 'clientY'\n};\nvar reverseMainAxisOffsetProperty = {\n x: 'right',\n 'x-reverse': 'left',\n y: 'top',\n 'y-reverse': 'bottom'\n};\n\nvar isMouseControlInverted = function isMouseControlInverted(axis) {\n return axis === 'x-reverse' || axis === 'y';\n};\n\nvar calculateAxis = function calculateAxis(axis, isRtl) {\n if (isRtl) {\n switch (axis) {\n case 'x':\n return 'x-reverse';\n\n case 'x-reverse':\n return 'x';\n }\n }\n\n return axis;\n};\n\nfunction getPercent(value, min, max) {\n var percent = (value - min) / (max - min);\n\n if (isNaN(percent)) {\n percent = 0;\n }\n\n return percent;\n}\n\nvar getStyles = function getStyles(props, context, state) {\n var _slider, _track, _filledAndRemaining, _handle, _objectAssign2, _objectAssign3;\n\n var axis = props.axis,\n disabled = props.disabled,\n max = props.max,\n min = props.min;\n var _context$muiTheme = context.muiTheme,\n isRtl = _context$muiTheme.isRtl,\n _context$muiTheme$sli = _context$muiTheme.slider,\n handleColorZero = _context$muiTheme$sli.handleColorZero,\n handleFillColor = _context$muiTheme$sli.handleFillColor,\n handleSize = _context$muiTheme$sli.handleSize,\n handleSizeDisabled = _context$muiTheme$sli.handleSizeDisabled,\n

handleSizeActive = _context$muiTheme$sli.handleSizeActive,\n trackSize = _context$muiTheme$sli.trackSize,\n trackColor = _context$muiTheme$sli.trackColor,\n trackColorSelected = _context$muiTheme$sli.trackColorSelected,\n rippleColor = _context$muiTheme$sli.rippleColor,\n selectionColor = _context$muiTheme$sli.selectionColor;\n var fillGutter = handleSize / 2;\n var disabledGutter = trackSize + handleSizeDisabled / 2;\n var calcDisabledSpacing = disabled ? ' - ' + disabledGutter + 'px' : '';\n var percent = getPercent(state.value, min, max);\n var calculatedAxis = calculateAxis(axis, isRtl);\n var styles = {\n slider: (_slider = {\n touchCallout: 'none',\n userSelect: 'none',\n cursor: 'default'\n }, (0, _defineProperty3.default)(_slider, crossAxisProperty[calculatedAxis], handleSizeActive), (0, _defineProperty3.default)(_slider, mainAxisProperty[calculatedAxis], '100%'), (0, _defineProperty3.default)(_slider, 'position', 'relative'), (0, _defineProperty3.default)(_slider, 'marginTop', 24), (0, _defineProperty3.default)(_slider, 'marginBottom', 48), _slider),\n track: (_track = {\n position: 'absolute'\n }, (0, _defineProperty3.default)(_track, crossAxisOffsetProperty[calculatedAxis], (handleSizeActive - trackSize) / 2), (0, _defineProperty3.default)(_track, mainAxisOffsetProperty[calculatedAxis], 0), (0, _defineProperty3.default)(_track, mainAxisProperty[calculatedAxis], '100%'), (0, _defineProperty3.default)(_track, crossAxisProperty[calculatedAxis], trackSize), _track),\n filledAndRemaining: (_filledAndRemaining = {\n directionInvariant: true,\n position: 'absolute'\n }, (0, _defineProperty3.default)(_filledAndRemaining, crossAxisOffsetProperty, 0), (0, _defineProperty3.default)(_filledAndRemaining, crossAxisProperty[calculatedAxis], '100%'), (0, _defineProperty3.default)(_filledAndRemaining, 'transition', _transitions2.default.easeOut(null, 'margin')), _filledAndRemaining),\n handle: (_handle = {\n directionInvariant: true,\n boxSizing: 'border-box',\n position: 'absolute',\n cursor: 'pointer',\n pointerEvents: 'inherit'\n }, (0, _defineProperty3.default)(_handle, crossAxisOffsetProperty[calculatedAxis], 0), (0, _defineProperty3.default)(_handle, mainAxisOffsetProperty[calculatedAxis], percent === 0 ? '0%' : percent * 100 + '%'), (0, _defineProperty3.default)(_handle, 'zIndex', 1), (0, _defineProperty3.default)(_handle, 'margin', {\n x: trackSize / 2 + 'px 0 0 0',\n 'x-reverse': trackSize / 2 + 'px 0 0 0',\n y: '0 0 0 ' + trackSize / 2 + 'px',\n 'y-reverse': '0 0 0 ' + trackSize / 2 + 'px'\n }[calculatedAxis]), (0, _defineProperty3.default)(_handle, 'width', handleSize), (0, _defineProperty3.default)(_handle, 'height', handleSize), (0, _defineProperty3.default)(_handle, 'backgroundColor', selectionColor), (0, _defineProperty3.default)(_handle, 'backgroundClip', 'padding-box'), (0, _defineProperty3.default)(_handle, 'border', '0px solid transparent'), (0, _defineProperty3.default)(_handle, 'borderRadius', '50%'), (0, _defineProperty3.default)(_handle, 'transform', {\n x: 'translate(-50%, -50%)',\n 'x-reverse': 'translate(50%, -50%)',\n y: 'translate(-50%, 50%)',\n 'y-reverse': 'translate(-50%, -50%)'\n }[calculatedAxis]), (0, _defineProperty3.default)(_handle, 'transition', _transitions2.default.easeOut('450ms', 'background') + ', ' + _transitions2.default.easeOut('450ms', 'border-color') + ', ' + _transitions2.default.easeOut('450ms', 'width') + ', ' + _transitions2.default.easeOut('450ms', 'height')), (0, _defineProperty3.default)(_handle, 'overflow', 'visible'), (0, _defineProperty3.default)(_handle, 'outline', 'none'), _handle),\n handleWhenDisabled: {\n boxSizing: 'content-box',\n cursor: 'not-allowed',\n backgroundColor: trackColor,\n width: handleSizeDisabled,\n height: handleSizeDisabled,\n border: 'none'\n },\n handleWhenPercentZero: {\n border: trackSize + 'px solid ' + handleColorZero,\n backgroundColor: handleFillColor,\n boxShadow: 'none'\n },\n handleWhenPercentZeroAndDisabled: {\n cursor: 'not-allowed',\n width: handleSizeDisabled,\n height: handleSizeDisabled\n },\n handleWhenPercentZeroAndFocused: {\n border: trackSize + 'px solid ' + trackColorSelected\n },\n handleWhenActive: {\n width: handleSizeActive,\n height: handleSizeActive\n },\n ripple: {\n height: handleSize,\n width: handleSize,\n overflow: 'visible'\n },\n rippleWhenPercentZero: {\n top: -trackSize,\n left: -trackSize\n },\n rippleInner: {\n height: '300%',\n width: '300%',\n top: -handleSize,\n left: -handleSize\n },\n rippleColor: {\n fill: percent === 0 ? handleColorZero : rippleColor\n }\n };\n styles.filled = (0, _simpleAssign2.default)({}, styles.filledAndRemaining, (_objectAssign2 = {}, (0, _defineProperty3.default)(_objectAssign2, mainAxisOffsetProperty[calculatedAxis], 0), (0, _defineProperty3.default)(_objectAssign2, 'backgroundColor', disabled ? trackColor : selectionColor), (0, _defineProperty3.default)(_objectAssign2, mainAxisMarginFromEnd[calculatedAxis], fillGutter), (0,

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_defineProperty3.default)(_objectAssign2, mainAxisProperty[calculatedAxis], 'calc(' + percent * 100 + '%' +
calcDisabledSpacing + ')'), _objectAssign2));\n  styles.remaining = (0, _simpleAssign2.default)({},
styles.filledAndRemaining, (_objectAssign3 = {}, (0, _defineProperty3.default)(_objectAssign3,
reverseMainAxisOffsetProperty[calculatedAxis], 0), (0, _defineProperty3.default)(_objectAssign3,
'backgroundColor', (state.hovered || state.focused) && !disabled ? trackColorSelected : trackColor), (0,
_defineProperty3.default)(_objectAssign3, mainAxisMarginFromStart[calculatedAxis], fillGutter), (0,
_defineProperty3.default)(_objectAssign3, mainAxisProperty[calculatedAxis], 'calc(' + (1 - percent) * 100 + '%' +
calcDisabledSpacing + ')'), _objectAssign3));\n  return styles;\n};\n\nvar Slider = function (_Component) {\n  (0,
_inherits3.default)(Slider, _Component);\n\n  function Slider() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0,
_classCallCheck3.default)(this, Slider);\n\n    for (var _len3 = arguments.length, args = Array(_len3), _key3 = 0;
_key3 < _len3; _key3++) {\n      args[_key3] = arguments[_key3];\n    }\n\n    return _ret = (_temp = (_this = (0,
_possibleConstructorReturn3.default)(this, (_ref = Slider.__proto__ || (0,
_getPrototypeOf2.default)(Slider)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      active: false,\n
dragging: false,\n      focused: false,\n      hovered: false,\n      value: 0\n    }, _this.track = null, _this.handle = null,
_this.resolveValue = function (value, min, max) {\n      if (value > max) {\n        return max;\n      }\n\n      if (value
< min) {\n        return min;\n      }\n\n      return value;\n    }, _this.handleKeyDown = function (event) {\n      var
_this$props = _this.props,\n          axis = _this$props.axis,\n          min = _this$props.min,\n          max =
_this$props.max,\n          step = _this$props.step;\n      var isRtl = _this.context.muiTheme.isRtl;\n      var
calculatedAxis = calculateAxis(axis, isRtl);\n      var action = void 0;\n\n      switch ((0, _keycode2.default)(event))
{\n        case 'page down':\n        case 'down':\n          if (calculatedAxis === 'y-reverse') {\n            action =
'increase';\n          } else {\n            action = 'decrease';\n          }\n\n          break;\n\n        case 'left':\n          if
(calculatedAxis === 'x-reverse') {\n            action = 'increase';\n          } else {\n            action = 'decrease';\n
}\n\n          break;\n\n        case 'page up':\n        case 'up':\n          if (calculatedAxis === 'y-reverse') {\n            action
= 'decrease';\n          } else {\n            action = 'increase';\n          }\n\n          break;\n\n        case 'right':\n          if
(calculatedAxis === 'x-reverse') {\n            action = 'decrease';\n          } else {\n            action = 'increase';\n
}\n\n          break;\n\n        case 'home':\n          action = 'min';\n          break;\n\n        case 'end':\n          action =
'max';\n          break;\n      }\n\n      if (action) {\n        var newValue = void 0; // Cancel scroll\n\n
event.preventDefault();\n\n        switch (action) {\n          case 'decrease':\n            newValue = _this.state.value -
step;\n            break;\n\n          case 'increase':\n            newValue = _this.state.value + step;\n            break;\n\n
case 'min':\n            newValue = min;\n            break;\n\n          case 'max':\n            newValue = max;\n
break;\n        } // We need to use toFixed() because of float point errors.\n        // For example, 0.01 + 0.06 =
0.06999999999999999\n\n\n        newValue = _this.resolveValue(parseFloat(newValue.toFixed(5)), min, max);\n\n
    if (_this.state.value !== newValue) {\n          _this.setState({\n            value: newValue\n          });\n\n          if
(_this.props.onChange) {\n            _this.props.onChange(event, newValue);\n          }\n        }\n      }\n    },
_this.handleDragMouseMove = function (event) {\n      _this.onDragUpdate(event, 'mouse');\n    },
_this.handleTouchMove = function (event) {\n      _this.onDragUpdate(event, 'touch');\n    }, _this.handleMouseEnd
= function (event) {\n      document.removeEventListener('mousemove', _this.handleDragMouseMove);\n
document.removeEventListener('mouseup', _this.handleMouseEnd);\n\n      _this.onDragStop(event);\n    },
_this.handleTouchEnd = function (event) {\n      document.removeEventListener('touchmove',
_this.handleTouchMove);\n      document.removeEventListener('touchup', _this.handleTouchEnd);\n
document.removeEventListener('touchend', _this.handleTouchEnd);\n
document.removeEventListener('touchcancel', _this.handleTouchEnd);\n\n      _this.onDragStop(event);\n    },
_this.handleTouchStart = function (event) {\n      var _this$props2 = _this.props,\n          axis = _this$props2.axis,\n
    disabled = _this$props2.disabled;\n      var isRtl = _this.context.muiTheme.isRtl;\n\n      if (disabled) {\n
return;\n      }\n\n      var calculatedAxis = calculateAxis(axis, isRtl);\n      var position = void 0;\n\n      if
(isMouseControlInverted(calculatedAxis)) {\n        position = _this.getTrackOffset() -
event.touches[0][mainAxisClientOffsetProperty[calculatedAxis]];\n      } else {\n        position =
event.touches[0][mainAxisClientOffsetProperty[calculatedAxis]] - _this.getTrackOffset();\n      }\n\n
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_this.setValueFromPosition(event, position);\n\n      document.addEventListener('touchmove',
_this.handleTouchMove);\n      document.addEventListener('touchup', _this.handleTouchEnd);\n
document.addEventListener('touchend', _this.handleTouchEnd);\n      document.addEventListener('touchcancel',
_this.handleTouchEnd);\n\n      _this.onDragStart(event); // Cancel scroll and context menu\n\n\n
event.preventDefault();\n    }, _this.handleFocus = function (event) {\n      _this.setState({\n        focused: true\n
});\n\n      if (_this.props.onFocus) {\n        _this.props.onFocus(event);\n      }\n    }, _this.handleBlur = function
(event) {\n      _this.setState({\n        focused: false,\n        active: false\n      });\n\n      if (_this.props.onBlur) {\n
_this.props.onBlur(event);\n      }\n    }, _this.handleMouseDown = function (event) {\n      var _this$props3 =
_this.props,\n          axis = _this$props3.axis,\n          disabled = _this$props3.disabled;\n      var isRtl =
_this.context.muiTheme.isRtl;\n\n      if (disabled) {\n        return;\n      }\n\n      var calculatedAxis =
calculateAxis(axis, isRtl);\n      var position = void 0;\n\n      if (isMouseControlInverted(calculatedAxis)) {\n
position = _this.getTrackOffset() - event[mainAxisClientOffsetProperty[calculatedAxis]];\n      } else {\n
position = event[mainAxisClientOffsetProperty[calculatedAxis]] - _this.getTrackOffset();\n      }\n\n
_this.setValueFromPosition(event, position);\n\n      document.addEventListener('mousemove',
_this.handleDragMouseMove);\n      document.addEventListener('mouseup', _this.handleMouseEnd); // Cancel text
selection\n\n      event.preventDefault(); // Set focus manually since we called preventDefault()\n\n
_this.handle.focus();\n\n      _this.onDragStart(event);\n    }, _this.handleMouseUp = function () {\n      if
(!_this.props.disabled) {\n        _this.setState({\n          active: false\n        });\n      }\n    }, _this.handleMouseEnter =
function () {\n      _this.setState({\n        hovered: true\n      });\n    }, _this.handleMouseLeave = function () {\n
_this.setState({\n        hovered: false\n      });\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n
}\n\n  (0, _createClass3.default)(Slider, [{\n    key: 'componentWillMount',\n    value: function
componentWillMount() {\n      var _props = this.props,\n          defaultValue = _props.defaultValue,\n          min =
_props.min,\n          max = _props.max;\n      var value = this.props.value;\n\n      if (value === undefined) {\n
value = defaultValue !== undefined ? defaultValue : min;\n      }\n\n      this.setState({\n        value:
this.resolveValue(value, min, max)\n      });\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function
componentWillReceiveProps(nextProps) {\n      if (nextProps.value !== undefined && !this.state.dragging) {\n
var _nextProps$min = nextProps.min,\n            min = _nextProps$min === undefined ? this.props.min :
_nextProps$min,\n            _nextProps$max = nextProps.max,\n            max = _nextProps$max === undefined ?
this.props.max : _nextProps$max;\n        this.setState({\n          value: this.resolveValue(nextProps.value, min,
max)\n        });\n      }\n    }\n  }, {\n    key: 'getValue',\n    value: function getValue() {\n
process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(false, 'Material-UI Slider: getValue() method
is deprecated.\\n      Use the onChange callbacks instead.\\n      It will be removed with v0.17.0.') : void 0;\n
return this.state.value;\n    }\n  }, {\n    key: 'clearValue',\n    value: function clearValue() {\n
process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(false, 'Material-UI Slider: clearValue()
method is deprecated.\\n      Use the value property to control the component instead.\\n      It will be removed with
v0.17.0.') : void 0;\n      this.setState({\n        value: this.props.min\n      });\n    }\n  }, {\n    key: 'getTrackOffset',\n
value: function getTrackOffset() {\n      var axis = this.props.axis;\n      var isRtl = this.context.muiTheme.isRtl;\n
var calculatedAxis = calculateAxis(axis, isRtl);\n      if (!this.track) return 0;\n      return
this.track.getBoundingClientRect()[mainAxisOffsetProperty[calculatedAxis]];\n    }\n  }, {\n    key: 'onDragStart',\n
 value: function onDragStart(event) {\n      this.setState({\n        dragging: true,\n        active: true\n      });\n\n      if
(this.props.onDragStart) {\n        this.props.onDragStart(event);\n      }\n    }\n  }, {\n    key: 'onDragUpdate',\n
value: function onDragUpdate(event, type) {\n      var _this2 = this;\n\n      var _props2 = this.props,\n          axis =
_props2.axis,\n          disabled = _props2.disabled;\n      var isRtl = this.context.muiTheme.isRtl;\n\n      if
(this.dragRunning) {\n        return;\n      }\n\n      this.dragRunning = true;\n      requestAnimationFrame(function ()
{\n        _this2.dragRunning = false;\n        var calculatedAxis = calculateAxis(axis, isRtl);\n        var source = type
=== 'touch' ? event.touches[0] : event;\n        var position = void 0;\n\n        if
(isMouseControlInverted(calculatedAxis)) {\n          position = _this2.getTrackOffset() -
source[mainAxisClientOffsetProperty[calculatedAxis]];\n        } else {\n          position =
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source[mainAxisClientOffsetProperty[calculatedAxis]] - _this2.getTrackOffset();\n }\n\n if (!disabled) {\n _this2.setValueFromPosition(event, position);\n }\n });\n }\n }, {\n key: 'onDragStop',\n value: function onDragStop(event) {\n this.setState({\n dragging: false,\n active: false\n });\n\n if (this.props.onDragStop) {\n this.props.onDragStop(event);\n }\n }\n }, {\n key: 'setValueFromPosition',\n value: function setValueFromPosition(event, position) {\n var _props3 = this.props,\n axis = _props3.axis,\n step = _props3.step,\n min = _props3.min,\n max = _props3.max;\n var isRtl = this.context.muiTheme.isRtl;\n var calculatedAxis = calculateAxis(axis, isRtl);\n var positionMax = this.track[mainAxisClientProperty[calculatedAxis]];\n var value = void 0;\n\n if (position <= 0) {\n value = min;\n } else if (position >= positionMax) {\n value = max;\n } else {\n value = position / positionMax * (max - min);\n value = Math.round(value / step) * step + min;\n value = parseFloat(value.toFixed(5));\n }\n\n value = this.resolveValue(value, min, max);\n\n if (this.state.value !== value) {\n this.setState({\n value: value\n });\n\n if (this.props.onChange) {\n this.props.onChange(event, value);\n }\n }\n }\n }, {\n key: 'render',\n value: function render() {\n var _this3 = this;\n\n var _props4 = this.props,\n axis = _props4.axis,\n disabled = _props4.disabled,\n disableFocusRipple = _props4.disableFocusRipple,\n max = _props4.max,\n min = _props4.min,\n name = _props4.name,\n onBlur = _props4.onBlur,\n onChange = _props4.onChange,\n onDragStart = _props4.onDragStart,\n onDragStop = _props4.onDragStop,\n onFocus = _props4.onFocus,\n required = _props4.required,\n sliderStyle = _props4.sliderStyle,\n step = _props4.step,\n style = _props4.style,\n propValue = _props4.value,\n other = (0, _objectWithoutProperties3.default)(_props4, ['axis', 'disabled', 'disableFocusRipple', 'max', 'min', 'name', 'onBlur', 'onChange', 'onDragStart', 'onDragStop', 'onFocus', 'required', 'sliderStyle', 'step', 'style', 'value']);\n var _state = this.state,\n active = _state.active,\n focused = _state.focused,\n hovered = _state.hovered,\n value = _state.value;\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context, this.state);\n var percent = getPercent(value, min, max);\n var handleStyles = {};\n\n if (percent === 0) {\n handleStyles = (0, _simpleAssign2.default)({}, styles.handle, styles.handleWhenPercentZero, active && styles.handleWhenActive, (hovered || focused) && !disabled && styles.handleWhenPercentZeroAndFocused, disabled && styles.handleWhenPercentZeroAndDisabled);\n } else {\n handleStyles = (0, _simpleAssign2.default)({}, styles.handle, active && styles.handleWhenActive, disabled && styles.handleWhenDisabled);\n }\n\n var rippleStyle = (0, _simpleAssign2.default)({}, styles.ripple, percent === 0 && styles.rippleWhenPercentZero);\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles((0, _simpleAssign2.default)({}, style))\n }), _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.slider, sliderStyle)),\n onFocus: this.handleFocus,\n onBlur: this.handleBlur,\n onMouseDown: this.handleMouseDown,\n onMouseEnter: this.handleMouseEnter,\n onMouseLeave: this.handleMouseLeave,\n onMouseUp: this.handleMouseUp,\n onTouchStart: this.handleTouchStart,\n onKeyDown: !disabled ? this.handleKeyDown : undefined\n }, _react2.default.createElement('div', {\n ref: function ref(node) {\n return _this3.track = node;\n },\n style: prepareStyles(styles.track)\n }, _react2.default.createElement('div', {\n style: prepareStyles(styles.filled)\n }), _react2.default.createElement('div', {\n style: prepareStyles(styles.remaining)\n }), _react2.default.createElement('div', {\n ref: function ref(node) {\n return _this3.handle = node;\n },\n style: prepareStyles(handleStyles),\n tabIndex: 0\n }, !disabled && !disableFocusRipple && _react2.default.createElement(_FocusRipple2.default, {\n style: rippleStyle,\n innerStyle: styles.rippleInner,\n show: (hovered || focused) && !active,\n color: styles.rippleColor.fill\n }))), _react2.default.createElement('input', {\n type: 'hidden',\n name: name,\n value: value,\n required: required,\n min: min,\n max: max,\n step: step\n }));\n }\n }]);\n return Slider;\n}(_react.Component);\n\nSlider.defaultProps = {\n axis: 'x',\n disabled: false,\n disableFocusRipple: false,\n max: 1,\n min: 0,\n required: true,\n step: 0.01,\n style: {}\n};\nSlider.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nSlider.propTypes = process.env.NODE_ENV !== \"production\" ? {\n

/**\n * The axis on which the slider will slide.\n */\n axis: _propTypes2.default.oneOf(['x', 'x-reverse', 'y', 'y-reverse']),\n\n /**\n * The default value of the slider.\n */\n defaultValue: valueInRangePropType,\n\n /**\n * Disables focus ripple if set to true.\n */\n disableFocusRipple: _propTypes2.default.bool,\n\n /**\n * If true, the slider will not be interactable.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * The maximum value the slider can slide to on\n * a scale from 0 to 1 inclusive. Cannot be equal to min.\n */\n max: minMaxPropType,\n\n /**\n * The minimum value the slider can slide to on a scale\n * from 0 to 1 inclusive. Cannot be equal to max.\n */\n min: minMaxPropType,\n\n /**\n * The name of the slider. Behaves like the name attribute\n * of an input element.\n */\n name: _propTypes2.default.string,\n\n /** @ignore */\n onBlur: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when the slider's value changed.\n *\n * @param {object} event KeyDown event targeting the slider.\n * @param {number} newValue The new value of the slider.\n */\n onChange: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when the slider has begun to move.\n *\n * @param {object} event MouseDown or TouchStart event targeting the slider.\n */\n onDragStart: _propTypes2.default.func,\n\n /**\n * Callback function that is fired when the slide has stopped moving.\n *\n * @param {object} event MouseEnd or TouchEnd event targeting the slider.\n */\n onDragStop: _propTypes2.default.func,\n\n /** @ignore */\n onFocus: _propTypes2.default.func,\n\n /**\n * Whether or not the slider is required in a form.\n */\n required: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the inner slider element.\n */\n sliderStyle: _propTypes2.default.object,\n\n /**\n * The granularity the slider can step through values.\n */\n step: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * The value of the slider.\n */\n value: valueInRangePropType\n} : {};\nexports.default = Slider;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _pure = require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nvar _SvgIcon = require('../../SvgIcon');\n\nvar _SvgIcon2 = _interopRequireDefault(_SvgIcon);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar ActionCheckCircle = function ActionCheckCircle(props) {\n return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {\n d: 'M12 2C6.48 2 2 6.48 2 12s4.48 10 10 10 10-4.48 10-10S17.52 2 12 2zm-2 15l-5-5 1.41-1.41L10 14.17l7.59-7.59L19 8l-9 9z'\n }));\n};\n\nActionCheckCircle = (0, _pure2.default)(ActionCheckCircle);\nActionCheckCircle.displayName = 'ActionCheckCircle';\nActionCheckCircle.muiName = 'SvgIcon';\nexports.default = ActionCheckCircle;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _TransitionGroup = require('react-transition-group/TransitionGroup');\n\nvar _TransitionGroup2 = _interopRequireDefault(_TransitionGroup);\n\nvar _ExpandTransitionChild = require('./ExpandTransitionChild');\n\nvar _ExpandTransitionChild2 = _interopRequireDefault(_ExpandTransitionChild);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar ExpandTransition = function (_Component) {\n (0,

_inherits3.default)(ExpandTransition, _Component);\n\n function ExpandTransition() {\n (0, _classCallCheck3.default)(this, ExpandTransition);\n return (0, _possibleConstructorReturn3.default)(this, (ExpandTransition.__proto__ || (0, _getPrototypeOf2.default)(ExpandTransition)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(ExpandTransition, [{\n key: 'renderChildren',\n value: function renderChildren(children) {\n var _props = this.props,\n enterDelay = _props.enterDelay,\n transitionDelay = _props.transitionDelay,\n transitionDuration = _props.transitionDuration,\n expandTransitionChildStyle = _props.expandTransitionChildStyle;\n return _react2.default.Children.map(children, function (child) {\n return _react2.default.createElement(_ExpandTransitionChild2.default, {\n enterDelay: enterDelay,\n transitionDelay: transitionDelay,\n transitionDuration: transitionDuration,\n key: child.key,\n style: expandTransitionChildStyle\n }, child);\n }, this);\n }\n }, {\n key: 'render',\n value: function render() {\n var _props2 = this.props,\n children = _props2.children,\n enterDelay = _props2.enterDelay,\n loading = _props2.loading,\n open = _props2.open,\n style = _props2.style,\n transitionDelay = _props2.transitionDelay,\n transitionDuration = _props2.transitionDuration,\n expandTransitionChildStyle = _props2.expandTransitionChildStyle,\n other = (0, _objectWithoutProperties3.default)(_props2, ['children', 'enterDelay', 'loading', 'open', 'style', 'transitionDelay', 'transitionDuration', 'expandTransitionChildStyle']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var mergedRootStyles = (0, _simpleAssign2.default)({}, {\n position: 'relative',\n overflow: 'hidden',\n height: 'auto'\n }, style);\n var newChildren = loading ? [] : this.renderChildren(children);\n return _react2.default.createElement(_TransitionGroup2.default, (0, _extends3.default)({\n style: prepareStyles(mergedRootStyles),\n component: 'div'\n }, other), open && newChildren);\n }\n }]);\n return ExpandTransition;\n}(_react.Component);\n\nExpandTransition.defaultProps = {\n enterDelay: 0,\n transitionDelay: 0,\n transitionDuration: 450,\n loading: false,\n open: false\n};\n\nExpandTransition.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\n\nExpandTransition.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n enterDelay: _propTypes2.default.number,\n expandTransitionChildStyle: _propTypes2.default.object,\n loading: _propTypes2.default.bool,\n open: _propTypes2.default.bool,\n style: _propTypes2.default.object,\n transitionDelay: _propTypes2.default.number,\n transitionDuration: _propTypes2.default.number\n} : {};\nexports.default = ExpandTransition;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar reflow = function reflow(elem) {\n return elem.offsetHeight;\n};\n\nvar ExpandTransitionChild = function (_Component) {\n (0, _inherits3.default)(ExpandTransitionChild,

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_Component);\n\n  function ExpandTransitionChild() {\n    (0, _classCallCheck3.default)(this,
ExpandTransitionChild);\n    return (0, _possibleConstructorReturn3.default)(this,
(ExpandTransitionChild.__proto__ || (0, _getPrototypeOf2.default)(ExpandTransitionChild)).apply(this,
arguments));\n  }\n\n  (0, _createClass3.default)(ExpandTransitionChild, [{\n    key: 'componentWillUnmount',\n
value: function componentWillUnmount() {\n      clearTimeout(this.enterTimer);\n
clearTimeout(this.enteredTimer);\n      clearTimeout(this.leaveTimer);\n    }\n  }, {\n    key:
'componentWillAppear',\n    value: function componentWillAppear(callback) {\n      this.open();\n      callback();\n
}\n  }, {\n    key: 'componentDidAppear',\n    value: function componentDidAppear() {\n      this.setAutoHeight();\n
}\n  }, {\n    key: 'componentWillEnter',\n    value: function componentWillEnter(callback) {\n      var _this2 =
this;\n\n      var _props = this.props,\n          enterDelay = _props.enterDelay,\n          transitionDelay =
_props.transitionDelay,\n          transitionDuration = _props.transitionDuration;\n\n      var element =
_reactDom2.default.findDOMNode(this);\n\n      element.style.height = 0;\n      this.enterTimer =
setTimeout(function () {\n        return _this2.open();\n      }, enterDelay);\n      this.enteredTimer =
setTimeout(function () {\n        return callback();\n      }, enterDelay + transitionDelay + transitionDuration);\n    }\n
}, {\n    key: 'componentDidEnter',\n    value: function componentDidEnter() {\n      this.setAutoHeight();\n    }\n  },
{\n    key: 'componentWillLeave',\n    value: function componentWillLeave(callback) {\n      var _props2 =
this.props,\n          transitionDelay = _props2.transitionDelay,\n          transitionDuration =
_props2.transitionDuration;\n\n      var element = _reactDom2.default.findDOMNode(this); // Set fixed height first
for animated property value\n\n\n      element.style.height = this.refs.wrapper.clientHeight + 'px';\n
reflow(element);\n      element.style.transitionDuration = transitionDuration + 'ms';\n      element.style.height = 0;\n
  this.leaveTimer = setTimeout(function () {\n        return callback();\n      }, transitionDelay + transitionDuration);\n
  }\n  }, {\n    key: 'setAutoHeight',\n    value: function setAutoHeight() {\n      var _ReactDOM$findDOMNode =
_reactDom2.default.findDOMNode(this),\n          style = _ReactDOM$findDOMNode.style;\n\n
style.transitionDuration = 0;\n      style.height = 'auto';\n    }\n  }, {\n    key: 'open',\n    value: function open() {\n
var element = _reactDom2.default.findDOMNode(this);\n\n      element.style.height = this.refs.wrapper.clientHeight
+ 'px';\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      var _props3 = this.props,\n          children =
_props3.children,\n          enterDelay = _props3.enterDelay,\n          style = _props3.style,\n          transitionDelay =
_props3.transitionDelay,\n          transitionDuration = _props3.transitionDuration,\n          other = (0,
_objectWithoutProperties3.default)(_props3, ['children', 'enterDelay', 'style', 'transitionDelay',
'transitionDuration']);\n      var prepareStyles = this.context.muiTheme.prepareStyles;\n      var mergedRootStyles =
(0, _simpleAssign2.default)({\n        position: 'relative',\n        height: 0,\n        width: '100%',\n        top: 0,\n
left: 0,\n        overflow: 'hidden',\n        transition: _transitions2.default.easeOut(transitionDuration + 'ms', ['height'],
transitionDelay + 'ms')\n      }, style);\n      return _react2.default.createElement('div', (0, _extends3.default)({},
other, {\n        style: prepareStyles(mergedRootStyles)\n      }), _react2.default.createElement('div', {\n        ref:
'wrapper'\n      }, children));\n    }\n  }]);\n  return
ExpandTransitionChild;\n}(_react.Component);\n\nExpandTransitionChild.defaultProps = {\n  enterDelay: 0,\n
transitionDelay: 0,\n  transitionDuration: 450\n};\nExpandTransitionChild.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nExpandTransitionChild.propTypes = process.env.NODE_ENV !==
\"production\" ? {\n  children: _propTypes2.default.node,\n  enterDelay: _propTypes2.default.number,\n  style:
_propTypes2.default.object,\n  transitionDelay: _propTypes2.default.number,\n  transitionDuration:
_propTypes2.default.number\n} : {};\nexports.default = ExpandTransitionChild;","'use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\nexports.PlainStepConnector =
undefined;\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes =
require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _pure =
require('recompose/pure');\n\nvar _pure2 = _interopRequireDefault(_pure);\n\nfunction _interopRequireDefault(obj)
{\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nvar propTypes = {\n  /**\n   * Override the
inline-style of the root element.\n   */\n  style: _propTypes2.default.object\n};\nvar contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired,\n  stepper: _propTypes2.default.object\n};\n\nvar StepConnector = function
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StepConnector(props, context) {\n var muiTheme = context.muiTheme,\n   stepper = context.stepper;\n var styles = {\n   wrapper: {\n   flex: '1 1 auto'\n   },\n   line: {\n   display: 'block',\n   borderColor: muiTheme.stepper.connectorLineColor\n   }\n };\n /**\n   * Clean up once we can use CSS pseudo elements\n   */\n\n if (stepper.orientation === 'horizontal') {\n   styles.line.marginLeft = -6;\n   styles.line.borderTopStyle = 'solid';\n   styles.line.borderTopWidth = 1;\n } else if (stepper.orientation === 'vertical') {\n   styles.wrapper.marginLeft = 14 + 11; // padding + 1/2 icon\n\n   styles.line.borderLeftStyle = 'solid';\n   styles.line.borderLeftWidth = 1;\n   styles.line.minHeight = 28;\n }\n\n var prepareStyles = muiTheme.prepareStyles;\n return _react2.default.createElement('div', {\n   style: prepareStyles(styles.wrapper)\n }, _react2.default.createElement('span', {\n   style: prepareStyles(styles.line)\n }));\n};\n\nStepConnector.propTypes = process.env.NODE_ENV !== \"production\" ? propTypes : {};\nStepConnector.contextTypes = contextTypes;\nexports.PlainStepConnector = StepConnector;\nexports.default = (0, _pure2.default)(StepConnector);","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _ClickAwayListener = require('../internal/ClickAwayListener');\n\nvar _ClickAwayListener2 = _interopRequireDefault(_ClickAwayListener);\n\nvar _SnackbarBody = require('./SnackbarBody');\n\nvar _SnackbarBody2 = _interopRequireDefault(_SnackbarBody);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction getStyles(props, context, state) {\n var _context$muiTheme = context.muiTheme,\n   desktopSubheaderHeight = _context$muiTheme.baseTheme.spacing.desktopSubheaderHeight,\n   zIndex = _context$muiTheme.zIndex;\n var open = state.open;\n var styles = {\n   root: {\n   position: 'fixed',\n   left: '50%',\n   display: 'flex',\n   bottom: 0,\n   zIndex: zIndex.snackbar,\n   visibility: open ? 'visible' : 'hidden',\n   transform: open ? 'translate(-50%, 0)' : 'translate(-50%, ' + desktopSubheaderHeight + 'px)',\n   transition: _transitions2.default.easeOut('400ms', 'transform') + ', ' + _transitions2.default.easeOut('400ms', 'visibility')\n   }\n };\n return styles;\n}\n\nvar Snackbar = function (_Component) {\n (0, _inherits3.default)(Snackbar, _Component);\n\n function Snackbar() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   (0, _classCallCheck3.default)(this, Snackbar);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Snackbar.__proto__ || (0, _getPrototypeOf2.default)(Snackbar)).call.apply(_ref, [this].concat(args))), _this), _this.componentClickAway = function () {\n   if (_this.timerTransitionId) {\n   // If transitioning, don't close the snackbar.\n   return;\n   }\n\n   if (_this.props.open !== null && _this.props.onRequestClose) {\n   _this.props.onRequestClose(Snackbar.reasons.CLICKAWAY);\n   } else {\n   _this.setState({\n   open: false\n   });\n   }\n   }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(Snackbar, [{\n   key: 'componentWillMount',\n   value: function componentWillMount() {\n

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this.setState({\n open: this.props.open,\n message: this.props.message,\n action: this.props.action\n });\n }\n }, {\n key: 'componentDidMount',\n value: function componentDidMount() {\n if (this.state.open) {\n this.setAutoHideTimer();\n this.setTransitionTimer();\n }\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n var _this2 = this;\n\n if (this.props.open && nextProps.open && (nextProps.message !== this.props.message || nextProps.action !== this.props.action)) {\n this.setState({\n open: false\n });\n clearTimeout(this.timerOneAtTheTimeId);\n this.timerOneAtTheTimeId = setTimeout(function () {\n _this2.setState({\n message: nextProps.message,\n action: nextProps.action,\n open: true\n });\n }, 400);\n } else {\n var open = nextProps.open;\n this.setState({\n open: open !== null ? open : this.state.open,\n message: nextProps.message,\n action: nextProps.action\n });\n }\n }\n }, {\n key: 'componentDidUpdate',\n value: function componentDidUpdate(prevProps, prevState) {\n if (prevState.open !== this.state.open) {\n if (this.state.open) {\n this.setAutoHideTimer();\n this.setTransitionTimer();\n } else {\n clearTimeout(this.timerAutoHideId);\n }\n }\n }\n }, {\n key: 'componentWillUnmount',\n value: function componentWillUnmount() {\n clearTimeout(this.timerAutoHideId);\n clearTimeout(this.timerTransitionId);\n clearTimeout(this.timerOneAtTheTimeId);\n }\n }, {\n key: 'setAutoHideTimer',\n // Timer that controls delay before snackbar auto hides\n value: function setAutoHideTimer() {\n var _this3 = this;\n\n var autoHideDuration = this.props.autoHideDuration;\n\n if (autoHideDuration > 0) {\n clearTimeout(this.timerAutoHideId);\n this.timerAutoHideId = setTimeout(function () {\n if (_this3.props.open !== null && _this3.props.onRequestClose) {\n _this3.props.onRequestClose(Snackbar.reasons.TIMEOUT);\n } else {\n _this3.setState({\n open: false\n });\n }\n }, autoHideDuration);\n }\n } // Timer that controls delay before click-away events are captured (based on when animation completes)\n\n }, {\n key: 'setTransitionTimer',\n value: function setTransitionTimer() {\n var _this4 = this;\n\n this.timerTransitionId = setTimeout(function () {\n _this4.timerTransitionId = undefined;\n }, 400);\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n autoHideDuration = _props.autoHideDuration,\n contentStyle = _props.contentStyle,\n bodyStyle = _props.bodyStyle,\n messageProp = _props.message,\n onRequestClose = _props.onRequestClose,\n onActionClick = _props.onActionClick,\n style = _props.style,\n other = (0, _objectWithoutProperties3.default)(_props, ['autoHideDuration', 'contentStyle', 'bodyStyle', 'message', 'onRequestClose', 'onActionClick', 'style']);\n var _state = this.state,\n action = _state.action,\n message = _state.message,\n open = _state.open;\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context, this.state);\n return _react2.default.createElement(_ClickAwayListener2.default, {\n onClickAway: open ? this.componentClickAway : null\n }, _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }), _react2.default.createElement(_SnackbarBody2.default, {\n action: action,\n contentStyle: contentStyle,\n message: message,\n open: open,\n onActionClick: onActionClick,\n style: bodyStyle\n })));\n }\n }]);\n return Snackbar;\n}(_react.Component);\n\nSnackbar.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nSnackbar.reasons = {\n CLICKAWAY: 'clickaway',\n TIMEOUT: 'timeout'\n};\nSnackbar.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * The label for the action on the snackbar.\n */\n action: _propTypes2.default.node,\n\n /**\n * The number of milliseconds to wait before automatically dismissing.\n * If no value is specified the snackbar will dismiss normally.\n * If a value is provided the snackbar can still be dismissed normally.\n * If a snackbar is dismissed before the timer expires, the timer will be cleared.\n */\n autoHideDuration: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of the body element.\n */\n bodyStyle: _propTypes2.default.object,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * Override the inline-styles of the content element.\n */\n contentStyle: _propTypes2.default.object,\n\n /**\n * The message to be displayed.\n *\n * (Note: If the message is an element or array, and the `Snackbar` may re-render while it is still open,\n * ensure that
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the same object remains as the `message` property if you want to avoid the `Snackbar` hiding and\n * showing again)\n */\n message: _propTypes2.default.node.isRequired,\n\n /**\n * Fired when the action button is clicked.\n *\n * @param {object} event Action button event.\n */\n onActionClick: _propTypes2.default.func,\n\n /**\n * Fired when the `Snackbar` is requested to be closed by a click outside the `Snackbar`, or after the\n * `autoHideDuration` timer expires.\n *\n * Typically `onRequestClose` is used to set state in the parent component, which is used to control the `Snackbar`\n * `open` prop.\n *\n * The `reason` parameter can optionally be used to control the response to `onRequestClose`,\n * for example ignoring `clickaway`.\n *\n * @param {string} reason Can be:`\"timeout\"` (`autoHideDuration` expired) or: `\"clickaway\"`\n */\n onRequestClose: _propTypes2.default.func,\n\n /**\n * Controls whether the `Snackbar` is opened or not.\n */\n open: _propTypes2.default.bool.isRequired,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object\n} : {};\nexports.default = Snackbar;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.SnackbarBody = undefined;\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nvar _withWidth = require('../utils/withWidth');\n\nvar _withWidth2 = _interopRequireDefault(_withWidth);\n\nvar _FlatButton = require('../FlatButton');\n\nvar _FlatButton2 = _interopRequireDefault(_FlatButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var open = props.open,\n width = props.width;\n var _context$muiTheme = context.muiTheme,\n _context$muiTheme$bas = _context$muiTheme.baseTheme,\n _context$muiTheme$bas2 = _context$muiTheme$bas.spacing,\n desktopGutter = _context$muiTheme$bas2.desktopGutter,\n desktopSubheaderHeight = _context$muiTheme$bas2.desktopSubheaderHeight,\n fontFamily = _context$muiTheme$bas.fontFamily,\n _context$muiTheme$sna = _context$muiTheme.snackbar,\n backgroundColor = _context$muiTheme$sna.backgroundColor,\n textColor = _context$muiTheme$sna.textColor,\n actionColor = _context$muiTheme$sna.actionColor,\n borderRadius = _context$muiTheme.borderRadius;\n var isSmall = width === _withWidth.SMALL;\n var styles = {\n root: {\n fontFamily: fontFamily,\n backgroundColor: backgroundColor,\n padding: '0 ' + desktopGutter + 'px',\n height: desktopSubheaderHeight,\n lineHeight: desktopSubheaderHeight + 'px',\n borderRadius: isSmall ? 0 : borderRadius,\n maxWidth: isSmall ? 'inherit' : 568,\n minWidth: isSmall ? 'inherit' : 288,\n width: isSmall ? 'calc(100vw - ' + desktopGutter * 2 + 'px)' : 'auto',\n flexGrow: isSmall ? 1 : 0\n },\n content: {\n fontSize: 14,\n color: textColor,\n opacity: open ? 1 : 0,\n transition: open ? _transitions2.default.easeOut('500ms', 'opacity', '100ms') : _transitions2.default.easeOut('400ms', 'opacity')\n },\n action: {\n color: actionColor,\n float: 'right',\n marginTop: 6,\n marginRight: -16,\n marginLeft: desktopGutter,\n backgroundColor: 'transparent'\n }\n };\n return styles;\n}\n\nvar SnackbarBody = function SnackbarBody(props, context) {\n var action = props.action,\n contentStyle = props.contentStyle,\n message = props.message,\n open = props.open,\n onActionClick = props.onActionClick,\n style = props.style,\n other = (0, _objectWithoutProperties3.default)(props, ['action', 'contentStyle', 'message', 'open', 'onActionClick', 'style']);\n var prepareStyles = context.muiTheme.prepareStyles;\n var styles = getStyles(props, context);\n\n var actionButton = action && _react2.default.createElement(_FlatButton2.default, {\n style: styles.action,\n label: action,\n onClick: onActionClick\n });\n\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n }), _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.content, contentStyle))\n }, _react2.default.createElement('span', null, message), actionButton));\n};\n\nexports.SnackbarBody =

SnackbarBody;\nSnackbarBody.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * The label for the action on the snackbar.\n */\n action: _propTypes2.default.node,\n\n /**\n * Override the inline-styles of the content element.\n */\n contentStyle: _propTypes2.default.object,\n\n /**\n * The message to be displayed.\n *\n * (Note: If the message is an element or array, and the `Snackbar` may re-render while it is still open,\n * ensure that the same object remains as the `message` property if you want to avoid the `Snackbar` hiding and\n * showing again)\n */\n message: _propTypes2.default.node.isRequired,\n\n /**\n * Fired when the action button is clicked.\n *\n * @param {object} event Action button event.\n */\n onActionClick: _propTypes2.default.func,\n\n /**\n * @ignore\n * Controls whether the `Snackbar` is opened or not.\n */\n open: _propTypes2.default.bool.isRequired,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * @ignore\n * Width of the screen.\n */\n width: _propTypes2.default.number.isRequired\n} : {};\nSnackbarBody.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nexports.default = (0, _withWidth2.default)()(SnackbarBody);","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\nexports.LARGE = exports.MEDIUM = exports.SMALL = undefined;\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nexports.default = withWidth;\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _reactEventListener = require('react-event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar SMALL = exports.SMALL = 1;\nvar MEDIUM = exports.MEDIUM = 2;\nvar LARGE = exports.LARGE = 3;\n\nfunction withWidth() {\n var options = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n var _options$largeWidth = options.largeWidth,\n largeWidth = _options$largeWidth === undefined ? 992 : _options$largeWidth,\n _options$mediumWidth = options.mediumWidth,\n mediumWidth = _options$mediumWidth === undefined ? 768 : _options$mediumWidth,\n _options$resizeInterv = options.resizeInterval,\n resizeInterval = _options$resizeInterv === undefined ? 166 : _options$resizeInterv;\n return function (MyComponent) {\n return function (_Component) {\n (0, _inherits3.default)(WithWidth, _Component);\n\n function WithWidth() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, WithWidth);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = WithWidth.__proto__ || (0, _getPrototypeOf2.default)(WithWidth)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n width: null\n }, _this.handleResize = function () {\n clearTimeout(_this.deferTimer);\n _this.deferTimer = setTimeout(function () {\n _this.updateWidth();\n }, resizeInterval);\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(WithWidth, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n this.updateWidth();\n }\n }, {\n key: 'componentWillUnmount',\n value: function componentWillUnmount() {\n clearTimeout(this.deferTimer);\n }\n }, {\n key: 'updateWidth',\n value: function updateWidth() {\n var innerWidth = window.innerWidth;\n var width = void 0;\n\n if (innerWidth >= largeWidth) {\n width = LARGE;\n } else if (innerWidth >= mediumWidth) {\n width = MEDIUM;\n } else {\n // innerWidth < 768\n width = SMALL;\n }\n\n if (width !== this.state.width) {\n this.setState({\n width: width\n

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});\n  }\n  }\n  }, {\n  key: 'render',\n  value: function render() {\n  var width = this.state.width;\n  /**\n  * When rendering the component on the server,\n  * we have no idea about the screen width.\n  * In order to prevent blinks and help the reconciliation\n  * we are not rendering the component.\n  *\n  * A better alternative would be to send client hints.\n  * But the browser support of this API is low:\n  * http://caniuse.com/#search=client%20hint\n  */\n\n  if (width === null) {\n  return null;\n  }\n\n  return _react2.default.createElement(_reactEventListener2.default, {\n  target: 'window',\n  onResize: this.handleResize\n  }, _react2.default.createElement(MyComponent, (0, _extends3.default)({\n  width: width\n  }, this.props)));\n  }\n  }]);\n  return WithWidth;\n }(_react.Component);\n };\n}","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nvar _TabTemplate = require('./TabTemplate');\n\nvar _TabTemplate2 = _interopRequireDefault(_TabTemplate);\n\nvar _InkBar = require('./InkBar');\n\nvar _InkBar2 = _interopRequireDefault(_InkBar);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n  default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var tabs = context.muiTheme.tabs;\n  return {\n  tabItemContainer: {\n  width: '100%',\n  backgroundColor: tabs.backgroundColor,\n  whiteSpace: 'nowrap',\n  display: 'flex'\n  }\n  };\n}\n\nvar Tabs = function (_Component) {\n  (0, _inherits3.default)(Tabs, _Component);\n\n  function Tabs() {\n  var _ref;\n\n  var _temp, _this, _ret;\n\n  (0, _classCallCheck3.default)(this, Tabs);\n\n  for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n  args[_key] = arguments[_key];\n  }\n\n  return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Tabs.__proto__ || (0, _getPrototypeOf2.default)(Tabs)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n  selectedIndex: 0\n  }, _this.handleTabClick = function (value, event, tab) {\n  var valueLink = _this.getValueLink(_this.props);\n\n  var index = tab.props.index;\n\n  if (valueLink.value && valueLink.value !== value || _this.state.selectedIndex !== index) {\n  valueLink.requestChange(value, event, tab);\n  }\n\n  _this.setState({\n  selectedIndex: index\n  });\n\n  if (tab.props.onActive) {\n  tab.props.onActive(tab);\n  }\n  }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(Tabs, [{\n  key: 'componentWillMount',\n  value: function componentWillMount() {\n  var valueLink = this.getValueLink(this.props);\n  var initialIndex = this.props.initialSelectedIndex;\n  this.setState({\n  selectedIndex: valueLink.value !== undefined ? this.getSelectedIndex(this.props) : initialIndex < this.getTabCount() ? initialIndex : 0\n  });\n  }\n  }, {\n  key: 'componentWillReceiveProps',\n  value: function componentWillReceiveProps(newProps, nextContext) {\n  var valueLink = this.getValueLink(newProps);\n  var newState = {\n  muiTheme: nextContext.muiTheme || this.context.muiTheme\n  };\n\n  if (valueLink.value !== undefined) {\n  newState.selectedIndex = this.getSelectedIndex(newProps);\n  }\n\n  this.setState(newState);\n  }\n  }, {\n  key: 'getTabs',\n  value: function getTabs() {\n  var props = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : this.props;\n  var tabs = [];\n\n
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_react.Children.forEach(props.children, function (tab) {\n if ((0, _react.isValidElement)(tab)) {\n tabs.push(tab);\n }\n });\n\n return tabs;\n }\n }, {\n key: 'getTabCount',\n value: function getTabCount() {\n return this.getTabs().length;\n } // Do not use outside of this component, it will be removed once valueLink is deprecated\n\n }, {\n key: 'getValueLink',\n value: function getValueLink(props) {\n return props.valueLink || {\n value: props.value,\n requestChange: props.onChange\n };\n }\n }, {\n key: 'getSelectedIndex',\n value: function getSelectedIndex(props) {\n var valueLink = this.getValueLink(props);\n var selectedIndex = -1;\n this.getTabs(props).forEach(function (tab, index) {\n if (valueLink.value === tab.props.value) {\n selectedIndex = index;\n }\n });\n return selectedIndex;\n }\n }, {\n key: 'getSelected',\n value: function getSelected(tab, index) {\n var valueLink = this.getValueLink(this.props);\n return valueLink.value ? valueLink.value === tab.props.value : this.state.selectedIndex === index;\n }\n }, {\n key: 'render',\n value: function render() {\n var _this2 = this;\n\n var _props = this.props,\n contentContainerClassName = _props.contentContainerClassName,\n contentContainerStyle = _props.contentContainerStyle,\n initialSelectedIndex = _props.initialSelectedIndex,\n inkBarStyle = _props.inkBarStyle,\n inkBarContainerStyle = _props.inkBarContainerStyle,\n onChange = _props.onChange,\n style = _props.style,\n tabItemContainerStyle = _props.tabItemContainerStyle,\n tabTemplate = _props.tabTemplate,\n tabTemplateStyle = _props.tabTemplateStyle,\n other = (0, _objectWithoutProperties3.default)(_props, ['contentContainerClassName', 'contentContainerStyle', 'initialSelectedIndex', 'inkBarStyle', 'inkBarContainerStyle', 'onChange', 'style', 'tabItemContainerStyle', 'tabTemplate', 'tabTemplateStyle']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n var valueLink = this.getValueLink(this.props);\n var tabValue = valueLink.value;\n var tabContent = [];\n var width = 100 / this.getTabCount();\n var tabs = this.getTabs().map(function (tab, index) {\n process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(tab.type && tab.type.muiName === 'Tab', 'Material-UI: Tabs only accepts Tab Components as children.\\n Found ' + (tab.type.muiName || tab.type) + ' as child number ' + (index + 1) + ' of Tabs') : void 0;\n process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(!tabValue || tab.props.value !== undefined, 'Material-UI: Tabs value prop has been passed, but Tab ' + index + '\\n does not have a value prop. Needs value if Tabs is going\\n to be a controlled component.') : void 0;\n tabContent.push(tab.props.children ? (0, _react.createElement)(tabTemplate || _TabTemplate2.default, {\n key: index,\n selected: _this2.getSelected(tab, index),\n style: tabTemplateStyle\n }, tab.props.children) : undefined);\n return (0, _react.cloneElement)(tab, {\n key: index,\n index: index,\n selected: _this2.getSelected(tab, index),\n width: width + '%',\n onClick: _this2.handleTabClick\n });\n });\n var realSelectedIndex = valueLink.value ? this.getSelectedIndex(this.props) : this.state.selectedIndex;\n var inkBar = realSelectedIndex !== -1 ? _react2.default.createElement(_InkBar2.default, {\n left: width * realSelectedIndex + '%',\n width: width + '%',\n style: inkBarStyle\n }) : null;\n var inkBarContainerWidth = tabItemContainerStyle ? tabItemContainerStyle.width : '100%';\n return _react2.default.createElement('div', (0, _extends3.default)({\n style: prepareStyles((0, _simpleAssign2.default)({}, style))\n }, other), _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.tabItemContainer, tabItemContainerStyle))\n }, tabs), _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({\n width: inkBarContainerWidth\n }, inkBarContainerStyle))\n }, inkBar), _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({}, contentContainerStyle)),\n className: contentContainerClassName\n }, tabContent));\n }\n }]);\n return Tabs;\n}(_react.Component);\n\nTabs.defaultProps = {\n initialSelectedIndex: 0,\n onChange: function onChange() {}\n};\nTabs.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTabs.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Should be used to pass `Tab` components.\n */\n children: _propTypes2.default.node,\n\n /**\n * The css class name of the root element.\n */\n className: _propTypes2.default.string,\n\n /**\n * The css class name of the content's container.\n */\n contentContainerClassName: _propTypes2.default.string,\n\n /**\n * Override
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the inline-styles of the content's container.\n */\n contentContainerStyle: _propTypes2.default.object,\n\n /**\n * Specify initial visible tab index.\n * If `initialSelectedIndex` is set but larger than the total amount of specified tabs,\n * `initialSelectedIndex` will revert back to default.\n * If `initialSelectedIndex` is set to any negative value, no tab will be selected intially.\n */\n initialSelectedIndex: _propTypes2.default.number,\n\n /**\n * Override the inline-styles of the InkBar.\n */\n inkBarStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the InkBar container.\n */\n inkBarContainerStyle: _propTypes2.default.object,\n\n /**\n * Called when the selected value change.\n */\n onChange: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the tab-labels container.\n */\n tabItemContainerStyle: _propTypes2.default.object,\n\n /**\n * Override the default tab template used to wrap the content of each tab element.\n */\n tabTemplate: _propTypes2.default.func,\n\n /**\n * Override the inline-styles of the tab template.\n */\n tabTemplateStyle: _propTypes2.default.object,\n\n /**\n * Makes Tabs controllable and selects the tab whose value prop matches this prop.\n */\n value: _propTypes2.default.any\n} : {};\nexports.default = Tabs;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar styles = {\n width: '100%',\n position: 'relative',\n textAlign: 'initial'\n};\n\nvar TabTemplate = function TabTemplate(_ref) {\n var children = _ref.children,\n selected = _ref.selected,\n style = _ref.style;\n var templateStyle = (0, _simpleAssign2.default)({}, styles, style);\n\n if (!selected) {\n templateStyle.height = 0;\n templateStyle.overflow = 'hidden';\n }\n\n return _react2.default.createElement('div', {\n style: templateStyle\n }, children);\n};\n\nTabTemplate.propTypes = process.env.NODE_ENV !== \"production\" ? {\n children: _propTypes2.default.node,\n selected: _propTypes2.default.bool,\n style: _propTypes2.default.object\n} : {};\nexports.default = TabTemplate;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar _transitions2 = _interopRequireDefault(_transitions);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nfunction getStyles(props, context) {\n var _context$muiTheme = context.muiTheme,\n inkBar = _context$muiTheme.inkBar,\n isRtl = _context$muiTheme.isRtl;\n return {\n root: {\n left: props.left,\n width: props.width,\n bottom: 0,\n display: 'block',\n backgroundColor: props.color || inkBar.backgroundColor,\n height: 2,\n marginTop: -2,\n position: 'relative',\n transition: _transitions2.default.easeOut('1s', isRtl ? 'right' : 'left')\n }\n };\n}\n\nvar InkBar = function (_Component) {\n (0, _inherits3.default)(InkBar, _Component);\n\n function InkBar() {\n (0, _classCallCheck3.default)(this, InkBar);\n return (0, _possibleConstructorReturn3.default)(this, (InkBar.__proto__ || (0, _getPrototypeOf2.default)(InkBar)).apply(this, arguments));\n }\n\n (0, _createClass3.default)(InkBar, [{\n key: 'render',\n value: function render() {\n var style = this.props.style;\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context);\n return _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))\n

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});\n    }\n  }]);\n  return InkBar;\n}(_react.Component);\n\nInkBar.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\nInkBar.propTypes = process.env.NODE_ENV !== \"production\" ? {\n color: _propTypes2.default.string,\n  left: _propTypes2.default.string.isRequired,\n\n  /**\n   * Override the inline-styles of the root element.\n   */\n  style: _propTypes2.default.object,\n  width: _propTypes2.default.string.isRequired\n} : {};\nexports.default = InkBar;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _warning = require('warning');\n\nvar _warning2 = _interopRequireDefault(_warning);\n\nfunction _interopRequireDefault(obj) {\n  return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context) {\n  var _context$muiTheme = context.muiTheme,\n      baseTheme = _context$muiTheme.baseTheme,\n      table = _context$muiTheme.table;\n  return {\n    root: {\n      backgroundColor: table.backgroundColor,\n      width: '100%',\n      borderCollapse: 'collapse',\n      borderSpacing: 0,\n      tableLayout: 'fixed',\n      fontFamily: baseTheme.fontFamily\n    },\n    bodyTable: {\n      height: props.fixedHeader || props.fixedFooter ? props.height : 'auto',\n      overflowX: 'hidden',\n      overflowY: 'auto'\n    },\n    tableWrapper: {\n      height: props.fixedHeader || props.fixedFooter ? 'auto' : props.height,\n      overflow: 'auto'\n    }\n  };\n}\n\nvar Table = function (_Component) {\n  (0, _inherits3.default)(Table, _Component);\n\n  function Table() {\n    var _ref;\n\n    var _temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, Table);\n\n    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Table.__proto__ || (0, _getPrototypeOf2.default)(Table)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      allRowsSelected: false\n    }, _this.onCellClick = function (rowNumber, columnNumber, event) {\n      if (_this.props.onCellClick) _this.props.onCellClick(rowNumber, columnNumber, event);\n    }, _this.onCellHover = function (rowNumber, columnNumber, event) {\n      if (_this.props.onCellHover) _this.props.onCellHover(rowNumber, columnNumber, event);\n    }, _this.onCellHoverExit = function (rowNumber, columnNumber, event) {\n      if (_this.props.onCellHoverExit) _this.props.onCellHoverExit(rowNumber, columnNumber, event);\n    }, _this.onRowHover = function (rowNumber) {\n      if (_this.props.onRowHover) _this.props.onRowHover(rowNumber);\n    }, _this.onRowHoverExit = function (rowNumber) {\n      if (_this.props.onRowHoverExit) _this.props.onRowHoverExit(rowNumber);\n    }, _this.onRowSelection = function (selectedRows) {\n      if (_this.state.allRowsSelected) {\n        _this.setState({\n          allRowsSelected: false\n        });\n      }\n\n      if (_this.props.onRowSelection) {\n        _this.props.onRowSelection(selectedRows);\n      }\n    }, _this.onSelectAll = function () {\n      if (_this.props.onRowSelection) {\n        if (!_this.state.allRowsSelected) {\n          _this.props.onRowSelection('all');\n        } else {\n          _this.props.onRowSelection('none');\n        }\n      }\n\n      _this.setState({\n        allRowsSelected: !_this.state.allRowsSelected\n      });\n    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(Table, [{\n    key: 'componentWillMount',\n    value: function componentWillMount() {\n      if (this.props.allRowsSelected) {\n        this.setState({\n          allRowsSelected: true\n        });\n      }\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n      if (this.props.allRowsSelected !== nextProps.allRowsSelected) {\n        this.setState({\n          allRowsSelected: nextProps.allRowsSelected\n        });\n
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  }\n  }\n }, {\n  key: 'isScrollbarVisible',\n  value: function isScrollbarVisible() {\n  var tableDivHeight = this.refs.tableDiv.clientHeight;\n  var tableBodyHeight = this.refs.tableBody.clientHeight;\n  return tableBodyHeight > tableDivHeight;\n  }\n }, {\n  key: 'createTableHeader',\n  value: function createTableHeader(base) {\n  return _react2.default.cloneElement(base, {\n  enableSelectAll: base.props.enableSelectAll && this.props.selectable && this.props.multiSelectable,\n  onSelectAll: this.onSelectAll,\n  selectAllSelected: this.state.allRowsSelected\n  });\n  }\n }, {\n  key: 'createTableBody',\n  value: function createTableBody(base) {\n  return _react2.default.cloneElement(base, {\n  allRowsSelected: this.state.allRowsSelected,\n  multiSelectable: this.props.multiSelectable,\n  onCellClick: this.onCellClick,\n  onCellHover: this.onCellHover,\n  onCellHoverExit: this.onCellHoverExit,\n  onRowHover: this.onRowHover,\n  onRowHoverExit: this.onRowHoverExit,\n  onRowSelection: this.onRowSelection,\n  selectable: this.props.selectable\n  });\n  }\n }, {\n  key: 'createTableFooter',\n  value: function createTableFooter(base) {\n  return base;\n  }\n }, {\n  key: 'render',\n  value: function render() {\n  var _this2 = this;\n\n  var _props = this.props,\n  children = _props.children,\n  className = _props.className,\n  fixedFooter = _props.fixedFooter,\n  fixedHeader = _props.fixedHeader,\n  style = _props.style,\n  wrapperStyle = _props.wrapperStyle,\n  headerStyle = _props.headerStyle,\n  bodyStyle = _props.bodyStyle,\n  footerStyle = _props.footerStyle;\n  var prepareStyles = this.context.muiTheme.prepareStyles;\n  var styles = getStyles(this.props, this.context);\n  var tHead = void 0;\n  var tFoot = void 0;\n  var tBody = void 0;\n\n  _react2.default.Children.forEach(children, function (child) {\n  if (!_react2.default.isValidElement(child)) return;\n  var muiName = child.type.muiName;\n\n  if (muiName === 'TableBody') {\n  tBody = _this2.createTableBody(child);\n  } else if (muiName === 'TableHeader') {\n  tHead = _this2.createTableHeader(child);\n  } else if (muiName === 'TableFooter') {\n  tFoot = _this2.createTableFooter(child);\n  } else {\n  process.env.NODE_ENV !== \"production\" ? (0, _warning2.default)(false, 'Material-UI: Children of the Table component must be TableBody or TableHeader or TableFooter.\\n  Nothing is rendered.') : void 0;\n  }\n  }); // If we could not find a table-header and a table-body, do not attempt to display anything.\n\n\n  if (!tBody && !tHead) return null;\n  var mergedTableStyle = (0, _simpleAssign2.default)(styles.root, style);\n  var headerTable = void 0;\n  var footerTable = void 0;\n  var inlineHeader = void 0;\n  var inlineFooter = void 0;\n\n  if (fixedHeader) {\n  headerTable = _react2.default.createElement('div', {\n  style: prepareStyles((0, _simpleAssign2.default)({}, headerStyle))\n  }, _react2.default.createElement('table', {\n  className: className,\n  style: mergedTableStyle\n  }, tHead));\n  } else {\n  inlineHeader = tHead;\n  }\n\n  if (tFoot !== undefined) {\n  if (fixedFooter) {\n  footerTable = _react2.default.createElement('div', {\n  style: prepareStyles((0, _simpleAssign2.default)({}, footerStyle))\n  }, _react2.default.createElement('table', {\n  className: className,\n  style: prepareStyles(mergedTableStyle)\n  }, tFoot));\n  } else {\n  inlineFooter = tFoot;\n  }\n  }\n\n  return _react2.default.createElement('div', {\n  style: prepareStyles((0, _simpleAssign2.default)(styles.tableWrapper, wrapperStyle))\n  }, headerTable, _react2.default.createElement('div', {\n  style: prepareStyles((0, _simpleAssign2.default)(styles.bodyTable, bodyStyle)),\n  ref: 'tableDiv'\n  }, _react2.default.createElement('table', {\n  className: className,\n  style: mergedTableStyle,\n  ref: 'tableBody'\n  }, inlineHeader, inlineFooter, tBody)), footerTable);\n  }\n }]);\n  return Table;\n}(_react.Component);\n\nTable.defaultProps = {\n  allRowsSelected: false,\n  fixedFooter: true,\n  fixedHeader: true,\n  height: 'inherit',\n  multiSelectable: false,\n  selectable: true\n};\nTable.contextTypes = {\n  muiTheme: _propTypes2.default.object.isRequired\n};\nTable.propTypes = process.env.NODE_ENV !== \"production\" ? {\n  /**\n  * Set to true to indicate that all rows should be selected.\n  */\n  allRowsSelected: _propTypes2.default.bool,\n\n  /**\n  * Override the inline-styles of the body's table element.\n  */\n  bodyStyle: _propTypes2.default.object,\n\n  /**\n  * Children passed to table.\n  */\n  children: _propTypes2.default.node,\n\n  /**\n  * The css class name of the root element.\n  */\n  className: _propTypes2.default.string,\n\n  /**\n  * If true, the footer will appear fixed below the table.\n  * The default value is true.\n  */\n  fixedFooter: _propTypes2.default.bool,\n\n  /**\n  * If true, the header will appear fixed above the table.\n  * The default value
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is true.\n */\n fixedHeader: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the footer's table element.\n */\n footerStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the header's table element.\n */\n headerStyle: _propTypes2.default.object,\n\n /**\n * The height of the table.\n */\n height: _propTypes2.default.string,\n\n /**\n * If true, multiple table rows can be selected.\n * CTRL/CMD+Click and SHIFT+Click are valid actions.\n * The default value is false.\n */\n multiSelectable: _propTypes2.default.bool,\n\n /**\n * Called when a row cell is clicked.\n * rowNumber is the row number and columnId is\n * the column number or the column key.\n */\n onCellClick: _propTypes2.default.func,\n\n /**\n * Called when a table cell is hovered.\n * rowNumber is the row number of the hovered row\n * and columnId is the column number or the column key of the cell.\n */\n onCellHover: _propTypes2.default.func,\n\n /**\n * Called when a table cell is no longer hovered.\n * rowNumber is the row number of the row and columnId\n * is the column number or the column key of the cell.\n */\n onCellHoverExit: _propTypes2.default.func,\n\n /**\n * Called when a table row is hovered.\n * rowNumber is the row number of the hovered row.\n */\n onRowHover: _propTypes2.default.func,\n\n /**\n * Called when a table row is no longer hovered.\n * rowNumber is the row number of the row that is no longer hovered.\n */\n onRowHoverExit: _propTypes2.default.func,\n\n /**\n * Called when a row is selected.\n * selectedRows is an array of all row selections.\n * IF all rows have been selected, the string \"all\"\n * will be returned instead to indicate that all rows have been selected.\n */\n onRowSelection: _propTypes2.default.func,\n\n /**\n * If true, table rows can be selected.\n * If multiple row selection is desired, enable multiSelectable.\n * The default value is true.\n */\n selectable: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the table's wrapper element.\n */\n wrapperStyle: _propTypes2.default.object\n} : {};\nexports.default = Table;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _TimePickerDialog = require('./TimePickerDialog');\n\nvar _TimePickerDialog2 = _interopRequireDefault(_TimePickerDialog);\n\nvar _TextField = require('../TextField');\n\nvar _TextField2 = _interopRequireDefault(_TextField);\n\nvar _timeUtils = require('./timeUtils');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar emptyTime = new Date();\nemptyTime.setHours(0);\nemptyTime.setMinutes(0);\nemptyTime.setSeconds(0);\nemptyTime.setMilliseconds(0);\n\nvar TimePicker = function (_Component) {\n (0, _inherits3.default)(TimePicker, _Component);\n\n function TimePicker() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, TimePicker);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TimePicker.__proto__ || (0, _getPrototypeOf2.default)(TimePicker)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n time: null,\n dialogTime: new Date()\n }, _this.handleAcceptDialog = function (time) {\n _this.setState({\n time:

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time\n    });\n\n    if (_this.props.onChange) _this.props.onChange(null, time);\n    }, _this.handleFocusInput =
function (event) {\n    event.target.blur();\n\n    if (_this.props.onFocus) {\n    _this.props.onFocus(event);\n
}\n    }, _this.handleClickInput = function (event) {\n    event.preventDefault();\n\n    if (!_this.props.disabled) {\n
    _this.openDialog();\n    }\n\n    if (_this.props.onClick) {\n    _this.props.onClick(event);\n    }\n    },
_temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(TimePicker, [{\n
key: 'componentWillMount',\n    value: function componentWillMount() {\n    this.setState({\n    time:
this.isControlled() ? this.getControlledTime() : this.props.defaultTime\n    });\n    }\n  }, {\n    key:
'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps) {\n    if
(nextProps.value !== this.props.value) {\n    this.setState({\n    time: this.getControlledTime(nextProps)\n
});\n    }\n  }\n  /**\n    * Alias for `openDialog()` for an api consistent with TextField.\n    */\n\n  }, {\n    key:
'focus',\n    value: function focus() {\n    this.openDialog();\n    }\n  }, {\n    key: 'openDialog',\n    value: function
openDialog() {\n    this.setState({\n    dialogTime: this.state.time\n    });\n    this.refs.dialogWindow.show();\n
  }\n  }, {\n    key: 'isControlled',\n    value: function isControlled() {\n    return this.props.value !== null;\n    }\n  },
{\n    key: 'getControlledTime',\n    value: function getControlledTime() {\n    var props = arguments.length > 0
&& arguments[0] !== undefined ? arguments[0] : this.props;\n    var result = null;\n\n    if (props.value instanceof
Date) {\n    result = props.value;\n    }\n\n    return result;\n    }\n  }, {\n    key: 'render',\n    value: function
render() {\n    var _props = this.props,\n    autoOk = _props.autoOk,\n    cancelLabel =
_props.cancelLabel,\n    defaultTime = _props.defaultTime,\n    dialogBodyStyle =
_props.dialogBodyStyle,\n    dialogStyle = _props.dialogStyle,\n    format = _props.format,\n    okLabel
= _props.okLabel,\n    onFocus = _props.onFocus,\n    onClick = _props.onClick,\n    onShow =
_props.onShow,\n    onDismiss = _props.onDismiss,\n    pedantic = _props.pedantic,\n    style =
_props.style,\n    textFieldStyle = _props.textFieldStyle,\n    minutesStep = _props.minutesStep,\n    other
= (0, _objectWithoutProperties3.default)(_props, ['autoOk', 'cancelLabel', 'defaultTime', 'dialogBodyStyle',
'dialogStyle', 'format', 'okLabel', 'onFocus', 'onClick', 'onShow', 'onDismiss', 'pedantic', 'style', 'textFieldStyle',
'minutesStep']);\n    var prepareStyles = this.context.muiTheme.prepareStyles;\n    var time = this.state.time;\n
return _react2.default.createElement('div', {\n    style: prepareStyles((0, _simpleAssign2.default)({}, style))\n
}, _react2.default.createElement(_TextField2.default, (0, _extends3.default)({}, other, {\n    style:
textFieldStyle,\n    ref: 'input',\n    value: time === emptyTime ? null : (0, _timeUtils.formatTime)(time, format,
pedantic),\n    onFocus: this.handleFocusInput,\n    onClick: this.handleClickInput\n    })),
_react2.default.createElement(_TimePickerDialog2.default, {\n    ref: 'dialogWindow',\n    bodyStyle:
dialogBodyStyle,\n    initialTime: this.state.dialogTime,\n    onAccept: this.handleAcceptDialog,\n
onShow: onShow,\n    onDismiss: onDismiss,\n    format: format,\n    okLabel: okLabel,\n    cancelLabel:
cancelLabel,\n    autoOk: autoOk,\n    style: dialogStyle,\n    minutesStep: minutesStep\n    }));\n    }\n
}]);\n  return TimePicker;\n}(_react.Component);\n\nTimePicker.defaultProps = {\n  autoOk: false,\n  cancelLabel:
'Cancel',\n  defaultTime: null,\n  disabled: false,\n  format: 'ampm',\n  okLabel: 'OK',\n  pedantic: false,\n  style:
{},\n  value: null,\n  minutesStep: 1\n};\nTimePicker.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nTimePicker.propTypes = process.env.NODE_ENV !== \"production\" ?
{\n  /**\n   * If true, automatically accept and close the picker on set minutes.\n   */\n  autoOk:
_propTypes2.default.bool,\n\n  /**\n   * Override the label of the 'Cancel' button.\n   */\n  cancelLabel:
_propTypes2.default.node,\n\n  /**\n   * The initial time value of the TimePicker.\n   */\n  defaultTime:
_propTypes2.default.object,\n\n  /**\n   * Override the inline-styles of TimePickerDialog's body element.\n   */\n
dialogBodyStyle: _propTypes2.default.object,\n\n  /**\n   * Override the inline-styles of TimePickerDialog's root
element.\n   */\n  dialogStyle: _propTypes2.default.object,\n\n  /**\n   * If true, the TimePicker is disabled.\n   */\n
disabled: _propTypes2.default.bool,\n\n  /**\n   * Tells the component to display the picker in `ampm` (12hr) format
or `24hr` format.\n   */\n  format: _propTypes2.default.oneOf(['ampm', '24hr']),\n\n  /**\n   * How many minutes
should be added/subtracted when moving the clock pointer.\n   */\n  minutesStep: _propTypes2.default.number,\n\n
/**\n   * Override the label of the 'OK' button.\n   */\n  okLabel: _propTypes2.default.node,\n\n  /**\n   * Callback
function that is fired when the time value changes. The time value is passed in a Date Object.\n   * Since there is no
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particular event associated with the change the first argument will always be null\n * and the second argument will be the new Date instance.\n */\n onChange: _propTypes2.default.func,\n\n /**\n * Callback function fired when the TimePicker is tapped or clicked.\n */\n onClick: _propTypes2.default.func,\n\n /**\n * Callback function fired when the TimePicker dialog is dismissed.\n */\n onDismiss: _propTypes2.default.func,\n\n /**\n * Callback function fired when the TimePicker `TextField` gains focus.\n */\n onFocus: _propTypes2.default.func,\n\n /**\n * Callback function fired when the TimePicker dialog is shown.\n */\n onShow: _propTypes2.default.func,\n\n /**\n * If true, uses (\"noon\" / \"midnight\") instead of (\"12 a.m.\" / \"12 p.m.\").\n *\n * It's technically more correct to refer to \"12 noon\" and \"12 midnight\" rather than \"12 a.m.\" and \"12 p.m.\"\n * and it avoids confusion between different locales. By default (for compatibility reasons) TimePicker uses\n * (\"12 a.m.\" / \"12 p.m.\").\n */\n pedantic: _propTypes2.default.bool,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of TimePicker's TextField element.\n */\n textFieldStyle: _propTypes2.default.object,\n\n /**\n * Sets the time for the Time Picker programmatically.\n */\n value: _propTypes2.default.object\n} : {};\nexports.default = TimePicker;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactEventListener = require('react-event-listener');\n\nvar _reactEventListener2 = _interopRequireDefault(_reactEventListener);\n\nvar _keycode = require('keycode');\n\nvar _keycode2 = _interopRequireDefault(_keycode);\n\nvar _Clock = require('./Clock');\n\nvar _Clock2 = _interopRequireDefault(_Clock);\n\nvar _Dialog = require('../Dialog');\n\nvar _Dialog2 = _interopRequireDefault(_Dialog);\n\nvar _FlatButton = require('../FlatButton');\n\nvar _FlatButton2 = _interopRequireDefault(_FlatButton);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar TimePickerDialog = function (_Component) {\n (0, _inherits3.default)(TimePickerDialog, _Component);\n\n function TimePickerDialog() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, TimePickerDialog);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TimePickerDialog.__proto__ || (0, _getPrototypeOf2.default)(TimePickerDialog)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n open: false\n }, _this.handleRequestClose = function () {\n _this.dismiss();\n }, _this.handleClickCancel = function () {\n _this.dismiss();\n }, _this.handleClickOK = function () {\n if (_this.props.onAccept) {\n _this.props.onAccept(_this.refs.clock.getSelectedTime());\n }\n\n _this.setState({\n open: false\n });\n }, _this.handleKeyUp = function (event) {\n switch ((0, _keycode2.default)(event)) {\n case 'enter':\n _this.handleClickOK();\n\n break;\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(TimePickerDialog, [{\n key: 'show',\n value: function show() {\n if (this.props.onShow && !this.state.open) this.props.onShow();\n this.setState({\n open: true\n });\n }\n }, {\n key: 'dismiss',\n value: function dismiss() {\n if (this.props.onDismiss && this.state.open) this.props.onDismiss();\n this.setState({\n

open: false\n });\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n bodyStyle = _props.bodyStyle,\n initialTime = _props.initialTime,\n onAccept = _props.onAccept,\n format = _props.format,\n autoOk = _props.autoOk,\n okLabel = _props.okLabel,\n cancelLabel = _props.cancelLabel,\n style = _props.style,\n minutesStep = _props.minutesStep,\n other = (0, _objectWithoutProperties3.default)(_props, ['bodyStyle', 'initialTime', 'onAccept', 'format', 'autoOk', 'okLabel', 'cancelLabel', 'style', 'minutesStep']);\n var styles = {\n root: {\n fontSize: 14,\n color: this.context.muiTheme.timePicker.clockColor\n },\n dialogContent: {\n width: 280\n },\n body: {\n padding: 0\n }\n };\n var actions = [_react2.default.createElement(_FlatButton2.default, {\n key: 0,\n label: cancelLabel,\n primary: true,\n onClick: this.handleClickCancel\n }), _react2.default.createElement(_FlatButton2.default, {\n key: 1,\n label: okLabel,\n primary: true,\n onClick: this.handleClickOK\n })];\n var onClockChangeMinutes = autoOk === true ? this.handleClickOK : undefined;\n var open = this.state.open;\n return _react2.default.createElement(_Dialog2.default, (0, _extends3.default)({}, other, {\n style: (0, _simpleAssign2.default)(styles.root, style),\n bodyStyle: (0, _simpleAssign2.default)(styles.body, bodyStyle),\n actions: actions,\n contentStyle: styles.dialogContent,\n repositionOnUpdate: false,\n open: open,\n onRequestClose: this.handleRequestClose\n }), open && _react2.default.createElement(_reactEventListener2.default, {\n target: 'window',\n onKeyUp: this.handleKeyUp\n }), open && _react2.default.createElement(_Clock2.default, {\n ref: 'clock',\n format: format,\n initialTime: initialTime,\n onChangeMinutes: onClockChangeMinutes,\n minutesStep: minutesStep\n }));\n }\n }]);\n return TimePickerDialog;\n}(_react.Component);\n\nTimePickerDialog.defaultProps = {\n okLabel: 'OK',\n cancelLabel: 'Cancel'\n};\nTimePickerDialog.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTimePickerDialog.propTypes = process.env.NODE_ENV !== \"production\" ? {\n autoOk: _propTypes2.default.bool,\n bodyStyle: _propTypes2.default.object,\n cancelLabel: _propTypes2.default.node,\n format: _propTypes2.default.oneOf(['ampm', '24hr']),\n initialTime: _propTypes2.default.object,\n minutesStep: _propTypes2.default.number,\n okLabel: _propTypes2.default.node,\n onAccept: _propTypes2.default.func,\n onDismiss: _propTypes2.default.func,\n onShow: _propTypes2.default.func,\n style: _propTypes2.default.object\n} : {};\nexports.default = TimePickerDialog;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _TimeDisplay = require('./TimeDisplay');\n\nvar _TimeDisplay2 = _interopRequireDefault(_TimeDisplay);\n\nvar _ClockHours = require('./ClockHours');\n\nvar _ClockHours2 = _interopRequireDefault(_ClockHours);\n\nvar _ClockMinutes = require('./ClockMinutes');\n\nvar _ClockMinutes2 = _interopRequireDefault(_ClockMinutes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar Clock = function (_Component) {\n (0, _inherits3.default)(Clock, _Component);\n\n function Clock() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, Clock);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Clock.__proto__ || (0, _getPrototypeOf2.default)(Clock)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n selectedTime: null,\n mode: 'hour'\n }, _this.setMode = function (mode) {\n setTimeout(function () {\n

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_this.setState({\n mode: mode\n });\n }, 100);\n }, _this.handleSelectAffix = function (affix) {\n if (affix === _this.getAffix()) return;\n\n var hours = _this.state.selectedTime.getHours();\n\n if (affix === 'am') {\n _this.handleChangeHours(hours - 12, affix);\n\n return;\n }\n\n _this.handleChangeHours(hours + 12, affix);\n }, _this.handleChangeHours = function (hours, finished) {\n var time = new Date(_this.state.selectedTime);\n var affix = void 0;\n\n if (typeof finished === 'string') {\n affix = finished;\n finished = undefined;\n }\n\n if (!affix) {\n affix = _this.getAffix();\n }\n\n if (affix === 'pm' && hours < 12) {\n hours += 12;\n }\n\n time.setHours(hours);\n\n _this.setState({\n selectedTime: time\n });\n\n if (finished) {\n setTimeout(function () {\n _this.setState({\n mode: 'minute'\n });\n\n var onChangeHours = _this.props.onChangeHours;\n\n if (onChangeHours) {\n onChangeHours(time);\n }\n }, 100);\n }\n }, _this.handleChangeMinutes = function (minutes, finished) {\n var time = new Date(_this.state.selectedTime);\n time.setMinutes(minutes);\n\n _this.setState({\n selectedTime: time\n });\n\n var onChangeMinutes = _this.props.onChangeMinutes;\n\n if (onChangeMinutes && finished) {\n setTimeout(function () {\n onChangeMinutes(time);\n }, 0);\n }\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(Clock, [{\n key: 'componentWillMount',\n value: function componentWillMount() {\n var selectedTime = this.props.initialTime || new Date();\n var minutes = selectedTime.getMinutes();\n selectedTime.setMinutes(minutes - minutes % this.props.minutesStep);\n this.setState({\n selectedTime: selectedTime\n });\n }\n }, {\n key: 'getAffix',\n value: function getAffix() {\n if (this.props.format !== 'ampm') return '';\n var hours = this.state.selectedTime.getHours();\n\n if (hours < 12) {\n return 'am';\n }\n\n return 'pm';\n }\n }, {\n key: 'getSelectedTime',\n value: function getSelectedTime() {\n return this.state.selectedTime;\n }\n }, {\n key: 'render',\n value: function render() {\n var clock = null;\n var _context$muiTheme = this.context.muiTheme,\n prepareStyles = _context$muiTheme.prepareStyles,\n timePicker = _context$muiTheme.timePicker;\n var styles = {\n root: {\n userSelect: 'none'\n },\n container: {\n height: 280,\n padding: 10,\n position: 'relative',\n boxSizing: 'content-box'\n },\n circle: {\n position: 'absolute',\n top: 20,\n width: 260,\n height: 260,\n borderRadius: '100%',\n backgroundColor: timePicker.clockCircleColor\n }\n };\n\n if (this.state.mode === 'hour') {\n clock = _react2.default.createElement(_ClockHours2.default, {\n key: 'hours',\n format: this.props.format,\n onChange: this.handleChangeHours,\n initialHours: this.state.selectedTime.getHours()\n });\n } else {\n clock = _react2.default.createElement(_ClockMinutes2.default, {\n key: 'minutes',\n onChange: this.handleChangeMinutes,\n initialMinutes: this.state.selectedTime.getMinutes(),\n step: this.props.minutesStep\n });\n }\n\n return _react2.default.createElement('div', {\n style: prepareStyles(styles.root)\n }, _react2.default.createElement(_TimeDisplay2.default, {\n selectedTime: this.state.selectedTime,\n mode: this.state.mode,\n format: this.props.format,\n affix: this.getAffix(),\n onSelectAffix: this.handleSelectAffix,\n onSelectHour: this.setMode.bind(this, 'hour'),\n onSelectMin: this.setMode.bind(this, 'minute')\n }), _react2.default.createElement('div', {\n style: prepareStyles(styles.container)\n }, _react2.default.createElement('div', {\n style: prepareStyles(styles.circle)\n }), clock));\n }\n }]);\n return Clock;\n}(_react.Component);\n\nClock.defaultProps = {\n initialTime: new Date()\n};\nClock.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nClock.propTypes = process.env.NODE_ENV !== \"production\" ? {\n format: _propTypes2.default.oneOf(['ampm', '24hr']),\n initialTime: _propTypes2.default.object,\n minutesStep: _propTypes2.default.number,\n onChangeHours: _propTypes2.default.func,\n onChangeMinutes: _propTypes2.default.func\n} : {};\nexports.default = Clock;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _slicedToArray2 = require('babel-runtime/helpers/slicedToArray');\n\nvar _slicedToArray3 = _interopRequireDefault(_slicedToArray2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 =
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_interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar TimeDisplay = function (_Component) {\n (0, _inherits3.default)(TimeDisplay, _Component);\n\n function TimeDisplay() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, TimeDisplay);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TimeDisplay.__proto__ || (0, _getPrototypeOf2.default)(TimeDisplay)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n transitionDirection: 'up'\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(TimeDisplay, [{\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps) {\n if (nextProps.selectedTime !== this.props.selectedTime) {\n var direction = nextProps.selectedTime > this.props.selectedTime ? 'up' : 'down';\n this.setState({\n transitionDirection: direction\n });\n }\n }\n }, {\n key: 'sanitizeTime',\n value: function sanitizeTime() {\n var hour = this.props.selectedTime.getHours();\n var min = this.props.selectedTime.getMinutes().toString();\n\n if (this.props.format === 'ampm') {\n hour %= 12;\n hour = hour || 12;\n }\n\n hour = hour.toString();\n if (hour.length < 2) hour = '0' + hour;\n if (min.length < 2) min = '0' + min;\n return [hour, min];\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n affix = _props.affix,\n format = _props.format,\n mode = _props.mode,\n onSelectAffix = _props.onSelectAffix,\n onSelectHour = _props.onSelectHour,\n onSelectMin = _props.onSelectMin,\n selectedTime = _props.selectedTime,\n other = (0, _objectWithoutProperties3.default)(_props, ['affix', 'format', 'mode', 'onSelectAffix', 'onSelectHour', 'onSelectMin', 'selectedTime']);\n var _context$muiTheme = this.context.muiTheme,\n prepareStyles = _context$muiTheme.prepareStyles,\n timePicker = _context$muiTheme.timePicker;\n var styles = {\n root: {\n padding: '14px 0',\n borderTopLeftRadius: 2,\n borderTopRightRadius: 2,\n backgroundColor: timePicker.headerColor,\n color: timePicker.textColor\n },\n text: {\n margin: '6px 0',\n lineHeight: '58px',\n height: 58,\n fontSize: 58,\n display: 'flex',\n justifyContent: 'center',\n alignItems: 'baseline'\n },\n time: {\n margin: '0 10px'\n },\n affix: {\n flex: 1,\n position: 'relative',\n lineHeight: '17px',\n height: 17,\n fontSize: 17\n },\n affixTop: {\n position: 'absolute',\n top: -20,\n left: 0\n },\n clickable: {\n cursor: 'pointer'\n },\n inactive: {\n opacity: 0.7\n }\n };\n\n var _sanitizeTime = this.sanitizeTime(),\n _sanitizeTime2 = (0, _slicedToArray3.default)(_sanitizeTime, 2),\n hour = _sanitizeTime2[0],\n min = _sanitizeTime2[1];\n\n var buttons = [];\n\n if (format === 'ampm') {\n buttons = [_react2.default.createElement('div', {\n key: 'pm',\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.clickable, affix === 'pm' ? {} : styles.inactive)),\n onClick: function onClick() {\n return onSelectAffix('pm');\n }\n }, 'PM'), _react2.default.createElement('div', {\n key: 'am',\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.affixTop, styles.clickable, affix === 'am' ? {} : styles.inactive)),\n onClick: function onClick() {\n return onSelectAffix('am');\n }\n }, 'AM')];\n }\n\n return _react2.default.createElement('div', (0, _extends3.default)({}, other, {\n style: prepareStyles(styles.root)\n }), _react2.default.createElement('div', {\n style: prepareStyles(styles.text)\n

}, _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.affix))\n }), _react2.default.createElement('div', {\n style: prepareStyles(styles.time)\n },
_react2.default.createElement('span', {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.clickable, mode === 'hour' ? {} : styles.inactive)),\n onClick: onSelectHour\n }, hour),
_react2.default.createElement('span', null, ':'), _react2.default.createElement('span', {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.clickable, mode === 'minute' ? {} : styles.inactive)),\n onClick: onSelectMin\n }, min)), _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.affix))\n }, buttons)));\n }\n }]);\n return TimeDisplay;\n}(_react.Component);\n\nTimeDisplay.defaultProps = {\n affix: '',\n mode: 'hour'\n};\nTimeDisplay.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nTimeDisplay.propTypes = process.env.NODE_ENV !== \"production\" ? {\n affix: _propTypes2.default.oneOf(['', 'pm', 'am']),\n format: _propTypes2.default.oneOf(['ampm', '24hr']),\n mode: _propTypes2.default.oneOf(['hour', 'minute']),\n onSelectAffix: _propTypes2.default.func,\n onSelectHour: _propTypes2.default.func,\n onSelectMin: _propTypes2.default.func,\n selectedTime: _propTypes2.default.object.isRequired\n} : {};\nexports.default = TimeDisplay;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _reactDom = require('react-dom');\n\nvar _reactDom2 = _interopRequireDefault(_reactDom);\n\nvar _ClockNumber = require('./ClockNumber');\n\nvar _ClockNumber2 = _interopRequireDefault(_ClockNumber);\n\nvar _ClockPointer = require('./ClockPointer');\n\nvar _ClockPointer2 = _interopRequireDefault(_ClockPointer);\n\nvar _timeUtils = require('./timeUtils');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar ClockHours = function (_Component) {\n (0, _inherits3.default)(ClockHours, _Component);\n\n function ClockHours() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, ClockHours);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = ClockHours.__proto__ || (0, _getPrototypeOf2.default)(ClockHours)).call.apply(_ref, [this].concat(args))), _this), _this.handleUp = function (event) {\n event.preventDefault();\n\n _this.setClock(event.nativeEvent, true);\n }, _this.handleMove = function (event) {\n event.preventDefault();\n if (_this.isMousePressed(event) !== 1) return;\n\n _this.setClock(event.nativeEvent, false);\n }, _this.handleTouchMove = function (event) {\n event.preventDefault();\n\n _this.setClock(event.changedTouches[0], false);\n }, _this.handleTouchEnd = function (event) {\n event.preventDefault();\n\n _this.setClock(event.changedTouches[0], true);\n }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);\n }\n\n (0, _createClass3.default)(ClockHours, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n var clockElement = _reactDom2.default.findDOMNode(this.refs.mask);\n\n this.center = {\n x: clockElement.offsetWidth / 2,\n y: clockElement.offsetHeight / 2\n };\n this.basePoint = {\n x: this.center.x,\n y: 0\n };\n }\n }, {\n key: 'isMousePressed',\n value: function isMousePressed(event) {\n if (typeof event.buttons === 'undefined') {\n return event.nativeEvent.which;\n }\n\n return event.buttons;\n }\n }, {\n key: 'setClock',\n value: function setClock(event, finish) {\n if (typeof event.offsetX === 'undefined') {\n var offset = (0, _timeUtils.getTouchEventOffsetValues)(event);\n event.offsetX = offset.offsetX;\n

event.offsetY = offset.offsetY;\n }\n\n var hours = this.getHours(event.offsetX, event.offsetY);\n this.props.onChange(hours, finish);\n }\n }, {\n key: 'getHours',\n value: function getHours(offsetX, offsetY) {\n var step = 30;\n var x = offsetX - this.center.x;\n var y = offsetY - this.center.y;\n var cx = this.basePoint.x - this.center.x;\n var cy = this.basePoint.y - this.center.y;\n var atan = Math.atan2(cx, cy) - Math.atan2(x, y);\n var deg = (0, _timeUtils.rad2deg)(atan);\n deg = Math.round(deg / step) * step;\n deg %= 360;\n var value = Math.floor(deg / step) || 0;\n var delta = Math.pow(x, 2) + Math.pow(y, 2);\n var distance = Math.sqrt(delta);\n value = value || 12;\n\n if (this.props.format === '24hr') {\n if (distance < 90) {\n value += 12;\n value %= 24;\n }\n } else {\n value %= 12;\n }\n\n return value;\n }\n }, {\n key: 'getSelected',\n value: function getSelected() {\n var hour = this.props.initialHours;\n\n if (this.props.format === 'ampm') {\n hour %= 12;\n hour = hour || 12;\n }\n\n return hour;\n }\n }, {\n key: 'getHourNumbers',\n value: function getHourNumbers() {\n var _this2 = this;\n\n var style = {\n pointerEvents: 'none'\n };\n var hourSize = this.props.format === 'ampm' ? 12 : 24;\n var hours = [];\n\n for (var i = 1; i <= hourSize; i++) {\n hours.push(i % 24);\n }\n\n return hours.map(function (hour) {\n var isSelected = _this2.getSelected() === hour;\n return _react2.default.createElement(_ClockNumber2.default, {\n key: hour,\n style: style,\n isSelected: isSelected,\n type: 'hour',\n value: hour\n });\n });\n }\n }, {\n key: 'render',\n value: function render() {\n var styles = {\n root: {\n height: '100%',\n width: '100%',\n borderRadius: '100%',\n position: 'relative',\n pointerEvents: 'none',\n boxSizing: 'border-box'\n },\n hitMask: {\n height: '100%',\n width: '100%',\n pointerEvents: 'auto'\n }\n };\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var hours = this.getSelected();\n var numbers = this.getHourNumbers();\n return _react2.default.createElement('div', {\n ref: 'clock',\n style: prepareStyles(styles.root)\n }, _react2.default.createElement(_ClockPointer2.default, {\n hasSelected: true,\n value: hours,\n type: 'hour'\n }), numbers, _react2.default.createElement('div', {\n ref: 'mask',\n style: prepareStyles(styles.hitMask),\n onTouchMove: this.handleTouchMove,\n onTouchEnd: this.handleTouchEnd,\n onMouseUp: this.handleUp,\n onMouseMove: this.handleMove\n }));\n }\n }]);\n return ClockHours;\n}(_react.Component);\n\nClockHours.defaultProps = {\n initialHours: new Date().getHours(),\n onChange: function onChange() {},\n format: 'ampm'\n};\nClockHours.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nClockHours.propTypes = process.env.NODE_ENV !== \"production\" ? {\n format: _propTypes2.default.oneOf(['ampm', '24hr']),\n initialHours: _propTypes2.default.number,\n onChange: _propTypes2.default.func\n} : {};\nexports.default = ClockHours;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _ClockNumber = require('./ClockNumber');\n\nvar _ClockNumber2 = _interopRequireDefault(_ClockNumber);\n\nvar _ClockPointer = require('./ClockPointer');\n\nvar _ClockPointer2 = _interopRequireDefault(_ClockPointer);\n\nvar _timeUtils = require('./timeUtils');\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n default: obj\n };\n}\n\nvar ClockMinutes = function (_Component) {\n (0, _inherits3.default)(ClockMinutes, _Component);\n\n function ClockMinutes() {\n var _ref;\n\n var _temp, _this, _ret;\n\n (0, _classCallCheck3.default)(this, ClockMinutes);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = (0,

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_possibleConstructorReturn3.default)(this, (_ref = ClockMinutes.__proto__ || (0,
_getPrototypeOf2.default)(ClockMinutes)).call.apply(_ref, [this].concat(args))), _this), _this.handleUp = function
(event) {\n  event.preventDefault();\n\n  _this.setClock(event.nativeEvent, true);\n  }, _this.handleMove =
function (event) {\n  event.preventDefault();\n\n  if (_this.isMousePressed(event) !== 1) {\n  return;\n
}\n\n  _this.setClock(event.nativeEvent, false);\n  }, _this.handleTouch = function (event) {\n
event.preventDefault();\n\n  _this.setClock(event.changedTouches[0], event.type === 'touchend');\n  }, _temp),
(0, _possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(ClockMinutes, [{\n  key:
'componentDidMount',\n  value: function componentDidMount() {\n  var clockElement = this.refs.mask;\n
this.center = {\n  x: clockElement.offsetWidth / 2,\n  y: clockElement.offsetHeight / 2\n  };\n
this.basePoint = {\n  x: this.center.x,\n  y: 0\n  };\n  }\n  }, {\n  key: 'isMousePressed',\n  value:
function isMousePressed(event) {\n  if (typeof event.buttons === 'undefined') {\n  return
event.nativeEvent.which;\n  }\n\n  return event.buttons;\n  }\n  }, {\n  key: 'setClock',\n  value: function
setClock(event, finish) {\n  if (typeof event.offsetX === 'undefined') {\n  var offset = (0,
_timeUtils.getTouchEventOffsetValues)(event);\n  event.offsetX = offset.offsetX;\n  event.offsetY =
offset.offsetY;\n  }\n\n  var minutes = this.getMinutes(event.offsetX, event.offsetY);\n
this.props.onChange(minutes, finish);\n  }\n  }, {\n  key: 'getMinutes',\n  value: function getMinutes(offsetX,
offsetY) {\n  var step = 6 * this.props.step;\n  var x = offsetX - this.center.x;\n  var y = offsetY -
this.center.y;\n  var cx = this.basePoint.x - this.center.x;\n  var cy = this.basePoint.y - this.center.y;\n  var
atan = Math.atan2(cx, cy) - Math.atan2(x, y);\n  var deg = (0, _timeUtils.rad2deg)(atan);\n  deg =
Math.round(deg / step) * step;\n  deg %= 360;\n  var value = Math.floor(deg / step) || 0;\n  return value *
this.props.step;\n  }\n  }, {\n  key: 'getMinuteNumbers',\n  value: function getMinuteNumbers() {\n  var
minutes = [];\n\n  for (var i = 0; i < 12; i++) {\n  minutes.push(i * 5);\n  }\n\n  var selectedMinutes =
this.props.initialMinutes;\n  var hasSelected = false;\n  var numbers = minutes.map(function (minute) {\n
var isSelected = selectedMinutes === minute;\n\n  if (isSelected) {\n  hasSelected = true;\n  }\n\n
return _react2.default.createElement(_ClockNumber2.default, {\n  key: minute,\n  isSelected:
isSelected,\n  type: 'minute',\n  value: minute\n  });\n  });\n  return {\n  numbers: numbers,\n
  hasSelected: hasSelected,\n  selected: selectedMinutes\n  };\n  }\n  }, {\n  key: 'render',\n  value: function
render() {\n  var styles = {\n  root: {\n  height: '100%',\n  width: '100%',\n  borderRadius:
'100%',\n  position: 'relative',\n  pointerEvents: 'none',\n  boxSizing: 'border-box'\n  },\n
hitMask: {\n  height: '100%',\n  width: '100%',\n  pointerEvents: 'auto'\n  }\n  };\n  var
prepareStyles = this.context.muiTheme.prepareStyles;\n  var minutes = this.getMinuteNumbers();\n  return
_react2.default.createElement('div', {\n  ref: 'clock',\n  style: prepareStyles(styles.root)\n  },
_react2.default.createElement(_ClockPointer2.default, {\n  value: minutes.selected,\n  type: 'minute',\n
hasSelected: minutes.hasSelected\n  }), minutes.numbers, _react2.default.createElement('div', {\n  ref:
'mask',\n  style: prepareStyles(styles.hitMask),\n  onTouchMove: this.handleTouch,\n  onTouchEnd:
this.handleTouch,\n  onMouseUp: this.handleUp,\n  onMouseMove: this.handleMove\n  }));\n  }\n  }]);\n
return ClockMinutes;\n}(_react.Component);\n\nClockMinutes.defaultProps = {\n  initialMinutes: new
Date().getMinutes(),\n  onChange: function onChange() {},\n  step: 1\n};\nClockMinutes.contextTypes = {\n
muiTheme: _propTypes2.default.object.isRequired\n};\nClockMinutes.propTypes = process.env.NODE_ENV !==
\"production\" ? {\n  initialMinutes: _propTypes2.default.number,\n  onChange: _propTypes2.default.func,\n  step:
_propTypes2.default.number\n} : {};\nexports.default = ClockMinutes;","'use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends2 = require('babel-
runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar
_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar
_objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf =
require('babel-runtime/core-js/object/get-prototype-of');\n\nvar _getPrototypeOf2 =
_interopRequireDefault(_getPrototypeOf);\n\nvar _classCallCheck2 = require('babel-
runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 = _interopRequireDefault(_classCallCheck2);\n\nvar
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_createClass2 = require('babel-runtime/helpers/createClass');\n\nvar _createClass3 =
_interopRequireDefault(_createClass2);\n\nvar _possibleConstructorReturn2 = require('babel-
runtime/helpers/possibleConstructorReturn');\n\nvar _possibleConstructorReturn3 =
_interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 = require('babel-
runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar _simpleAssign =
require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar _react =
require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-types');\n\nvar
_propTypes2 = _interopRequireDefault(_propTypes);\n\nvar _transitions = require('../styles/transitions');\n\nvar
_transitions2 = _interopRequireDefault(_transitions);\n\nvar _Paper = require('../Paper');\n\nvar _Paper2 =
_interopRequireDefault(_Paper);\n\nvar _EnhancedSwitch = require('../internal/EnhancedSwitch');\n\nvar
_EnhancedSwitch2 = _interopRequireDefault(_EnhancedSwitch);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n    default: obj\n  };\n}\n\nfunction getStyles(props, context, state) {\n  var
disabled = props.disabled,\n      elementStyle = props.elementStyle,\n      trackSwitchedStyle =
props.trackSwitchedStyle,\n      thumbSwitchedStyle = props.thumbSwitchedStyle,\n      trackStyle =
props.trackStyle,\n      thumbStyle = props.thumbStyle,\n      iconStyle = props.iconStyle,\n      rippleStyle =
props.rippleStyle,\n      labelStyle = props.labelStyle;\n  var _context$muiTheme = context.muiTheme,\n
baseTheme = _context$muiTheme.baseTheme,\n      toggle = _context$muiTheme.toggle;\n  var toggleSize = 20;\n
var toggleTrackWidth = 36;\n  var styles = {\n    icon: {\n      width: 36,\n      padding: '4px 0px 6px 2px'\n    },\n
ripple: {\n      top: -10,\n      left: -10,\n      color: state.switched ? toggle.thumbOnColor :
baseTheme.palette.textColor\n    },\n    toggleElement: {\n      width: toggleTrackWidth\n    },\n    track: {\n
transition: _transitions2.default.easeOut(),\n      width: '100%',\n      height: 14,\n      borderRadius: 30,\n
backgroundColor: toggle.trackOffColor\n    },\n    thumb: {\n      transition: _transitions2.default.easeOut(),\n
position: 'absolute',\n      top: 1,\n      left: 0,\n      width: toggleSize,\n      height: toggleSize,\n      lineHeight:
'24px',\n      borderRadius: '50%',\n      backgroundColor: toggle.thumbOffColor\n    },\n    trackWhenSwitched: {\n
  backgroundColor: toggle.trackOnColor\n    },\n    thumbWhenSwitched: {\n      backgroundColor:
toggle.thumbOnColor,\n      left: '100%'\n    },\n    trackWhenDisabled: {\n      backgroundColor:
toggle.trackDisabledColor\n    },\n    thumbWhenDisabled: {\n      backgroundColor: toggle.thumbDisabledColor\n
},\n    label: {\n      color: disabled ? toggle.labelDisabledColor : toggle.labelColor,\n      width: 'calc(100% - ' +
(toggleTrackWidth + 10) + 'px)'\n    }\n  };\n  (0, _simpleAssign2.default)(styles.track, trackStyle, state.switched
&& styles.trackWhenSwitched, state.switched && trackSwitchedStyle, disabled && styles.trackWhenDisabled);\n
(0, _simpleAssign2.default)(styles.thumb, thumbStyle, state.switched && styles.thumbWhenSwitched,
state.switched && thumbSwitchedStyle, disabled && styles.thumbWhenDisabled);\n\n  if (state.switched) {\n
styles.thumb.marginLeft = 0 - styles.thumb.width;\n  }\n\n  (0, _simpleAssign2.default)(styles.icon, iconStyle);\n
(0, _simpleAssign2.default)(styles.ripple, rippleStyle);\n  (0, _simpleAssign2.default)(styles.label, labelStyle);\n  (0,
_simpleAssign2.default)(styles.toggleElement, elementStyle);\n  return styles;\n}\n\nvar Toggle = function
(_Component) {\n  (0, _inherits3.default)(Toggle, _Component);\n\n  function Toggle() {\n    var _ref;\n\n    var
_temp, _this, _ret;\n\n    (0, _classCallCheck3.default)(this, Toggle);\n\n    for (var _len = arguments.length, args =
Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret = (_temp
= (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Toggle.__proto__ || (0,
_getPrototypeOf2.default)(Toggle)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      switched:
false\n    }, _this.handleStateChange = function (newSwitched) {\n      _this.setState({\n        switched:
newSwitched\n      });\n    }, _this.handleToggle = function (event, isInputChecked) {\n      if (_this.props.onToggle)
{\n        _this.props.onToggle(event, isInputChecked);\n      }\n    }, _temp), (0,
_possibleConstructorReturn3.default)(_this, _ret);\n  }\n\n  (0, _createClass3.default)(Toggle, [{\n    key:
'componentWillMount',\n    value: function componentWillMount() {\n      var _props = this.props,\n          toggled =
_props.toggled,\n          defaultToggled = _props.defaultToggled,\n          valueLink = _props.valueLink;\n\n      if
(toggled || defaultToggled || valueLink && valueLink.value) {\n        this.setState({\n          switched: true\n
});\n      }\n    }\n  }, {\n    key: 'isToggled',\n    value: function isToggled() {\n      return
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this.refs.enhancedSwitch.isSwitched();\n }\n }, {\n key: 'setToggled',\n value: function setToggled(newToggledValue) {\n this.refs.enhancedSwitch.setSwitched(newToggledValue);\n }\n }, {\n key: 'render',\n value: function render() {\n var _props2 = this.props,\n defaultToggled = _props2.defaultToggled,\n elementStyle = _props2.elementStyle,\n onToggle = _props2.onToggle,\n trackSwitchedStyle = _props2.trackSwitchedStyle,\n thumbSwitchedStyle = _props2.thumbSwitchedStyle,\n toggled = _props2.toggled,\n other = (0, _objectWithoutProperties3.default)(_props2, ['defaultToggled', 'elementStyle', 'onToggle', 'trackSwitchedStyle', 'thumbSwitchedStyle', 'toggled']);\n var prepareStyles = this.context.muiTheme.prepareStyles;\n var styles = getStyles(this.props, this.context, this.state);\n\n var toggleElement = _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.toggleElement))\n }, _react2.default.createElement('div', {\n style: prepareStyles((0, _simpleAssign2.default)({}, styles.track))\n }), _react2.default.createElement(_Paper2.default, {\n style: styles.thumb,\n circle: true,\n zDepth: 1\n }));\n\n var enhancedSwitchProps = {\n ref: 'enhancedSwitch',\n inputType: 'checkbox',\n switchElement: toggleElement,\n rippleStyle: styles.ripple,\n rippleColor: styles.ripple.color,\n iconStyle: styles.icon,\n trackStyle: styles.track,\n thumbStyle: styles.thumb,\n labelStyle: styles.label,\n switched: this.state.switched,\n onSwitch: this.handleToggle,\n onParentShouldUpdate: this.handleStateChange,\n labelPosition: this.props.labelPosition\n };\n\n if (this.props.hasOwnProperty('toggled')) {\n enhancedSwitchProps.checked = toggled;\n } else if (this.props.hasOwnProperty('defaultToggled')) {\n enhancedSwitchProps.defaultChecked = defaultToggled;\n }\n\n return _react2.default.createElement(_EnhancedSwitch2.default, (0, _extends3.default)({}, other, enhancedSwitchProps));\n }\n }]);\n return Toggle;\n}(_react.Component);\n\nToggle.defaultProps = {\n defaultToggled: false,\n disabled: false,\n labelPosition: 'left'\n};\nToggle.contextTypes = {\n muiTheme: _propTypes2.default.object.isRequired\n};\nToggle.propTypes = process.env.NODE_ENV !== \"production\" ? {\n /**\n * Determines whether the Toggle is initially turned on.\n * **Warning:** This cannot be used in conjunction with `toggled`.\n * Decide between using a controlled or uncontrolled input element and remove one of these props.\n * More info: https://fb.me/react-controlled-components\n */\n defaultToggled: _propTypes2.default.bool,\n\n /**\n * Will disable the toggle if true.\n */\n disabled: _propTypes2.default.bool,\n\n /**\n * Overrides the inline-styles of the Toggle element.\n */\n elementStyle: _propTypes2.default.object,\n\n /**\n * Overrides the inline-styles of the Icon element.\n */\n iconStyle: _propTypes2.default.object,\n\n /**\n * Overrides the inline-styles of the input element.\n */\n inputStyle: _propTypes2.default.object,\n\n /**\n * Label for toggle.\n */\n label: _propTypes2.default.node,\n\n /**\n * Where the label will be placed next to the toggle.\n */\n labelPosition: _propTypes2.default.oneOf(['left', 'right']),\n\n /**\n * Overrides the inline-styles of the Toggle element label.\n */\n labelStyle: _propTypes2.default.object,\n\n /**\n * Callback function that is fired when the toggle switch is toggled.\n *\n * @param {object} event Change event targeting the toggle.\n * @param {bool} isInputChecked The new value of the toggle.\n */\n onToggle: _propTypes2.default.func,\n\n /**\n * Override style of ripple.\n */\n rippleStyle: _propTypes2.default.object,\n\n /**\n * Override the inline-styles of the root element.\n */\n style: _propTypes2.default.object,\n\n /**\n * Override style for thumb.\n */\n thumbStyle: _propTypes2.default.object,\n\n /**\n * Override the inline styles for thumb when the toggle switch is toggled on.\n */\n thumbSwitchedStyle: _propTypes2.default.object,\n\n /**\n * Toggled if set to true.\n */\n toggled: _propTypes2.default.bool,\n\n /**\n * Override style for track.\n */\n trackStyle: _propTypes2.default.object,\n\n /**\n * Override the inline styles for track when the toggle switch is toggled on.\n */\n trackSwitchedStyle: _propTypes2.default.object,\n\n /**\n * ValueLink prop for when using controlled toggle.\n */\n valueLink: _propTypes2.default.object\n} : {};\nexports.default = Toggle;","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends2 = require('babel-runtime/helpers/extends');\n\nvar _extends3 = _interopRequireDefault(_extends2);\n\nvar _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');\n\nvar _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);\n\nvar _getPrototypeOf = require('babel-runtime/core-

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js/object/get-prototype-of');\n\nvar _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);\n\nvar
_classCallCheck2 = require('babel-runtime/helpers/classCallCheck');\n\nvar _classCallCheck3 =
_interopRequireDefault(_classCallCheck2);\n\nvar _createClass2 = require('babel-
runtime/helpers/createClass');\n\nvar _createClass3 = _interopRequireDefault(_createClass2);\n\nvar
_possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');\n\nvar
_possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);\n\nvar _inherits2 =
require('babel-runtime/helpers/inherits');\n\nvar _inherits3 = _interopRequireDefault(_inherits2);\n\nvar
_simpleAssign = require('simple-assign');\n\nvar _simpleAssign2 = _interopRequireDefault(_simpleAssign);\n\nvar
_react = require('react');\n\nvar _react2 = _interopRequireDefault(_react);\n\nvar _propTypes = require('prop-
types');\n\nvar _propTypes2 = _interopRequireDefault(_propTypes);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n  default: obj\n };\n}\n\nfunction getStyles(props, context) {\n  var
noGutter = props.noGutter;\n  var _context$muiTheme = context.muiTheme,\n  baseTheme =
_context$muiTheme.baseTheme,\n  toolbar = _context$muiTheme.toolbar;\n  return {\n  root: {\n  boxSizing:
'border-box',\n  WebkitTapHighlightColor: 'rgba(0,0,0,0)',\n  // Remove mobile color flashing (deprecated)\n
backgroundColor: toolbar.backgroundColor,\n  height: toolbar.height,\n  padding: noGutter ? 0 : '0px ' +
baseTheme.spacing.desktopGutter + 'px',\n  display: 'flex',\n  justifyContent: 'space-between'\n  }\n
};\n}\n\nvar Toolbar = function (_Component) {\n  (0, _inherits3.default)(Toolbar, _Component);\n\n  function
Toolbar() {\n  (0, _classCallCheck3.default)(this, Toolbar);\n  return (0,
_possibleConstructorReturn3.default)(this, (Toolbar.__proto__ || (0, _getPrototypeOf2.default)(Toolbar)).apply(this,
arguments));\n  }\n\n  (0, _createClass3.default)(Toolbar, [{\n  key: 'render',\n  value: function render() {\n  var
_props = this.props,\n  children = _props.children,\n  className = _props.className,\n  noGutter =
_props.noGutter,\n  style = _props.style,\n  other = (0, _objectWithoutProperties3.default)(_props,
['children', 'className', 'noGutter', 'style']);\n  var prepareStyles = this.context.muiTheme.prepareStyles;\n  var
styles = getStyles(this.props, this.context);\n  return _react2.default.createElement('div', (0, _extends3.default)({},
other, {\n  className: className,\n  style: prepareStyles((0, _simpleAssign2.default)({}, styles.root,
style))\n  }), children);\n  }\n  }]);\n  return Toolbar;\n}(_react.Component);\n\nToolbar.defaultProps = {\n
noGutter: false\n};\nToolbar.contextTypes = {\n  muiTheme:
_propTypes2.default.object.isRequired\n};\nToolbar.propTypes = process.env.NODE_ENV !== \"production\" ? {\n
/**\n  * Can be a `ToolbarGroup` to render a group of related items.\n  */\n  children:
_propTypes2.default.node,\n\n  /**\n  * The css class name of the root element.\n  */\n  className:
_propTypes2.default.string,\n\n  /**\n  * Do not apply `desktopGutter` to the `Toolbar`.\n  */\n  noGutter:
_propTypes2.default.bool,\n\n  /**\n  * Override the inline-styles of the root element.\n  */\n  style:
_propTypes2.default.object\n} : {};\nexports.default = Toolbar;","'use strict';\n\nObject.defineProperty(exports,
\"__esModule\", {\n  value: true\n});\n\nvar _extends = Object.assign || function (target) {\n  for (var i = 1; i <
arguments.length; i++) {\n  var source = arguments[i];\n\n  for (var key in source) {\n  if
(Object.prototype.hasOwnProperty.call(source, key)) {\n  target[key] = source[key];\n  }\n  }\n  }\n\n  return
target;\n};\n\nvar _Toggle = require('material-ui/Toggle');\n\nvar _Toggle2 =
_interopRequireDefault(_Toggle);\n\nvar _createComponent = require('./createComponent');\n\nvar
_createComponent2 = _interopRequireDefault(_createComponent);\n\nfunction _interopRequireDefault(obj) {\n
return obj && obj.__esModule ? obj : {\n  default: obj\n };\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n
var target = {};\n\n  for (var i in obj) {\n  if (keys.indexOf(i) >= 0) continue;\n  if
(!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n  target[i] = obj[i];\n  }\n\n  return
target;\n}\n\nexports.default = (0, _createComponent2.default)(_Toggle2.default, function (_ref) {\n  var _ref$input
= _ref.input,\n  onChange = _ref$input.onChange,\n  value = _ref$input.value,\n  inputProps =
_objectWithoutProperties(_ref$input, ['onChange', 'value']),\n  defaultToggled = _ref.defaultToggled,\n  meta =
_ref.meta,\n  props = _objectWithoutProperties(_ref, ['input', 'defaultToggled', 'meta']);\n\n  return _extends({},
inputProps, props, {\n  onToggle: onChange,\n  toggled: !!value\n });\n});","'use
strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n  value: true\n});\n\nvar _extends = Object.assign ||
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function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nvar _Slider = require('material-ui/Slider');\n\nvar _Slider2 = _interopRequireDefault(_Slider);\n\nvar _createComponent = require('./createComponent');\n\nvar _createComponent2 = _interopRequireDefault(_createComponent);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n   if (keys.indexOf(i) >= 0) continue;\n   if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n   target[i] = obj[i];\n }\n\n return target;\n}\n\nexports.default = (0, _createComponent2.default)(_Slider2.default, function (_ref) {\n var _ref$input = _ref.input,\n   onDragStart = _ref$input.onDragStart,\n   _onChange = _ref$input.onChange,\n   name = _ref$input.name,\n   value = _ref$input.value,\n   onChangeFromField = _ref.onChange,\n   defaultValue = _ref.defaultValue,\n   meta = _ref.meta,\n   props = _objectWithoutProperties(_ref, ['input', 'onChange', 'defaultValue', 'meta']);\n\n return _extends({}, props, {\n   name: name,\n   value: value,\n   onChange: function onChange(event, value) {\n   _onChange(value);\n\n   if (onChangeFromField) {\n   onChangeFromField(value);\n   }\n   }\n });\n});","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nvar _Checkbox = require('material-ui/Checkbox');\n\nvar _Checkbox2 = _interopRequireDefault(_Checkbox);\n\nvar _createComponent = require('./createComponent');\n\nvar _createComponent2 = _interopRequireDefault(_createComponent);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n   if (keys.indexOf(i) >= 0) continue;\n   if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n   target[i] = obj[i];\n }\n\n return target;\n}\n\nexports.default = (0, _createComponent2.default)(_Checkbox2.default, function (_ref) {\n var _ref$input = _ref.input,\n   onChange = _ref$input.onChange,\n   value = _ref$input.value,\n   inputProps = _objectWithoutProperties(_ref$input, ['onChange', 'value']),\n   meta = _ref.meta,\n   _onCheck = _ref.onCheck,\n   defaultChecked = _ref.defaultChecked,\n   props = _objectWithoutProperties(_ref, ['input', 'meta', 'onCheck', 'defaultChecked']);\n\n return _extends({}, inputProps, props, {\n   checked: value ? true : false,\n   onCheck: function onCheck(event, isInputChecked) {\n   onChange(isInputChecked);\n\n   if (_onCheck) {\n   _onCheck(isInputChecked);\n   }\n   }\n });\n});","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _TextField = require('material-ui/TextField');\n\nvar _TextField2 = _interopRequireDefault(_TextField);\n\nvar _createComponent = require('./createComponent');\n\nvar _createComponent2 = _interopRequireDefault(_createComponent);\n\nvar _mapError = require('./mapError');\n\nvar _mapError2 = _interopRequireDefault(_mapError);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n   if (keys.indexOf(i) >= 0) continue;\n   if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n   target[i] = obj[i];\n }\n\n return target;\n}\n\nexports.default = (0, _createComponent2.default)(_TextField2.default, function (_ref) {\n var defaultValue = _ref.defaultValue,\n   props = _objectWithoutProperties(_ref, ['defaultValue']);\n\n return (0, _mapError2.default)(props);\n});","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nvar _TimePicker = require('material-ui/TimePicker');\n\nvar _TimePicker2 = _interopRequireDefault(_TimePicker);\n\nvar _createComponent = require('./createComponent');\n\nvar _createComponent2 = _interopRequireDefault(_createComponent);\n\nvar _mapError = require('./mapError');\n\nvar _mapError2 = _interopRequireDefault(_mapError);\n\nfunction

_interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n   if (keys.indexOf(i) >= 0) continue;\n   if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n   target[i] = obj[i];\n }\n\n return target;\n}\n\nexports.default = (0, _createComponent2.default)(_TimePicker2.default, function (_ref) {\n var _ref$input = _ref.input,\n   onBlur = _ref$input.onBlur,\n   inputProps = _objectWithoutProperties(_ref$input, ['onBlur']),\n   defaultTime = _ref.defaultTime,\n   _onChange = _ref.onChange,\n   props = _objectWithoutProperties(_ref, ['input', 'defaultTime', 'onChange']);\n\n return _extends({}, inputProps, (0, _mapError2.default)(props), {\n   onChange: function onChange(event, value) {\n   inputProps.onChange(value);\n\n   if (_onChange) {\n   _onChange(value);\n   }\n   }\n });\n});","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nvar _DatePicker = require('material-ui/DatePicker');\n\nvar _DatePicker2 = _interopRequireDefault(_DatePicker);\n\nvar _createComponent = require('./createComponent');\n\nvar _createComponent2 = _interopRequireDefault(_createComponent);\n\nvar _mapError = require('./mapError');\n\nvar _mapError2 = _interopRequireDefault(_mapError);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n   if (keys.indexOf(i) >= 0) continue;\n   if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n   target[i] = obj[i];\n }\n\n return target;\n}\n\nexports.default = (0, _createComponent2.default)(_DatePicker2.default, function (_ref) {\n var _ref$input = _ref.input,\n   onBlur = _ref$input.onBlur,\n   inputProps = _objectWithoutProperties(_ref$input, ['onBlur']),\n   defaultDate = _ref.defaultDate,\n   _onChange = _ref.onChange,\n   props = _objectWithoutProperties(_ref, ['input', 'defaultDate', 'onChange']);\n\n return _extends({}, inputProps, (0, _mapError2.default)(props), {\n   onChange: function onChange(event, value) {\n   inputProps.onChange(value);\n\n   if (_onChange) {\n   _onChange(value);\n   }\n   }\n });\n});","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nvar _SelectField = require('material-ui/SelectField');\n\nvar _SelectField2 = _interopRequireDefault(_SelectField);\n\nvar _createComponent = require('./createComponent');\n\nvar _createComponent2 = _interopRequireDefault(_createComponent);\n\nvar _mapError = require('./mapError');\n\nvar _mapError2 = _interopRequireDefault(_mapError);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n   if (keys.indexOf(i) >= 0) continue;\n   if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n   target[i] = obj[i];\n }\n\n return target;\n}\n\nexports.default = (0, _createComponent2.default)(_SelectField2.default, function (_ref) {\n var _ref$input = _ref.input,\n   _onChange = _ref$input.onChange,\n   value = _ref$input.value,\n   _onBlur = _ref$input.onBlur,\n   inputProps = _objectWithoutProperties(_ref$input, ['onChange', 'value', 'onBlur']),\n   onChangeFromField = _ref.onChange,\n   props = _objectWithoutProperties(_ref, ['input', 'onChange']);\n\n return _extends({}, (0, _mapError2.default)(props), inputProps, {\n   value: value,\n   onChange: function onChange(event, index, value) {\n   _onChange(value);\n\n   if (onChangeFromField) {\n   onChangeFromField(value);\n   }\n   },\n   onBlur: function onBlur() {\n   return _onBlur(value);\n   }\n });\n});","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) {\n return typeof obj;\n} : function (obj) {\n return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj;\n};\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return return

target;\n};\n\nvar _AutoComplete = require('material-ui/AutoComplete');\n\nvar _AutoComplete2 = _interopRequireDefault(_AutoComplete);\n\nvar _createComponent = require('./createComponent');\n\nvar _createComponent2 = _interopRequireDefault(_createComponent);\n\nvar _mapError = require('./mapError');\n\nvar _mapError2 = _interopRequireDefault(_mapError);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n   if (keys.indexOf(i) >= 0) continue;\n   if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n   target[i] = obj[i];\n }\n\n return target;\n}\n\nexports.default = (0, _createComponent2.default)(_AutoComplete2.default, function (_ref) {\n var _ref$input = _ref.input,\n   onChange = _ref$input.onChange,\n   value = _ref$input.value,\n   _onNewRequest = _ref.onNewRequest,\n   dataSourceConfig = _ref.dataSourceConfig,\n   dataSource = _ref.dataSource,\n   props = _objectWithoutProperties(_ref, ['input', 'onNewRequest', 'dataSourceConfig', 'dataSource']);\n\n return _extends({}, (0, _mapError2.default)(props), {\n   dataSourceConfig: dataSourceConfig,\n   dataSource: dataSource,\n   searchText: dataSourceConfig && dataSource ? (dataSource.find(function (item) {\n   return item[dataSourceConfig.value] === value;\n   }) || {})[dataSourceConfig.text] : value,\n   onNewRequest: function onNewRequest(value, index) {\n   onChange((typeof value === 'undefined' ? 'undefined' : _typeof(value)) === 'object' && dataSourceConfig ? value[dataSourceConfig.value] : value);\n\n   if (_onNewRequest) {\n   _onNewRequest(value, index);\n   }\n   },\n   onUpdateInput: function onUpdateInput(value) {\n   if (!dataSourceConfig) {\n   onChange(value);\n   }\n   }\n });\n});","'use strict';\n\nObject.defineProperty(exports, \"__esModule\", {\n value: true\n});\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nvar _RadioButton = require('material-ui/RadioButton');\n\nvar _createComponent = require('./createComponent');\n\nvar _createComponent2 = _interopRequireDefault(_createComponent);\n\nvar _mapError = require('./mapError');\n\nvar _mapError2 = _interopRequireDefault(_mapError);\n\nfunction _interopRequireDefault(obj) {\n return obj && obj.__esModule ? obj : {\n   default: obj\n };\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n   if (keys.indexOf(i) >= 0) continue;\n   if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n   target[i] = obj[i];\n }\n\n return target;\n}\n\nvar mapValueToValueSelected = function mapValueToValueSelected(_ref, errorProp) {\n var inputProps = _objectWithoutProperties(_ref.input, []),\n   props = _objectWithoutProperties(_ref, ['input']);\n\n return (0, _mapError2.default)(_extends({}, props, {\n   input: _extends({}, inputProps, {\n   valueSelected: inputProps.value\n   })\n }), errorProp);\n};\n\nexports.default = (0, _createComponent2.default)(_RadioButton.RadioButtonGroup, mapValueToValueSelected);","var arrayWithHoles = require(\"./arrayWithHoles\");\n\nvar iterableToArrayLimit = require(\"./iterableToArrayLimit\");\n\nvar nonIterableRest = require(\"./nonIterableRest\");\n\nfunction _slicedToArray(arr, i) {\n return arrayWithHoles(arr) || iterableToArrayLimit(arr, i) || nonIterableRest();\n}\n\nmodule.exports = _slicedToArray;","function _arrayWithHoles(arr) {\n if (Array.isArray(arr)) return arr;\n}\n\nmodule.exports = _arrayWithHoles;","function _iterableToArrayLimit(arr, i) {\n var _arr = [];\n var _n = true;\n var _d = false;\n var _e = undefined;\n\n try {\n   for (var _i = arr[Symbol.iterator](), _s; !(_n = (_s = _i.next()).done); _n = true) {\n   _arr.push(_s.value);\n\n   if (i && _arr.length === i) break;\n   }\n } catch (err) {\n   _d = true;\n   _e = err;\n } finally {\n   try {\n   if (!_n && _i[\"return\"] != null) _i[\"return\"]();\n   } finally {\n   if (_d) throw _e;\n   }\n }\n\n return _arr;\n}\n\nmodule.exports = _iterableToArrayLimit;","function _nonIterableRest() {\n throw new TypeError(\"Invalid attempt to destructure non-iterable instance\");\n}\n\nmodule.exports = _nonIterableRest;","var arrayWithoutHoles = require(\"./arrayWithoutHoles\");\n\nvar iterableToArray = require(\"./iterableToArray\");\n\nvar nonIterableSpread = require(\"./nonIterableSpread\");\n\nfunction _toConsumableArray(arr) {\n return arrayWithoutHoles(arr) || iterableToArray(arr) || nonIterableSpread();\n}\n\nmodule.exports = _toConsumableArray;","function _arrayWithoutHoles(arr) {\n if (Array.isArray(arr)) {\n   for (var i = 0, arr2 = new Array(arr.length); i < arr.length; i++) {\n   arr2[i] = arr[i];\n   }\n\n   return arr2;\n }\n}\n\nmodule.exports = _arrayWithoutHoles;","function _iterableToArray(iter) {\n if

(Symbol.iterator in Object(iter) || Object.prototype.toString.call(iter) === \"[object Arguments]\") return Array.from(iter);\n}\n\nmodule.exports = _iterableToArray;","function _nonIterableSpread() {\n throw new TypeError(\"Invalid attempt to spread non-iterable instance\");\n}\n\nmodule.exports = _nonIterableSpread;","'use strict';\n\nmodule.exports = function (str) {\n return encodeURIComponent(str).replace(/[!'()*]/g, function (x) {\n return \"%\".concat(x.charCodeAt(0).toString(16).toUpperCase());\n });\n};","'use strict';\n\nvar token = '%[a-f0-9]{2}';\nvar singleMatcher = new RegExp(token, 'gi');\nvar multiMatcher = new RegExp('(' + token + ')+', 'gi');\n\nfunction decodeComponents(components, split) {\n try {\n   // Try to decode the entire string first\n return decodeURIComponent(components.join(''));\n } catch (err) {// Do nothing\n }\n\n if (components.length === 1) {\n   return components;\n }\n\n split = split || 1; // Split the array in 2 parts\n\n var left = components.slice(0, split);\n var right = components.slice(split);\n return Array.prototype.concat.call([], decodeComponents(left), decodeComponents(right));\n}\n\nfunction decode(input) {\n try {\n   return decodeURIComponent(input);\n } catch (err) {\n   var tokens = input.match(singleMatcher);\n\n   for (var i = 1; i < tokens.length; i++) {\n   input = decodeComponents(tokens, i).join('');\n   tokens = input.match(singleMatcher);\n   }\n\n   return input;\n }\n}\n\nfunction customDecodeURIComponent(input) {\n // Keep track of all the replacements and prefill the map with the `BOM`\n var replaceMap = {\n   '%FE%FF': \"\\uFFFD\\uFFFD\",\n   '%FF%FE': \"\\uFFFD\\uFFFD\"\n };\n var match = multiMatcher.exec(input);\n\n while (match) {\n   try {\n   // Decode as big chunks as possible\n   replaceMap[match[0]] = decodeURIComponent(match[0]);\n   } catch (err) {\n   var result = decode(match[0]);\n\n   if (result !== match[0]) {\n   replaceMap[match[0]] = result;\n   }\n   }\n\n   match = multiMatcher.exec(input);\n } // Add `%C2` at the end of the map to make sure it does not replace the combinator before everything else\n\n\n replaceMap['%C2'] = \"\\uFFFD\";\n var entries = Object.keys(replaceMap);\n\n for (var i = 0; i < entries.length; i++) {\n   // Replace all decoded components\n   var key = entries[i];\n   input = input.replace(new RegExp(key, 'g'), replaceMap[key]);\n }\n\n return input;\n}\n\nmodule.exports = function (encodedURI) {\n if (typeof encodedURI !== 'string') {\n   throw new TypeError('Expected `encodedURI` to be of type `string`, got `' + typeof encodedURI + '`');\n }\n\n try {\n   encodedURI = encodedURI.replace(/\\+/g, ' '); // Try the built in decoder first\n\n   return decodeURIComponent(encodedURI);\n } catch (err) {\n   // Fallback to a more advanced decoder\n   return customDecodeURIComponent(encodedURI);\n }\n};","'use strict';\n\nmodule.exports = function (string, separator) {\n if (!(typeof string === 'string' && typeof separator === 'string')) {\n   throw new TypeError('Expected the arguments to be of type `string`');\n }\n\n if (separator === '') {\n   return [string];\n }\n\n var separatorIndex = string.indexOf(separator);\n\n if (separatorIndex === -1) {\n   return [string];\n }\n\n return [string.slice(0, separatorIndex), string.slice(separatorIndex + separator.length)];\n};","'use strict';\n\nmodule.exports = function (obj, predicate) {\n var ret = {};\n var keys = Object.keys(obj);\n var isArr = Array.isArray(predicate);\n\n for (var i = 0; i < keys.length; i++) {\n   var key = keys[i];\n   var val = obj[key];\n\n   if (isArr ? predicate.indexOf(key) !== -1 : predicate(key, val, obj)) {\n   ret[key] = val;\n   }\n }\n\n return ret;\n};","import baseAssignValue from './_baseAssignValue.js';\nimport eq from './eq.js';\n\n/**\n * This function is like `assignValue` except that it doesn't assign\n * `undefined` values.\n *\n * @private\n * @param {Object} object The object to modify.\n * @param {string} key The key of the property to assign.\n * @param {*} value The value to assign.\n */\n\nfunction assignMergeValue(object, key, value) {\n if (value !== undefined && !eq(object[key], value) || value === undefined && !(key in object)) {\n   baseAssignValue(object, key, value);\n }\n}\n\nexport default assignMergeValue;","import Uint8Array from './_Uint8Array.js';\n\n/**\n * Creates a clone of `arrayBuffer`.\n *\n * @private\n * @param {ArrayBuffer} arrayBuffer The array buffer to clone.\n * @returns {ArrayBuffer} Returns the cloned array buffer.\n */\n\nfunction cloneArrayBuffer(arrayBuffer) {\n var result = new arrayBuffer.constructor(arrayBuffer.byteLength);\n new Uint8Array(result).set(new Uint8Array(arrayBuffer));\n return result;\n}\n\nexport default cloneArrayBuffer;","import cloneArrayBuffer from './_cloneArrayBuffer.js';\n\n/**\n * Creates a clone of `typedArray`.\n *\n * @private\n * @param {Object} typedArray The typed array to clone.\n * @param {boolean} [isDeep] Specify a deep clone.\n * @returns {Object} Returns the cloned typed array.\n */\n\nfunction cloneTypedArray(typedArray, isDeep) {\n var buffer = isDeep ? cloneArrayBuffer(typedArray.buffer) : typedArray.buffer;\n return new typedArray.constructor(buffer,

typedArray.byteOffset, typedArray.length);\n}\n\nexport default cloneTypedArray;","import isObject from './isObject.js';\n/** Built-in value references. */\n\nvar objectCreate = Object.create;\n/**\n * The base implementation of `_.create` without support for assigning\n * properties to the created object.\n *\n * @private\n * @param {Object} proto The object to inherit from.\n * @returns {Object} Returns the new object.\n */\n\nvar baseCreate = function () {\n function object() {}\n\n return function (proto) {\n   if (!isObject(proto)) {\n   return {};\n   }\n\n   if (objectCreate) {\n   return objectCreate(proto);\n   }\n\n   object.prototype = proto;\n   var result = new object();\n   object.prototype = undefined;\n   return result;\n };\n}();\n\nexport default baseCreate;","import overArg from './_overArg.js';\n/** Built-in value references. */\n\nvar getPrototype = overArg(Object.getPrototypeOf, Object);\nexport default getPrototype;","import baseCreate from './_baseCreate.js';\nimport getPrototype from './_getPrototype.js';\nimport isPrototype from './_isPrototype.js';\n/**\n * Initializes an object clone.\n *\n * @private\n * @param {Object} object The object to clone.\n * @returns {Object} Returns the initialized clone.\n */\n\nfunction initCloneObject(object) {\n return typeof object.constructor == 'function' && !isPrototype(object) ? baseCreate(getPrototype(object)) : {};\n}\n\nexport default initCloneObject;","import isArrayLike from './isArrayLike.js';\nimport isObjectLike from './isObjectLike.js';\n/**\n * This method is like `_.isArrayLike` except that it also checks if `value`\n * is an object.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an array-like object,\n * else `false`.\n * @example\n *\n * _.isArrayLikeObject([1, 2, 3]);\n * // => true\n *\n * _.isArrayLikeObject(document.body.children);\n * // => true\n *\n * _.isArrayLikeObject('abc');\n * // => false\n *\n * _.isArrayLikeObject(_.noop);\n * // => false\n */\n\nfunction isArrayLikeObject(value) {\n return isObjectLike(value) && isArrayLike(value);\n}\n\nexport default isArrayLikeObject;","import baseGetTag from './_baseGetTag.js';\nimport getPrototype from './_getPrototype.js';\nimport isObjectLike from './isObjectLike.js';\n/** `Object#toString` result references. */\n\nvar objectTag = '[object Object]';\n/** Used for built-in method references. */\n\nvar funcProto = Function.prototype,\n objectProto = Object.prototype;\n/** Used to resolve the decompiled source of functions. */\n\nvar funcToString = funcProto.toString;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/** Used to infer the `Object` constructor. */\n\nvar objectCtorString = funcToString.call(Object);\n/**\n * Checks if `value` is a plain object, that is, an object created by the\n * `Object` constructor or one with a `[[Prototype]]` of `null`.\n *\n * @static\n * @memberOf _\n * @since 0.8.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a plain object, else `false`.\n * @example\n *\n * function Foo() {\n *   this.a = 1;\n * }\n *\n * _.isPlainObject(new Foo);\n * // => false\n *\n * _.isPlainObject([1, 2, 3]);\n * // => false\n *\n * _.isPlainObject({ 'x': 0, 'y': 0 });\n * // => true\n *\n * _.isPlainObject(Object.create(null));\n * // => true\n */\n\nfunction isPlainObject(value) {\n if (!isObjectLike(value) || baseGetTag(value) != objectTag) {\n   return false;\n }\n\n var proto = getPrototype(value);\n\n if (proto === null) {\n   return true;\n }\n\n var Ctor = hasOwnProperty.call(proto, 'constructor') && proto.constructor;\n return typeof Ctor == 'function' && Ctor instanceof Ctor && funcToString.call(Ctor) == objectCtorString;\n}\n\nexport default isPlainObject;","/**\n * Gets the value at `key`, unless `key` is \"__proto__\" or \"constructor\".\n *\n * @private\n * @param {Object} object The object to query.\n * @param {string} key The key of the property to get.\n * @returns {*} Returns the property value.\n */\nfunction safeGet(object, key) {\n if (key === 'constructor' && typeof object[key] === 'function') {\n   return;\n }\n\n if (key == '__proto__') {\n   return;\n }\n\n return object[key];\n}\n\nexport default safeGet;","import baseAssignValue from './_baseAssignValue.js';\nimport eq from './eq.js';\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/**\n * Assigns `value` to `key` of `object` if the existing value is not equivalent\n * using [`SameValueZero`](http://ecma-international.org/ecma-262/7.0/#sec-samevaluezero)\n * for equality comparisons.\n *\n * @private\n * @param {Object} object The object to modify.\n * @param {string} key The key of the property to assign.\n * @param {*} value The value to assign.\n */\n\nfunction assignValue(object, key, value) {\n var objValue = object[key];\n\n if (!(hasOwnProperty.call(object, key) && eq(objValue, value)) || value === undefined && !(key in object)) {\n   baseAssignValue(object, key, value);\n }\n}\n\nexport default

assignValue;","import assignValue from './_assignValue.js';\nimport baseAssignValue from './_baseAssignValue.js';\n/**\n * Copies properties of `source` to `object`.\n *\n * @private\n * @param {Object} source The object to copy properties from.\n * @param {Array} props The property identifiers to copy.\n * @param {Object} [object={}] The object to copy properties to.\n * @param {Function} [customizer] The function to customize copied values.\n * @returns {Object} Returns `object`.\n */\n\nfunction copyObject(source, props, object, customizer) {\n var isNew = !object;\n object || (object = {});\n var index = -1,\n   length = props.length;\n\n while (++index < length) {\n   var key = props[index];\n   var newValue = customizer ? customizer(object[key], source[key], key, object, source) : undefined;\n\n   if (newValue === undefined) {\n   newValue = source[key];\n   }\n\n   if (isNew) {\n   baseAssignValue(object, key, newValue);\n   } else {\n   assignValue(object, key, newValue);\n   }\n }\n\n return object;\n}\n\nexport default copyObject;","/**\n * This function is like\n * [`Object.keys`](http://ecma-international.org/ecma-262/7.0/#sec-object.keys)\n * except that it includes inherited enumerable properties.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n */\nfunction nativeKeysIn(object) {\n var result = [];\n\n if (object != null) {\n   for (var key in Object(object)) {\n   result.push(key);\n   }\n }\n\n return result;\n}\n\nexport default nativeKeysIn;","import isObject from './isObject.js';\nimport isPrototype from './_isPrototype.js';\nimport nativeKeysIn from './_nativeKeysIn.js';\n/** Used for built-in method references. */\n\nvar objectProto = Object.prototype;\n/** Used to check objects for own properties. */\n\nvar hasOwnProperty = objectProto.hasOwnProperty;\n/**\n * The base implementation of `_.keysIn` which doesn't treat sparse arrays as dense.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n */\n\nfunction baseKeysIn(object) {\n if (!isObject(object)) {\n   return nativeKeysIn(object);\n }\n\n var isProto = isPrototype(object),\n   result = [];\n\n for (var key in object) {\n   if (!(key == 'constructor' && (isProto || !hasOwnProperty.call(object, key)))) {\n   result.push(key);\n   }\n }\n\n return result;\n}\n\nexport default baseKeysIn;","import arrayLikeKeys from './_arrayLikeKeys.js';\nimport baseKeysIn from './_baseKeysIn.js';\nimport isArrayLike from './isArrayLike.js';\n/**\n * Creates an array of the own and inherited enumerable property names of `object`.\n *\n * **Note:** Non-object values are coerced to objects.\n *\n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Object\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n * @example\n *\n * function Foo() {\n *   this.a = 1;\n *   this.b = 2;\n * }\n *\n * Foo.prototype.c = 3;\n *\n * _.keysIn(new Foo);\n * // => ['a', 'b', 'c'] (iteration order is not guaranteed)\n */\n\nfunction keysIn(object) {\n return isArrayLike(object) ? arrayLikeKeys(object, true) : baseKeysIn(object);\n}\n\nexport default keysIn;","import copyObject from './_copyObject.js';\nimport keysIn from './keysIn.js';\n/**\n * Converts `value` to a plain object flattening inherited enumerable string\n * keyed properties of `value` to own properties of the plain object.\n *\n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Lang\n * @param {*} value The value to convert.\n * @returns {Object} Returns the converted plain object.\n * @example\n *\n * function Foo() {\n *   this.b = 2;\n * }\n *\n * Foo.prototype.c = 3;\n *\n * _.assign({ 'a': 1 }, new Foo);\n * // => { 'a': 1, 'b': 2 }\n *\n * _.assign({ 'a': 1 }, _.toPlainObject(new Foo));\n * // => { 'a': 1, 'b': 2, 'c': 3 }\n */\n\nfunction toPlainObject(value) {\n return copyObject(value, keysIn(value));\n}\n\nexport default toPlainObject;","import assignMergeValue from './_assignMergeValue.js';\nimport cloneBuffer from './_cloneBuffer.js';\nimport cloneTypedArray from './_cloneTypedArray.js';\nimport copyArray from './_copyArray.js';\nimport initCloneObject from './_initCloneObject.js';\nimport isArguments from './isArguments.js';\nimport isArray from './isArray.js';\nimport isArrayLikeObject from './isArrayLikeObject.js';\nimport isBuffer from './isBuffer.js';\nimport isFunction from './isFunction.js';\nimport isObject from './isObject.js';\nimport isPlainObject from './isPlainObject.js';\nimport isTypedArray from './isTypedArray.js';\nimport safeGet from './_safeGet.js';\nimport toPlainObject from './toPlainObject.js';\n/**\n * A specialized version of `baseMerge` for arrays and objects which performs\n * deep merges and tracks traversed objects enabling objects with circular\n * references to be merged.\n *\n * @private\n * @param {Object} object The destination object.\n * @param {Object} source The source object.\n * @param {string} key The key of the value to merge.\n * @param {number} srcIndex The index of `source`.\n * @param {Function} mergeFunc The function to merge values.\n * @param {Function} [customizer] The function to

customize assigned values.\n * @param {Object} [stack] Tracks traversed source values and their merged\n * counterparts.\n */\n\nfunction baseMergeDeep(object, source, key, srcIndex, mergeFunc, customizer, stack) {\n var objValue = safeGet(object, key),\n   srcValue = safeGet(source, key),\n   stacked = stack.get(srcValue);\n\n if (stacked) {\n   assignMergeValue(object, key, stacked);\n   return;\n }\n\n var newValue = customizer ? customizer(objValue, srcValue, key + '', object, source, stack) : undefined;\n var isCommon = newValue === undefined;\n\n if (isCommon) {\n   var isArr = isArray(srcValue),\n   isBuff = !isArr && isBuffer(srcValue),\n   isTyped = !isArr && !isBuff && isTypedArray(srcValue);\n   newValue = srcValue;\n\n   if (isArr || isBuff || isTyped) {\n   if (isArray(objValue)) {\n   newValue = objValue;\n   } else if (isArrayLikeObject(objValue)) {\n   newValue = copyArray(objValue);\n   } else if (isBuff) {\n   isCommon = false;\n   newValue = cloneBuffer(srcValue, true);\n   } else if (isTyped) {\n   isCommon = false;\n   newValue = cloneTypedArray(srcValue, true);\n   } else {\n   newValue = [];\n   }\n   } else if (isPlainObject(srcValue) || isArguments(srcValue)) {\n   newValue = objValue;\n\n   if (isArguments(objValue)) {\n   newValue = toPlainObject(objValue);\n   } else if (!isObject(objValue) || isFunction(objValue)) {\n   newValue = initCloneObject(srcValue);\n   }\n   } else {\n   isCommon = false;\n   }\n }\n\n if (isCommon) {\n   // Recursively merge objects and arrays (susceptible to call stack limits).\n   stack.set(srcValue, newValue);\n   mergeFunc(newValue, srcValue, srcIndex, customizer, stack);\n   stack['delete'](srcValue);\n }\n\n assignMergeValue(object, key, newValue);\n}\n\nexport default baseMergeDeep;","import Stack from './_Stack.js';\nimport assignMergeValue from './_assignMergeValue.js';\nimport baseFor from './_baseFor.js';\nimport baseMergeDeep from './_baseMergeDeep.js';\nimport isObject from './isObject.js';\nimport keysIn from './keysIn.js';\nimport safeGet from './_safeGet.js';\n\n/**\n * The base implementation of `_.merge` without support for multiple sources.\n *\n * @private\n * @param {Object} object The destination object.\n * @param {Object} source The source object.\n * @param {number} srcIndex The index of `source`.\n * @param {Function} [customizer] The function to customize merged values.\n * @param {Object} [stack] Tracks traversed source values and their merged\n * counterparts.\n */\n\nfunction baseMerge(object, source, srcIndex, customizer, stack) {\n if (object === source) {\n   return;\n }\n\n baseFor(source, function (srcValue, key) {\n   stack || (stack = new Stack());\n\n   if (isObject(srcValue)) {\n   baseMergeDeep(object, source, key, srcIndex, baseMerge, customizer, stack);\n   } else {\n   var newValue = customizer ? customizer(safeGet(object, key), srcValue, key + '', object, source, stack) : undefined;\n\n   if (newValue === undefined) {\n   newValue = srcValue;\n   }\n\n   assignMergeValue(object, key, newValue);\n   }\n }, keysIn);\n}\n\nexport default baseMerge;","/**\n * A faster alternative to `Function#apply`, this function invokes `func`\n * with the `this` binding of `thisArg` and the arguments of `args`.\n *\n * @private\n * @param {Function} func The function to invoke.\n * @param {*} thisArg The `this` binding of `func`.\n * @param {Array} args The arguments to invoke `func` with.\n * @returns {*} Returns the result of `func`.\n */\nfunction apply(func, thisArg, args) {\n switch (args.length) {\n   case 0:\n   return func.call(thisArg);\n\n   case 1:\n   return func.call(thisArg, args[0]);\n\n   case 2:\n   return func.call(thisArg, args[0], args[1]);\n\n   case 3:\n   return func.call(thisArg, args[0], args[1], args[2]);\n }\n\n return func.apply(thisArg, args);\n}\n\nexport default apply;","import apply from './_apply.js';\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeMax = Math.max;\n\n/**\n * A specialized version of `baseRest` which transforms the rest array.\n *\n * @private\n * @param {Function} func The function to apply a rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest parameter.\n * @param {Function} transform The rest array transform.\n * @returns {Function} Returns the new function.\n */\n\nfunction overRest(func, start, transform) {\n start = nativeMax(start === undefined ? func.length - 1 : start, 0);\n return function () {\n   var args = arguments,\n   index = -1,\n   length = nativeMax(args.length - start, 0),\n   array = Array(length);\n\n   while (++index < length) {\n   array[index] = args[start + index];\n   }\n\n   index = -1;\n   var otherArgs = Array(start + 1);\n\n   while (++index < start) {\n   otherArgs[index] = args[index];\n   }\n\n   otherArgs[start] = transform(array);\n   return apply(func, this, otherArgs);\n };\n}\n\nexport default overRest;","/**\n * Creates a function that returns `value`.\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Util\n * @param {*} value The value to return from the new function.\n * @returns {Function} Returns the new constant function.\n * @example\n *\n * var objects = _.times(2, _.constant({

'a': 1 }));\n *\n * console.log(objects);\n * // => [{ 'a': 1 }, { 'a': 1 }]\n *\n * console.log(objects[0] === objects[1]);\n * // => true\n */\nfunction constant(value) {\n return function () {\n   return value;\n };\n}\n\nexport default constant;","import constant from './constant.js';\nimport defineProperty from './_defineProperty.js';\nimport identity from './identity.js';\n/**\n * The base implementation of `setToString` without support for hot loop shorting.\n *\n * @private\n * @param {Function} func The function to modify.\n * @param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n */\n\nvar baseSetToString = !defineProperty ? identity : function (func, string) {\n return defineProperty(func, 'toString', {\n   'configurable': true,\n   'enumerable': false,\n   'value': constant(string),\n   'writable': true\n });\n};\nexport default baseSetToString;","/** Used to detect hot functions by number of calls within a span of milliseconds. */\nvar HOT_COUNT = 800,\n   HOT_SPAN = 16;\n/* Built-in method references for those with the same name as other `lodash` methods. */\n\nvar nativeNow = Date.now;\n/**\n * Creates a function that'll short out and invoke `identity` instead\n * of `func` when it's called `HOT_COUNT` or more times in `HOT_SPAN`\n * milliseconds.\n *\n * @private\n * @param {Function} func The function to restrict.\n * @returns {Function} Returns the new shortable function.\n */\n\nfunction shortOut(func) {\n var count = 0,\n   lastCalled = 0;\n return function () {\n   var stamp = nativeNow(),\n   remaining = HOT_SPAN - (stamp - lastCalled);\n   lastCalled = stamp;\n\n   if (remaining > 0) {\n   if (++count >= HOT_COUNT) {\n   return arguments[0];\n   }\n   } else {\n   count = 0;\n   }\n\n   return func.apply(undefined, arguments);\n };\n}\n\nexport default shortOut;","import baseSetToString from './_baseSetToString.js';\nimport shortOut from './_shortOut.js';\n/**\n * Sets the `toString` method of `func` to return `string`.\n *\n * @private\n * @param {Function} func The function to modify.\n * @param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n */\n\nvar setToString = shortOut(baseSetToString);\nexport default setToString;","import identity from './identity.js';\nimport overRest from './_overRest.js';\nimport setToString from './_setToString.js';\n/**\n * The base implementation of `_.rest` which doesn't validate or coerce arguments.\n *\n * @private\n * @param {Function} func The function to apply a rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest parameter.\n * @returns {Function} Returns the new function.\n */\n\nfunction baseRest(func, start) {\n return setToString(overRest(func, start, identity), func + '');\n}\n\nexport default baseRest;","import eq from './eq.js';\nimport isArrayLike from './isArrayLike.js';\nimport isIndex from './_isIndex.js';\nimport isObject from './isObject.js';\n/**\n * Checks if the given arguments are from an iteratee call.\n *\n * @private\n * @param {*} value The potential iteratee value argument.\n * @param {*} index The potential iteratee index or key argument.\n * @param {*} object The potential iteratee object argument.\n * @returns {boolean} Returns `true` if the arguments are from an iteratee call,\n * else `false`.\n */\n\nfunction isIterateeCall(value, index, object) {\n if (!isObject(object)) {\n   return false;\n }\n\n var type = typeof index;\n\n if (type == 'number' ? isArrayLike(object) && isIndex(index, object.length) : type == 'string' && index in object) {\n   return eq(object[index], value);\n }\n\n return false;\n}\n\nexport default isIterateeCall;","import baseRest from './_baseRest.js';\nimport isIterateeCall from './_isIterateeCall.js';\n/**\n * Creates a function like `_.assign`.\n *\n * @private\n * @param {Function} assigner The function to assign values.\n * @returns {Function} Returns the new assigner function.\n */\n\nfunction createAssigner(assigner) {\n return baseRest(function (object, sources) {\n   var index = -1,\n   length = sources.length,\n   customizer = length > 1 ? sources[length - 1] : undefined,\n   guard = length > 2 ? sources[2] : undefined;\n   customizer = assigner.length > 3 && typeof customizer == 'function' ? (length--, customizer) : undefined;\n\n   if (guard && isIterateeCall(sources[0], sources[1], guard)) {\n   customizer = length < 3 ? undefined : customizer;\n   length = 1;\n   }\n\n   object = Object(object);\n\n   while (++index < length) {\n   var source = sources[index];\n\n   if (source) {\n   assigner(object, source, index, customizer);\n   }\n   }\n\n   return object;\n });\n}\n\nexport default createAssigner;","import baseMerge from './_baseMerge.js';\nimport createAssigner from './_createAssigner.js';\n/**\n * This method is like `_.assign` except that it recursively merges own and\n * inherited enumerable string keyed properties of source objects into the\n * destination object. Source properties that resolve to `undefined` are\n * skipped if a destination value exists. Array and plain object properties\n * are merged recursively. Other objects and value types are overridden by\n * assignment. Source objects are applied from left to right. Subsequent\n * sources overwrite property assignments of previous sources.\n *\n * **Note:** This method mutates `object`.\n *\n * @static\n * @memberOf _\n * @since

0.5.0\n * @category Object\n * @param {Object} object The destination object.\n * @param {...Object} [sources] The source objects.\n * @returns {Object} Returns `object`.\n * @example\n *\n * var object = {\n *   'a': [{ 'b': 2 }, { 'd': 4 }]\n * };\n *\n * var other = {\n *   'a': [{ 'c': 3 }, { 'e': 5 }]\n * };\n *\n * _.merge(object, other);\n * // => { 'a': [{ 'b': 2, 'c': 3 }, { 'd': 4, 'e': 5 }] }\n */\n\nvar merge = createAssigner(function (object, source, srcIndex) {\n baseMerge(object, source, srcIndex);\n});\nexport default merge;","var _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nimport { ARRAY_INSERT, ARRAY_MOVE, ARRAY_POP, ARRAY_PUSH, ARRAY_REMOVE, ARRAY_REMOVE_ALL, ARRAY_SHIFT, ARRAY_SPLICE, ARRAY_SWAP, ARRAY_UNSHIFT, AUTOFILL, BLUR, CHANGE, CLEAR_SUBMIT, CLEAR_SUBMIT_ERRORS, CLEAR_ASYNC_ERROR, DESTROY, FOCUS, INITIALIZE, REGISTER_FIELD, RESET, RESET_SECTION, CLEAR_FIELDS, SET_SUBMIT_FAILED, SET_SUBMIT_SUCCEEDED, START_ASYNC_VALIDATION, START_SUBMIT, STOP_ASYNC_VALIDATION, STOP_SUBMIT, SUBMIT, TOUCH, UNREGISTER_FIELD, UNTOUCH, UPDATE_SYNC_ERRORS, UPDATE_SYNC_WARNINGS } from './actionTypes';\n\nvar arrayInsert = function arrayInsert(form, field, index, value) {\n return {\n   type: ARRAY_INSERT,\n   meta: {\n   form: form,\n   field: field,\n   index: index\n   },\n   payload: value\n };\n};\n\nvar arrayMove = function arrayMove(form, field, from, to) {\n return {\n   type: ARRAY_MOVE,\n   meta: {\n   form: form,\n   field: field,\n   from: from,\n   to: to\n   }\n };\n};\n\nvar arrayPop = function arrayPop(form, field) {\n return {\n   type: ARRAY_POP,\n   meta: {\n   form: form,\n   field: field\n   }\n };\n};\n\nvar arrayPush = function arrayPush(form, field, value) {\n return {\n   type: ARRAY_PUSH,\n   meta: {\n   form: form,\n   field: field\n   },\n   payload: value\n };\n};\n\nvar arrayRemove = function arrayRemove(form, field, index) {\n return {\n   type: ARRAY_REMOVE,\n   meta: {\n   form: form,\n   field: field,\n   index: index\n   }\n };\n};\n\nvar arrayRemoveAll = function arrayRemoveAll(form, field) {\n return {\n   type: ARRAY_REMOVE_ALL,\n   meta: {\n   form: form,\n   field: field\n   }\n };\n};\n\nvar arrayShift = function arrayShift(form, field) {\n return {\n   type: ARRAY_SHIFT,\n   meta: {\n   form: form,\n   field: field\n   }\n };\n};\n\nvar arraySplice = function arraySplice(form, field, index, removeNum, value) {\n var action = {\n   type: ARRAY_SPLICE,\n   meta: {\n   form: form,\n   field: field,\n   index: index,\n   removeNum: removeNum\n   }\n };\n\n if (value !== undefined) {\n   action.payload = value;\n }\n\n return action;\n};\n\nvar arraySwap = function arraySwap(form, field, indexA, indexB) {\n if (indexA === indexB) {\n   throw new Error('Swap indices cannot be equal');\n }\n\n if (indexA < 0 || indexB < 0) {\n   throw new Error('Swap indices cannot be negative');\n }\n\n return {\n   type: ARRAY_SWAP,\n   meta: {\n   form: form,\n   field: field,\n   indexA: indexA,\n   indexB: indexB\n   }\n };\n};\n\nvar arrayUnshift = function arrayUnshift(form, field, value) {\n return {\n   type: ARRAY_UNSHIFT,\n   meta: {\n   form: form,\n   field: field\n   },\n   payload: value\n };\n};\n\nvar autofill = function autofill(form, field, value) {\n return {\n   type: AUTOFILL,\n   meta: {\n   form: form,\n   field: field\n   },\n   payload: value\n };\n};\n\nvar blur = function blur(form, field, value, touch) {\n return {\n   type: BLUR,\n   meta: {\n   form: form,\n   field: field,\n   touch: touch\n   },\n   payload: value\n };\n};\n\nvar change = function change(form, field, value, touch, persistentSubmitErrors) {\n return {\n   type: CHANGE,\n   meta: {\n   form: form,\n   field: field,\n   touch: touch,\n   persistentSubmitErrors: persistentSubmitErrors\n   },\n   payload: value\n };\n};\n\nvar clearSubmit = function clearSubmit(form) {\n return {\n   type: CLEAR_SUBMIT,\n   meta: {\n   form: form\n   }\n };\n};\n\nvar clearSubmitErrors = function clearSubmitErrors(form) {\n return {\n   type: CLEAR_SUBMIT_ERRORS,\n   meta: {\n   form: form\n   }\n };\n};\n\nvar clearAsyncError = function clearAsyncError(form, field) {\n return {\n   type: CLEAR_ASYNC_ERROR,\n   meta: {\n   form: form,\n   field: field\n   }\n };\n};\n\nvar clearFields = function clearFields(form, keepTouched, persistentSubmitErrors) {\n for (var _len = arguments.length, fields = Array(_len > 3 ? _len - 3 : 0), _key = 3; _key < _len; _key++) {\n   fields[_key - 3] = arguments[_key];\n }\n\n return {\n   type: CLEAR_FIELDS,\n   meta: {\n   form: form,\n   keepTouched: keepTouched,\n   persistentSubmitErrors: persistentSubmitErrors,\n   fields: fields\n   }\n };\n};\n\nvar destroy = function destroy() {\n for (var _len2 = arguments.length, form = Array(_len2), _key2 = 0; _key2 < _len2; _key2++) {\n   form[_key2]

= arguments[_key2];\n }\n\n return {\n type: DESTROY,\n meta: {\n form: form\n }\n };\n};\n\nvar focus = function focus(form, field) {\n return {\n type: FOCUS,\n meta: {\n form: form,\n field: field\n }\n };\n};\n\nvar initialize = function initialize(form, values, keepDirty) {\n var otherMeta = arguments.length > 3 && arguments[3] !== undefined ? arguments[3] : {};\n\n if (keepDirty instanceof Object) {\n otherMeta = keepDirty;\n keepDirty = false;\n }\n\n return {\n type: INITIALIZE,\n meta: _extends({\n form: form,\n keepDirty: keepDirty\n }, otherMeta),\n payload: values\n };\n};\n\nvar registerField = function registerField(form, name, type) {\n return {\n type: REGISTER_FIELD,\n meta: {\n form: form\n },\n payload: {\n name: name,\n type: type\n }\n };\n};\n\nvar reset = function reset(form) {\n return {\n type: RESET,\n meta: {\n form: form\n }\n };\n};\n\nvar resetSection = function resetSection(form) {\n for (var _len3 = arguments.length, sections = Array(_len3 > 1 ? _len3 - 1 : 0), _key3 = 1; _key3 < _len3; _key3++) {\n sections[_key3 - 1] = arguments[_key3];\n }\n\n return {\n type: RESET_SECTION,\n meta: {\n form: form,\n sections: sections\n }\n };\n};\n\nvar startAsyncValidation = function startAsyncValidation(form, field) {\n return {\n type: START_ASYNC_VALIDATION,\n meta: {\n form: form,\n field: field\n }\n };\n};\n\nvar startSubmit = function startSubmit(form) {\n return {\n type: START_SUBMIT,\n meta: {\n form: form\n }\n };\n};\n\nvar stopAsyncValidation = function stopAsyncValidation(form, errors) {\n return {\n type: STOP_ASYNC_VALIDATION,\n meta: {\n form: form\n },\n payload: errors,\n error: !!(errors && Object.keys(errors).length)\n };\n};\n\nvar stopSubmit = function stopSubmit(form, errors) {\n return {\n type: STOP_SUBMIT,\n meta: {\n form: form\n },\n payload: errors,\n error: !!(errors && Object.keys(errors).length)\n };\n};\n\nvar submit = function submit(form) {\n return {\n type: SUBMIT,\n meta: {\n form: form\n }\n };\n};\n\nvar setSubmitFailed = function setSubmitFailed(form) {\n for (var _len4 = arguments.length, fields = Array(_len4 > 1 ? _len4 - 1 : 0), _key4 = 1; _key4 < _len4; _key4++) {\n fields[_key4 - 1] = arguments[_key4];\n }\n\n return {\n type: SET_SUBMIT_FAILED,\n meta: {\n form: form,\n fields: fields\n },\n error: true\n };\n};\n\nvar setSubmitSucceeded = function setSubmitSucceeded(form) {\n for (var _len5 = arguments.length, fields = Array(_len5 > 1 ? _len5 - 1 : 0), _key5 = 1; _key5 < _len5; _key5++) {\n fields[_key5 - 1] = arguments[_key5];\n }\n\n return {\n type: SET_SUBMIT_SUCCEEDED,\n meta: {\n form: form,\n fields: fields\n },\n error: false\n };\n};\n\nvar touch = function touch(form) {\n for (var _len6 = arguments.length, fields = Array(_len6 > 1 ? _len6 - 1 : 0), _key6 = 1; _key6 < _len6; _key6++) {\n fields[_key6 - 1] = arguments[_key6];\n }\n\n return {\n type: TOUCH,\n meta: {\n form: form,\n fields: fields\n }\n };\n};\n\nvar unregisterField = function unregisterField(form, name) {\n var destroyOnUnmount = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : true;\n return {\n type: UNREGISTER_FIELD,\n meta: {\n form: form\n },\n payload: {\n name: name,\n destroyOnUnmount: destroyOnUnmount\n }\n };\n};\n\nvar untouch = function untouch(form) {\n for (var _len7 = arguments.length, fields = Array(_len7 > 1 ? _len7 - 1 : 0), _key7 = 1; _key7 < _len7; _key7++) {\n fields[_key7 - 1] = arguments[_key7];\n }\n\n return {\n type: UNTOUCH,\n meta: {\n form: form,\n fields: fields\n }\n };\n};\n\nvar updateSyncErrors = function updateSyncErrors(form) {\n var syncErrors = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var error = arguments[2];\n return {\n type: UPDATE_SYNC_ERRORS,\n meta: {\n form: form\n },\n payload: {\n syncErrors: syncErrors,\n error: error\n }\n };\n};\n\nvar updateSyncWarnings = function updateSyncWarnings(form) {\n var syncWarnings = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var warning = arguments[2];\n return {\n type: UPDATE_SYNC_WARNINGS,\n meta: {\n form: form\n },\n payload: {\n syncWarnings: syncWarnings,\n warning: warning\n }\n };\n};\n\nvar actions = {\n arrayInsert: arrayInsert,\n arrayMove: arrayMove,\n arrayPop: arrayPop,\n arrayPush: arrayPush,\n arrayRemove: arrayRemove,\n arrayRemoveAll: arrayRemoveAll,\n arrayShift: arrayShift,\n arraySplice: arraySplice,\n arraySwap: arraySwap,\n arrayUnshift: arrayUnshift,\n autofill: autofill,\n blur: blur,\n change: change,\n clearFields: clearFields,\n clearSubmit: clearSubmit,\n clearSubmitErrors: clearSubmitErrors,\n clearAsyncError: clearAsyncError,\n destroy: destroy,\n focus: focus,\n initialize: initialize,\n registerField: registerField,\n reset: reset,\n resetSection: resetSection,\n startAsyncValidation: startAsyncValidation,\n startSubmit: startSubmit,\n stopAsyncValidation: stopAsyncValidation,\n stopSubmit: stopSubmit,\n submit: submit,\n setSubmitFailed:

setSubmitFailed,\n setSubmitSucceeded: setSubmitSucceeded,\n touch: touch,\n unregisterField: unregisterField,\n untouch: untouch,\n updateSyncErrors: updateSyncErrors,\n updateSyncWarnings: updateSyncWarnings\n};\nexport default actions;","import isPromise from 'is-promise';\n\nvar asyncValidation = function asyncValidation(fn, start, stop, field) {\n start(field);\n var promise = fn();\n\n if (!isPromise(promise)) {\n   throw new Error('asyncValidate function passed to reduxForm must return a promise');\n }\n\n var handleErrors = function handleErrors(rejected) {\n   return function (errors) {\n   if (rejected) {\n   if (errors && Object.keys(errors).length) {\n   stop(errors);\n   return errors;\n   } else {\n   stop();\n   throw new Error('Asynchronous validation promise was rejected without errors.');\n   }\n   }\n\n   stop();\n   return Promise.resolve();\n   };\n };\n\n return promise.then(handleErrors(false), handleErrors(true));\n};\n\nexport default asyncValidation;","var defaultShouldAsyncValidate = function defaultShouldAsyncValidate(_ref) {\n var initialized = _ref.initialized,\n   trigger = _ref.trigger,\n   pristine = _ref.pristine,\n   syncValidationPasses = _ref.syncValidationPasses;\n\n if (!syncValidationPasses) {\n   return false;\n }\n\n switch (trigger) {\n   case 'blur':\n   case 'change':\n   // blurring\n   return true;\n\n   case 'submit':\n   // submitting, so only async validate if form is dirty or was never initialized\n   // conversely, DON'T async validate if the form is pristine just as it was initialized\n   return !pristine || !initialized;\n\n   default:\n   return false;\n }\n};\n\nexport default defaultShouldAsyncValidate;","var defaultShouldValidate = function defaultShouldValidate(_ref) {\n var values = _ref.values,\n   nextProps = _ref.nextProps,\n   initialRender = _ref.initialRender,\n   lastFieldValidatorKeys = _ref.lastFieldValidatorKeys,\n   fieldValidatorKeys = _ref.fieldValidatorKeys,\n   structure = _ref.structure;\n\n if (initialRender) {\n   return true;\n }\n\n return !structure.deepEqual(values, nextProps && nextProps.values) || !structure.deepEqual(lastFieldValidatorKeys, fieldValidatorKeys);\n};\n\nexport default defaultShouldValidate;","var defaultShouldError = function defaultShouldError(_ref) {\n var values = _ref.values,\n   nextProps = _ref.nextProps,\n   initialRender = _ref.initialRender,\n   lastFieldValidatorKeys = _ref.lastFieldValidatorKeys,\n   fieldValidatorKeys = _ref.fieldValidatorKeys,\n   structure = _ref.structure;\n\n if (initialRender) {\n   return true;\n }\n\n return !structure.deepEqual(values, nextProps && nextProps.values) || !structure.deepEqual(lastFieldValidatorKeys, fieldValidatorKeys);\n};\n\nexport default defaultShouldError;","var defaultShouldWarn = function defaultShouldWarn(_ref) {\n var values = _ref.values,\n   nextProps = _ref.nextProps,\n   initialRender = _ref.initialRender,\n   lastFieldValidatorKeys = _ref.lastFieldValidatorKeys,\n   fieldValidatorKeys = _ref.fieldValidatorKeys,\n   structure = _ref.structure;\n\n if (initialRender) {\n   return true;\n }\n\n return !structure.deepEqual(values, nextProps && nextProps.values) || !structure.deepEqual(lastFieldValidatorKeys, fieldValidatorKeys);\n};\n\nexport default defaultShouldWarn;","import isEvent from './isEvent';\n\nvar silenceEvent = function silenceEvent(event) {\n var is = isEvent(event);\n\n if (is) {\n   event.preventDefault();\n }\n\n return is;\n};\n\nexport default silenceEvent;","import silenceEvent from './silenceEvent';\n\nvar silenceEvents = function silenceEvents(fn) {\n return function (event) {\n   for (var _len = arguments.length, args = Array(_len > 1 ? _len - 1 : 0), _key = 1; _key < _len; _key++) {\n   args[_key - 1] = arguments[_key];\n   }\n\n   return silenceEvent(event) ? fn.apply(undefined, args) : fn.apply(undefined, [event].concat(args));\n };\n};\n\nexport default silenceEvents;","import plain from './structure/plain';\n\nvar toArray = function toArray(value) {\n return Array.isArray(value) ? value : [value];\n};\n\nvar getError = function getError(value, values, props, validators, name) {\n var array = toArray(validators);\n\n for (var i = 0; i < array.length; i++) {\n   var error = array[i](value, values, props, name);\n\n   if (error) {\n   return error;\n   }\n }\n};\n\nvar generateValidator = function generateValidator(validators, _ref) {\n var getIn = _ref.getIn;\n return function (values, props) {\n   var errors = {};\n   Object.keys(validators).forEach(function (name) {\n   var value = getIn(values, name);\n   var error = getError(value, values, props, validators[name], name);\n\n   if (error) {\n   errors = plain.setIn(errors, name, error);\n   }\n   });\n   return errors;\n };\n};\n\nexport default generateValidator;","function _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if (!self) {\n   throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass,

superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n   throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n   constructor: {\n   value: subClass,\n   enumerable: false,\n   writable: true,\n   configurable: true\n   }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nfunction _extendableBuiltin(cls) {\n function ExtendableBuiltin() {\n   cls.apply(this, arguments);\n }\n\n ExtendableBuiltin.prototype = Object.create(cls.prototype, {\n   constructor: {\n   value: cls,\n   enumerable: false,\n   writable: true,\n   configurable: true\n   }\n });\n\n if (Object.setPrototypeOf) {\n   Object.setPrototypeOf(ExtendableBuiltin, cls);\n } else {\n   ExtendableBuiltin.__proto__ = cls;\n }\n\n return ExtendableBuiltin;\n}\n\nvar ExtendableError = function (_extendableBuiltin2) {\n _inherits(ExtendableError, _extendableBuiltin2);\n\n function ExtendableError() {\n   var message = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : '';\n\n   _classCallCheck(this, ExtendableError); // extending Error is weird and does not propagate `message`\n\n\n   var _this = _possibleConstructorReturn(this, (ExtendableError.__proto__ || Object.getPrototypeOf(ExtendableError)).call(this, message));\n\n   Object.defineProperty(_this, 'message', {\n   configurable: true,\n   enumerable: false,\n   value: message,\n   writable: true\n   });\n   Object.defineProperty(_this, 'name', {\n   configurable: true,\n   enumerable: false,\n   value: _this.constructor.name,\n   writable: true\n   });\n\n   if (Error.hasOwnProperty('captureStackTrace')) {\n   Error.captureStackTrace(_this, _this.constructor);\n   return _possibleConstructorReturn(_this);\n   }\n\n   Object.defineProperty(_this, 'stack', {\n   configurable: true,\n   enumerable: false,\n   value: new Error(message).stack,\n   writable: true\n   });\n   return _this;\n }\n\n return ExtendableError;\n}(_extendableBuiltin(Error));\n\nexport default ExtendableError;","function _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if (!self) {\n   throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n   throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n   constructor: {\n   value: subClass,\n   enumerable: false,\n   writable: true,\n   configurable: true\n   }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nimport ExtendableError from 'es6-error';\n\nvar SubmissionError = function (_ExtendableError) {\n _inherits(SubmissionError, _ExtendableError);\n\n function SubmissionError(errors) {\n   _classCallCheck(this, SubmissionError);\n\n   var _this = _possibleConstructorReturn(this, (SubmissionError.__proto__ || Object.getPrototypeOf(SubmissionError)).call(this, 'Submit Validation Failed'));\n\n   _this.errors = errors;\n   return _this;\n }\n\n return SubmissionError;\n}(ExtendableError);\n\nexport default SubmissionError;","var _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nfunction _toConsumableArray(arr) {\n if (Array.isArray(arr)) {\n   for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) {\n   arr2[i] = arr[i];\n   }\n\n   return arr2;\n } else {\n   return Array.from(arr);\n }\n}\n\nimport isPromise from 'is-promise';\nimport SubmissionError from './SubmissionError';\n\nvar handleSubmit = function handleSubmit(submit, props, valid, asyncValidate, fields) {\n var dispatch = props.dispatch,\n   onSubmitFail = props.onSubmitFail,\n   onSubmitSuccess = props.onSubmitSuccess,\n   startSubmit = props.startSubmit,\n   stopSubmit = props.stopSubmit,\n   setSubmitFailed = props.setSubmitFailed,\n   setSubmitSucceeded = props.setSubmitSucceeded,\n   syncErrors = props.syncErrors,\n   asyncErrors = props.asyncErrors,\n   touch = props.touch,\n   values = props.values,\n   persistentSubmitErrors = props.persistentSubmitErrors;\n touch.apply(undefined, _toConsumableArray(fields)); // mark all fields as touched\n\n if (valid || persistentSubmitErrors) {\n   var doSubmit = function doSubmit() {\n   var result = void 0;\n\n   try {\n

result = submit(values, dispatch, props);\n } catch (submitError) {\n var error = submitError instanceof SubmissionError ? submitError.errors : undefined;\n stopSubmit(error);\n setSubmitFailed.apply(undefined, _toConsumableArray(fields));\n\n if (onSubmitFail) {\n onSubmitFail(error, dispatch, submitError, props);\n }\n\n if (error || onSubmitFail) {\n // if you've provided an onSubmitFail callback, don't re-throw the error\n return error;\n } else {\n throw submitError;\n }\n }\n\n if (isPromise(result)) {\n startSubmit();\n return result.then(function (submitResult) {\n stopSubmit();\n setSubmitSucceeded();\n\n if (onSubmitSuccess) {\n onSubmitSuccess(submitResult, dispatch, props);\n }\n\n return submitResult;\n }, function (submitError) {\n var error = submitError instanceof SubmissionError ? submitError.errors : undefined;\n stopSubmit(error);\n setSubmitFailed.apply(undefined, _toConsumableArray(fields));\n\n if (onSubmitFail) {\n onSubmitFail(error, dispatch, submitError, props);\n }\n\n if (error || onSubmitFail) {\n // if you've provided an onSubmitFail callback, don't re-throw the error\n return error;\n } else {\n throw submitError;\n }\n });\n } else {\n setSubmitSucceeded();\n\n if (onSubmitSuccess) {\n onSubmitSuccess(result, dispatch, props);\n }\n }\n\n return result;\n };\n\n var asyncValidateResult = asyncValidate && asyncValidate();\n\n if (asyncValidateResult) {\n return asyncValidateResult.then(function (asyncErrors) {\n if (asyncErrors) {\n throw asyncErrors;\n }\n\n return doSubmit();\n }).catch(function (asyncErrors) {\n setSubmitFailed.apply(undefined, _toConsumableArray(fields));\n\n if (onSubmitFail) {\n onSubmitFail(asyncErrors, dispatch, null, props);\n }\n\n return Promise.reject(asyncErrors);\n });\n } else {\n return doSubmit();\n }\n } else {\n setSubmitFailed.apply(undefined, _toConsumableArray(fields));\n\n var errors = _extends({}, asyncErrors, syncErrors);\n\n if (onSubmitFail) {\n onSubmitFail(errors, dispatch, null, props);\n }\n\n return errors;\n }\n};\n\nexport default handleSubmit;","var getErrorKeys = function getErrorKeys(name, type) {\n switch (type) {\n case 'Field':\n return [name, name + '._error'];\n\n case 'FieldArray':\n return [name + '._error'];\n\n default:\n throw new Error('Unknown field type');\n }\n};\n\nvar createHasError = function createHasError(_ref) {\n var getIn = _ref.getIn;\n\n var hasError = function hasError(field, syncErrors, asyncErrors, submitErrors) {\n if (!syncErrors && !asyncErrors && !submitErrors) {\n return false;\n }\n\n var name = getIn(field, 'name');\n var type = getIn(field, 'type');\n return getErrorKeys(name, type).some(function (key) {\n return getIn(syncErrors, key) || getIn(asyncErrors, key) || getIn(submitErrors, key);\n });\n };\n\n return hasError;\n};\n\nexport default createHasError;","import createHasError from '../hasError';\n\nvar createIsValid = function createIsValid(structure) {\n var getIn = structure.getIn,\n keys = structure.keys;\n var hasError = createHasError(structure);\n return function (form, getFormState) {\n var ignoreSubmitErrors = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : false;\n return function (state) {\n var nonNullGetFormState = getFormState || function (state) {\n return getIn(state, 'form');\n };\n\n var formState = nonNullGetFormState(state);\n var syncError = getIn(formState, form + '.syncError');\n\n if (syncError) {\n return false;\n }\n\n if (!ignoreSubmitErrors) {\n var error = getIn(formState, form + '.error');\n\n if (error) {\n return false;\n }\n }\n\n var syncErrors = getIn(formState, form + '.syncErrors');\n var asyncErrors = getIn(formState, form + '.asyncErrors');\n var submitErrors = ignoreSubmitErrors ? undefined : getIn(formState, form + '.submitErrors');\n\n if (!syncErrors && !asyncErrors && !submitErrors) {\n return true;\n }\n\n var registeredFields = getIn(formState, form + '.registeredFields');\n\n if (!registeredFields) {\n return true;\n }\n\n return !keys(registeredFields).filter(function (name) {\n return getIn(registeredFields, '[\\'' + name + '\\'].count') > 0;\n }).some(function (name) {\n return hasError(getIn(registeredFields, '[\\'' + name + '\\']'), syncErrors, asyncErrors, submitErrors);\n });\n };\n};\n\nexport default createIsValid;","var getDisplayName = function getDisplayName(Comp) {\n return Comp.displayName || Comp.name || 'Component';\n};\n\nexport default getDisplayName;","import _merge from 'lodash-es/merge';\nimport _mapValues from 'lodash-es/mapValues';\n\nvar _createClass = function () {\n function defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key,

descriptor);\n }\n }\n\n return function (Constructor, protoProps, staticProps) {\n if (protoProps) defineProperties(Constructor.prototype, protoProps);\n if (staticProps) defineProperties(Constructor, staticProps);\n return Constructor;\n };\n}();\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n }\n }\n\n return target;\n};\n\nvar _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) {\n return typeof obj;\n} : function (obj) {\n return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj;\n};\n\nfunction _defineProperty(obj, key, value) {\n if (key in obj) {\n Object.defineProperty(obj, key, {\n   value: value,\n   enumerable: true,\n   configurable: true,\n   writable: true\n });\n } else {\n obj[key] = value;\n }\n\n return obj;\n}\n\nfunction _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if (!self) {\n throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n constructor: {\n   value: subClass,\n   enumerable: false,\n   writable: true,\n   configurable: true\n }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nfunction _toConsumableArray(arr) {\n if (Array.isArray(arr)) {\n for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) {\n   arr2[i] = arr[i];\n }\n\n return arr2;\n } else {\n return Array.from(arr);\n }\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i) >= 0) continue;\n if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return target;\n}\n\nimport * as React from 'react';\nimport { polyfill } from 'react-lifecycles-compat';\nimport hoistStatics from 'hoist-non-react-statics';\nimport invariant from 'invariant';\nimport isPromise from 'is-promise';\nimport PropTypes from 'prop-types';\nimport { Component, createElement } from 'react';\nimport { connect } from 'react-redux';\nimport { bindActionCreators } from 'redux';\nimport importedActions from './actions';\nimport asyncValidation from './asyncValidation';\nimport defaultShouldAsyncValidate from './defaultShouldAsyncValidate';\nimport defaultShouldValidate from './defaultShouldValidate';\nimport defaultShouldError from './defaultShouldError';\nimport defaultShouldWarn from './defaultShouldWarn';\nimport silenceEvent from './events/silenceEvent';\nimport silenceEvents from './events/silenceEvents';\nimport generateValidator from './generateValidator';\nimport handleSubmit from './handleSubmit';\nimport createIsValid from './selectors/isValid';\nimport plain from './structure/plain';\nimport getDisplayName from './util/getDisplayName';\nimport isHotReloading from './util/isHotReloading';\n\nvar isClassComponent = function isClassComponent(Component) {\n return Boolean(Component && Component.prototype && _typeof(Component.prototype.isReactComponent) === 'object');\n}; // extract field-specific actions\n\n\nvar arrayInsert = importedActions.arrayInsert,\n arrayMove = importedActions.arrayMove,\n arrayPop = importedActions.arrayPop,\n arrayPush = importedActions.arrayPush,\n arrayRemove = importedActions.arrayRemove,\n arrayRemoveAll = importedActions.arrayRemoveAll,\n arrayShift = importedActions.arrayShift,\n arraySplice = importedActions.arraySplice,\n arraySwap = importedActions.arraySwap,\n arrayUnshift = importedActions.arrayUnshift,\n blur = importedActions.blur,\n change = importedActions.change,\n focus = importedActions.focus,\n formActions = _objectWithoutProperties(importedActions, ['arrayInsert', 'arrayMove', 'arrayPop', 'arrayPush', 'arrayRemove', 'arrayRemoveAll', 'arrayShift', 'arraySplice', 'arraySwap', 'arrayUnshift', 'blur', 'change', 'focus']);\n\nvar arrayActions = {\n arrayInsert: arrayInsert,\n arrayMove: arrayMove,\n arrayPop: arrayPop,\n arrayPush: arrayPush,\n arrayRemove: arrayRemove,\n arrayRemoveAll: arrayRemoveAll,\n arrayShift: arrayShift,\n arraySplice: arraySplice,\n arraySwap: arraySwap,\n arrayUnshift: arrayUnshift\n};\nvar propsToNotUpdateFor = [].concat(_toConsumableArray(Object.keys(importedActions)), ['array', 'asyncErrors', 'initialValues', 'syncErrors',

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'syncWarnings', 'values', 'registeredFields']);\n\nvar checkSubmit = function checkSubmit(submit) {\n  if (!submit || typeof submit !== 'function') {\n    throw new Error('You must either pass handleSubmit() an onSubmit function or pass onSubmit as a prop');\n  }\n\n  return submit;\n};\n/**\n * The decorator that is the main API to redux-form\n */\n\n\nvar createReduxForm = function createReduxForm(structure) {\n  var deepEqual = structure.deepEqual,\n      empty = structure.empty,\n      getIn = structure.getIn,\n      setIn = structure.setIn,\n      keys = structure.keys,\n      fromJS = structure.fromJS;\n  var isValid = createIsValid(structure);\n  return function (initialConfig) {\n    var config = _extends({\n      touchOnBlur: true,\n      touchOnChange: false,\n      persistentSubmitErrors: false,\n      destroyOnUnmount: true,\n      shouldAsyncValidate: defaultShouldAsyncValidate,\n      shouldValidate: defaultShouldValidate,\n      shouldError: defaultShouldError,\n      shouldWarn: defaultShouldWarn,\n      enableReinitialize: false,\n      keepDirtyOnReinitialize: false,\n      updateUnregisteredFields: false,\n      getFormState: function getFormState(state) {\n        return getIn(state, 'form');\n      },\n      pure: true,\n      forceUnregisterOnUnmount: false\n    }, initialConfig);\n\n    return function (WrappedComponent) {\n      var Form = function (_Component) {\n        _inherits(Form, _Component);\n\n        function Form() {\n          var _ref;\n\n          var _temp, _this, _ret;\n\n          _classCallCheck(this, Form);\n\n          for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n            args[_key] = arguments[_key];\n          }\n\n          return _ret = (_temp = (_this = _possibleConstructorReturn(this, (_ref = Form.__proto__ || Object.getPrototypeOf(Form)).call.apply(_ref, [this].concat(args))), _this), _this.destroyed = false, _this.fieldCounts = {}, _this.fieldValidators = {}, _this.lastFieldValidatorKeys = [], _this.fieldWarners = {}, _this.lastFieldWarnerKeys = [], _this.innerOnSubmit = undefined, _this.submitPromise = undefined, _this.getValues = function () {\n            return _this.props.values;\n          }, _this.isValid = function () {\n            return _this.props.valid;\n          }, _this.isPristine = function () {\n            return _this.props.pristine;\n          }, _this.register = function (name, type, getValidator, getWarner) {\n            var lastCount = _this.fieldCounts[name];\n            var nextCount = (lastCount || 0) + 1;\n            _this.fieldCounts[name] = nextCount;\n\n            _this.props.registerField(name, type);\n\n            if (getValidator) {\n              _this.fieldValidators[name] = getValidator;\n            }\n\n            if (getWarner) {\n              _this.fieldWarners[name] = getWarner;\n            }\n          }, _this.unregister = function (name) {\n            var lastCount = _this.fieldCounts[name];\n            if (lastCount === 1) delete _this.fieldCounts[name];else if (lastCount != null) _this.fieldCounts[name] = lastCount - 1;\n\n            if (!_this.destroyed) {\n              var _this$props = _this.props,\n                  _destroyOnUnmount = _this$props.destroyOnUnmount,\n                  _forceUnregisterOnUnmount = _this$props.forceUnregisterOnUnmount,\n                  _unregisterField = _this$props.unregisterField;\n\n              if (_destroyOnUnmount || _forceUnregisterOnUnmount) {\n                _unregisterField(name, _destroyOnUnmount);\n\n                if (!_this.fieldCounts[name]) {\n                  delete _this.fieldValidators[name];\n                  delete _this.fieldWarners[name];\n                  _this.lastFieldValidatorKeys = _this.lastFieldValidatorKeys.filter(function (key) {\n                    return key !== name;\n                  });\n                }\n              } else {\n                _unregisterField(name, false);\n              }\n            }\n          }, _this.getFieldList = function (options) {\n            var registeredFields = _this.props.registeredFields;\n            var list = [];\n\n            if (!registeredFields) {\n              return list;\n            }\n\n            var keySeq = keys(registeredFields);\n\n            if (options && options.excludeFieldArray) {\n              keySeq = keySeq.filter(function (name) {\n                return getIn(registeredFields, '[\\'' + name + '\\'].type') !== 'FieldArray';\n              });\n            }\n\n            return fromJS(keySeq.reduce(function (acc, key) {\n              acc.push(key);\n              return acc;\n            }, list));\n          }, _this.getValidators = function () {\n            var validators = {};\n            Object.keys(_this.fieldValidators).forEach(function (name) {\n              var validator = _this.fieldValidators[name]();\n\n              if (validator) {\n                validators[name] = validator;\n              }\n            });\n            return validators;\n          }, _this.generateValidator = function () {\n            var validators = _this.getValidators();\n\n            return Object.keys(validators).length ? generateValidator(validators, structure) : undefined;\n          }, _this.getWarners = function () {\n            var warners = {};\n            Object.keys(_this.fieldWarners).forEach(function (name) {\n              var warner = _this.fieldWarners[name]();\n\n              if (warner) {\n                warners[name] = warner;\n              }\n            });\n            return warners;\n          },
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_this.generateWarner = function () {\n var warners = _this.getWarners();\n\n return Object.keys(warners).length ? generateValidator(warners, structure) : undefined;\n }, _this.asyncValidate = function (name, value, trigger) {\n var _this$props2 = _this.props,\n asyncBlurFields = _this$props2.asyncBlurFields,\n asyncChangeFields = _this$props2.asyncChangeFields,\n asyncErrors = _this$props2.asyncErrors,\n asyncValidate = _this$props2.asyncValidate,\n dispatch = _this$props2.dispatch,\n initialized = _this$props2.initialized,\n pristine = _this$props2.pristine,\n shouldAsyncValidate = _this$props2.shouldAsyncValidate,\n startAsyncValidation = _this$props2.startAsyncValidation,\n stopAsyncValidation = _this$props2.stopAsyncValidation,\n syncErrors = _this$props2.syncErrors,\n values = _this$props2.values;\n var submitting = !name;\n\n var fieldNeedsValidation = function fieldNeedsValidation() {\n var fieldNeedsValidationForBlur = asyncBlurFields && name && ~asyncBlurFields.indexOf(name.replace(/\\[[0-9]+\\]/g, '[]'));\n var fieldNeedsValidationForChange = asyncChangeFields && name && ~asyncChangeFields.indexOf(name.replace(/\\[[0-9]+\\]/g, '[]'));\n var asyncValidateByDefault = !(asyncBlurFields || asyncChangeFields);\n return submitting || asyncValidateByDefault || (trigger === 'blur' ? fieldNeedsValidationForBlur : fieldNeedsValidationForChange);\n };\n\n if (asyncValidate) {\n var valuesToValidate = submitting ? values : setIn(values, name, value);\n var syncValidationPasses = submitting || !getIn(syncErrors, name);\n\n if (fieldNeedsValidation() && shouldAsyncValidate({\n asyncErrors: asyncErrors,\n initialized: initialized,\n trigger: submitting ? 'submit' : trigger,\n blurredField: name,\n pristine: pristine,\n syncValidationPasses: syncValidationPasses\n })) {\n return asyncValidation(function () {\n return asyncValidate(valuesToValidate, dispatch, _this.props, name);\n }, startAsyncValidation, stopAsyncValidation, name);\n }\n }\n }, _this.submitCompleted = function (result) {\n delete _this.submitPromise;\n return result;\n }, _this.submitFailed = function (error) {\n delete _this.submitPromise;\n throw error;\n }, _this.listenToSubmit = function (promise) {\n if (!isPromise(promise)) {\n return promise;\n }\n\n _this.submitPromise = promise;\n return promise.then(_this.submitCompleted, _this.submitFailed);\n }, _this.submit = function (submitOrEvent) {\n var _this$props3 = _this.props,\n onSubmit = _this$props3.onSubmit,\n blur = _this$props3.blur,\n change = _this$props3.change,\n dispatch = _this$props3.dispatch;\n\n if (!submitOrEvent || silenceEvent(submitOrEvent)) {\n // submitOrEvent is an event: fire submit if not already submitting\n if (!_this.submitPromise) {\n // avoid recursive stack trace if use Form with onSubmit as handleSubmit\n if (_this.innerOnSubmit && _this.innerOnSubmit !== _this.submit) {\n // will call \"submitOrEvent is the submit function\" block below\n return _this.innerOnSubmit();\n } else {\n return _this.listenToSubmit(handleSubmit(checkSubmit(onSubmit), _extends({}, _this.props, bindActionCreators({\n blur: blur,\n change: change\n }, dispatch)), _this.props.validExceptSubmit, _this.asyncValidate, _this.getFieldList({\n excludeFieldArray: true\n })));\n }\n }\n } else {\n // submitOrEvent is the submit function: return deferred submit thunk\n return silenceEvents(function () {\n return !_this.submitPromise && _this.listenToSubmit(handleSubmit(checkSubmit(submitOrEvent), _extends({}, _this.props, bindActionCreators({\n blur: blur,\n change: change\n }, dispatch)), _this.props.validExceptSubmit, _this.asyncValidate, _this.getFieldList({\n excludeFieldArray: true\n })));\n });\n }\n }, _this.reset = function () {\n return _this.props.reset();\n }, _this.saveRef = function (ref) {\n _this.wrapped = ref;\n }, _temp), _possibleConstructorReturn(_this, _ret);\n }\n\n _createClass(Form, [{\n key: 'getChildContext',\n value: function getChildContext() {\n var _this2 = this;\n\n return {\n _reduxForm: _extends({}, this.props, {\n getFormState: function getFormState(state) {\n return getIn(_this2.props.getFormState(state), _this2.props.form);\n },\n asyncValidate: this.asyncValidate,\n getValues: this.getValues,\n sectionPrefix: undefined,\n register:
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this.register,\n                unregister: this.unregister,\n                registerInnerOnSubmit: function
registerInnerOnSubmit(innerOnSubmit) {\n                return _this2.innerOnSubmit = innerOnSubmit;\n
}\n            })\n            };\n            }\n        }, {\n            key: 'initIfNeeded',\n            value: function
initIfNeeded(nextProps) {\n            var enableReinitialize = this.props.enableReinitialize;\n\n            if (nextProps)
{\n            if ((enableReinitialize || !nextProps.initialized) && !deepEqual(this.props.initialValues,
nextProps.initialValues)) {\n                var _keepDirty = nextProps.initialized &&
this.props.keepDirtyOnReinitialize;\n\n                this.props.initialize(nextProps.initialValues, _keepDirty, {\n
    keepValues: nextProps.keepValues,\n                lastInitialValues: this.props.initialValues,\n
updateUnregisteredFields: nextProps.updateUnregisteredFields\n                });\n            }\n            } else if
(this.props.initialValues && (!this.props.initialized || enableReinitialize)) {\n
this.props.initialize(this.props.initialValues, this.props.keepDirtyOnReinitialize, {\n                keepValues:
this.props.keepValues,\n                updateUnregisteredFields: this.props.updateUnregisteredFields\n            });\n
    }\n        }\n        }, {\n            key: 'updateSyncErrorsIfNeeded',\n            value: function
updateSyncErrorsIfNeeded(nextSyncErrors, nextError, lastSyncErrors) {\n            var _props = this.props,\n
error = _props.error,\n                updateSyncErrors = _props.updateSyncErrors;\n            var noErrors =
(!lastSyncErrors || !Object.keys(lastSyncErrors).length) && !error;\n            var nextNoErrors = (!nextSyncErrors ||
!Object.keys(nextSyncErrors).length) && !nextError;\n\n            if (!(noErrors && nextNoErrors) &&
(!plain.deepEqual(lastSyncErrors, nextSyncErrors) || !plain.deepEqual(error, nextError))) {\n
updateSyncErrors(nextSyncErrors, nextError);\n            }\n            }\n        }, {\n            key:
'clearSubmitPromiseIfNeeded',\n            value: function clearSubmitPromiseIfNeeded(nextProps) {\n            var
submitting = this.props.submitting;\n\n            if (this.submitPromise && submitting && !nextProps.submitting) {\n
            delete this.submitPromise;\n            }\n            }\n        }, {\n            key: 'submitIfNeeded',\n            value:
function submitIfNeeded(nextProps) {\n            var _props2 = this.props,\n                clearSubmit =
_props2.clearSubmit,\n                triggerSubmit = _props2.triggerSubmit;\n\n            if (!triggerSubmit &&
nextProps.triggerSubmit) {\n                clearSubmit();\n                this.submit();\n            }\n            }\n        }, {\n
key: 'shouldErrorFunction',\n            value: function shouldErrorFunction() {\n            var _props3 = this.props,\n
    shouldValidate = _props3.shouldValidate,\n                shouldError = _props3.shouldError;\n            var
shouldValidateOverridden = shouldValidate !== defaultShouldValidate;\n            var shouldErrorOverridden =
shouldError !== defaultShouldError;\n            return shouldValidateOverridden && !shouldErrorOverridden ?
shouldValidate : shouldError;\n            }\n        }, {\n            key: 'validateIfNeeded',\n            value: function
validateIfNeeded(nextProps) {\n            var _props4 = this.props,\n                validate = _props4.validate,\n
values = _props4.values;\n            var shouldError = this.shouldErrorFunction();\n            var fieldLevelValidate =
this.generateValidator();\n\n            if (validate || fieldLevelValidate) {\n                var initialRender = nextProps ===
undefined;\n                var fieldValidatorKeys = Object.keys(this.getValidators());\n                var validateParams = {\n
                values: values,\n                nextProps: nextProps,\n                props: this.props,\n                initialRender:
initialRender,\n                lastFieldValidatorKeys: this.lastFieldValidatorKeys,\n                fieldValidatorKeys:
fieldValidatorKeys,\n                structure: structure\n            };\n\n            if (shouldError(validateParams)) {\n
    var propsToValidate = initialRender || !nextProps ? this.props : nextProps;\n\n                var _merge2 =
_merge(validate ? validate(propsToValidate.values, propsToValidate) || {} : {}, fieldLevelValidate ?
fieldLevelValidate(propsToValidate.values, propsToValidate) || {} : {}),\n                    _error = _merge2._error,\n
                nextSyncErrors = _objectWithoutProperties(_merge2, ['_error']);\n\n                this.lastFieldValidatorKeys
= fieldValidatorKeys;\n                this.updateSyncErrorsIfNeeded(nextSyncErrors, _error,
propsToValidate.syncErrors);\n            }\n            } else {\n                this.lastFieldValidatorKeys = [];\n            }\n
    }\n        }, {\n            key: 'updateSyncWarningsIfNeeded',\n            value: function
updateSyncWarningsIfNeeded(nextSyncWarnings, nextWarning, lastSyncWarnings) {\n            var _props5 =
this.props,\n                warning = _props5.warning,\n                syncWarnings = _props5.syncWarnings,\n
updateSyncWarnings = _props5.updateSyncWarnings;\n            var noWarnings = (!syncWarnings ||
!Object.keys(syncWarnings).length) && !warning;\n            var nextNoWarnings = (!nextSyncWarnings ||
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!Object.keys(nextSyncWarnings).length) && !nextWarning;\n\n            if (!(noWarnings && nextNoWarnings) &&
(!plain.deepEqual(lastSyncWarnings, nextSyncWarnings) || !plain.deepEqual(warning, nextWarning))) {\n
updateSyncWarnings(nextSyncWarnings, nextWarning);\n            }\n          }\n        }, {\n          key:
'shouldWarnFunction',\n          value: function shouldWarnFunction() {\n            var _props6 = this.props,\n
shouldValidate = _props6.shouldValidate,\n                shouldWarn = _props6.shouldWarn;\n            var
shouldValidateOverridden = shouldValidate !== defaultShouldValidate;\n            var shouldWarnOverridden =
shouldWarn !== defaultShouldWarn;\n            return shouldValidateOverridden && !shouldWarnOverridden ?
shouldValidate : shouldWarn;\n          }\n        }, {\n          key: 'warnIfNeeded',\n          value: function
warnIfNeeded(nextProps) {\n            var _props7 = this.props,\n                warn = _props7.warn,\n                values =
_props7.values;\n            var shouldWarn = this.shouldWarnFunction();\n            var fieldLevelWarn =
this.generateWarner();\n\n            if (warn || fieldLevelWarn) {\n              var initialRender = nextProps ===
undefined;\n              var fieldWarnerKeys = Object.keys(this.getWarners());\n              var validateParams = {\n
values: values,\n                nextProps: nextProps,\n                props: this.props,\n                initialRender:
initialRender,\n                lastFieldValidatorKeys: this.lastFieldWarnerKeys,\n                fieldValidatorKeys:
fieldWarnerKeys,\n                structure: structure\n              };\n\n              if (shouldWarn(validateParams)) {\n
  var propsToWarn = initialRender || !nextProps ? this.props : nextProps;\n\n                var _merge3 = _merge(warn
? warn(propsToWarn.values, propsToWarn) : {}, fieldLevelWarn ? fieldLevelWarn(propsToWarn.values,
propsToWarn) : {}),\n                  _warning = _merge3._warning,\n                  nextSyncWarnings =
_objectWithoutProperties(_merge3, ['_warning']);\n\n                this.lastFieldWarnerKeys = fieldWarnerKeys;\n
    this.updateSyncWarningsIfNeeded(nextSyncWarnings, _warning, propsToWarn.syncWarnings);\n              }\n
    }\n          }\n        }, {\n          key: 'componentWillMount',\n          value: function componentWillMount() {\n
    if (!isHotReloading()) {\n              this.initIfNeeded();\n              this.validateIfNeeded();\n
this.warnIfNeeded();\n            }\n\n            invariant(this.props.shouldValidate, 'shouldValidate() is deprecated and
will be removed in v8.0.0. Use shouldWarn() or shouldError() instead.');\n          }\n        }, {\n          key:
'componentWillReceiveProps',\n          value: function componentWillReceiveProps(nextProps) {\n
this.initIfNeeded(nextProps);\n            this.validateIfNeeded(nextProps);\n            this.warnIfNeeded(nextProps);\n
    this.clearSubmitPromiseIfNeeded(nextProps);\n            this.submitIfNeeded(nextProps);\n            var onChange
= nextProps.onChange,\n                values = nextProps.values,\n                dispatch = nextProps.dispatch;\n\n
if (onChange && !deepEqual(values, this.props.values)) {\n              onChange(values, dispatch, nextProps,
this.props.values);\n            }\n          }\n        }, {\n          key: 'shouldComponentUpdate',\n          value: function
shouldComponentUpdate(nextProps) {\n            var _this3 = this;\n\n            if (!this.props.pure) return true;\n
var _config$immutableProp = config.immutableProps,\n                immutableProps = _config$immutableProp ===
undefined ? [] : _config$immutableProp; // if we have children, we MUST update in React 16\n            //
https://twitter.com/erikras/status/915866544558788608\n\n            return !!(this.props.children || nextProps.children
|| Object.keys(nextProps).some(function (prop) {\n              // useful to debug rerenders\n              // if
(!plain.deepEqual(this.props[ prop ], nextProps[ prop ])) {\n              //   console.info(prop, 'changed', this.props[
prop ], '==>', nextProps[ prop ])\n              // }\n              if (~immutableProps.indexOf(prop)) {\n                return
_this3.props[prop] !== nextProps[prop];\n              }\n\n              return !~propsToNotUpdateFor.indexOf(prop) &&
!deepEqual(_this3.props[prop], nextProps[prop]);\n            }));\n          }\n        }, {\n          key:
'componentDidMount',\n          value: function componentDidMount() {\n            if (!isHotReloading()) {\n
this.initIfNeeded(this.props);\n              this.validateIfNeeded();\n              this.warnIfNeeded();\n            }\n\n
invariant(this.props.shouldValidate, 'shouldValidate() is deprecated and will be removed in v8.0.0. Use
shouldWarn() or shouldError() instead.');\n          }\n        }, {\n          key: 'componentWillUnmount',\n          value:
function componentWillUnmount() {\n            var _props8 = this.props,\n                destroyOnUnmount =
_props8.destroyOnUnmount,\n                destroy = _props8.destroy;\n\n            if (destroyOnUnmount &&
!isHotReloading()) {\n              this.destroyed = true;\n              destroy();\n            }\n          }\n        }, {\n          key:
'render',\n          value: function render() {\n            // remove some redux-form config-only props\n\n            /*
eslint-disable no-unused-vars */\n            var _props9 = this.props,\n                anyTouched = _props9.anyTouched,\n
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array = _props9.array,\n arrayInsert = _props9.arrayInsert,\n arrayMove =
_props9.arrayMove,\n arrayPop = _props9.arrayPop,\n arrayPush = _props9.arrayPush,\n
arrayRemove = _props9.arrayRemove,\n arrayRemoveAll = _props9.arrayRemoveAll,\n
arrayShift = _props9.arrayShift,\n arraySplice = _props9.arraySplice,\n arraySwap =
_props9.arraySwap,\n arrayUnshift = _props9.arrayUnshift,\n asyncErrors =
_props9.asyncErrors,\n asyncValidate = _props9.asyncValidate,\n asyncValidating =
_props9.asyncValidating,\n blur = _props9.blur,\n change = _props9.change,\n
clearSubmit = _props9.clearSubmit,\n destroy = _props9.destroy,\n destroyOnUnmount =
_props9.destroyOnUnmount,\n forceUnregisterOnUnmount = _props9.forceUnregisterOnUnmount,\n
dirty = _props9.dirty,\n dispatch = _props9.dispatch,\n enableReinitialize =
_props9.enableReinitialize,\n error = _props9.error,\n focus = _props9.focus,\n form =
_props9.form,\n getFormState = _props9.getFormState,\n immutableProps =
_props9.immutableProps,\n initialize = _props9.initialize,\n initialized = _props9.initialized,\n
initialValues = _props9.initialValues,\n invalid = _props9.invalid,\n keepDirtyOnReinitialize
= _props9.keepDirtyOnReinitialize,\n keepValues = _props9.keepValues,\n
updateUnregisteredFields = _props9.updateUnregisteredFields,\n pristine = _props9.pristine,\n
propNamespace = _props9.propNamespace,\n registeredFields = _props9.registeredFields,\n
registerField = _props9.registerField,\n reset = _props9.reset,\n resetSection =
_props9.resetSection,\n setSubmitFailed = _props9.setSubmitFailed,\n setSubmitSucceeded =
_props9.setSubmitSucceeded,\n shouldAsyncValidate = _props9.shouldAsyncValidate,\n
shouldValidate = _props9.shouldValidate,\n shouldError = _props9.shouldError,\n shouldWarn =
_props9.shouldWarn,\n startAsyncValidation = _props9.startAsyncValidation,\n startSubmit =
_props9.startSubmit,\n stopAsyncValidation = _props9.stopAsyncValidation,\n stopSubmit =
_props9.stopSubmit,\n submitting = _props9.submitting,\n submitFailed =
_props9.submitFailed,\n submitSucceeded = _props9.submitSucceeded,\n touch =
_props9.touch,\n touchOnBlur = _props9.touchOnBlur,\n touchOnChange =
_props9.touchOnChange,\n persistentSubmitErrors = _props9.persistentSubmitErrors,\n
syncErrors = _props9.syncErrors,\n syncWarnings = _props9.syncWarnings,\n unregisterField =
_props9.unregisterField,\n untouch = _props9.untouch,\n updateSyncErrors =
_props9.updateSyncErrors,\n updateSyncWarnings = _props9.updateSyncWarnings,\n valid =
_props9.valid,\n validExceptSubmit = _props9.validExceptSubmit,\n values = _props9.values,\n
warning = _props9.warning,\n rest = _objectWithoutProperties(_props9, ['anyTouched', 'array',
'arrayInsert', 'arrayMove', 'arrayPop', 'arrayPush', 'arrayRemove', 'arrayRemoveAll', 'arrayShift', 'arraySplice',
'arraySwap', 'arrayUnshift', 'asyncErrors', 'asyncValidate', 'asyncValidating', 'blur', 'change', 'clearSubmit', 'destroy',
'destroyOnUnmount', 'forceUnregisterOnUnmount', 'dirty', 'dispatch', 'enableReinitialize', 'error', 'focus', 'form',
'getFormState', 'immutableProps', 'initialize', 'initialized', 'initialValues', 'invalid', 'keepDirtyOnReinitialize',
'keepValues', 'updateUnregisteredFields', 'pristine', 'propNamespace', 'registeredFields', 'registerField', 'reset',
'resetSection', 'setSubmitFailed', 'setSubmitSucceeded', 'shouldAsyncValidate', 'shouldValidate', 'shouldError',
'shouldWarn', 'startAsyncValidation', 'startSubmit', 'stopAsyncValidation', 'stopSubmit', 'submitting', 'submitFailed',
'submitSucceeded', 'touch', 'touchOnBlur', 'touchOnChange', 'persistentSubmitErrors', 'syncErrors', 'syncWarnings',
'unregisterField', 'untouch', 'updateSyncErrors', 'updateSyncWarnings', 'valid', 'validExceptSubmit', 'values',
'warning']);\n /* eslint-enable no-unused-vars */\n\n\n var reduxFormProps = _extends({\n
array: array,\n anyTouched: anyTouched,\n asyncValidate: this.asyncValidate,\n
asyncValidating: asyncValidating\n }, bindActionCreators({\n blur: blur,\n change: change\n
}, dispatch), {\n clearSubmit: clearSubmit,\n destroy: destroy,\n dirty: dirty,\n
dispatch: dispatch,\n error: error,\n form: form,\n handleSubmit: this.submit,\n
initialize: initialize,\n initialized: initialized,\n initialValues: initialValues,\n invalid:
invalid,\n pristine: pristine,\n reset: reset,\n resetSection: resetSection,\n submitting:
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submitting,\n submitFailed: submitFailed,\n submitSucceeded: submitSucceeded,\n touch: touch,\n untouch: untouch,\n valid: valid,\n warning: warning\n });\n\n var propsToPass = _extends({}, propNamespace ? _defineProperty({}, propNamespace, reduxFormProps) : reduxFormProps, rest);\n\n if (isClassComponent(WrappedComponent)) {\n ;\n propsToPass.ref = this.saveRef;\n }\n\n return createElement(WrappedComponent, propsToPass);\n }\n }]);\n\n return Form;\n }(Component);\n\n Form.displayName = 'Form(' + getDisplayName(WrappedComponent) + ')';\n Form.WrappedComponent = WrappedComponent;\n Form.childContextTypes = {\n _reduxForm: PropTypes.object.isRequired\n };\n Form.propTypes = {\n destroyOnUnmount: PropTypes.bool,\n forceUnregisterOnUnmount: PropTypes.bool,\n form: PropTypes.string.isRequired,\n immutableProps: PropTypes.arrayOf(PropTypes.string),\n initialValues: PropTypes.oneOfType([PropTypes.array, PropTypes.object]),\n getFormState: PropTypes.func,\n onSubmitFail: PropTypes.func,\n onSubmitSuccess: PropTypes.func,\n propNamespace: PropTypes.string,\n validate: PropTypes.func,\n warn: PropTypes.func,\n touchOnBlur: PropTypes.bool,\n touchOnChange: PropTypes.bool,\n triggerSubmit: PropTypes.bool,\n persistentSubmitErrors: PropTypes.bool,\n registeredFields: PropTypes.any\n };\n var connector = connect(function (state, props) {\n var form = props.form,\n getFormState = props.getFormState,\n initialValues = props.initialValues,\n enableReinitialize = props.enableReinitialize,\n keepDirtyOnReinitialize = props.keepDirtyOnReinitialize;\n var formState = getIn(getFormState(state) || empty, form) || empty;\n var stateInitial = getIn(formState, 'initial');\n var initialized = !!stateInitial;\n var shouldUpdateInitialValues = enableReinitialize && initialized && !deepEqual(initialValues, stateInitial);\n var shouldResetValues = shouldUpdateInitialValues && !keepDirtyOnReinitialize;\n var initial = initialValues || stateInitial || empty;\n\n if (shouldUpdateInitialValues) {\n initial = stateInitial || empty;\n }\n\n var values = getIn(formState, 'values') || initial;\n\n if (shouldResetValues) {\n values = initial;\n }\n\n var pristine = shouldResetValues || deepEqual(initial, values);\n var asyncErrors = getIn(formState, 'asyncErrors');\n var syncErrors = getIn(formState, 'syncErrors') || plain.empty;\n var syncWarnings = getIn(formState, 'syncWarnings') || plain.empty;\n var registeredFields = getIn(formState, 'registeredFields');\n var valid = isValid(form, getFormState, false)(state);\n var validExceptSubmit = isValid(form, getFormState, true)(state);\n var anyTouched = !!getIn(formState, 'anyTouched');\n var submitting = !!getIn(formState, 'submitting');\n var submitFailed = !!getIn(formState, 'submitFailed');\n var submitSucceeded = !!getIn(formState, 'submitSucceeded');\n var error = getIn(formState, 'error');\n var warning = getIn(formState, 'warning');\n var triggerSubmit = getIn(formState, 'triggerSubmit');\n return {\n anyTouched: anyTouched,\n asyncErrors: asyncErrors,\n asyncValidating: getIn(formState, 'asyncValidating') || false,\n dirty: !pristine,\n error: error,\n initialized: initialized,\n invalid: !valid,\n pristine: pristine,\n registeredFields: registeredFields,\n submitting: submitting,\n submitFailed: submitFailed,\n submitSucceeded: submitSucceeded,\n syncErrors: syncErrors,\n syncWarnings: syncWarnings,\n triggerSubmit: triggerSubmit,\n values: values,\n valid: valid,\n validExceptSubmit: validExceptSubmit,\n warning: warning\n };\n }, function (dispatch, initialProps) {\n var bindForm = function bindForm(actionCreator) {\n return actionCreator.bind(null, initialProps.form);\n }; // Bind the first parameter on `props.form`\n\n\n var boundFormACs = _mapValues(formActions, bindForm);\n\n var boundArrayACs = _mapValues(arrayActions, bindForm);\n\n var boundBlur = function boundBlur(field, value) {\n return blur(initialProps.form, field, value, !!initialProps.touchOnBlur);\n };\n\n var boundChange = function boundChange(field, value) {\n return change(initialProps.form, field, value, !!initialProps.touchOnChange, !!initialProps.persistentSubmitErrors);\n };\n\n var boundFocus = bindForm(focus); // Wrap action creators with `dispatch`\n\n var connectedFormACs = bindActionCreators(boundFormACs, dispatch);\n var connectedArrayACs = {\n insert: bindActionCreators(boundArrayACs.arrayInsert, dispatch),\n move: bindActionCreators(boundArrayACs.arrayMove, dispatch),\n pop: bindActionCreators(boundArrayACs.arrayPop, dispatch),\n push:
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bindActionCreators(boundArrayACs.arrayPush, dispatch),\n remove: bindActionCreators(boundArrayACs.arrayRemove, dispatch),\n removeAll: bindActionCreators(boundArrayACs.arrayRemoveAll, dispatch),\n shift: bindActionCreators(boundArrayACs.arrayShift, dispatch),\n splice: bindActionCreators(boundArrayACs.arraySplice, dispatch),\n swap: bindActionCreators(boundArrayACs.arraySwap, dispatch),\n unshift: bindActionCreators(boundArrayACs.arrayUnshift, dispatch)\n };\n\n var computedActions = _extends({}, connectedFormACs, boundArrayACs, {\n blur: boundBlur,\n change: boundChange,\n array: connectedArrayACs,\n focus: boundFocus,\n dispatch: dispatch\n });\n\n return function () {\n return computedActions;\n };\n }, undefined, {\n withRef: true\n });\n var ConnectedForm = hoistStatics(connector(Form), WrappedComponent);\n ConnectedForm.defaultProps = config; // build outer component to expose instance api\n\n var ReduxForm = function (_Component2) {\n _inherits(ReduxForm, _Component2);\n\n function ReduxForm() {\n _classCallCheck(this, ReduxForm);\n\n return _possibleConstructorReturn(this, (ReduxForm.__proto__ || Object.getPrototypeOf(ReduxForm)).apply(this, arguments));\n }\n\n _createClass(ReduxForm, [{\n key: 'submit',\n value: function submit() {\n return this.ref && this.ref.getWrappedInstance().submit();\n }\n }, {\n key: 'reset',\n value: function reset() {\n if (this.ref) {\n this.ref.getWrappedInstance().reset();\n }\n }\n }, {\n key: 'render',\n value: function render() {\n var _this5 = this;\n\n var _props10 = this.props,\n initialValues = _props10.initialValues,\n rest = _objectWithoutProperties(_props10, ['initialValues']);\n\n return createElement(ConnectedForm, _extends({}, rest, {\n ref: function ref(_ref3) {\n _this5.ref = _ref3;\n },\n // convert initialValues if need to\n initialValues: fromJS(initialValues)\n }));\n }\n }, {\n key: 'valid',\n get: function get() {\n return !!(this.ref && this.ref.getWrappedInstance().isValid());\n }\n }, {\n key: 'invalid',\n get: function get() {\n return !this.valid;\n }\n }, {\n key: 'pristine',\n get: function get() {\n return !!(this.ref && this.ref.getWrappedInstance().isPristine());\n }\n }, {\n key: 'dirty',\n get: function get() {\n return !this.pristine;\n }\n }, {\n key: 'values',\n get: function get() {\n return this.ref ? this.ref.getWrappedInstance().getValues() : empty;\n }\n }, {\n key: 'fieldList',\n get: function get() {\n // mainly provided for testing\n return this.ref ? this.ref.getWrappedInstance().getFieldList() : [];\n }\n }, {\n key: 'wrappedInstance',\n get: function get() {\n // for testing\n return this.ref && this.ref.getWrappedInstance().wrapped;\n }\n }]);\n\n return ReduxForm;\n }(Component);\n\n polyfill(ReduxForm);\n return hoistStatics(ReduxForm, WrappedComponent);\n };\n};\n};\n\nexport default createReduxForm;","import createReduxForm from './createReduxForm';\nimport plain from './structure/plain';\nexport default createReduxForm(plain);","var _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i) >= 0) continue;\n if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return target;\n}\n\nvar processProps = function processProps(type, props, _value, deepEqual) {\n var value = props.value;\n\n if (type === 'checkbox') {\n return _extends({}, props, {\n checked: !!value\n });\n }\n\n if (type === 'radio') {\n return _extends({}, props, {\n checked: deepEqual(value, _value),\n value: _value\n });\n }\n\n if (type === 'select-multiple') {\n return _extends({}, props, {\n value: value || []\n });\n }\n\n if (type === 'file') {\n return _extends({}, props, {\n value: value || undefined\n });\n }\n\n return props;\n};\n\nvar createFieldProps = function createFieldProps(_ref2, name, _ref) {\n var getIn = _ref2.getIn,\n toJS = _ref2.toJS,\n deepEqual = _ref2.deepEqual;\n\n var asyncError = _ref.asyncError,\n asyncValidating = _ref.asyncValidating,\n onBlur = _ref.onBlur,\n onChange = _ref.onChange,\n onDrop = _ref.onDrop,\n onDragStart = _ref.onDragStart,\n dirty = _ref.dirty,\n dispatch = _ref.dispatch,\n onFocus = _ref.onFocus,\n form = _ref.form,\n format = _ref.format,\n initial = _ref.initial,\n parse =

_ref.parse,\n pristine = _ref.pristine,\n props = _ref.props,\n state = _ref.state,\n submitError = _ref.submitError,\n submitFailed = _ref.submitFailed,\n submitting = _ref.submitting,\n syncError = _ref.syncError,\n syncWarning = _ref.syncWarning,\n validate = _ref.validate,\n value = _ref.value,\n _value = _ref._value,\n warn = _ref.warn,\n custom = _objectWithoutProperties(_ref, ['asyncError', 'asyncValidating', 'onBlur', 'onChange', 'onDrop', 'onDragStart', 'dirty', 'dispatch', 'onFocus', 'form', 'format', 'initial', 'parse', 'pristine', 'props', 'state', 'submitError', 'submitFailed', 'submitting', 'syncError', 'syncWarning', 'validate', 'value', '_value', 'warn']);\n\n var error = syncError || asyncError || submitError;\n var warning = syncWarning;\n\n var formatFieldValue = function formatFieldValue(value, format) {\n if (format === null) {\n return value;\n }\n\n var defaultFormattedValue = value == null ? '' : value;\n return format ? format(value, name) : defaultFormattedValue;\n };\n\n var formattedFieldValue = formatFieldValue(value, format);\n return {\n input: processProps(custom.type, {\n name: name,\n onBlur: onBlur,\n onChange: onChange,\n onDragStart: onDragStart,\n onDrop: onDrop,\n onFocus: onFocus,\n value: formattedFieldValue\n }, _value, deepEqual),\n meta: _extends({}, toJS(state), {\n active: !!(state && getIn(state, 'active')),\n asyncValidating: asyncValidating,\n autofilled: !!(state && getIn(state, 'autofilled')),\n dirty: dirty,\n dispatch: dispatch,\n error: error,\n form: form,\n initial: initial,\n warning: warning,\n invalid: !!error,\n pristine: pristine,\n submitting: !!submitting,\n submitFailed: !!submitFailed,\n touched: !!(state && getIn(state, 'touched')),\n valid: !error,\n visited: !!(state && getIn(state, 'visited'))\n }),\n custom: _extends({}, custom, props)\n };\n};\n\nexport default createFieldProps;","import isEvent from './isEvent';\n\nvar getSelectedValues = function getSelectedValues(options) {\n var result = [];\n\n if (options) {\n for (var index = 0; index < options.length; index++) {\n var option = options[index];\n\n if (option.selected) {\n result.push(option.value);\n }\n }\n }\n\n return result;\n};\n\nvar getValue = function getValue(event, isReactNative) {\n if (isEvent(event)) {\n if (!isReactNative && event.nativeEvent && event.nativeEvent.text !== undefined) {\n return event.nativeEvent.text;\n }\n\n if (isReactNative && event.nativeEvent !== undefined) {\n return event.nativeEvent.text;\n }\n\n var detypedEvent = event;\n var _detypedEvent$target = detypedEvent.target,\n type = _detypedEvent$target.type,\n value = _detypedEvent$target.value,\n checked = _detypedEvent$target.checked,\n files = _detypedEvent$target.files,\n dataTransfer = detypedEvent.dataTransfer;\n\n if (type === 'checkbox') {\n return !!checked;\n }\n\n if (type === 'file') {\n return files || dataTransfer && dataTransfer.files;\n }\n\n if (type === 'select-multiple') {\n return getSelectedValues(event.target.options);\n }\n\n return value;\n }\n\n return event;\n};\n\nexport default getValue;","var isReactNative = typeof window !== 'undefined' && window.navigator && window.navigator.product && window.navigator.product === 'ReactNative';\nexport default isReactNative;","import getValue from './getValue';\nimport isReactNative from '../isReactNative';\n\nvar onChangeValue = function onChangeValue(event, _ref) {\n var name = _ref.name,\n parse = _ref.parse,\n normalize = _ref.normalize; // read value from input\n\n var value = getValue(event, isReactNative); // parse value if we have a parser\n\n if (parse) {\n value = parse(value, name);\n } // normalize value\n\n\n if (normalize) {\n value = normalize(name, value);\n }\n\n return value;\n};\n\nexport default onChangeValue;","export var dataKey = 'text';","var _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};\n\nvar _createClass = function () {\n function defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key, descriptor);\n }\n }\n\n return function (Constructor, protoProps, staticProps) {\n if (protoProps) defineProperties(Constructor.prototype, protoProps);\n if (staticProps) defineProperties(Constructor, staticProps);\n return Constructor;\n };\n}();\n\nvar _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) {\n return typeof obj;\n} : function (obj) {\n return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj;\n};\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n if (keys.indexOf(i) >= 0) continue;\n if

(!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n target[i] = obj[i];\n }\n\n return target;\n}\n\nfunction _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if (!self) {\n throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n constructor: {\n value: subClass,\n enumerable: false,\n writable: true,\n configurable: true\n }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nimport React, { Component, createElement } from 'react';\nimport PropTypes from 'prop-types';\nimport { connect } from 'react-redux';\nimport createFieldProps from './createFieldProps';\nimport onChangeValue from './events/onChangeValue';\nimport { dataKey } from './util/eventConsts';\nimport plain from './structure/plain';\nimport isReactNative from './isReactNative';\nvar propsToNotUpdateFor = ['_reduxForm'];\n\nvar isObject = function isObject(entity) {\n return entity && (typeof entity === 'undefined' ? 'undefined' : _typeof(entity)) === 'object';\n};\n\nvar isFunction = function isFunction(entity) {\n return entity && typeof entity === 'function';\n};\n\nvar eventPreventDefault = function eventPreventDefault(event) {\n if (isObject(event) && isFunction(event.preventDefault)) {\n event.preventDefault();\n }\n};\n\nvar eventDataTransferGetData = function eventDataTransferGetData(event, key) {\n if (isObject(event) && isObject(event.dataTransfer) && isFunction(event.dataTransfer.getData)) {\n return event.dataTransfer.getData(key);\n }\n};\n\nvar eventDataTransferSetData = function eventDataTransferSetData(event, key, value) {\n if (isObject(event) && isObject(event.dataTransfer) && isFunction(event.dataTransfer.setData)) {\n event.dataTransfer.setData(key, value);\n }\n};\n\nvar createConnectedField = function createConnectedField(structure) {\n var deepEqual = structure.deepEqual,\n getIn = structure.getIn;\n\n var getSyncError = function getSyncError(syncErrors, name) {\n var error = plain.getIn(syncErrors, name); // Because the error for this field might not be at a level in the error structure where\n // it can be set directly, it might need to be unwrapped from the _error property\n\n return error && error._error ? error._error : error;\n };\n\n var getSyncWarning = function getSyncWarning(syncWarnings, name) {\n var warning = getIn(syncWarnings, name); // Because the warning for this field might not be at a level in the warning structure where\n // it can be set directly, it might need to be unwrapped from the _warning property\n\n return warning && warning._warning ? warning._warning : warning;\n };\n\n var ConnectedField = function (_Component) {\n _inherits(ConnectedField, _Component);\n\n function ConnectedField() {\n var _ref;\n\n var _temp, _this, _ret;\n\n _classCallCheck(this, ConnectedField);\n\n for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n args[_key] = arguments[_key];\n }\n\n return _ret = (_temp = (_this = _possibleConstructorReturn(this, (_ref = ConnectedField.__proto__ || Object.getPrototypeOf(ConnectedField)).call.apply(_ref, [this].concat(args))), _this), _this.saveRef = function (ref) {\n return _this.ref = ref;\n }, _this.isPristine = function () {\n return _this.props.pristine;\n }, _this.getValue = function () {\n return _this.props.value;\n }, _this.handleChange = function (event) {\n var _this$props = _this.props,\n name = _this$props.name,\n dispatch = _this$props.dispatch,\n parse = _this$props.parse,\n normalize = _this$props.normalize,\n onChange = _this$props.onChange,\n _reduxForm = _this$props._reduxForm,\n previousValue = _this$props.value;\n var newValue = onChangeValue(event, {\n name: name,\n parse: parse,\n normalize: normalize\n });\n var defaultPrevented = false;\n\n if (onChange) {\n // Can't seem to find a way to extend Event in React Native,\n // thus I simply avoid adding preventDefault() in a RN environment\n // to prevent the following error:\n // `One of the sources for assign has an enumerable key on the prototype chain`\n // Reference: https://github.com/facebook/react-native/issues/5507\n if (!isReactNative) {\n onChange(_extends({}, event, {\n preventDefault: function preventDefault() {\n defaultPrevented = true;\n return eventPreventDefault(event);\n }\n }), newValue, previousValue, name);\n } else {\n onChange(event, newValue, previousValue, name);\n }\n

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}\n\n        if (!defaultPrevented) {\n          // dispatch change action\n          dispatch(_reduxForm.change(name, newValue)); // call post-change callback\n\n          if (_reduxForm.asyncValidate) {\n            _reduxForm.asyncValidate(name, newValue, 'change');\n          }\n        }\n      }, _this.handleFocus = function (event) {\n        var _this$props2 = _this.props,\n            name = _this$props2.name,\n            dispatch = _this$props2.dispatch,\n            onFocus = _this$props2.onFocus,\n            _reduxForm = _this$props2._reduxForm;\n        var defaultPrevented = false;\n\n        if (onFocus) {\n          if (!isReactNative) {\n            onFocus(_extends({}, event, {\n              preventDefault: function preventDefault() {\n                defaultPrevented = true;\n                return eventPreventDefault(event);\n              }\n            }), name);\n          } else {\n            onFocus(event, name);\n          }\n        }\n\n        if (!defaultPrevented) {\n          dispatch(_reduxForm.focus(name));\n        }\n      }, _this.handleBlur = function (event) {\n        var _this$props3 = _this.props,\n            name = _this$props3.name,\n            dispatch = _this$props3.dispatch,\n            parse = _this$props3.parse,\n            normalize = _this$props3.normalize,\n            onBlur = _this$props3.onBlur,\n            _reduxForm = _this$props3._reduxForm,\n            _value = _this$props3._value,\n            previousValue = _this$props3.value;\n        var newValue = onChangeValue(event, {\n          name: name,\n          parse: parse,\n          normalize: normalize\n        }); // for checkbox and radio, if the value property of checkbox or radio equals\n        // the value passed by blur event, then fire blur action with previousValue.\n\n        if (newValue === _value && _value !== undefined) {\n          newValue = previousValue;\n        }\n\n        var defaultPrevented = false;\n\n        if (onBlur) {\n          if (!isReactNative) {\n            onBlur(_extends({}, event, {\n              preventDefault: function preventDefault() {\n                defaultPrevented = true;\n                return eventPreventDefault(event);\n              }\n            }), newValue, previousValue, name);\n          } else {\n            onBlur(event, newValue, previousValue, name);\n          }\n        }\n\n        if (!defaultPrevented) {\n          // dispatch blur action\n          dispatch(_reduxForm.blur(name, newValue)); // call post-blur callback\n\n          if (_reduxForm.asyncValidate) {\n            _reduxForm.asyncValidate(name, newValue, 'blur');\n          }\n        }\n      }, _this.handleDragStart = function (event) {\n        var _this$props4 = _this.props,\n            name = _this$props4.name,\n            onDragStart = _this$props4.onDragStart,\n            value = _this$props4.value;\n        eventDataTransferSetData(event, dataKey, value == null ? '' : value);\n\n        if (onDragStart) {\n          onDragStart(event, name);\n        }\n      }, _this.handleDrop = function (event) {\n        var _this$props5 = _this.props,\n            name = _this$props5.name,\n            dispatch = _this$props5.dispatch,\n            onDrop = _this$props5.onDrop,\n            _reduxForm = _this$props5._reduxForm,\n            previousValue = _this$props5.value;\n        var newValue = eventDataTransferGetData(event, dataKey);\n        var defaultPrevented = false;\n\n        if (onDrop) {\n          onDrop(_extends({}, event, {\n            preventDefault: function preventDefault() {\n              defaultPrevented = true;\n              return eventPreventDefault(event);\n            }\n          }), newValue, previousValue, name);\n        }\n\n        if (!defaultPrevented) {\n          // dispatch change action\n          dispatch(_reduxForm.change(name, newValue));\n          eventPreventDefault(event);\n        }\n      }, _temp), _possibleConstructorReturn(_this, _ret);\n    }\n\n    _createClass(ConnectedField, [{\n      key: 'shouldComponentUpdate',\n      value: function shouldComponentUpdate(nextProps) {\n        var _this2 = this;\n\n        var nextPropsKeys = Object.keys(nextProps);\n        var thisPropsKeys = Object.keys(this.props); // if we have children, we MUST update in React 16\n        // https://twitter.com/erikras/status/915866544558788608\n\n        return !!(this.props.children || nextProps.children || nextPropsKeys.length !== thisPropsKeys.length || nextPropsKeys.some(function (prop) {\n          if (~(nextProps.immutableProps || []).indexOf(prop)) {\n            return _this2.props[prop] !== nextProps[prop];\n          }\n\n          return !~propsToNotUpdateFor.indexOf(prop) && !deepEqual(_this2.props[prop], nextProps[prop]);\n        }));\n      }\n    }, {\n      key: 'getRenderedComponent',\n      value: function getRenderedComponent() {\n        return this.ref;\n      }\n    }, {\n      key: 'render',\n      value: function render() {\n        var _props = this.props,\n            component = _props.component,\n            withRef = _props.withRef,\n            name = _props.name,\n            _reduxForm = _props._reduxForm,\n            normalize = _props.normalize,\n            onBlur = _props.onBlur,\n            onChange = _props.onChange,\n            onFocus = _props.onFocus,\n            onDragStart = _props.onDragStart,\n            onDrop = _props.onDrop,\n            immutableProps = _props.immutableProps,\n            rest =
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_objectWithoutProperties(_props, ['component', 'withRef', 'name', '_reduxForm', 'normalize', 'onBlur', 'onChange', 'onFocus', 'onDragStart', 'onDrop', 'immutableProps']);\n\n var _createFieldProps = createFieldProps(structure, name, _extends({}, rest, {\n form: _reduxForm.form,\n onBlur: this.handleBlur,\n onChange: this.handleChange,\n onDrop: this.handleDrop,\n onDragStart: this.handleDragStart,\n onFocus: this.handleFocus\n })),\n custom = _createFieldProps.custom,\n props = _objectWithoutProperties(_createFieldProps, ['custom']);\n\n if (withRef) {\n custom.ref = this.saveRef;\n }\n\n if (typeof component === 'string') {\n var input = props.input,\n meta = props.meta; // eslint-disable-line no-unused-vars\n // flatten input into other props\n\n return createElement(component, _extends({}, input, custom));\n } else {\n return createElement(component, _extends({}, props, custom));\n }\n }\n }]);\n\n return ConnectedField;\n }(Component);\n\n ConnectedField.propTypes = {\n component: PropTypes.oneOfType([PropTypes.func, PropTypes.string, PropTypes.node]).isRequired,\n props: PropTypes.object\n };\n var connector = connect(function (state, ownProps) {\n var name = ownProps.name,\n _ownProps$_reduxForm = ownProps._reduxForm,\n initialValues = _ownProps$_reduxForm.initialValues,\n getFormState = _ownProps$_reduxForm.getFormState;\n var formState = getFormState(state);\n var initialState = getIn(formState, 'initial.' + name);\n var initial = initialState !== undefined ? initialState : initialValues && getIn(initialValues, name);\n var value = getIn(formState, 'values.' + name);\n var submitting = getIn(formState, 'submitting');\n var syncError = getSyncError(getIn(formState, 'syncErrors'), name);\n var syncWarning = getSyncWarning(getIn(formState, 'syncWarnings'), name);\n var pristine = deepEqual(value, initial);\n return {\n asyncError: getIn(formState, 'asyncErrors.' + name),\n asyncValidating: getIn(formState, 'asyncValidating') === name,\n dirty: !pristine,\n pristine: pristine,\n state: getIn(formState, 'fields.' + name),\n submitError: getIn(formState, 'submitErrors.' + name),\n submitFailed: getIn(formState, 'submitFailed'),\n submitting: submitting,\n syncError: syncError,\n syncWarning: syncWarning,\n initial: initial,\n value: value,\n _value: ownProps.value // save value passed in (for checkboxes)\n\n };\n }, undefined, undefined, {\n withRef: true\n });\n return connector(ConnectedField);\n};\n\nexport default createConnectedField;","import _isEqualWith from 'lodash-es/isEqualWith';\n\nvar customizer = function customizer(objectValue, otherValue, indexOrkey, object, other, stack) {\n // https://lodash.com/docs/4.17.4#isEqualWith\n if (stack) {\n // Shallow compares\n // For 1st level, stack === undefined.\n // -> Do nothing (and implicitly return undefined so that it goes to compare 2nd level)\n // For 2nd level and up, stack !== undefined.\n // -> Compare by === operator\n return objectValue === otherValue;\n }\n};\n\nvar shallowCompare = function shallowCompare(instance, nextProps, nextState) {\n var propsEqual = _isEqualWith(instance.props, nextProps, customizer);\n\n var stateEqual = _isEqualWith(instance.state, nextState, customizer);\n\n return !propsEqual || !stateEqual;\n};\n\nexport default shallowCompare;","var _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};\n\nvar _createClass = function () {\n function defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key, descriptor);\n }\n }\n\n return function (Constructor, protoProps, staticProps) {\n if (protoProps) defineProperties(Constructor.prototype, protoProps);\n if (staticProps) defineProperties(Constructor, staticProps);\n return Constructor;\n };\n}();\n\nfunction _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if (!self) {\n throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n constructor: {\n value: subClass,\n enumerable: false,\n writable: true,\n configurable: true\n }\n });\n if (superClass) Object.setPrototypeOf ?

Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nimport React, { Component, createElement } from 'react';\nimport { polyfill } from 'react-lifecycles-compat';\nimport PropTypes from 'prop-types';\nimport invariant from 'invariant';\nimport createConnectedField from './ConnectedField';\nimport shallowCompare from './util/shallowCompare';\nimport prefixName from './util/prefixName';\nimport plain from './structure/plain';\n\nvar createField = function createField(structure) {\n var ConnectedField = createConnectedField(structure);\n var setIn = structure.setIn;\n\n var Field = function (_Component) {\n _inherits(Field, _Component);\n\n function Field(props, context) {\n _classCallCheck(this, Field);\n\n var _this = _possibleConstructorReturn(this, (Field.__proto__ || Object.getPrototypeOf(Field)).call(this, props, context));\n\n _this.saveRef = function (ref) {\n return _this.ref = ref;\n };\n\n _this.normalize = function (name, value) {\n var normalize = _this.props.normalize;\n\n if (!normalize) {\n return value;\n }\n\n var previousValues = _this.context._reduxForm.getValues();\n\n var previousValue = _this.value;\n var nextValues = setIn(previousValues, name, value);\n return normalize(value, previousValue, nextValues, previousValues);\n };\n\n if (!context._reduxForm) {\n throw new Error('Field must be inside a component decorated with reduxForm()');\n }\n\n return _this;\n }\n\n _createClass(Field, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n var _this2 = this;\n\n this.context._reduxForm.register(this.name, 'Field', function () {\n return _this2.props.validate;\n }, function () {\n return _this2.props.warn;\n });\n }\n }, {\n key: 'shouldComponentUpdate',\n value: function shouldComponentUpdate(nextProps, nextState) {\n return shallowCompare(this, nextProps, nextState);\n }\n }, {\n key: 'componentWillReceiveProps',\n value: function componentWillReceiveProps(nextProps, nextContext) {\n var oldName = prefixName(this.context, this.props.name);\n var newName = prefixName(nextContext, nextProps.name);\n\n if (oldName !== newName || // use deepEqual here because they could be a function or an array of functions\n !plain.deepEqual(this.props.validate, nextProps.validate) || !plain.deepEqual(this.props.warn, nextProps.warn)) {\n // unregister old name\n this.context._reduxForm.unregister(oldName); // register new name\n\n\n this.context._reduxForm.register(newName, 'Field', function () {\n return nextProps.validate;\n }, function () {\n return nextProps.warn;\n });\n }\n }\n }, {\n key: 'componentWillUnmount',\n value: function componentWillUnmount() {\n this.context._reduxForm.unregister(this.name);\n }\n }, {\n key: 'getRenderedComponent',\n value: function getRenderedComponent() {\n invariant(this.props.withRef, 'If you want to access getRenderedComponent(), ' + 'you must specify a withRef prop to Field');\n return this.ref ? this.ref.getWrappedInstance().getRenderedComponent() : undefined;\n }\n }, {\n key: 'render',\n value: function render() {\n return createElement(ConnectedField, _extends({}, this.props, {\n name: this.name,\n normalize: this.normalize,\n _reduxForm: this.context._reduxForm,\n ref: this.saveRef\n }));\n }\n }, {\n key: 'name',\n get: function get() {\n return prefixName(this.context, this.props.name);\n }\n }, {\n key: 'dirty',\n get: function get() {\n return !this.pristine;\n }\n }, {\n key: 'pristine',\n get: function get() {\n return !!(this.ref && this.ref.getWrappedInstance().isPristine());\n }\n }, {\n key: 'value',\n get: function get() {\n return this.ref && this.ref.getWrappedInstance().getValue();\n }\n }]);\n\n return Field;\n }(Component);\n\n Field.propTypes = {\n name: PropTypes.string.isRequired,\n component: PropTypes.oneOfType([PropTypes.func, PropTypes.string, PropTypes.node]).isRequired,\n format: PropTypes.func,\n normalize: PropTypes.func,\n onBlur: PropTypes.func,\n onChange: PropTypes.func,\n onFocus: PropTypes.func,\n onDragStart: PropTypes.func,\n onDrop: PropTypes.func,\n parse: PropTypes.func,\n props: PropTypes.object,\n validate: PropTypes.oneOfType([PropTypes.func, PropTypes.arrayOf(PropTypes.func)]),\n warn: PropTypes.oneOfType([PropTypes.func, PropTypes.arrayOf(PropTypes.func)]),\n withRef: PropTypes.bool,\n immutableProps: PropTypes.arrayOf(PropTypes.string)\n };\n Field.contextTypes = {\n _reduxForm: PropTypes.object\n };\n polyfill(Field);\n return Field;\n};\n\nexport default createField;","import createField from './createField';\nimport plain from './structure/plain';\nexport default createField(plain);","var _extends = Object.assign || function (target)

{\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n   if (keys.indexOf(i) >= 0) continue;\n   if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n   target[i] = obj[i];\n }\n\n return target;\n}\n\nvar createFieldArrayProps = function createFieldArrayProps(_ref2, name, form, sectionPrefix, getValue, _ref) {\n var getIn = _ref2.getIn;\n\n var arrayInsert = _ref.arrayInsert,\n   arrayMove = _ref.arrayMove,\n   arrayPop = _ref.arrayPop,\n   arrayPush = _ref.arrayPush,\n   arrayRemove = _ref.arrayRemove,\n   arrayRemoveAll = _ref.arrayRemoveAll,\n   arrayShift = _ref.arrayShift,\n   arraySplice = _ref.arraySplice,\n   arraySwap = _ref.arraySwap,\n   arrayUnshift = _ref.arrayUnshift,\n   asyncError = _ref.asyncError,\n   dirty = _ref.dirty,\n   length = _ref.length,\n   pristine = _ref.pristine,\n   submitError = _ref.submitError,\n   state = _ref.state,\n   submitFailed = _ref.submitFailed,\n   submitting = _ref.submitting,\n   syncError = _ref.syncError,\n   syncWarning = _ref.syncWarning,\n   value = _ref.value,\n   props = _ref.props,\n   rest = _objectWithoutProperties(_ref, ['arrayInsert', 'arrayMove', 'arrayPop', 'arrayPush', 'arrayRemove', 'arrayRemoveAll', 'arrayShift', 'arraySplice', 'arraySwap', 'arrayUnshift', 'asyncError', 'dirty', 'length', 'pristine', 'submitError', 'state', 'submitFailed', 'submitting', 'syncError', 'syncWarning', 'value', 'props']);\n\n var error = syncError || asyncError || submitError;\n var warning = syncWarning;\n var fieldName = sectionPrefix ? name.replace(sectionPrefix + '.', '') : name;\n\n var finalProps = _extends({\n   fields: {\n   _isFieldArray: true,\n   forEach: function forEach(callback) {\n   return (value || []).forEach(function (item, index) {\n   return callback(fieldName + '[' + index + ']', index, finalProps.fields);\n   });\n   },\n   get: getValue,\n   getAll: function getAll() {\n   return value;\n   },\n   insert: arrayInsert,\n   length: length,\n   map: function map(callback) {\n   return (value || []).map(function (item, index) {\n   return callback(fieldName + '[' + index + ']', index, finalProps.fields);\n   });\n   },\n   move: arrayMove,\n   name: name,\n   pop: function pop() {\n   arrayPop();\n   return getIn(value, String(length - 1));\n   },\n   push: arrayPush,\n   reduce: function reduce(callback, initial) {\n   return (value || []).reduce(function (accumulator, item, index) {\n   return callback(accumulator, fieldName + '[' + index + ']', index, finalProps.fields);\n   }, initial);\n   },\n   remove: arrayRemove,\n   removeAll: arrayRemoveAll,\n   shift: function shift() {\n   arrayShift();\n   return getIn(value, '0');\n   },\n   splice: arraySplice,\n   swap: arraySwap,\n   unshift: arrayUnshift\n   },\n   meta: {\n   dirty: dirty,\n   error: error,\n   form: form,\n   warning: warning,\n   invalid: !!error,\n   pristine: pristine,\n   submitting: submitting,\n   submitFailed: submitFailed,\n   valid: !error\n   }\n }, props, rest);\n\n return finalProps;\n};\n\nexport default createFieldArrayProps;","import _mapValues from 'lodash-es/mapValues';\n\nvar _createClass = function () {\n function defineProperties(target, props) {\n   for (var i = 0; i < props.length; i++) {\n   var descriptor = props[i];\n   descriptor.enumerable = descriptor.enumerable || false;\n   descriptor.configurable = true;\n   if (\"value\" in descriptor) descriptor.writable = true;\n   Object.defineProperty(target, descriptor.key, descriptor);\n   }\n }\n\n return function (Constructor, protoProps, staticProps) {\n   if (protoProps) defineProperties(Constructor.prototype, protoProps);\n   if (staticProps) defineProperties(Constructor, staticProps);\n   return Constructor;\n };\n}();\n\nfunction _objectWithoutProperties(obj, keys) {\n var target = {};\n\n for (var i in obj) {\n   if (keys.indexOf(i) >= 0) continue;\n   if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n   target[i] = obj[i];\n }\n\n return target;\n}\n\nfunction _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n if (!self) {\n   throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n if (typeof superClass !== \"function\" && superClass !== null) {\n   throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n }\n\n subClass.prototype = Object.create(superClass && superClass.prototype, {\n   constructor: {\n   value: subClass,\n   enumerable: false,\n   writable: true,\n   configurable: true\n   }\n });\n if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nimport * as React from 'react';\nimport PropTypes from 'prop-types';\nimport { connect } from 'react-redux';\nimport { bindActionCreators

} from 'redux';\nimport createFieldArrayProps from './createFieldArrayProps';\nimport plain from './structure/plain';\nvar propsToNotUpdateFor = ['_reduxForm', 'value'];\n\nvar createConnectedFieldArray = function createConnectedFieldArray(structure) {\n var deepEqual = structure.deepEqual,\n   getIn = structure.getIn,\n   size = structure.size;\n\n var getSyncError = function getSyncError(syncErrors, name) {\n   // For an array, the error can _ONLY_ be under _error.\n   // This is why this getSyncError is not the same as the\n   // one in Field.\n   return plain.getIn(syncErrors, name + '._error');\n };\n\n var getSyncWarning = function getSyncWarning(syncWarnings, name) {\n   // For an array, the warning can _ONLY_ be under _warning.\n   // This is why this getSyncError is not the same as the\n   // one in Field.\n   return getIn(syncWarnings, name + '._warning');\n };\n\n var ConnectedFieldArray = function (_React$Component) {\n_inherits(ConnectedFieldArray, _React$Component);\n\n   function ConnectedFieldArray() {\n   var _ref;\n\n   var _temp, _this, _ret;\n\n   _classCallCheck(this, ConnectedFieldArray);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = _possibleConstructorReturn(this, (_ref = ConnectedFieldArray.__proto__ || Object.getPrototypeOf(ConnectedFieldArray)).call.apply(_ref, [this].concat(args))), _this), _this.saveRef = function (ref) {\n   _this.ref = ref;\n   }, _this.getValue = function (index) {\n   return _this.props.value && getIn(_this.props.value, String(index));\n   }, _temp), _possibleConstructorReturn(_this, _ret);\n   }\n\n   _createClass(ConnectedFieldArray, [{\n   key: 'shouldComponentUpdate',\n   value: function shouldComponentUpdate(nextProps) {\n   var _this2 = this; // Update if the elements of the value array was updated.\n\n\n   var thisValue = this.props.value;\n   var nextValue = nextProps.value;\n\n   if (thisValue && nextValue) {\n   var nextValueItemsSame = nextValue.every(function (val) {\n   return ~thisValue.indexOf(val);\n   });\n   var nextValueItemsOrderChanged = nextValue.some(function (val, index) {\n   return val !== thisValue[index];\n   });\n\n   if (thisValue.length !== nextValue.length || nextValueItemsSame && nextValueItemsOrderChanged || nextProps.rerenderOnEveryChange && thisValue.some(function (val, index) {\n   return !deepEqual(val, nextValue[index]);\n   })) {\n   return true;\n   }\n   }\n\n   var nextPropsKeys = Object.keys(nextProps);\n   var thisPropsKeys = Object.keys(this.props); // if we have children, we MUST update in React 16\n   // https://twitter.com/erikras/status/915866544558788608\n\n   return !!(this.props.children || nextProps.children || nextPropsKeys.length !== thisPropsKeys.length || nextPropsKeys.some(function (prop) {\n   // useful to debug rerenders\n   // if (!plain.deepEqual(this.props[prop], nextProps[prop])) {\n   //   console.info(prop, 'changed', this.props[prop], '==>', nextProps[prop])\n   // }\n   return !~propsToNotUpdateFor.indexOf(prop) && !deepEqual(_this2.props[prop], nextProps[prop]);\n   }));\n   }\n   }, {\n   key: 'getRenderedComponent',\n   value: function getRenderedComponent() {\n   return this.ref;\n   }\n   }, {\n   key: 'render',\n   value: function render() {\n   var _props = this.props,\n   component = _props.component,\n   withRef = _props.withRef,\n   name = _props.name,\n   _reduxForm = _props._reduxForm,\n   validate = _props.validate,\n   warn = _props.warn,\n   rerenderOnEveryChange = _props.rerenderOnEveryChange,\n   rest = _objectWithoutProperties(_props, ['component', 'withRef', 'name', '_reduxForm', 'validate', 'warn', 'rerenderOnEveryChange']);\n\n   var props = createFieldArrayProps(structure, name, _reduxForm.form, _reduxForm.sectionPrefix, this.getValue, rest);\n\n   if (withRef) {\n   props.ref = this.saveRef;\n   }\n\n   return React.createElement(component, props);\n   }\n   }, {\n   key: 'dirty',\n   get: function get() {\n   return this.props.dirty;\n   }\n   }, {\n   key: 'pristine',\n   get: function get() {\n   return this.props.pristine;\n   }\n   }, {\n   key: 'value',\n   get: function get() {\n   return this.props.value;\n   }\n   }]);\n\n   return ConnectedFieldArray;\n }(React.Component);\n\n ConnectedFieldArray.propTypes = {\n   component: PropTypes.oneOfType([PropTypes.func, PropTypes.string, PropTypes.node]).isRequired,\n   props: PropTypes.object,\n   rerenderOnEveryChange: PropTypes.bool\n };\n ConnectedFieldArray.defaultProps = {\n   rerenderOnEveryChange: false\n };\n ConnectedFieldArray.contextTypes = {\n   _reduxForm: PropTypes.object\n };\n var connector = connect(function (state, ownProps) {\n   var name = ownProps.name,\n   _ownProps$_reduxForm = ownProps._reduxForm,\n   initialValues = _ownProps$_reduxForm.initialValues,\n

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getFormState = _ownProps$_reduxForm.getFormState;\n  var formState = getFormState(state);\n  var initial = getIn(formState, 'initial.' + name) || initialValues && getIn(initialValues, name);\n  var value = getIn(formState, 'values.' + name);\n  var submitting = getIn(formState, 'submitting');\n  var syncError = getSyncError(getIn(formState, 'syncErrors'), name);\n  var syncWarning = getSyncWarning(getIn(formState, 'syncWarnings'), name);\n  var pristine = deepEqual(value, initial);\n  return {\n    asyncError: getIn(formState, 'asyncErrors.' + name + '._error'),\n    dirty: !pristine,\n    pristine: pristine,\n    state: getIn(formState, 'fields.' + name),\n    submitError: getIn(formState, 'submitErrors.' + name + '._error'),\n    submitFailed: getIn(formState, 'submitFailed'),\n    submitting: submitting,\n    syncError: syncError,\n    syncWarning: syncWarning,\n    value: value,\n    length: size(value)\n  };\n }, function (dispatch, ownProps) {\n  var name = ownProps.name,\n    _reduxForm = ownProps._reduxForm;\n  var arrayInsert = _reduxForm.arrayInsert,\n    arrayMove = _reduxForm.arrayMove,\n    arrayPop = _reduxForm.arrayPop,\n    arrayPush = _reduxForm.arrayPush,\n    arrayRemove = _reduxForm.arrayRemove,\n    arrayRemoveAll = _reduxForm.arrayRemoveAll,\n    arrayShift = _reduxForm.arrayShift,\n    arraySplice = _reduxForm.arraySplice,\n    arraySwap = _reduxForm.arraySwap,\n    arrayUnshift = _reduxForm.arrayUnshift;\n  return _mapValues({\n    arrayInsert: arrayInsert,\n    arrayMove: arrayMove,\n    arrayPop: arrayPop,\n    arrayPush: arrayPush,\n    arrayRemove: arrayRemove,\n    arrayRemoveAll: arrayRemoveAll,\n    arrayShift: arrayShift,\n    arraySplice: arraySplice,\n    arraySwap: arraySwap,\n    arrayUnshift: arrayUnshift\n  }, function (actionCreator) {\n    return bindActionCreators(actionCreator.bind(null, name), dispatch);\n  });\n }, undefined, {\n  withRef: true\n });\n return connector(ConnectedFieldArray);\n};\n\nexport default createConnectedFieldArray;","var _extends = Object.assign || function (target) {\n  for (var i = 1; i < arguments.length; i++) {\n    var source = arguments[i];\n\n    for (var key in source) {\n      if (Object.prototype.hasOwnProperty.call(source, key)) {\n        target[key] = source[key];\n      }\n    }\n  }\n\n  return target;\n};\n\nvar _createClass = function () {\n  function defineProperties(target, props) {\n    for (var i = 0; i < props.length; i++) {\n      var descriptor = props[i];\n      descriptor.enumerable = descriptor.enumerable || false;\n      descriptor.configurable = true;\n      if (\"value\" in descriptor) descriptor.writable = true;\n      Object.defineProperty(target, descriptor.key, descriptor);\n    }\n  }\n\n  return function (Constructor, protoProps, staticProps) {\n    if (protoProps) defineProperties(Constructor.prototype, protoProps);\n    if (staticProps) defineProperties(Constructor, staticProps);\n    return Constructor;\n  };\n}();\n\nfunction _classCallCheck(instance, Constructor) {\n  if (!(instance instanceof Constructor)) {\n    throw new TypeError(\"Cannot call a class as a function\");\n  }\n}\n\nfunction _possibleConstructorReturn(self, call) {\n  if (!self) {\n    throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n  }\n\n  return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n}\n\nfunction _inherits(subClass, superClass) {\n  if (typeof superClass !== \"function\" && superClass !== null) {\n    throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass);\n  }\n\n  subClass.prototype = Object.create(superClass && superClass.prototype, {\n    constructor: {\n      value: subClass,\n      enumerable: false,\n      writable: true,\n      configurable: true\n    }\n  });\n  if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;\n}\n\nfunction _defineProperty(obj, key, value) {\n  if (key in obj) {\n    Object.defineProperty(obj, key, {\n      value: value,\n      enumerable: true,\n      configurable: true,\n      writable: true\n    });\n  } else {\n    obj[key] = value;\n  }\n\n  return obj;\n}\n\nimport React, { Component, createElement } from 'react';\nimport { polyfill } from 'react-lifecycles-compat';\nimport PropTypes from 'prop-types';\nimport invariant from 'invariant';\nimport createConnectedFieldArray from './ConnectedFieldArray';\nimport prefixName from './util/prefixName';\n\nvar toArray = function toArray(value) {\n  return Array.isArray(value) ? value : [value];\n};\n\nvar wrapError = function wrapError(fn, key) {\n  return fn && function () {\n    var validators = toArray(fn);\n\n    for (var i = 0; i < validators.length; i++) {\n      var result = validators[i].apply(validators, arguments);\n\n      if (result) {\n        return _defineProperty({}, key, result);\n      }\n    }\n  };\n};\n\nvar createFieldArray = function createFieldArray(structure) {\n  var ConnectedFieldArray = createConnectedFieldArray(structure);\n\n  var FieldArray = function (_Component) {\n    _inherits(FieldArray, _Component);\n\n    function FieldArray(props, context) {\n      _classCallCheck(this, FieldArray);\n\n      var _this = _possibleConstructorReturn(this,
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(FieldArray.__proto__ || Object.getPrototypeOf(FieldArray)).call(this, props, context));\n\n    _this.saveRef = function (ref) {\n      _this.ref = ref;\n    };\n\n    if (!context._reduxForm) {\n      throw new Error('FieldArray must be inside a component decorated with reduxForm()');\n    }\n\n    return _this;\n  }\n\n  _createClass(FieldArray, [{\n    key: 'componentDidMount',\n    value: function componentDidMount() {\n      var _this2 = this;\n\n      this.context._reduxForm.register(this.name, 'FieldArray', function () {\n        return wrapError(_this2.props.validate, '_error');\n      }, function () {\n        return wrapError(_this2.props.warn, '_warning');\n      });\n    }\n  }, {\n    key: 'componentWillReceiveProps',\n    value: function componentWillReceiveProps(nextProps, nextContext) {\n      var oldName = prefixName(this.context, this.props.name);\n      var newName = prefixName(nextContext, nextProps.name);\n\n      if (oldName !== newName) {\n        // unregister old name\n        this.context._reduxForm.unregister(oldName); // register new name\n\n\n        this.context._reduxForm.register(newName, 'FieldArray');\n      }\n    }\n  }, {\n    key: 'componentWillUnmount',\n    value: function componentWillUnmount() {\n      this.context._reduxForm.unregister(this.name);\n    }\n  }, {\n    key: 'getRenderedComponent',\n    value: function getRenderedComponent() {\n      invariant(this.props.withRef, 'If you want to access getRenderedComponent(), ' + 'you must specify a withRef prop to FieldArray');\n      return this.ref && this.ref.getWrappedInstance().getRenderedComponent();\n    }\n  }, {\n    key: 'render',\n    value: function render() {\n      return createElement(ConnectedFieldArray, _extends({}, this.props, {\n        name: this.name,\n        _reduxForm: this.context._reduxForm,\n        ref: this.saveRef\n      }));\n    }\n  }, {\n    key: 'name',\n    get: function get() {\n      return prefixName(this.context, this.props.name);\n    }\n  }, {\n    key: 'dirty',\n    get: function get() {\n      return !this.ref || this.ref.getWrappedInstance().dirty;\n    }\n  }, {\n    key: 'pristine',\n    get: function get() {\n      return !!(this.ref && this.ref.getWrappedInstance().pristine);\n    }\n  }, {\n    key: 'value',\n    get: function get() {\n      return this.ref ? this.ref.getWrappedInstance().value : undefined;\n    }\n  }]);\n\n  return FieldArray;\n}(Component);\n\nFieldArray.propTypes = {\n  name: PropTypes.string.isRequired,\n  component: PropTypes.oneOfType([PropTypes.func, PropTypes.string, PropTypes.node]).isRequired,\n  props: PropTypes.object,\n  validate: PropTypes.oneOfType([PropTypes.func, PropTypes.arrayOf(PropTypes.func)]),\n  warn: PropTypes.oneOfType([PropTypes.func, PropTypes.arrayOf(PropTypes.func)]),\n  withRef: PropTypes.bool\n};\nFieldArray.contextTypes = {\n  _reduxForm: PropTypes.object\n};\npolyfill(FieldArray);\nreturn FieldArray;\n};\n\nexport default createFieldArray;","import createFieldArray from './createFieldArray';\nimport plain from './structure/plain';\nexport default createFieldArray(plain);","import _toPath from 'lodash-es/toPath';\n\nfunction createDeleteInWithCleanUp(structure) {\n  var shouldDeleteDefault = function shouldDeleteDefault(structure) {\n    return function (state, path) {\n      return structure.getIn(state, path) !== undefined;\n    };\n  };\n\n  var deepEqual = structure.deepEqual,\n      empty = structure.empty,\n      getIn = structure.getIn,\n      deleteIn = structure.deleteIn,\n      setIn = structure.setIn;\n  return function () {\n    var shouldDelete = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : shouldDeleteDefault;\n\n    var deleteInWithCleanUp = function deleteInWithCleanUp(state, path) {\n      if (path[path.length - 1] === ']') {\n        // array path\n        var pathTokens = _toPath(path);\n\n        pathTokens.pop();\n        var parent = getIn(state, pathTokens.join('.'));\n        return parent ? setIn(state, path) : state;\n      }\n\n      var result = state;\n\n      if (shouldDelete(structure)(state, path)) {\n        result = deleteIn(state, path);\n      }\n\n      var dotIndex = path.lastIndexOf('.');\n\n      if (dotIndex > 0) {\n        var parentPath = path.substring(0, dotIndex);\n\n        if (parentPath[parentPath.length - 1] !== ']') {\n          var _parent = getIn(result, parentPath);\n\n          if (deepEqual(_parent, empty)) {\n            return deleteInWithCleanUp(result, parentPath);\n          }\n        }\n      }\n\n      return result;\n    };\n\n    return deleteInWithCleanUp;\n  };\n}\n\nexport default createDeleteInWithCleanUp;","function _defineProperty(obj, key, value) {\n  if (key in obj) {\n    Object.defineProperty(obj, key, {\n      value: value,\n      enumerable: true,\n      configurable: true,\n      writable: true\n    });\n  } else {\n    obj[key] = value;\n  }\n\n  return obj;\n}\n\nfunction _objectWithoutProperties(obj, keys) {\n  var target = {};\n\n  for (var i in obj) {\n    if (keys.indexOf(i) >= 0) continue;\n    if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n    target[i] = obj[i];\n  }\n\n  return target;\n}\n\nimport { ARRAY_INSERT, ARRAY_MOVE, ARRAY_POP, ARRAY_PUSH, ARRAY_REMOVE,
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ARRAY_REMOVE_ALL, ARRAY_SHIFT, ARRAY_SPLICE, ARRAY_SWAP, ARRAY_UNSHIFT, AUTOFILL, BLUR, CHANGE, CLEAR_ASYNC_ERROR, CLEAR_SUBMIT, CLEAR_SUBMIT_ERRORS, DESTROY, FOCUS, INITIALIZE, prefix, REGISTER_FIELD, RESET, RESET_SECTION, SET_SUBMIT_FAILED, SET_SUBMIT_SUCCEEDED, START_ASYNC_VALIDATION, START_SUBMIT, STOP_ASYNC_VALIDATION, STOP_SUBMIT, SUBMIT, TOUCH, UNREGISTER_FIELD, UNTOUCH, UPDATE_SYNC_ERRORS, CLEAR_FIELDS, UPDATE_SYNC_WARNINGS } from './actionTypes';\nimport createDeleteInWithCleanUp from './deleteInWithCleanUp';\nimport plain from './structure/plain';\n\nvar shouldDelete = function shouldDelete(_ref) {\n var getIn = _ref.getIn;\n return function (state, path) {\n var initialValuesPath = null;\n\n if (path.startsWith('values')) {\n initialValuesPath = path.replace('values', 'initial');\n }\n\n var initialValueComparison = initialValuesPath ? getIn(state, initialValuesPath) === undefined : true;\n return getIn(state, path) !== undefined && initialValueComparison;\n };\n};\n\nvar isReduxFormAction = function isReduxFormAction(action) {\n return action && action.type && action.type.length > prefix.length && action.type.substring(0, prefix.length) === prefix;\n};\n\nfunction createReducer(structure) {\n var _behaviors;\n\n var deepEqual = structure.deepEqual,\n empty = structure.empty,\n forEach = structure.forEach,\n getIn = structure.getIn,\n setIn = structure.setIn,\n deleteIn = structure.deleteIn,\n fromJS = structure.fromJS,\n keys = structure.keys,\n size = structure.size,\n some = structure.some,\n splice = structure.splice;\n var deleteInWithCleanUp = createDeleteInWithCleanUp(structure)(shouldDelete);\n var plainDeleteInWithCleanUp = createDeleteInWithCleanUp(plain)(shouldDelete);\n\n var doSplice = function doSplice(state, key, field, index, removeNum, value, force) {\n var existing = getIn(state, key + '.' + field);\n return existing || force ? setIn(state, key + '.' + field, splice(existing, index, removeNum, value)) : state;\n };\n\n var doPlainSplice = function doPlainSplice(state, key, field, index, removeNum, value, force) {\n var slice = getIn(state, key);\n var existing = plain.getIn(slice, field);\n return existing || force ? setIn(state, key, plain.setIn(slice, field, plain.splice(existing, index, removeNum, value))) : state;\n };\n\n var rootKeys = ['values', 'fields', 'submitErrors', 'asyncErrors'];\n\n var arraySplice = function arraySplice(state, field, index, removeNum, value) {\n var result = state;\n var nonValuesValue = value != null ? empty : undefined;\n result = doSplice(result, 'values', field, index, removeNum, value, true);\n result = doSplice(result, 'fields', field, index, removeNum, nonValuesValue);\n result = doPlainSplice(result, 'syncErrors', field, index, removeNum, undefined);\n result = doPlainSplice(result, 'syncWarnings', field, index, removeNum, undefined);\n result = doSplice(result, 'submitErrors', field, index, removeNum, undefined);\n result = doSplice(result, 'asyncErrors', field, index, removeNum, undefined);\n return result;\n };\n\n var behaviors = (_behaviors = {}, _defineProperty(_behaviors, ARRAY_INSERT, function (state, _ref2) {\n var _ref2$meta = _ref2.meta,\n field = _ref2$meta.field,\n index = _ref2$meta.index,\n payload = _ref2.payload;\n return arraySplice(state, field, index, 0, payload);\n }), _defineProperty(_behaviors, ARRAY_MOVE, function (state, _ref3) {\n var _ref3$meta = _ref3.meta,\n field = _ref3$meta.field,\n from = _ref3$meta.from,\n to = _ref3$meta.to;\n var array = getIn(state, 'values.' + field);\n var length = array ? size(array) : 0;\n var result = state;\n\n if (length) {\n rootKeys.forEach(function (key) {\n var path = key + '.' + field;\n\n if (getIn(result, path)) {\n var value = getIn(result, path + '[' + from + ']');\n result = setIn(result, path, splice(getIn(result, path), from, 1)); // remove\n\n result = setIn(result, path, splice(getIn(result, path), to, 0, value)); // insert\n }\n });\n }\n\n return result;\n }), _defineProperty(_behaviors, ARRAY_POP, function (state, _ref4) {\n var field = _ref4.meta.field;\n var array = getIn(state, 'values.' + field);\n var length = array ? size(array) : 0;\n return length ? arraySplice(state, field, length - 1, 1) : state;\n }), _defineProperty(_behaviors, ARRAY_PUSH, function (state, _ref5) {\n var field = _ref5.meta.field,\n payload = _ref5.payload;\n var array = getIn(state, 'values.' + field);\n var length = array ? size(array) : 0;\n return arraySplice(state, field, length, 0, payload);\n }), _defineProperty(_behaviors, ARRAY_REMOVE, function (state, _ref6) {\n var _ref6$meta = _ref6.meta,\n field = _ref6$meta.field,\n index = _ref6$meta.index;\n return arraySplice(state, field, index, 1);\n }), _defineProperty(_behaviors, ARRAY_REMOVE_ALL, function (state, _ref7) {\n var field = _ref7.meta.field;\n var array = getIn(state, 'values.' + field);\n var length = array ? size(array) : 0;\n return length ? arraySplice(state, field, 0, length) : state;\n }), _defineProperty(_behaviors, ARRAY_SHIFT, function (state, _ref8) {\n var field = _ref8.meta.field;\n

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  return arraySplice(state, field, 0, 1);\n  }), _defineProperty(_behaviors, ARRAY_SPLICE, function (state, _ref9) {\n    var _ref9$meta = _ref9.meta,\n        field = _ref9$meta.field,\n        index = _ref9$meta.index,\n        removeNum = _ref9$meta.removeNum,\n        payload = _ref9.payload;\n    return arraySplice(state, field, index, removeNum, payload);\n  }), _defineProperty(_behaviors, ARRAY_SWAP, function (state, _ref10) {\n    var _ref10$meta = _ref10.meta,\n        field = _ref10$meta.field,\n        indexA = _ref10$meta.indexA,\n        indexB = _ref10$meta.indexB;\n    var result = state;\n    rootKeys.forEach(function (key) {\n      var valueA = getIn(result, key + '.' + field + '[' + indexA + ']');\n      var valueB = getIn(result, key + '.' + field + '[' + indexB + ']');\n\n      if (valueA !== undefined || valueB !== undefined) {\n        result = setIn(result, key + '.' + field + '[' + indexA + ']', valueB);\n        result = setIn(result, key + '.' + field + '[' + indexB + ']', valueA);\n      }\n    });\n    return result;\n  }), _defineProperty(_behaviors, ARRAY_UNSHIFT, function (state, _ref11) {\n    var field = _ref11.meta.field,\n    payload = _ref11.payload;\n    return arraySplice(state, field, 0, 0, payload);\n  }), _defineProperty(_behaviors, AUTOFILL, function (state, _ref12) {\n    var field = _ref12.meta.field,\n        payload = _ref12.payload;\n    var result = state;\n    result = deleteInWithCleanUp(result, 'asyncErrors.' + field);\n    result = deleteInWithCleanUp(result, 'submitErrors.' + field);\n    result = setIn(result, 'fields.' + field + '.autofilled', true);\n    result = setIn(result, 'values.' + field, payload);\n    return result;\n  }), _defineProperty(_behaviors, BLUR, function (state, _ref13) {\n    var _ref13$meta = _ref13.meta,\n        field = _ref13$meta.field,\n        touch = _ref13$meta.touch,\n        payload = _ref13.payload;\n    var result = state;\n    var initial = getIn(result, 'initial.' + field);\n\n    if (initial === undefined && payload === '') {\n      result = deleteInWithCleanUp(result, 'values.' + field);\n    } else if (payload !== undefined) {\n      result = setIn(result, 'values.' + field, payload);\n    }\n\n    if (field === getIn(result, 'active')) {\n      result = deleteIn(result, 'active');\n    }\n\n    result = deleteIn(result, 'fields.' + field + '.active');\n\n    if (touch) {\n      result = setIn(result, 'fields.' + field + '.touched', true);\n      result = setIn(result, 'anyTouched', true);\n    }\n\n    return result;\n  }), _defineProperty(_behaviors, CHANGE, function (state, _ref14) {\n    var _ref14$meta = _ref14.meta,\n        field = _ref14$meta.field,\n        touch = _ref14$meta.touch,\n        persistentSubmitErrors = _ref14$meta.persistentSubmitErrors,\n        payload = _ref14.payload;\n    var result = state;\n    var initial = getIn(result, 'initial.' + field);\n\n    if (initial === undefined && payload === '') {\n      result = deleteInWithCleanUp(result, 'values.' + field);\n    } else if (payload !== undefined) {\n      result = setIn(result, 'values.' + field, payload);\n    }\n\n    result = deleteInWithCleanUp(result, 'asyncErrors.' + field);\n\n    if (!persistentSubmitErrors) {\n      result = deleteInWithCleanUp(result, 'submitErrors.' + field);\n    }\n\n    result = deleteInWithCleanUp(result, 'fields.' + field + '.autofilled');\n\n    if (touch) {\n      result = setIn(result, 'fields.' + field + '.touched', true);\n      result = setIn(result, 'anyTouched', true);\n    }\n\n    return result;\n  }), _defineProperty(_behaviors, CLEAR_SUBMIT, function (state) {\n    return deleteIn(state, 'triggerSubmit');\n  }), _defineProperty(_behaviors, CLEAR_SUBMIT_ERRORS, function (state) {\n    var result = state;\n    result = deleteInWithCleanUp(result, 'submitErrors');\n    result = deleteIn(result, 'error');\n    return result;\n  }), _defineProperty(_behaviors, CLEAR_ASYNC_ERROR, function (state, _ref15) {\n    var field = _ref15.meta.field;\n    return deleteIn(state, 'asyncErrors.' + field);\n  }), _defineProperty(_behaviors, CLEAR_FIELDS, function (state, _ref16) {\n    var _ref16$meta = _ref16.meta,\n        keepTouched = _ref16$meta.keepTouched,\n        persistentSubmitErrors = _ref16$meta.persistentSubmitErrors,\n        fields = _ref16$meta.fields;\n    var result = state;\n    fields.forEach(function (field) {\n      result = deleteInWithCleanUp(result, 'values.' + field);\n      result = deleteInWithCleanUp(result, 'asyncErrors.' + field);\n\n      if (!persistentSubmitErrors) {\n        result = deleteInWithCleanUp(result, 'submitErrors.' + field);\n      }\n\n      result = deleteInWithCleanUp(result, 'fields.' + field + '.autofilled');\n\n      if (!keepTouched) {\n        result = deleteIn(result, 'fields.' + field + '.touched');\n      }\n    });\n    var anyTouched = some(keys(getIn(result, 'registeredFields')), function (key) {\n      return getIn(result, 'fields.' + key + '.touched');\n    });\n    result = anyTouched ? setIn(result, 'anyTouched', true) : deleteIn(result, 'anyTouched');\n    return result;\n  }), _defineProperty(_behaviors, FOCUS, function (state, _ref17) {\n    var field = _ref17.meta.field;\n    var result = state;\n    var previouslyActive = getIn(state, 'active');\n    result = deleteIn(result, 'fields.' + previouslyActive + '.active');\n    result = setIn(result, 'fields.' + field + '.visited', true);\n    result = setIn(result, 'fields.' + field + '.active', true);\n    result = setIn(result, 'active', field);\n    return result;\n  }), _defineProperty(_behaviors, INITIALIZE,
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function (state, _ref18) {\n    var payload = _ref18.payload,\n        _ref18$meta = _ref18.meta,\n        keepDirty = _ref18$meta.keepDirty,\n        keepSubmitSucceeded = _ref18$meta.keepSubmitSucceeded,\n updateUnregisteredFields = _ref18$meta.updateUnregisteredFields,\n        keepValues = _ref18$meta.keepValues;\n  var mapData = fromJS(payload);\n    var result = empty; // clean all field state\n    // persist old warnings, they will get recalculated if the new form values are different from the old values\n\n    var warning = getIn(state, 'warning');\n\n    if (warning) {\n        result = setIn(result, 'warning', warning);\n    }\n\n    var syncWarnings = getIn(state, 'syncWarnings');\n\n    if (syncWarnings) {\n        result = setIn(result, 'syncWarnings', syncWarnings);\n    } // persist old errors, they will get recalculated if the new form values are different from the old values\n\n\n    var error = getIn(state, 'error');\n\n    if (error) {\n        result = setIn(result, 'error', error);\n    }\n\n    var syncErrors = getIn(state, 'syncErrors');\n\n    if (syncErrors) {\n        result = setIn(result, 'syncErrors', syncErrors);\n    }\n\n    var registeredFields = getIn(state, 'registeredFields');\n\n    if (registeredFields) {\n        result = setIn(result, 'registeredFields', registeredFields);\n    }\n\n    var previousValues = getIn(state, 'values');\n    var previousInitialValues = getIn(state, 'initial');\n    var newInitialValues = mapData;\n    var newValues = previousValues;\n\n    if (keepDirty && registeredFields) {\n        if (!deepEqual(newInitialValues, previousInitialValues)) {\n            //\n            // Keep the value of dirty fields while updating the value of\n            // pristine fields. This way, apps can reinitialize forms while\n            // avoiding stomping on user edits.\n            //\n            // Note 1: The initialize action replaces all initial values\n            // regardless of keepDirty.\n            //\n            // Note 2: When a field is dirty, keepDirty is enabled, and the field\n            // value is the same as the new initial value for the field, the\n            // initialize action causes the field to become pristine. That effect\n            // is what we want.\n            //\n            var overwritePristineValue = function overwritePristineValue(name) {\n                var previousInitialValue = getIn(previousInitialValues, name);\n                var previousValue = getIn(previousValues, name);\n\n                if (deepEqual(previousValue, previousInitialValue)) {\n                    // Overwrite the old pristine value with the new pristine value\n                    var newInitialValue = getIn(newInitialValues, name); // This check prevents any 'setIn' call that would create useless\n                    // nested objects, since the path to the new field value would\n                    // evaluate to the same (especially for undefined values)\n\n                    if (getIn(newValues, name) !== newInitialValue) {\n                        newValues = setIn(newValues, name, newInitialValue);\n                    }\n                }\n            };\n\n            if (!updateUnregisteredFields) {\n                forEach(keys(registeredFields), function (name) {\n                    return overwritePristineValue(name);\n                });\n            }\n\n            forEach(keys(newInitialValues), function (name) {\n                var previousInitialValue = getIn(previousInitialValues, name);\n\n                if (typeof previousInitialValue === 'undefined') {\n                    // Add new values at the root level.\n                    var newInitialValue = getIn(newInitialValues, name);\n                    newValues = setIn(newValues, name, newInitialValue);\n                }\n\n                if (updateUnregisteredFields) {\n                    overwritePristineValue(name);\n                }\n            });\n        }\n    } else {\n        newValues = newInitialValues;\n    }\n\n    if (keepValues) {\n        forEach(keys(previousValues), function (name) {\n            var previousValue = getIn(previousValues, name);\n            newValues = setIn(newValues, name, previousValue);\n        });\n        forEach(keys(previousInitialValues), function (name) {\n            var previousInitialValue = getIn(previousInitialValues, name);\n            newInitialValues = setIn(newInitialValues, name, previousInitialValue);\n        });\n    }\n\n    if (keepSubmitSucceeded && getIn(state, 'submitSucceeded')) {\n        result = setIn(result, 'submitSucceeded', true);\n    }\n\n    result = setIn(result, 'values', newValues);\n    result = setIn(result, 'initial', newInitialValues);\n    return result;\n  }), _defineProperty(_behaviors, REGISTER_FIELD, function (state, _ref19) {\n    var _ref19$payload = _ref19.payload,\n        name = _ref19$payload.name,\n        type = _ref19$payload.type;\n    var key = 'registeredFields[\\'' + name + '\\']';\n    var field = getIn(state, key);\n\n    if (field) {\n        var count = getIn(field, 'count') + 1;\n        field = setIn(field, 'count', count);\n    } else {\n        field = fromJS({\n            name: name,\n            type: type,\n            count: 1\n        });\n    }\n\n    return setIn(state, key, field);\n  }), _defineProperty(_behaviors, RESET, function (state) {\n    var result = empty;\n    var registeredFields = getIn(state, 'registeredFields');\n\n    if (registeredFields) {\n        result = setIn(result, 'registeredFields', registeredFields);\n    }\n\n    var values = getIn(state, 'initial');\n\n    if (values) {\n        result = setIn(result, 'values', values);\n        result = setIn(result, 'initial', values);\n    }\n\n    return result;\n  }), _defineProperty(_behaviors, RESET_SECTION, function (state, _ref20) {\n    var sections = _ref20.meta.sections;\n    var result = state;\n
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sections.forEach(function (section) {\n result = deleteInWithCleanUp(result, 'asyncErrors.' + section);\n result = deleteInWithCleanUp(result, 'submitErrors.' + section);\n result = deleteInWithCleanUp(result, 'fields.' + section);\n var values = getIn(state, 'initial.' + section);\n result = values ? setIn(result, 'values.' + section, values) : deleteInWithCleanUp(result, 'values.' + section);\n });\n var anyTouched = some(keys(getIn(result, 'registeredFields')), function (key) {\n return getIn(result, 'fields.' + key + '.touched');\n });\n result = anyTouched ? setIn(result, 'anyTouched', true) : deleteIn(result, 'anyTouched');\n return result;\n }), _defineProperty(_behaviors, SUBMIT, function (state) {\n return setIn(state, 'triggerSubmit', true);\n }), _defineProperty(_behaviors, START_ASYNC_VALIDATION, function (state, _ref21) {\n var field = _ref21.meta.field;\n return setIn(state, 'asyncValidating', field || true);\n }), _defineProperty(_behaviors, START_SUBMIT, function (state) {\n return setIn(state, 'submitting', true);\n }), _defineProperty(_behaviors, STOP_ASYNC_VALIDATION, function (state, _ref22) {\n var payload = _ref22.payload;\n var result = state;\n result = deleteIn(result, 'asyncValidating');\n\n if (payload && Object.keys(payload).length) {\n var _error = payload._error,\n fieldErrors = _objectWithoutProperties(payload, ['_error']);\n\n if (_error) {\n result = setIn(result, 'error', _error);\n }\n\n if (Object.keys(fieldErrors).length) {\n result = setIn(result, 'asyncErrors', fromJS(fieldErrors));\n }\n } else {\n result = deleteIn(result, 'error');\n result = deleteIn(result, 'asyncErrors');\n }\n\n return result;\n }), _defineProperty(_behaviors, STOP_SUBMIT, function (state, _ref23) {\n var payload = _ref23.payload;\n var result = state;\n result = deleteIn(result, 'submitting');\n result = deleteIn(result, 'submitFailed');\n result = deleteIn(result, 'submitSucceeded');\n\n if (payload && Object.keys(payload).length) {\n var _error = payload._error,\n fieldErrors = _objectWithoutProperties(payload, ['_error']);\n\n if (_error) {\n result = setIn(result, 'error', _error);\n } else {\n result = deleteIn(result, 'error');\n }\n\n if (Object.keys(fieldErrors).length) {\n result = setIn(result, 'submitErrors', fromJS(fieldErrors));\n } else {\n result = deleteIn(result, 'submitErrors');\n }\n\n result = setIn(result, 'submitFailed', true);\n } else {\n result = deleteIn(result, 'error');\n result = deleteIn(result, 'submitErrors');\n }\n\n return result;\n }), _defineProperty(_behaviors, SET_SUBMIT_FAILED, function (state, _ref24) {\n var fields = _ref24.meta.fields;\n var result = state;\n result = setIn(result, 'submitFailed', true);\n result = deleteIn(result, 'submitSucceeded');\n result = deleteIn(result, 'submitting');\n fields.forEach(function (field) {\n return result = setIn(result, 'fields.' + field + '.touched', true);\n });\n\n if (fields.length) {\n result = setIn(result, 'anyTouched', true);\n }\n\n return result;\n }), _defineProperty(_behaviors, SET_SUBMIT_SUCCEEDED, function (state) {\n var result = state;\n result = deleteIn(result, 'submitFailed');\n result = setIn(result, 'submitSucceeded', true);\n return result;\n }), _defineProperty(_behaviors, TOUCH, function (state, _ref25) {\n var fields = _ref25.meta.fields;\n var result = state;\n fields.forEach(function (field) {\n return result = setIn(result, 'fields.' + field + '.touched', true);\n });\n result = setIn(result, 'anyTouched', true);\n return result;\n }), _defineProperty(_behaviors, UNREGISTER_FIELD, function (state, _ref26) {\n var _ref26$payload = _ref26.payload,\n name = _ref26$payload.name,\n destroyOnUnmount = _ref26$payload.destroyOnUnmount;\n var result = state;\n var key = 'registeredFields[\\'' + name + '\\']';\n var field = getIn(result, key);\n\n if (!field) {\n return result;\n }\n\n var count = getIn(field, 'count') - 1;\n\n if (count <= 0 && destroyOnUnmount) {\n // Note: Cannot use deleteWithCleanUp here because of the flat nature of registeredFields\n result = deleteIn(result, key);\n\n if (deepEqual(getIn(result, 'registeredFields'), empty)) {\n result = deleteIn(result, 'registeredFields');\n }\n\n var syncErrors = getIn(result, 'syncErrors');\n\n if (syncErrors) {\n syncErrors = plainDeleteInWithCleanUp(syncErrors, name);\n\n if (plain.deepEqual(syncErrors, plain.empty)) {\n result = deleteIn(result, 'syncErrors');\n } else {\n result = setIn(result, 'syncErrors', syncErrors);\n }\n }\n\n var syncWarnings = getIn(result, 'syncWarnings');\n\n if (syncWarnings) {\n syncWarnings = plainDeleteInWithCleanUp(syncWarnings, name);\n\n if (plain.deepEqual(syncWarnings, plain.empty)) {\n result = deleteIn(result, 'syncWarnings');\n } else {\n result = setIn(result, 'syncWarnings', syncWarnings);\n }\n }\n\n result = deleteInWithCleanUp(result, 'submitErrors.' + name);\n result = deleteInWithCleanUp(result, 'asyncErrors.' + name);\n } else {\n field = setIn(field, 'count', count);\n result = setIn(result, key, field);\n }\n\n return result;\n }), _defineProperty(_behaviors, UNTOUCH, function (state,

_ref27) {\n var fields = _ref27.meta.fields;\n var result = state;\n fields.forEach(function (field) {\n return result = deleteIn(result, 'fields.' + field + '.touched');\n });\n var anyTouched = some(keys(getIn(result, 'registeredFields')), function (key) {\n return getIn(result, 'fields.' + key + '.touched');\n });\n result = anyTouched ? setIn(result, 'anyTouched', true) : deleteIn(result, 'anyTouched');\n return result;\n }), _defineProperty(_behaviors, UPDATE_SYNC_ERRORS, function (state, _ref28) {\n var _ref28$payload = _ref28.payload,\n syncErrors = _ref28$payload.syncErrors,\n error = _ref28$payload.error;\n var result = state;\n\n if (error) {\n result = setIn(result, 'error', error);\n result = setIn(result, 'syncError', true);\n } else {\n result = deleteIn(result, 'error');\n result = deleteIn(result, 'syncError');\n }\n\n if (Object.keys(syncErrors).length) {\n result = setIn(result, 'syncErrors', syncErrors);\n } else {\n result = deleteIn(result, 'syncErrors');\n }\n\n return result;\n }), _defineProperty(_behaviors, UPDATE_SYNC_WARNINGS, function (state, _ref29) {\n var _ref29$payload = _ref29.payload,\n syncWarnings = _ref29$payload.syncWarnings,\n warning = _ref29$payload.warning;\n var result = state;\n\n if (warning) {\n result = setIn(result, 'warning', warning);\n } else {\n result = deleteIn(result, 'warning');\n }\n\n if (Object.keys(syncWarnings).length) {\n result = setIn(result, 'syncWarnings', syncWarnings);\n } else {\n result = deleteIn(result, 'syncWarnings');\n }\n\n return result;\n }), _behaviors);\n\n var reducer = function reducer() {\n var state = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : empty;\n var action = arguments[1];\n var behavior = behaviors[action.type];\n return behavior ? behavior(state, action) : state;\n };\n\n var byForm = function byForm(reducer) {\n return function () {\n var state = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : empty;\n var action = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {\n type: 'NONE'\n };\n var form = action && action.meta && action.meta.form;\n\n if (!form || !isReduxFormAction(action)) {\n return state;\n }\n\n if (action.type === DESTROY && action.meta && action.meta.form) {\n return action.meta.form.reduce(function (result, form) {\n return deleteInWithCleanUp(result, form);\n }, state);\n }\n\n var formState = getIn(state, form);\n var result = reducer(formState, action);\n return result === formState ? state : setIn(state, form, result);\n };\n };\n /**\n * Adds additional functionality to the reducer\n */\n\n\n function decorate(target) {\n target.plugin = function (reducers) {\n var _this = this; // use 'function' keyword to enable 'this'\n\n\n return decorate(function () {\n var state = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : empty;\n var action = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {\n type: 'NONE'\n };\n\n var callPlugin = function callPlugin(processed, key) {\n var previousState = getIn(processed, key);\n var nextState = reducers[key](previousState, action, getIn(state, key));\n return nextState !== previousState ? setIn(processed, key, nextState) : processed;\n };\n\n var processed = _this(state, action); // run through redux-form reducer\n\n\n var form = action && action.meta && action.meta.form;\n\n if (form) {\n // this is an action aimed at forms, so only give it to the specified form's plugin\n return reducers[form] ? callPlugin(processed, form) : processed;\n } else {\n // this is not a form-specific action, so send it to all the plugins\n return Object.keys(reducers).reduce(callPlugin, processed);\n }\n });\n };\n\n return target;\n }\n\n return decorate(byForm(reducer));\n}\n\nexport default createReducer;","import createReducer from './createReducer';\nimport plain from './structure/plain';\nexport default createReducer(plain);","import invariant from 'invariant';\nimport plain from './structure/plain';\n\nvar createFormValueSelector = function createFormValueSelector(_ref) {\n var getIn = _ref.getIn;\n return function (form, getFormState) {\n invariant(form, 'Form value must be specified');\n\n var nonNullGetFormState = getFormState || function (state) {\n return getIn(state, 'form');\n };\n\n return function (state) {\n for (var _len = arguments.length, fields = Array(_len > 1 ? _len - 1 : 0), _key = 1; _key < _len; _key++) {\n fields[_key - 1] = arguments[_key];\n }\n\n invariant(fields.length, 'No fields specified');\n return fields.length === 1 ? // only selecting one field, so return its value\n getIn(nonNullGetFormState(state), form + '.values.' + fields[0]) : // selecting many fields, so return an object of field values\n fields.reduce(function (accumulator, field) {\n var value = getIn(nonNullGetFormState(state), form + '.values.' + field);\n return value === undefined ? accumulator : plain.setIn(accumulator, field, value);\n }, {});\n };\n };\n};\n\nexport default

createFormValueSelector;","import createFormValueSelector from './createFormValueSelector';\nimport plain from './structure/plain';\nexport default createFormValueSelector(plain);"],"sourceRoot":""}

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1.78 apache-velocity-engine 2.3

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1.79 checker-qual 3.19.0

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1.80 json-unit-core 2.35.0

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* /opt/cola/permits/1498798443_1670284004.346147/0/json-unit-core-2-35-0-sources-3-jar/net/javacrumbs/jsonunit/core/internal/Converter.java
* /opt/cola/permits/1498798443_1670284004.346147/0/json-unit-core-2-35-0-sources-3-jar/net/javacrumbs/jsonunit/core/internal/MoshiNodeFactory.java
* /opt/cola/permits/1498798443_1670284004.346147/0/json-unit-core-2-35-0-sources-3-jar/net/javacrumbs/jsonunit/core/internal/DifferenceContextImpl.java
* /opt/cola/permits/1498798443_1670284004.346147/0/json-unit-core-2-35-0-sources-3-jar/net/javacrumbs/jsonunit/core/internal/GsonNodeFactory.java
* /opt/cola/permits/1498798443_1670284004.346147/0/json-unit-core-2-35-0-sources-3-jar/net/javacrumbs/jsonunit/core/internal/JsonUtils.java
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* /opt/cola/permits/1498798443_1670284004.346147/0/json-unit-core-2-35-0-sources-3-jar/net/javacrumbs/jsonunit/core/internal/matchers/InternalMatcher.java
* /opt/cola/permits/1498798443_1670284004.346147/0/json-unit-core-2-35-0-sources-3-jar/net/javacrumbs/jsonunit/core/internal/ComparisonMatrix.java
* /opt/cola/permits/1498798443_1670284004.346147/0/json-unit-core-2-35-0-sources-3-jar/net/javacrumbs/jsonunit/core/internal/ArrayUtils.java
* /opt/cola/permits/1498798443_1670284004.346147/0/json-unit-core-2-35-0-sources-3-jar/net/javacrumbs/jsonunit/core/internal/JohnzonNodeFactory.java

1.81 kqueue 4.1.85.Final

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Manifest-Version: 1.0

Implementation-Title: Netty/Transport/Native/KQueue
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.transport.kqueue.osx.aarch_64
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport-native-kqueue
Implementation-Version: 4.1.85.Final
Built-By: chris
Bnd-LastModified: 1668019137616
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;
version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="
[1,2)";resolution:=optional
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Bundle-Name: Netty/Transport/Native/KQueue
Bundle-Version: 4.1.85.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_312
Implementation-URL: https://netty.io/netty-transport-native-kqueue/

Found in path(s):
* /opt/cola/permits/1498798526_1670358247.4415317/0/netty-transport-native-kqueue-4-1-85-final-jar/META-INF/MANIFEST.MF
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* /opt/cola/permits/1498798526_1670358247.4415317/0/netty-transport-native-kqueue-4-1-85-final-jar/META-

INF/maven/io.netty/netty-transport-native-kqueue/pom.xml

1.82 barchart-udt-bundle 2.3.0

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${projectBuildStamp}

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1.83 apache-log4j-slf4j-binding 2.19.0

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1.84 swagger-core 2.2.2

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1.85 aws-java-sdk 1.12.344

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1.86 reflectasm 1.11.3

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* /opt/cola/permits/1428947557_1664391769.3895934/0/reflectasm-1-11-3-sources-3-jar/com/esotericsoftware/reflectasm/AccessClassLoader.java
* /opt/cola/permits/1428947557_1664391769.3895934/0/reflectasm-1-11-3-sources-3-jar/com/esotericsoftware/reflectasm/PublicConstructorAccess.java
* /opt/cola/permits/1428947557_1664391769.3895934/0/reflectasm-1-11-3-sources-3-jar/com/esotericsoftware/reflectasm/MethodAccess.java
* /opt/cola/permits/1428947557_1664391769.3895934/0/reflectasm-1-11-3-sources-3-jar/com/esotericsoftware/reflectasm/ConstructorAccess.java
* /opt/cola/permits/1428947557_1664391769.3895934/0/reflectasm-1-11-3-sources-3-jar/com/esotericsoftware/reflectasm/FieldAccess.java

1.87 apache-log4j 2.19.0

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1.88 j2objc-annotations 1.3

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* /opt/cola/permits/1131003150_1612875443.99/0/j2objc-annotations-1-3-sources-3-jar/com/google/j2objc/annotations/RetainedWith.java
* /opt/cola/permits/1131003150_1612875443.99/0/j2objc-annotations-1-3-sources-3-jar/com/google/j2objc/annotations/Property.java
* /opt/cola/permits/1131003150_1612875443.99/0/j2objc-annotations-1-3-sources-3-jar/com/google/j2objc/annotations/LoopTranslation.java
* /opt/cola/permits/1131003150_1612875443.99/0/j2objc-annotations-1-3-sources-3-jar/com/google/j2objc/annotations/ObjectiveCName.java
* /opt/cola/permits/1131003150_1612875443.99/0/j2objc-annotations-1-3-sources-3-jar/com/google/j2objc/annotations/ReflectionSupport.java
* /opt/cola/permits/1131003150_1612875443.99/0/j2objc-annotations-1-3-sources-3-jar/com/google/j2objc/annotations/RetainedLocalRef.java
* /opt/cola/permits/1131003150_1612875443.99/0/j2objc-annotations-1-3-sources-3-jar/com/google/j2objc/annotations/J2ObjCIncompatible.java
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* /opt/cola/permits/1131003150_1612875443.99/0/j2objc-annotations-1-3-sources-3-jar/com/google/j2objc/annotations/Weak.java
* /opt/cola/permits/1131003150_1612875443.99/0/j2objc-annotations-1-3-sources-3-jar/com/google/j2objc/annotations/AutoreleasePool.java
* /opt/cola/permits/1131003150_1612875443.99/0/j2objc-annotations-1-3-sources-3-jar/com/google/j2objc/annotations/WeakOuter.java

1.89 jackson-dataformats-binary 2.14.1

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Manifest-Version: 1.0
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-SymbolicName: com.fasterxml.jackson.dataformat.jackson-dataform
at-cbor
Implementation-Vendor-Id: com.fasterxml.jackson.dataformat
Specification-Title: Jackson dataformat: CBOR
Bundle-DocURL: https://github.com/FasterXML/jackson-dataformats-binary
Import-Package: com.fasterxml.jackson.core;version="[2.14,3)",com.fast
erxml.jackson.core.base;version="[2.14,3)",com.fasterxml.jackson.core
.format;version="[2.14,3)",com.fasterxml.jackson.core.io;version="[2.
14,3)",com.fasterxml.jackson.core.json;version="[2.14,3)",com.fasterx
ml.jackson.core.sym;version="[2.14,3)",com.fasterxml.jackson.core.uti
l;version="[2.14,3)",com.fasterxml.jackson.databind;version="[2.14,3)
",com.fasterxml.jackson.databind.cfg;version="[2.14,3)",com.fasterxml
.jackson.dataformat.cbor;version="[2.14,3)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Export-Package: com.fasterxml.jackson.dataformat.cbor;version="2.14.1"
;uses:="com.fasterxml.jackson.core,com.fasterxml.jackson.core.base,co
m.fasterxml.jackson.core.format,com.fasterxml.jackson.core.io,com.fas
terxml.jackson.core.json,com.fasterxml.jackson.core.sym,com.fasterxml
.jackson.core.util",com.fasterxml.jackson.dataformat.cbor.databind;ve
rsion="2.14.1";uses:="com.fasterxml.jackson.core,com.fasterxml.jackso
n.databind,com.fasterxml.jackson.databind.cfg,com.fasterxml.jackson.d
ataformat.cbor"
Bundle-Name: Jackson dataformat: CBOR
Multi-Release: true
Build-Jdk-Spec: 1.8
Bundle-Description: Support for reading and writing Concise Binary Obj
ect Representation([CBOR](https://www.rfc-editor.org/info/rfc7049)enc

oded data using Jackson abstractions (streaming API, data binding, tr
ee model)
Implementation-Title: Jackson dataformat: CBOR
Implementation-Version: 2.14.1
Bundle-ManifestVersion: 2
Specification-Vendor: FasterXML
Bundle-Vendor: FasterXML
Tool: Bnd-6.3.1.202206071316
Implementation-Vendor: FasterXML
Bundle-Version: 2.14.1
X-Compile-Target-JDK: 1.8
X-Compile-Source-JDK: 1.8
Created-By: Apache Maven Bundle Plugin 5.1.8
Specification-Version: 2.14.1

Found in path(s):
* /opt/cola/permits/1498798604_1670358373.3245044/0/jackson-dataformat-cbor-2-14-1-jar/META-INF/MANIFEST.MF

1.90 slf4j-api-module 1.7.32

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* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/MDC.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/Logger.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/impl/StaticMDCBinder.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/spi/MarkerFactoryBinder.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/helpers/BasicMarkerFactory.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/helpers/SubstituteLogger.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/LoggerFactory.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/helpers/BasicMDCAdapter.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/MarkerFactory.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/helpers/SubstituteLoggerFactory.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/Marker.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/helpers/BasicMarker.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/helpers/MarkerIgnoringBase.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/helpers/NOPLogger.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/spi/LocationAwareLogger.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/helpers/NOPMDCAdapter.java
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* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/impl/StaticMarkerBinder.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/impl/StaticLoggerBinder.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/spi/LoggerFactoryBinder.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/IMarkerFactory.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/ILoggerFactory.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/helpers/Util.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/helpers/MessageFormatter.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/spi/MDCAdapter.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/helpers/NamedLoggerBase.java
* /opt/cola/permits/1267277703_1648511906.32/0/slf4j-api-1-7-32-sources-jar/org/slf4j/helpers/FormattingTuple.java

1.91 commons-codec 1.15

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1.92 guava 31.0.1-jre

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* Holder for web specializations of methods of {@code Floats}. Intended to be empty for regular
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*/

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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/eventbus/Subscriber.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/ListenerCallQueue.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/MapRetrievalCache.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/ForwardingGraph.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/AbstractValueGraph.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/ValueGraph.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/MoreCollectors.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-

jar/com/google/common/graph/GraphConstants.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/ForwardingValueGraph.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/StandardMutableNetwork.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/StandardNetwork.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/RangeGwtSerializationDependencies.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/StandardValueGraph.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/MapIteratorCache.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/NetworkConnections.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/AbstractGraph.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/MultiEdgesConnecting.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/AbstractNetwork.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/UndirectedNetworkConnections.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/NetworkBuilder.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/EdgesConnecting.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/UndirectedGraphConnections.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/EndpointPair.java
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*/
/**
  * Returns an array containing all of the elements in the specified collection. This method
  * returns the elements in the order they are returned by the collection's iterator. The returned
  * array is "safe" in that no references to it are maintained by the collection. The caller is
  * thus free to modify the returned array.
  *
  * <p>This method assumes that the collection size doesn't change while the method is running.
  *
  * <p>TODO(kevinb): support concurrently modified collections?
  *
  * @param c the collection for which to return an array of elements
  */
```

Found in path(s):

* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/ObjectArrays.java
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*/
/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
  * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
  * following header:
  *
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  */
```

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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/FilteredMultimap.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/DescendingImmutableSortedSet.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/AbstractNavigableMap.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/FilteredSetMultimap.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/FilteredKeySetMultimap.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/ForwardingImmutableList.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/CompactLinkedHashSet.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/UnmodifiableSortedMultiset.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/EvictingQueue.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/CompactHashMap.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/RegularImmutableAsList.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/ForwardingNavigableMap.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/FilteredKeyListMultimap.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/TreeRangeMap.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/CompactLinkedHashMap.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/AbstractMultimap.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/FilteredEntrySetMultimap.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/RangeMap.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/ForwardingDeque.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/AbstractSortedKeySortedSetMultimap.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/TransformedIterator.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/SortedMultisetBridge.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/ConsumingQueueIterator.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/AggregateFutureState.java
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jar/com/google/common/hash/AbstractStreamingHasher.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-
jar/com/google/common/cache/Cache.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-
jar/com/google/common/cache/AbstractLoadingCache.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-
jar/com/google/common/cache/CacheBuilderSpec.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-
jar/com/google/common/hash/BloomFilter.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-
jar/com/google/common/primitives/UnsignedLong.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-
jar/com/google/common/cache/ForwardingLoadingCache.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-
jar/com/google/common/collect/DescendingImmutableSortedMultiset.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-
jar/com/google/common/net/HostAndPort.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-
jar/com/google/common/hash/PrimitiveSink.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-
jar/com/google/common/math/IntMath.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-
jar/com/google/common/hash/Hasher.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-
jar/com/google/common/base/PairwiseEquivalence.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-
jar/com/google/common/cache/LoadingCache.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-
jar/com/google/common/primitives/ParseRequest.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-
jar/com/google/common/hash/Hashing.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-
jar/com/google/common/math/DoubleUtils.java

* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/Weigher.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/primitives/UnsignedInteger.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/AbstractScheduledService.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/primitives/UnsignedInts.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/ExecutionError.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/Funnel.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/reflect/TypeParameter.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/BloomFilterStrategies.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/CycleDetectingLockFactory.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/net/MediaType.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/Uninterruptibles.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/net/HttpHeaders.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/RemovalCause.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/package-info.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/math/MathPreconditions.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/base/Ticker.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/base/Absent.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/EmptyContiguousSet.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/math/DoubleMath.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/RemovalListener.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/AbstractSortedMultiset.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/base/Enums.java

* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/AbstractCompositeHashFunction.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/base/Present.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/Funnels.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/primitives/UnsignedLongs.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/HashingOutputStream.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/base/Optional.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/math/BigIntegerMath.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/AbstractHasher.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/BoundType.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/TreeRangeSet.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/RemovalListeners.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/ForwardingCache.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/FutureCallback.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/HashCode.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/math/package-info.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/Murmur3_128HashFunction.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/math/LongMath.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/MessageDigestHashFunction.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/Murmur3_32HashFunction.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/Queues.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/AbstractCache.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/ForwardingListeningExecutorService.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/RegularImmutableMultiset.java

* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/Crc32cHashFunction.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/WrappingExecutorService.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/UncheckedExecutionException.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/HashFunction.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/CacheStats.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/RemovalNotification.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/AsyncFunction.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/base/FunctionalEquivalence.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/reflect/Types.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/CacheLoader.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/Graphs.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/PredecessorsFunction.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/ImmutableNetwork.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/Graph.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/MutableGraph.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/Network.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/MutableNetwork.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/SuccessorsFunction.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/io/InsecureRecursiveDeleteException.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/ImmutableGraph.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/io/RecursiveDeleteOption.java
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*/
/**
  * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
  * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
  * version.
  *
  * @throws UnsupportedOperationException always
  * @deprecated <b>Pass a key of type {@code Comparable} to use {@link
  *     ImmutableSortedMap#of(Comparable, Object)}.</b>
  */
```

Found in path(s):
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/base/CommonPattern.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/base/CommonMatcher.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/base/PatternCompiler.java

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*/
/**
* Holder for web specializations of methods of {@code Ints}. Intended to be empty for regular
* version.
*/
```

Found in path(s):
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/primitives/IntsMethodsForWeb.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/TimeLimiter.java

* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/FluentFuture.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/ImmediateFuture.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/escape/CharEscaper.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/reflect/TypeToken.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/io/PatternFilenameFilter.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/annotations/VisibleForTesting.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/io/AppendableWriter.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/Futures.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/TimeoutFuture.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/escape/CharEscaperBuilder.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/AbstractTransformFuture.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/CollectionFuture.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/base/CaseFormat.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/AggregateFuture.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/ImmutableSortedAsList.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/Service.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/CacheBuilder.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/ForwardingFuture.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/MapMakerInternalMap.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/annotations/GwtCompatible.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/annotations/GwtIncompatible.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/AbstractIdleService.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/ReferenceEntry.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/net/InternetDomainName.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/html/HtmlEscapers.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/AbstractService.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/ForwardingFluentFuture.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/escape/Escapers.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/primitives/SignedBytes.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/primitives/UnsignedBytes.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/net/HostSpecifier.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/escape/ArrayBasedCharEscaper.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/RegularImmutableTable.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/Callables.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/reflect/TypeResolver.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/io/ByteArrayDataInput.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/SettableFuture.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/io/ByteProcessor.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/BaseImmutableMultimap.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/RowSortedTable.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/SortedMapDifference.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/ImmutableSetMultimap.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/SingletonImmutableTable.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/TableCollectors.java
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*/
/**
* Holder for web specializations of methods of {@code Shorts}. Intended to be empty for regular
* version.
*/

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*/
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 *
 * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
 * java.util.HashMap class.
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/AbstractBaseGraph.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/ClosingFuture.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/BaseGraph.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/Traverser.java

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*/
/**
* Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular
* version.
*/
```

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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/base/ExtraObjectsMethodsForWeb.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/OverflowAvoidingLockSupport.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/Java8Compatibility.java

* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/math/ToDoubleRounder.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/base/Java8Compatibility.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/io/Java8Compatibility.java
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* Outer class that exists solely to let us write {@code Partially.GwtIncompatible} instead of plain
* {@code GwtIncompatible}. This is more accurate for {@link Futures#catching}, which is available
* under GWT but with a slightly different signature.
*
* <p>We can't use {@code PartiallyGwtIncompatible} because then the GWT compiler wouldn't recognize
* it as a {@code GwtIncompatible} annotation. And for {@code Futures.catching}, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
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*/
```

Found in path(s):
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/NullnessCasts.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/ImmutableMapValues.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/Collections2.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/ImmutableMultiset.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/ImmutableMap.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/HashBasedTable.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/ImmutableMultimap.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/CollectPreconditions.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/ImmutableMapKeySet.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/StandardRowSortedTable.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/ImmutableListMultimap.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/RegularImmutableMap.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/PeekingIterator.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/Table.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/ImmutableEntry.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/RegularImmutableBiMap.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/SingletonImmutableBiMap.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/primitives/Ints.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/primitives/Chars.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/primitives/Shorts.java
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* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/base/Converter.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/primitives/Doubles.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/net/InetAddresses.java
* /opt/cola/permits/1288520115_1647351767.93/0/guava-31-0-1-jre-sources-jar/com/google/common/primitives/Longs.java
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*/
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wagon-http-lightweight (3.0.0)

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xz for java (1.8)

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1.94 scopt_2.11 3.5.0

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1.95 jzlib 1.1.3

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* /opt/ws_local/PERMITS_SQL/1012082052_1591372884.94/0/jzlib-1-1-3-sources-jar/com/jcraft/jzlib/ZStreamException.java
* /opt/ws_local/PERMITS_SQL/1012082052_1591372884.94/0/jzlib-1-1-3-sources-jar/com/jcraft/jzlib/InfTree.java
* /opt/ws_local/PERMITS_SQL/1012082052_1591372884.94/0/jzlib-1-1-3-sources-jar/com/jcraft/jzlib/Tree.java
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* /opt/ws_local/PERMITS_SQL/1012082052_1591372884.94/0/jzlib-1-1-3-sources-jar/com/jcraft/jzlib/Adler32.java

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* /opt/ws_local/PERMITS_SQL/1012082052_1591372884.94/0/jzlib-1-1-3-sources-jar/com/jcraft/jzlib/ZOutputStream.java
* /opt/ws_local/PERMITS_SQL/1012082052_1591372884.94/0/jzlib-1-1-3-sources-jar/com/jcraft/jzlib/InflaterInputStream.java
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* /opt/ws_local/PERMITS_SQL/1012082052_1591372884.94/0/jzlib-1-1-3-sources-jar/com/jcraft/jzlib/GZIPException.java
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jar/com/jcraft/jzlib/GZIPOutputStream.java
* /opt/ws_local/PERMITS_SQL/1012082052_1591372884.94/0/jzlib-1-1-3-sources-jar/com/jcraft/jzlib/GZIPInputStream.java
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1.96 snappy-java 1.1.8.3

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* /opt/cola/permits/1369962098_1658455444.510743/0/snappy-java-1-1-8-3-sources-1-jar/org/xerial/snappy/pure/SnappyConstants.java
* /opt/cola/permits/1369962098_1658455444.510743/0/snappy-java-1-1-8-3-sources-1-jar/org/xerial/snappy/pure/UnsafeUtil.java
* /opt/cola/permits/1369962098_1658455444.510743/0/snappy-java-1-1-8-3-sources-1-jar/org/xerial/snappy/pure/SnappyRawDecompressor.java
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* /opt/cola/permits/1369962098_1658455444.510743/0/snappy-java-1-1-8-3-sources-1-jar/org/xerial/snappy/BitShuffle.java
* /opt/cola/permits/1369962098_1658455444.510743/0/snappy-java-1-1-8-3-sources-1-jar/org/xerial/snappy/Snappy.java
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1.97 flink-optimizer 1.13.6

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1.104 libphonenumber v8.11.1

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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin
Built-By: kkeshava
Build-Jdk: 9.0.4
Bnd-LastModified: 1575993219283
Bundle-Description: Google's common Java library for parsing, formatti
ng, storing and validating international phone numbers. Optimized
for running on smartphones.
Bundle-DocURL: http://www.google.com/
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Bundle-ManifestVersion: 2
Bundle-Name: libphonenumber
Bundle-SymbolicName: com.googlecode.libphonenumber
Bundle-Vendor: Google
Bundle-Version: 8.11.1
Export-Package: com.google.i18n.phonenumbers;version="8.11.1"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-3.2.0.201605172007

Found in path(s):
* /opt/cola/permits/1340076228_1654760359.799498/0/libphonenumber-8-11-1-jar/META-INF/MANIFEST.MF

1.105 jsonpatch 1.13

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1.106 flink-shaded-netty-4 4.1.49.Final-13.0

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1.108 msg-simple 1.2

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permanent authorization for you to choose that version for the
Library.
Fabio Di Fabio

* Allow to disable schema caching (except for preloaded schemas)

Randy Watler

* Support for reading schemas from non standard JSON (comments etc).

Matt Bishop

* OSGi support for Maven (now deprecated).

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1.111 apache-httpcomponents-asyncclient 4.1.5

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1.114 swagger-parser 2.1.2

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1.116 swagger-models 1.6.6

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Manifest-Version: 1.0
Bnd-LastModified: 1649085222772
Build-Jdk: 1.8.0_151
Built-By: frantuma
Bundle-Description: Sonatype helps open source projects to set up Mave
n repositories on https://oss.sonatype.org/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: swagger-models
Bundle-SymbolicName: io.swagger.models
Bundle-Version: 1.6.6
Created-By: Apache Maven Bundle Plugin
Export-Package: io.swagger.models.auth;version="1.6.6";uses:="com.fast
erxml.jackson.annotation",io.swagger.models.parameters;version="1.6.6
";uses:="com.fasterxml.jackson.annotation,io.swagger.models,io.swagge
r.models.properties,io.swagger.models.refs",io.swagger.models.propert
ies;version="1.6.6";uses:="com.fasterxml.jackson.annotation,io.swagge
r.models,io.swagger.models.refs",io.swagger.models.refs;version="1.6.
6",io.swagger.models.utils;version="1.6.6";uses:="io.swagger.models,i
o.swagger.models.properties",io.swagger.models;version="1.6.6";uses:=
"com.fasterxml.jackson.annotation,io.swagger.models.auth,io.swagger.m
odels.parameters,io.swagger.models.properties,io.swagger.models.refs,
javax.xml.bind.annotation"
implementation-version: 1.6.6
Import-Package: com.fasterxml.jackson.annotation;version="[2.13,3)",io
.swagger.models;version="[1.6,2)",io.swagger.models.auth;version="[1.
6,2)",io.swagger.models.parameters;version="[1.6,2)",io.swagger.model
s.properties;version="[1.6,2)",io.swagger.models.refs;version="[1.6,2
)",io.swagger.models.utils;version="[1.6,2)",javax.xml.bind.annotatio
n,org.slf4j;version="[1.7,2)"
mode: development
package: io.swagger
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"

Tool: Bnd-3.3.0.201609221906
url: https://github.com/swagger-api/swagger-core/modules/swagger-model
s

Found in path(s):
* /opt/cola/permits/1344549228_1655238741.574646/0/swagger-models-1-6-6-jar/META-INF/MANIFEST.MF

1.117 jopt-simple 5.0.4

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* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-
jar/com/lmax/disruptor/EventReleaser.java

* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventReleaseAware.java
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* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/InsufficientCapacityException.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/Cursored.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/FixedSequenceGroup.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-

jar/com/lmax/disruptor/Sequence.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/dsl/ProducerType.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/DataProvider.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/Sequencer.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/SequenceGroups.java
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* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/NoOpEventProcessor.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/WorkerPool.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventTranslator.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/IgnoreExceptionHandler.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/SequenceGroup.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/SingleProducerSequencer.java
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* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/util/Util.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/AbstractSequencer.java

* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventFactory.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/WorkProcessor.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/YieldingWaitStrategy.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/dsl/EventHandlerGroup.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventTranslatorOneArg.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/LiteBlockingWaitStrategy.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/BatchEventProcessor.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/BlockingWaitStrategy.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/WorkHandler.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/dsl/ExceptionHandlerSetting.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/AlertException.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventTranslatorThreeArg.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/SequenceBarrier.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/SleepingWaitStrategy.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/dsl/ConsumerRepository.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/BusySpinWaitStrategy.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/dsl/EventProcessorInfo.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/FatalExceptionHandler.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/util/DaemonThreadFactory.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/AggregateEventHandler.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventHandler.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventTranslatorTwoArg.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/ExceptionHandler.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/ProcessingSequenceBarrier.java

* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/PhasedBackoffWaitStrategy.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/LifecycleAware.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/dsl/Disruptor.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/RingBuffer.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventProcessor.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/EventTranslatorVararg.java
* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/SequenceReportingEventHandler.java
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* /opt/cola/permits/1344549180_1655241474.6152234/0/disruptor-3-4-4-sources-jar/com/lmax/disruptor/ExceptionHandlers.java

1.120 protocol-buffer-java-util-package 3.15.6

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Manifest-Version: 1.0
Automatic-Module-Name: com.google.protobuf.util
Bnd-LastModified: 1615494724341
Build-Jdk: 1.8.0_181-google-v7
Built-By: acozzette
Bundle-Description: Utilities for Protocol Buffers

Bundle-DocURL: https://developers.google.com/protocol-buffers/
Bundle-License: https://opensource.org/licenses/BSD-3-Clause
Bundle-ManifestVersion: 2
Bundle-Name: Protocol Buffers [Util]
Bundle-SymbolicName: com.google.protobuf.util
Bundle-Version: 3.15.6
Created-By: Apache Maven Bundle Plugin
Export-Package: com.google.protobuf.util;version="3.15.6";uses:="com.goo
gle.protobuf"
Import-Package: com.google.common.base;version="[30.0,31)",com.google.co
mmon.io;version="[30.0,31)",com.google.common.math;version="[30.0,31)",
com.google.common.primitives;version="[30.0,31)",com.google.gson;versio
n="[2.8,3)",com.google.gson.stream;version="[2.8,3)",com.google.protobu
f;version="[3.15,4)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.0.0.201509101326

Found in path(s):
* /opt/cola/permits/1411866746_1662690446.511798/0/protobuf-java-util-3-15-6-jar/META-INF/MANIFEST.MF

1.121 aws-java-sdk-::-services-::-amazon-kinesis 2.16.86

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1.124 json-smart 2.4.7

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1.126 kryo-serializers kryo-serializers-0.45

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1.127 snake-yaml 1.33

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* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/PercentEscaper.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/Escaper.java
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/**
* A Base64 encoder/decoder.
*
* <p>
* This class is used to encode and decode data in Base64 format as described in RFC 1521.
*
* <p>
* Project home page: <a href="http://www.source-code.biz/base64coder/java/">www.
* source-code.biz/base64coder/java</a><br>
* Author: Christian d'Heureuse, Inventec Informatik AG, Zurich, Switzerland<br>
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*/
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* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/introspector/PropertySubstitute.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/introspector/FieldProperty.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/tokens/TagToken.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/parser/Production.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/events/MappingEndEvent.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/extensions/compactnotation/CompactConstructor.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/util/ArrayStack.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/LoaderOptions.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/error/MissingEnvironmentVariableException.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/extensions/compactnotation/CompactData.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/reader/ReaderException.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/tokens/CommentToken.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/comments/CommentLine.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/introspector/Property.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/events/CommentEvent.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/tokens/StreamEndToken.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/resolver/Resolver.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/serializer/Serializer.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/tokens/ScalarToken.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/introspector/BeanAccess.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/constructor/CustomClassLoaderConstructor.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/constructor/AbstractConstruct.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/util/ArrayUtils.java

* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/scanner/ScannerImpl.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/DumperOptions.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/resolver/ResolverTuple.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/tokens/FlowEntryToken.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/tokens/FlowMappingEndToken.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/reader/UnicodeReader.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/events/AliasEvent.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/composer/Composer.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/constructor/DuplicateKeyException.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/events/DocumentStartEvent.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/events/ImplicitTuple.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/tokens/KeyToken.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/events/StreamEndEvent.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/events/MappingStartEvent.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/nodes/ScalarNode.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/scanner/ScannerException.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/representer/Represent.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/serializer/SerializerException.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/events/DocumentEndEvent.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/error/Mark.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/tokens/DocumentEndToken.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/tokens/FlowSequenceStartToken.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/constructor/Constructor.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/extensions/compactnotation/PackageCompactConstructor.java

* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/tokens/AnchorToken.java
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* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/tokens/BlockEntryToken.java
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* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/TypeDescription.java
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* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/emitter/EmitterException.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/tokens/BlockEndToken.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/parser/Parser.java
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* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/parser/VersionTagsTuple.java
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* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/tokens/TagTuple.java
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* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/emitter/Emitter.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/tokens/FlowSequenceEndToken.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/introspector/MethodProperty.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/constructor/ConstructorException.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/reader/StreamReader.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/emitter/ScalarAnalysis.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/comments/CommentEventsCollector.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/tokens/AliasToken.java
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* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/serializer/AnchorGenerator.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/util/PlatformFeatureDetector.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/nodes/SequenceNode.java

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* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/tokens/DocumentStartToken.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/introspector/PropertyUtils.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/introspector/MissingProperty.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/tokens/StreamStartToken.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/introspector/GenericProperty.java
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* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/composer/ComposerException.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/nodes/AnchorNode.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/emitter/EmitterState.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/nodes/NodeTuple.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/env/EnvScalarConstructor.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/scanner/SimpleKey.java
* /opt/cola/permits/1446188159_1666171012.444366/0/snakeyaml-1-33-sources-1-jar/org/yaml/snakeyaml/error/MarkedYAMLException.java

1.128 aws-kinesis-analytics-java-flink-runtime 1.2.0

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1.129 opentelemetry---io.opentelemetry:opentelemetry-proto 1.7.1-alpha

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* /opt/cola/permits/1428947749_1664396552.5545719/0/opentelemetry-proto-1-7-1-alpha-jar/opentelemetry/proto/collector/metrics/v1/metrics_service.proto
* /opt/cola/permits/1428947749_1664396552.5545719/0/opentelemetry-proto-1-7-1-alpha-jar/opentelemetry/proto/trace/v1/trace_config.proto
* /opt/cola/permits/1428947749_1664396552.5545719/0/opentelemetry-proto-1-7-1-alpha-jar/opentelemetry/proto/metrics/v1/metrics.proto
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* /opt/cola/permits/1428947749_1664396552.5545719/0/opentelemetry-proto-1-7-1-alpha-jar/opentelemetry/proto/common/v1/common.proto
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* /opt/cola/permits/1428947749_1664396552.5545719/0/opentelemetry-proto-1-7-1-alpha-jar/opentelemetry/proto/metrics/experimental/metrics_config_service.proto
* /opt/cola/permits/1428947749_1664396552.5545719/0/opentelemetry-proto-1-7-1-alpha-jar/opentelemetry/proto/collector/logs/v1/logs_service.proto

1.130 dynamodb-streams-adapter-for-java 1.5.3

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* /opt/cola/permits/1344549150_1655238831.8465784/0/json-simple-3-0-2-sources-3-jar/com/github/cliftonlabs/json_simple/JsonObject.java

1.132 javabeans-activation-framework-api 2.1.0

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1.133 joda-time 2.12.1

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1.138 google-gson 2.10

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Manifest-Version: 1.0
Created-By: 17.0.4.1 (Oracle Corporation)
Build-Jdk-Spec: 17
Bnd-LastModified: 1666660169762
Bundle-ContactAddress: https://github.com/google/gson
Bundle-Description: Gson JSON library
Bundle-DocURL: https://github.com/google/gson/gson
Bundle-License: "Apache-2.0";link="https://www.apache.org/licenses/LICEN
SE-2.0.txt"
Bundle-ManifestVersion: 2
Bundle-Name: Gson
Bundle-RequiredExecutionEnvironment: JavaSE-1.7, JavaSE-1.8
Bundle-SCM: url="https://github.com/google/gson/gson/",connection="scm:g
it:https://github.com/google/gson.git/gson",developer-connection="scm:g
it:git@github.com:google/gson.git/gson",tag="gson-parent-2.10"
Bundle-SymbolicName: com.google.gson
Bundle-Vendor: Google Gson Project
Bundle-Version: 2.10.0
Export-Package: com.google.gson;uses:="com.google.gson.reflect,com.googl
e.gson.stream";version="2.10.0",com.google.gson.annotations;version="2.
10.0",com.google.gson.reflect;version="2.10.0",com.google.gson.stream;v
ersion="2.10.0"
Import-Package: sun.misc;resolution:=optional,com.google.gson.annotation
s
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"

Tool: Bnd-6.3.1.202206071316
Multi-Release: true

Found in path(s):
* /opt/cola/permits/1498798556_1670357896.979593/0/gson-2-10-jar/META-INF/MANIFEST.MF

1.139 opentelemetry-java 1.10.0-alpha-rc.1

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1.140 swagger-parser 2.1.2

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1.141 flink-runtime 1.13.6

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```
/**
* <p>Encodes and decodes to and from Base64 notation.</p>
* <p>Homepage: <a href="http://iharder.net/base64">http://iharder.net/base64</a>.</p>
*
* <p>Example:</p>
*
* <code>String encoded = Base64.encode( myByteArray );</code>
* <br>
* <code>byte[] myByteArray = Base64.decode( encoded );</code>
*
* <p>The <tt>options</tt> parameter, which appears in a few places, is used to pass
* several pieces of information to the encoder. In the "higher level" methods such as
* encodeBytes( bytes, options ) the options parameter can be used to indicate such
* things as first gzipping the bytes before encoding them, not inserting linefeeds,
* and encoding using the URL-safe and Ordered dialects.</p>
*
* <p>Note, according to <a href="http://www.faqs.org/rfcs/rfc3548.html">RFC3548</a>,
* Section 2.1, implementations should not add line feeds unless explicitly told
* to do so. I've got Base64 set to this behavior now, although earlier versions
* broke lines by default.</p>
*
* <p>The constants defined in Base64 can be OR-ed together to combine options, so you
* might make a call like this:</p>
*
* <code>String encoded = Base64.encodeBytes( mybytes, Base64.GZIP | Base64.DO_BREAK_LINES );</code>
* <p>to compress the data before encoding it and then making the output have newline characters.</p>
* <p>Also...</p>
* <code>String encoded = Base64.encodeBytes( crazyString.getBytes() );</code>
*
*
*
* <p>
* Change Log:
* </p>
* <ul>
*  <li>v2.3.7 - Fixed subtle bug when base 64 input stream contained the
*   value 01111111, which is an invalid base 64 character but should not
```

```
*   throw an ArrayIndexOutOfBoundsException either. Led to discovery of
*   mishandling (or potential for better handling) of other bad input
*   characters. You should now get an IOException if you try decoding
*   something that has bad characters in it.</li>
*  <li>v2.3.6 - Fixed bug when breaking lines and the final byte of the encoded
*   string ended in the last column; the buffer was not properly shrunk and
*   contained an extra (null) byte that made it into the string.</li>
*  <li>v2.3.5 - Fixed bug in {@link #encodeFromFile} where estimated buffer size
*   was wrong for files of size 31, 34, and 37 bytes.</li>
*  <li>v2.3.4 - Fixed bug when working with gzipped streams whereby flushing
*   the Base64.OutputStream closed the Base64 encoding (by padding with equals
*   signs) too soon. Also added an option to suppress the automatic decoding
*   of gzipped streams. Also added experimental support for specifying a
*   class loader when using the
*   {@link #decodeToObject(java.lang.String, int, java.lang.ClassLoader)}
*   method.</li>
*  <li>v2.3.3 - Changed default char encoding to US-ASCII which reduces the internal Java
*   footprint with its CharEncoders and so forth. Fixed some javadocs that were
*   inconsistent. Removed imports and specified things like java.io.IOException
*   explicitly inline.</li>
*  <li>v2.3.2 - Reduced memory footprint! Finally refined the "guessing" of how big the
*   final encoded data will be so that the code doesn't have to create two output
*   arrays: an oversized initial one and then a final, exact-sized one. Big win
*   when using the {@link #encodeBytesToBytes(byte[])} family of methods (and not
*   using the gzip options which uses a different mechanism with streams and stuff).</li>
*  <li>v2.3.1 - Added {@link #encodeBytesToBytes(byte[], int, int, int)} and some
*   similar helper methods to be more efficient with memory by not returning a
*   String but just a byte array.</li>
*  <li>v2.3 - <strong>This is not a drop-in replacement!</strong> This is two years of comments
*   and bug fixes queued up and finally executed. Thanks to everyone who sent
*   me stuff, and I'm sorry I wasn't able to distribute your fixes to everyone else.
*   Much bad coding was cleaned up including throwing exceptions where necessary
*   instead of returning null values or something similar. Here are some changes
*   that may affect you:
*   <ul>
*    <li><em>Does not break lines, by default.</em> This is to keep in compliance with
*     <a href="http://www.faqs.org/rfcs/rfc3548.html">RFC3548</a>.</li>
*    <li><em>Throws exceptions instead of returning null values.</em> Because some operations
*     (especially those that may permit the GZIP option) use IO streams, there
*     is a possiblity of an java.io.IOException being thrown. After some discussion and
*     thought, I've changed the behavior of the methods to throw java.io.IOExceptions
*     rather than return null if ever there's an error. I think this is more
*     appropriate, though it will require some changes to your code. Sorry,
*     it should have been done this way to begin with.</li>
*    <li><em>Removed all references to System.out, System.err, and the like.</em>
*     Shame on me. All I can say is sorry they were ever there.</li>
*    <li><em>Throws NullPointerExceptions and IllegalArgumentExceptions</em> as needed
*     such as when passed arrays are null or offsets are invalid.</li>
```

```
*    <li>Cleaned up as much javadoc as I could to avoid any javadoc warnings.
*      This was especially annoying before for people who were thorough in their
*      own projects and then had gobs of javadoc warnings on this file.</li>
*    </ul>
*  <li>v2.2.1 - Fixed bug using URL_SAFE and ORDERED encodings. Fixed bug
*    when using very small files (~&lt; 40 bytes).</li>
*  <li>v2.2 - Added some helper methods for encoding/decoding directly from
*    one file to the next. Also added a main() method to support command line
*    encoding/decoding from one file to the next. Also added these Base64 dialects:
*    <ol>
*    <li>The default is RFC3548 format.</li>
*    <li>Calling Base64.setFormat(Base64.BASE64_FORMAT.URLSAFE_FORMAT) generates
*    URL and file name friendly format as described in Section 4 of RFC3548.
*    http://www.faqs.org/rfcs/rfc3548.html</li>
*    <li>Calling Base64.setFormat(Base64.BASE64_FORMAT.ORDERED_FORMAT) generates
*    URL and file name friendly format that preserves lexical ordering as described
*    in http://www.faqs.org/qa/rfcc-1940.html</li>
*    </ol>
*    Special thanks to Jim Kellerman at <a href="http://www.powerset.com/">http://www.powerset.com/</a>
*    for contributing the new Base64 dialects.
*  </li>
*
*  <li>v2.1 - Cleaned up javadoc comments and unused variables and methods. Added
*    some convenience methods for reading and writing to and from files.</li>
*  <li>v2.0.2 - Now specifies UTF-8 encoding in places where the code fails on systems
*    with other encodings (like EBCDIC).</li>
*  <li>v2.0.1 - Fixed an error when decoding a single byte, that is, when the
*    encoded data was a single byte.</li>
*  <li>v2.0 - I got rid of methods that used booleans to set options.
*    Now everything is more consolidated and cleaner. The code now detects
*    when data that's being decoded is gzip-compressed and will decompress it
*    automatically. Generally things are cleaner. You'll probably have to
*    change some method calls that you were making to support the new
*    options format (<tt>int</tt>s that you "OR" together).</li>
*  <li>v1.5.1 - Fixed bug when decompressing and decoding to a
*    byte[] using <tt>decode( String s, boolean gzipCompressed )</tt>.
*    Added the ability to "suspend" encoding in the Output Stream so
*    you can turn on and off the encoding if you need to embed base64
*    data in an otherwise "normal" stream (like an XML file).</li>
*  <li>v1.5 - Output stream pases on flush() command but doesn't do anything itself.
*      This helps when using GZIP streams.
*      Added the ability to GZip-compress objects before encoding them.</li>
*  <li>v1.4 - Added helper methods to read/write files.</li>
*  <li>v1.3.6 - Fixed OutputStream.flush() so that 'position' is reset.</li>
*  <li>v1.3.5 - Added flag to turn on and off line breaks. Fixed bug in input stream
*      where last buffer being read, if not completely full, was not returned.</li>
*  <li>v1.3.4 - Fixed when "improperly padded stream" error was thrown at the wrong time.</li>
*  <li>v1.3.3 - Fixed I/O streams which were totally messed up.</li>
```

*
*
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1.143 kryo 4.0.2

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1.145 jmes-path-query-library 1.12.344

1.145.1 Available under license :

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<name>Apache License, Version 2.0</name>

Found in path(s):
* /opt/cola/permits/1498798592_1670358273.1201801/0/jmespath-java-1-12-344-jar/META-INF/maven/com.amazonaws/jmespath-java/pom.xml

1.146 javassist 3.24.0-GA

1.146.1 Available under license :

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* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/bytecode/NestHostAttribute.java
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* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/expr/Instanceof.java
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* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/tools/Dump.java
* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/CtNewMethod.java
* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/bytecode/analysis/Subroutine.java
* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/ClassMap.java
* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/CtNewWrappedConstructor.java
* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/bytecode/analysis/FramePrinter.java
* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/expr/ConstructorCall.java
* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/compiler/ast/Variable.java
* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/compiler/CodeGen.java
* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/expr/ExprEditor.java

* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/util/proxy/ProxyObjectOutputStream.java
* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/tools/web/Webserver.java
* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/bytecode/annotation/AnnotationImpl.java
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* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/bytecode/BadBytecode.java
* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/expr/Handler.java
* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/compiler/ast/NewExpr.java
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* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/CtArray.java
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* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/bytecode/InstructionPrinter.java
* /opt/ws_local/PERMITS_SQL/1024750286_1594244387.33/0/javassist-3-24-0-ga-sources-jar/javassist/bytecode/CodeAnalyzer.java
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1.149 flink-shaded-jackson-2 2.12.1-13.0

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Jackson JSON processor

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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It is currently developed by a community of developers.

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1.150 jaxb-core 4.0.0

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ASM: a very small and fast Java bytecode manipulation framework

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1.161 java-architecture-for-xml-binding 3.0.1

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* /opt/cola/permits/1130987386_1612872111.26/0/failureaccess-1-0-1-sources-jar/com/google/common/util/concurrent/internal/InternalFutures.java

1.163 flink-shaded-asm-7 7.1-13.0

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1.164 netty/transport/classes/epoll 4.1.85.Final

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Manifest-Version: 1.0
Implementation-Title: Netty/Transport/Classes/Epoll
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.transport.classes.epoll
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Bundle-SymbolicName: io.netty.transport-classes-epoll
Implementation-Version: 4.1.85.Final
Built-By: root
Bnd-LastModified: 1668015176512
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.channel,io.
netty.channel.socket;version="[4.1,5)",io.netty.channel.unix;version=
"[4.1,5)",io.netty.util;version="[4.1,5)",io.netty.util.collection;ve
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ion="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="[1,2
)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.channel.epoll;uses:="io.netty.buffer,io.netty
.channel,io.netty.channel.socket,io.netty.channel.unix,io.netty.util,
io.netty.util.concurrent";version="4.1.85"
Bundle-Name: Netty/Transport/Classes/Epoll
Bundle-Version: 4.1.85.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_352
Implementation-URL: https://netty.io/netty-transport-classes-epoll/

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1.165 btf 1.3

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1.166 akka-actor 2.5.21

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/*
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* Expert Group and released to the public domain, as explained at
* http://creativecommons.org/publicdomain/zero/1.0/
*/

Found in path(s):
* /opt/cola/permits/1136093276_1613676100.93/0/akka-actor-2-11-2-5-21-sources-2-jar/akka/dispatch/forkjoin/RecursiveAction.java
* /opt/cola/permits/1136093276_1613676100.93/0/akka-actor-2-11-2-5-21-sources-2-jar/akka/dispatch/forkjoin/ThreadLocalRandom.java
* /opt/cola/permits/1136093276_1613676100.93/0/akka-actor-2-11-2-5-21-sources-2-jar/akka/dispatch/forkjoin/TransferQueue.java
* /opt/cola/permits/1136093276_1613676100.93/0/akka-actor-2-11-2-5-21-sources-2-jar/akka/dispatch/forkjoin/LinkedTransferQueue.java
* /opt/cola/permits/1136093276_1613676100.93/0/akka-actor-2-11-2-5-21-sources-2-jar/akka/dispatch/forkjoin/package-info.java

* /opt/cola/permits/1136093276_1613676100.93/0/akka-actor-2-11-2-5-21-sources-2-jar/akka/dispatch/forkjoin/ForkJoinWorkerThread.java
* /opt/cola/permits/1136093276_1613676100.93/0/akka-actor-2-11-2-5-21-sources-2-jar/akka/dispatch/forkjoin/RecursiveTask.java
* /opt/cola/permits/1136093276_1613676100.93/0/akka-actor-2-11-2-5-21-sources-2-jar/akka/dispatch/forkjoin/ForkJoinTask.java
* /opt/cola/permits/1136093276_1613676100.93/0/akka-actor-2-11-2-5-21-sources-2-jar/akka/dispatch/forkjoin/ForkJoinPool.java

1.167 scala-parser-combinators 1.1.1

1.167.1 Available under license :

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Manifest-Version: 1.0
Bnd-LastModified: 1528506553924
Bundle-Description: scala-parser-combinators
Bundle-License: http://opensource.org/licenses/BSD-3-Clause;description=
BSD 3-clause
Bundle-ManifestVersion: 2
Bundle-Name: scala-parser-combinators
Bundle-SymbolicName: org.scala-lang.modules.scala-parser-combinators
Bundle-Vendor: org.scala-lang.modules
Bundle-Version: 1.1.1
Created-By: 1.8.0_151 (Oracle Corporation)
Export-Package: scala.util.parsing.combinator;version="1.1.1";uses:="sca
la,scala.collection,scala.collection.immutable,scala.collection.mutable
,scala.reflect,scala.runtime,scala.util,scala.util.matching,scala.util.
parsing.input",scala.util.parsing.combinator.lexical;version="1.1.1";us
es:="scala,scala.collection,scala.collection.immutable,scala.collection
.mutable,scala.reflect,scala.runtime,scala.util,scala.util.parsing.comb
inator,scala.util.parsing.combinator.token,scala.util.parsing.input",sc
ala.util.parsing.combinator.syntactical;version="1.1.1";uses:="scala,sc
ala.collection,scala.collection.immutable,scala.collection.mutable,scal
a.reflect,scala.runtime,scala.util,scala.util.parsing.combinator,scala.
util.parsing.combinator.lexical,scala.util.parsing.combinator.token,sca
la.util.parsing.input",scala.util.parsing.combinator.token;version="1.1
.1";uses:="scala,scala.collection,scala.reflect,scala.runtime",scala.ut
il.parsing.input;version="1.1.1";uses:="scala,scala.collection,scala.co
llection.generic,scala.collection.mutable,scala.io,scala.reflect,scala.
runtime",scala.util.parsing.json;version="1.1.1";uses:="scala,scala.col
lection,scala.collection.immutable,scala.collection.mutable,scala.refle
ct,scala.runtime,scala.util,scala.util.parsing.combinator,scala.util.pa
rsing.combinator.lexical,scala.util.parsing.combinator.syntactical,scal
a.util.parsing.combinator.token,scala.util.parsing.input"
Import-Package: scala,scala.collection;version="[2.12,3)",scala.collecti
on.generic;version="[2.12,3)",scala.collection.immutable;version="[2.12

,3)",scala.collection.mutable;version="[2.12,3)",scala.io;version="[2.1
2,3)",scala.math;version="[2.12,3)",scala.reflect;version="[2.12,3)",sc
ala.runtime;version="[2.12,3)",scala.runtime.java8;version="[2.12,3)",s
cala.sys;version="[2.12,3)",scala.util,scala.util.matching;version="[2.
12,3)"
Private-Package: scala-parser-combinators.properties
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-2.4.0.201411031534

Found in path(s):
* /opt/cola/permits/1018675661_1664413157.7695389/0/scala-parser-combinators-2-12-1-1-1-jar/META-INF/MANIFEST.MF

1.168 swagger-core 1.6.6

1.168.1 Available under license :

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Manifest-Version: 1.0
Bnd-LastModified: 1649085244161
Build-Jdk: 1.8.0_151
Built-By: frantuma
Bundle-Description: Sonatype helps open source projects to set up Mave
n repositories on https://oss.sonatype.org/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: swagger-core
Bundle-SymbolicName: io.swagger.core
Bundle-Version: 1.6.6
Created-By: Apache Maven Bundle Plugin
Export-Package: io.swagger.converter;version="1.6.6";uses:="com.faster
xml.jackson.annotation,io.swagger.models,io.swagger.models.properties
",io.swagger.core.filter;version="1.6.6";uses:="io.swagger.model,io.s
wagger.models,io.swagger.models.parameters,io.swagger.models.properti
es",io.swagger.config;version="1.6.6";uses:="io.swagger.core.filter,i
o.swagger.models",io.swagger.model;version="1.6.6";uses:="io.swagger.
models",io.swagger.util;version="1.6.6";uses:="com.fasterxml.jackson.
core,com.fasterxml.jackson.databind,com.fasterxml.jackson.databind.mo
dule,io.swagger.annotations,io.swagger.models,io.swagger.models.auth,
io.swagger.models.parameters,io.swagger.models.properties",io.swagger
.core;version="1.6.6",io.swagger.core.util;version="1.6.6",io.swagger
.reader;version="1.6.6"
implementation-version: 1.6.6
Import-Package: javax.validation.constraints;version="[1.1,3)",com.fas
terxml.jackson.annotation;version="[2.13,3)",com.fasterxml.jackson.co
re;version="[2.13,3)",com.fasterxml.jackson.core.type;version="[2.13,
3)",com.fasterxml.jackson.core.util;version="[2.13,3)",com.fasterxml.

jackson.databind;version="[2.13,3)",com.fasterxml.jackson.databind.an
notation;version="[2.13,3)",com.fasterxml.jackson.databind.introspect
;version="[2.13,3)",com.fasterxml.jackson.databind.jsontype;version="
[2.13,3)",com.fasterxml.jackson.databind.module;version="[2.13,3)",co
m.fasterxml.jackson.databind.node;version="[2.13,3)",com.fasterxml.ja
ckson.databind.type;version="[2.13,3)",com.fasterxml.jackson.databind
.util;version="[2.13,3)",com.fasterxml.jackson.dataformat.yaml;versio
n="[2.13,3)",com.google.common.collect;version="[31.0,32)",io.swagger
.annotations;version="[1.6,2)",io.swagger.core.filter;version="[1.6,2
)",io.swagger.model;version="[1.6,2)",io.swagger.models;version="[1.6
,2)",io.swagger.models.auth;version="[1.6,2)",io.swagger.models.param
eters;version="[1.6,2)",io.swagger.models.properties;version="[1.6,2)
",io.swagger.models.refs;version="[1.6,2)",javax.xml.bind.annotation,
org.apache.commons.lang3;version="[3.2,4)",org.apache.commons.lang3.t
ext;version="[3.2,4)",org.slf4j;version="[1.7,2)"
mode: development
package: io.swagger
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.3.0.201609221906
url: https://github.com/swagger-api/swagger-core/modules/swagger-core

Found in path(s):
* /opt/cola/permits/1344549117_1655238833.442464/0/swagger-core-1-6-6-1-jar/META-INF/MANIFEST.MF

1.169 hamcrest v2.2

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1.170 junit-platform-junit-platform-commons 1.8.2

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1.173 netty-tomcatnative-boringssl-static 2.0.54.Final

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Found in path(s):
* /opt/cola/permits/1395763071_1670356607.9831357/0/netty-tcnative-boringssl-static-2-0-54-final-jar/META-INF/maven/io.netty/netty-tcnative-boringssl-static/pom.xml
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Manifest-Version: 1.0
Implementation-Title: Netty/TomcatNative [BoringSSL - Static]
Bundle-Description: A Mavenized fork of Tomcat Native which incorporat
es various patches. This artifact is statically linked to BoringSS
L and Apache APR.
Automatic-Module-Name: io.netty.internal.tcnative.openssl.osx.x86_64
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt

Bundle-SymbolicName: io.netty.tcnative-boringssl-static
Implementation-Version: 2.0.54.Final
Built-By: norman
Bnd-LastModified: 1658483328245
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Fragment-Host: io.netty.tcnative-classes
Tool: Bnd-5.1.1.202006162103
Implementation-Vendor: The Netty Project
Bundle-Name: Netty/TomcatNative [BoringSSL - Static]
Bundle-Version: 2.0.54.Final
Build-Jdk-Spec: 1.8
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://github.com/netty/netty-tcnative/netty-tcna
tive-boringssl-static/

Found in path(s):
* /opt/cola/permits/1395763071_1670356607.9831357/0/netty-tcnative-boringssl-static-2-0-54-final-jar/META-INF/MANIFEST.MF

1.174 aws-java-sdk 2.16.86

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1.175 apache-httpcomponents-core 4.4.15

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1.176 flink-metrics-core 1.13.6

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1.177 akka-slf4j 2.5.21

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Manifest-Version: 1.0
Automatic-Module-Name: akka.slf4j
Bnd-LastModified: 1550059891719
Bundle-Description: akka-slf4j
Bundle-DocURL: http://doc.akka.io/api/akka/2.5.21
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0;description
=Apache License, Version 2.0
Bundle-ManifestVersion: 2
Bundle-Name: akka-slf4j
Bundle-SymbolicName: com.typesafe.akka.slf4j
Bundle-Vendor: Lightbend Inc.
Bundle-Version: 2.5.21
Created-By: 1.8.0_181 (Oracle Corporation)
Export-Package: akka.event.slf4j;uses:="akka.actor,akka.dispatch,akka.
event,org.slf4j,scala,scala.reflect,scala.runtime";version="2.5.21"
Implementation-Title: akka-slf4j
Implementation-URL: http://akka.io/
Implementation-Vendor: Lightbend Inc.
Implementation-Vendor-Id: com.typesafe.akka
Implementation-Version: 2.5.21
Import-Package: akka.actor;version="[2.5,2.6)",akka.dispatch;version="
[2.5,2.6)",akka.event;version="[2.5,2.6)",akka.util;version="[2.5,2.6
)",scala;version="[2.12,2.13)",scala.collection;version="[2.12,2.13)"
,scala.collection.immutable;version="[2.12,2.13)",scala.reflect;versi
on="[2.12,2.13)",scala.runtime;version="[2.12,2.13)",scala.runtime.ja
va8;version="[2.12,2.13)",org.slf4j;version="[1.7,2)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version>=1.8))
"
Specification-Title: akka-slf4j
Specification-Vendor: Lightbend Inc.

Specification-Version: 2.5.21
Tool: Bnd-4.0.0.201805111645

Found in path(s):
* /opt/cola/permits/1136093590_1664412700.557805/0/akka-slf4j-2-12-2-5-21-jar/META-INF/MANIFEST.MF

1.178 io-swagger-swagger-annotations 1.6.6

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* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/License.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/Authorization.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/ExtensionProperty.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/Contact.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/ApiOperation.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/ApiResponses.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/ExampleProperty.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/ApiModel.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/ApiImplicitParam.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-

jar/io/swagger/annotations/Extension.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/ApiParam.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/AuthorizationScope.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/Example.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/ExternalDocs.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/Info.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/ResponseHeader.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/ApiResponse.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/SwaggerDefinition.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/Tag.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/ApiModelProperty.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/ApiImplicitParams.java
* /opt/cola/permits/1344549163_1655241394.4368684/0/swagger-annotations-1-6-6-sources-jar/io/swagger/annotations/Api.java

1.179 java-uuid-generator java-uuid-generator-4.0.1

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Java UUID generator library has been written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Eric Bie contributed extensive unit test suite which has helped ensure high implementation quality

1.180 apache-log4j-api 2.19.0

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1.181 amazon-kinesis-connector-for-apache-flink 2.3.0

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- io.netty:netty-transport:4.1.63.Final
- org.apache.httpcomponents:httpclient:4.5.9
- org.apache.httpcomponents:httpcore:4.4.11
- software.amazon.awssdk:annotations:2.16.86
- software.amazon.awssdk:apache-client:2.16.86
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- software.amazon.eventstream:eventstream:1.0.1
- software.amazon.ion:ion-java:1.0.2

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- com.google.protobuf:protobuf-java:2.6.1

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Found in path(s):
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/Policy.java
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* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/AccessOrderDeque.java
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* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/stats/CacheStats.java
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* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/WISMSR.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/PWW.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/SSLSMS.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/SILWR.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/SSMWAW.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/WSMSA.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/PWAWRMW.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/SSMSAWR.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/WSSWR.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/FS.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/WILMSR.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/SILSMSR.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/SILMWAWR.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/PSAW.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/WSMS.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/SISMSWR.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/PSW.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/SISMWW.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/SSMSR.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-

jar/com/github/benmanes/caffeine/cache/WSSMSA.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/WIMWAW.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/WSW.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/WIMWWR.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/WIWR.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/SSLSMWAR.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/SISAW.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/SILR.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/WILMWAR.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/FWARMW.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/PDWMS.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/SSSMWAWR.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/SSMWA.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/PWWMS.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/SIAR.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/FSWRMS.java
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* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/Expiry.java
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* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/LocalAsyncCache.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/AsyncCache.java
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* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/MpscGrowableArrayQueue.java

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* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/Scheduler.java
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* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/BoundedBuffer.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/LocalAsyncLoadingCache.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/LocalLoadingCache.java

* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/Async.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/Node.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/FrequencySketch.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/LocalManualCache.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/SerializationProxy.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/WriteThroughEntry.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/package-info.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/stats/package-info.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/References.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/stats/GuardedStatsCounter.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/Buffer.java
* /opt/cola/permits/1340816269_1654861295.3642766/0/caffeine-3-0-5-sources-jar/com/github/benmanes/caffeine/cache/LocalCache.java

1.183 error_prone_annotations 2.10.0

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* /opt/cola/permits/1337069915_1654119249.153431/0/error-prone-annotations-2-10-0-jar/META-INF/maven/com.google.errorprone/error_prone_annotations/pom.xml

1.184 netty/resolver/dns/classes/macos 4.1.85.Final

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* /opt/cola/permits/1498798544_1670284052.8406405/0/netty-resolver-dns-classes-macos-4-1-85-final-sources-2-jar/META-INF/maven/io.netty/netty-resolver-dns-classes-macos/pom.xml
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* /opt/cola/permits/1498798544_1670284052.8406405/0/netty-resolver-dns-classes-macos-4-1-85-final-sources-2-jar/io/netty/resolver/dns/macos/package-info.java
* /opt/cola/permits/1498798544_1670284052.8406405/0/netty-resolver-dns-classes-macos-4-1-85-final-sources-2-jar/io/netty/resolver/dns/macos/DnsResolver.java
* /opt/cola/permits/1498798544_1670284052.8406405/0/netty-resolver-dns-classes-macos-4-1-85-final-sources-2-jar/io/netty/resolver/dns/macos/MacOSDnsServerAddressStreamProvider.java

1.185 commons-compress 1.21

1.185.1 Available under license :

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1.186 mozilla-rhino 1.7.7.2

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