

# Oracle® Enterprise Manager

## Oracle Enterprise Manager App for Grafana

### User's Guide



13c Release 5

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May 2024

The Oracle logo, consisting of a solid red square with the word "ORACLE" in white, uppercase, sans-serif font centered within it.

ORACLE®

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# Contents

1	About the Oracle Enterprise Manager App for Grafana	
2	Before You Begin	
3	Install the Oracle Enterprise Manager App for Grafana	
4	Enable the Oracle Enterprise Manager App for Grafana	
5	Using Grafana	
	Add an Enterprise Manager Data Source	5-1
	View Predefined Dashboards	5-3
	Grafana Alerting	5-4
	Build Custom Dashboards	5-6
	Use SQL Queries	5-6
	Browse Enterprise Manager Metrics	5-10
	Variables	5-12
	Create Federated Data Dashboards	5-15
	Sample Dashboards	5-16
	Create Dashboards Using Predefined Templates	5-22
	Access Remote Repositories	5-24
	Accessibility	5-26
6	Update the Oracle Enterprise Manager App for Grafana	
A	Oracle Enterprise Manager App for Grafana Licensing Information	
	Third-Party Licenses	A-2
	uuid - v 1.3.0	A-2

xxhash - v 2.2.0	A-3
grafana-plugin-sdk-go - v 0.140.0	A-4
@grafana/runtime - v 9.1.8	A-69
@grafana/data - v 9.1.8	A-226
@grafana/ui - v 9.1.8	A-252

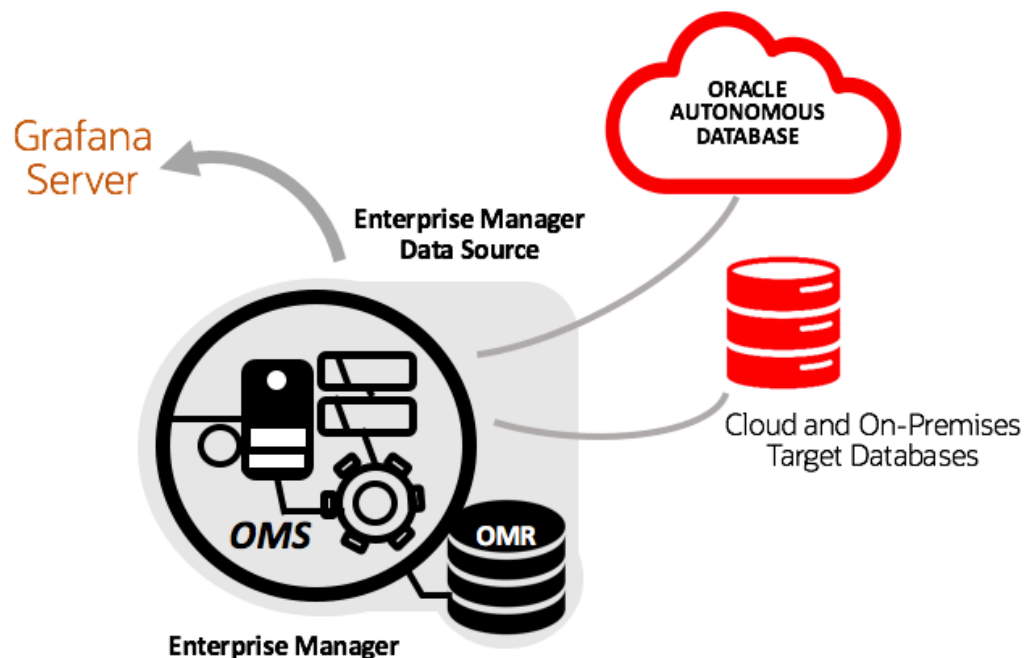
# 1

## About the Oracle Enterprise Manager App for Grafana

Grafana is an open source technology used for metric analytics & visualization. The Oracle Enterprise Manager App for Grafana allows you to integrate Enterprise Manager's metric data (collected from multiple managed targets and stored in the Enterprise Manager repository) with any other data sources you may have access to. You can create custom Enterprise Manager-based Grafana dashboards by simply browsing and selecting the Enterprise Manager metrics of interest, or running simple SQL queries against the Enterprise Manager repository tables, without a deep knowledge of the Enterprise Manager data model. Data from multiple Enterprise Manager sites, along with data from other data sources, can be easily displayed on a single dashboard.

### Deployment

When deployed, the Oracle Enterprise Manager App for Grafana lets Enterprise Manager become a data source for Grafana. The Enterprise Manager Oracle Management Service (OMS) is in direct communication with the Grafana server, transferring target metric and configuration data stored in the Oracle Management Repository (OMR).



# 2

## Before You Begin

Before you install and configure the Oracle Enterprise Manager App for Grafana, make sure the following prerequisites are met:

- Ensure you have a **Grafana Server** that has connectivity with the Enterprise Manager OMS and Repository. Set or make a note of your Grafana home directory (`$GRAFANA_HOME`) where your Grafana binary exists. Grafana 9.2.0 is supported for Oracle Enterprise Manager App for Grafana.

 **Note:**

For information on platforms for which the Oracle Enterprise Manager App for Grafana is certified, see [Oracle Enterprise Manager App for Grafana download page](#).

- Install and configure **Oracle Enterprise Manager Cloud Control 13c Release 5** (13.5). For more information, see [Oracle Enterprise Manager Downloads](#), Installation of Enterprise Manager Cloud Control and Advanced Installation and Configuration.
- Save the **Oracle Enterprise Manager App for Grafana** file from the [Oracle Enterprise Manager App for Grafana download page](#).

# 3

## Install the Oracle Enterprise Manager App for Grafana

You can install the Oracle Enterprise Manager App for Grafana using the Grafana command line interface (preferred) or manually.

### Using the Grafana CLI

1. Navigate to `$GRAFANA_HOME/bin`
2. Install the Oracle Enterprise Manager App for Grafana.  
**Using `--pluginUrl` option through `grafana-cli`**

```
./grafana-cli --pluginUrl <FULL_PATH>/oracle-emcc-app-<VERSION>.zip  
plugins install oracle-emcc-app
```

Example:

```
grafana-cli --pluginUrl /var/lib/grafana/plugins/emgrafana/work/oracle-  
emcc-app-1.0.0.zip plugins install oracle-emcc-app
```

3. Restart the Grafana server.

```
cd $GRAFANA_HOME/bin  
./grafana-server
```

### Without the Grafana CLI

1. Navigate to the Grafana *plugins* directory.

```
cd $GRAFANA_HOME/data/plugins
```

2. Extract the content of the Oracle Enterprise Manager App for Grafana zip file in the Grafana *plugins* directory. Create this directory if one does not exist.

```
cd $GRAFANA_HOME/data/plugins  
unzip <EM App for Grafana>.zip
```

3. Restart the Grafana server.

```
cd $GRAFANA_HOME/bin  
./grafana-server
```

 **Note:**

If you are installing Grafana 8 or above, you must complete an additional step in order to complete the configuration process. See [Grafana 8 and above Configuration](#).



# 4

## Enable the Oracle Enterprise Manager App for Grafana

After the App has been installed, you need to enable Grafana to work with your Enterprise Manager site.

1. Enable the Enterprise Manager App on the Grafana site.
  - a. From the Grafana home page, select **Configuration>Plugins**. A list of available Grafana plugins displays.
  - b. Choose **Oracle Enterprise Manager App** from the list. The Enterprise Manager App **Enable** and **Disable** options are displayed.
  - c. Click **Enable**.
2. Enable the Grafana Service on your Enterprise Manager site.

```
emctl set property -name oracle.sysman.db.restfulapi.grafana.enable -
value true -sysman_pwd <your sysman pwd>
emctl set property -name
oracle.sysman.db.restfulapi.grafana.executesql.repository.query.enable -
value true -sysman_pwd <your sysman pwd>
emctl set property -name
oracle.sysman.db.restfulapi.grafana.executesql.target.query.enable -value
true -sysman_pwd <your sysman pwd>
```

3. As a best practice, to optimize Enterprise Manager performance, you want to minimize resource demands placed on Enterprise Manager subsystems when Grafana fetches dashboard data.

Grafana communicates directly with the Enterprise Manager OMS to obtain data to render dashboards via REST API calls. In order to protect the performance of key Enterprise Manager subsystems, it has been designed to limit overuse of API end-points that could negatively impact performance. In addition to this protection, additional protection has been added to the Enterprise Manager Repository to prevent long running or resource intensive queries from compromising the operational performance of key Enterprise Manager subsystems.

Enterprise Manager provides two ways to manage dashboard resource usage.

- Repository Session (SQL) Throttling: You use Database Resource Manager to limit resource usage at the DB or PDB level.
- Application API Throttling: You set OMS properties to limit the number of concurrent API requests being executed by the OMS.

### Note:

Application API throttling only applies to Grafana dashboard creation.

4. Using your Grafana username and password, log in to the Grafana site using the following URL: `http://<host>:3000 (username/password : admin/admin)`

### **Grafana 8 and above Configuration**

An additional configuration step is required when installing Grafana 8 and above. You must add both *oracle-emcc-app* and *oracle-emcc-datasource* to the *allow\_loading\_unsigned\_plugins* list in the Grafana configuration file.

Set the following in the `conf/defaults.ini` file:

```
allow_loading_unsigned_plugins = oracle-emcc-app,oracle-emcc-datasource
```

### **Alternate Method**

If you do not want to edit the `defaults.ini` file, you can set

`GF_PLUGINS_ALLOW_LOADING_UNSIGNED_PLUGINS` to `oracle-emcc-app,oracle-emcc-datasource` using `EXPORT`, `SETENV`, or some other command line method for setting this environment variable.

# 5

## Using Grafana

Taking advantage of Grafana's flexible data display capability is easy. You can use dashboards that are included with the Oracle Enterprise Manager App for Grafana or create your own custom dashboards.

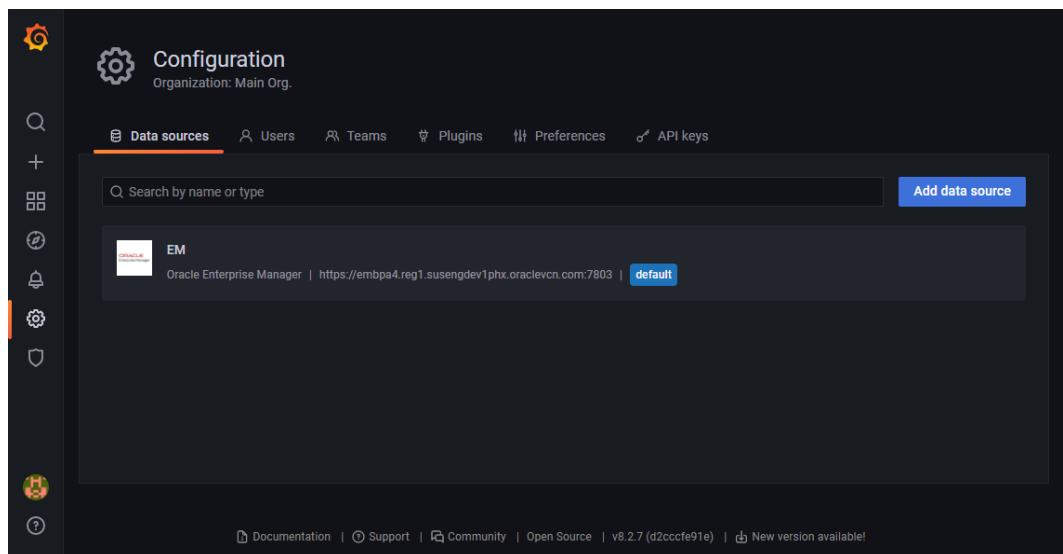
- [Add an Enterprise Manager Data Source](#)
- [View Predefined Dashboards](#)
- [Grafana Alerting](#)
- [Build Custom Dashboards](#)
- [Sample Dashboards](#)
- [Create Dashboards Using Predefined Templates](#)
- [Access Remote Repositories](#)
- [Accessibility](#)

### Add an Enterprise Manager Data Source

Before you can create a dashboard, you need to specify an Enterprise Manager site from which the dashboard will be pulling data.

To add an Enterprise Manager site as a data source:

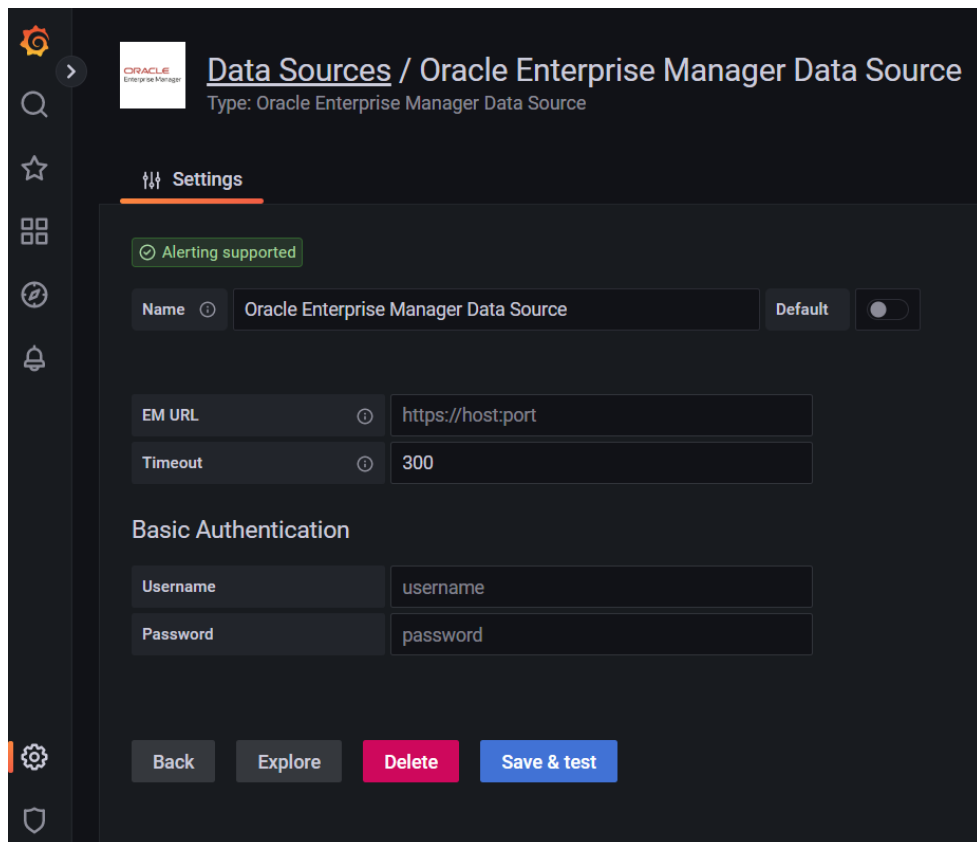
1. From the left tool bar, choose **Configuration > Data Sources**.
2. Click **Add data source**. A list of data source types is displayed.
3. Select **Oracle Enterprise Manager**.



4. Enter the requisite Enterprise Manager login information and click **Save & Test**.

 **Note:**

Do not use SYSMAN or Enterprise Manager users with Super Administrator privileges.



- Name: A descriptive name for your Enterprise Manager site.
- Default: Specifies that the Enterprise Manager site be used as the default data source when creating new dashboards or specifying queries. This option can be toggled on for only one Enterprise Manager site (if you are monitoring multiple sites).
- URL: The URL used to access the Enterprise Manager site. **Important:** If you are using a version of EM App for Grafana prior to v4.0.0, do not insert a slash at the end of the URL.  
Example: `http://myem.myhost.com:7788`
- Basic Authentication: Enterprise Manager user and password. Users will only be able to query those targets and metrics for which their Enterprise Manager accounts have permission. Specifying an appropriate Enterprise Manager user with the right level of target access privileges ensures adherence to Enterprise Manager security recommendations.

 **Note:**

The following information is applicable only if you are using a version of EM App for Grafana prior to v4.0.0.

- **Whitelisted Cookies:** The **grafana\_session** generates a unique session identifier that is passed to Enterprise Manager. This cookie is added by default and should not be removed. If not present, you **MUST** specify the **grafana\_session** when adding the Enterprise Manager data source. An error will occur if this cookie is not specified. The **grafana\_session** cookie is used specifically for SQL/Load throttling. See Controlling Resource Usage in the *Enterprise Manager Cloud Control Administrator's Guide*.
- **Remote Management Repository:** When switched on, this option allows you to connect to Enterprise Manager Repository data sources prior to EM 13.5 and additionally allows you to connect to additional Enterprise Manager Repositories that are not associated with the Enterprise Manager OMS configured for use with Grafana. For more information, see [Access Remote Repositories](#).

 **Note:**

The named credential for the repository database will be saved to the Enterprise Manager 13.5 installation. With this system dependency, the hostname/port/service or SID will be exposed to anyone with access to Grafana UI (Datasource page).

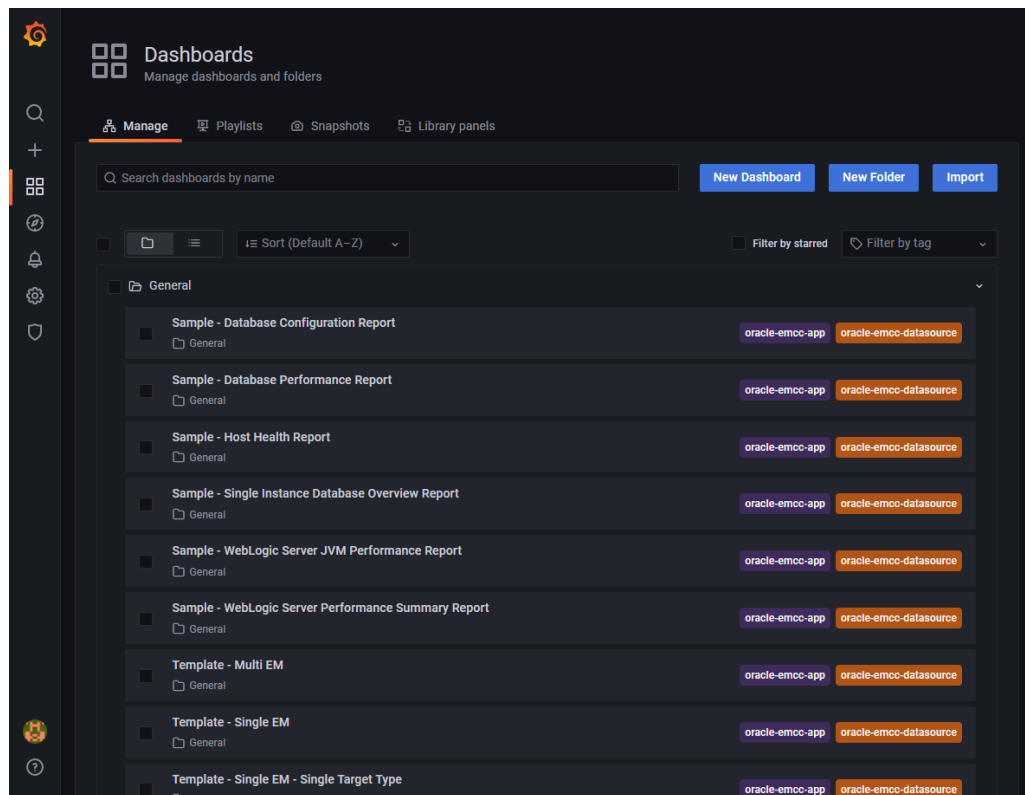
## View Predefined Dashboards

The Oracle Enterprise Manager App for Grafana ships with predefined dashboards that let you visualize key operational data about an Enterprise Manager site.

 **Note:**

For a demonstration of how to use out-of-box dashboards, you can view the video [Oracle Enterprise Manager App for Grafana Out-of--the-box Dashboards](#).

From the left tool bar, select **Dashboards** and then **Manage** to view all dashboards installed with the App.



Click on one of the sample dashboards:

- *Sample - Oracle Host Health Report*
- *Sample - Oracle Single Instance Database Overview Report*
- *Sample - Database Configuration Report*
- *Sample - Database Performance Report*
- *Sample - WebLogic Server JVM Performance Report*
- *Sample - WebLogic Server Performance Summary Report*
- *Sample - Exadata Capacity Planning Report*
- *Sample - ExaCloud Capacity Planning Report*

 **Note:**

If you want to make changes to the sample dashboards, you must first make a local copy of the dashboard using the **Save As** option. Click the (Settings) gear icon in the top toolbar to display dashboard settings and then click **Save As....**

## Grafana Alerting

Grafana Alerting is enabled by default and allows you to learn about problems in your systems moments after they occur, starting with EM App for Grafana v4.0.0.

Here is an example of a Grafana alert rule, which is triggered when the last value from the current logon count metric has exceeded a threshold value for a particular database"

The screenshot shows the 'Create alert rule' configuration in Grafana. The rule is named 'A' and is based on the 'Oracle Enterprise Manager Data Source'. The query type is 'Time series' and the target is 'Database Instance' (Oemrep\_Database). The metric is 'Current Logons Count (NUMBER)'. The alert is configured to trigger when the 'last()' value is 'IS ABOVE' a threshold of '90'. A time series graph displays the 'response' metric over time, with a red horizontal line indicating the 90 threshold. The graph shows a spike in the response value that crosses the threshold. Below the graph, the alert condition is defined as 'last() IS ABOVE 90'. The 'Run queries' button is visible at the bottom.

Here's an example of an alert notification, triggered by the alert rule above:

The screenshot shows a Grafana alert notification message. The message is from 'Personal EM Bot' at 8:52 PM. It contains the following text: **[FIRING:1] (Current Logon Count labelValue)**, **\*\*Firing\*\***, Value: [ metric='response' labels={} value=111 ], Labels: - alertname = Current Logon Count, - labelKey = labelValue, Annotations: - Custom Info = Additional info attached here, - description = Custom description configurable, Source: <http://localhost:3000/alerting/O548VZonk/edit>, Silence: <http://localhost:3000/alerting/silence/new?alertmanager=grafana&matchers=alertname%3DCurrent+Logon+Count%2ClabelKey%3DlabelValue>, and Show less.

For more information, see Grafana Alerting documentation (<https://grafana.com/docs/grafana/latest/alerting/>).

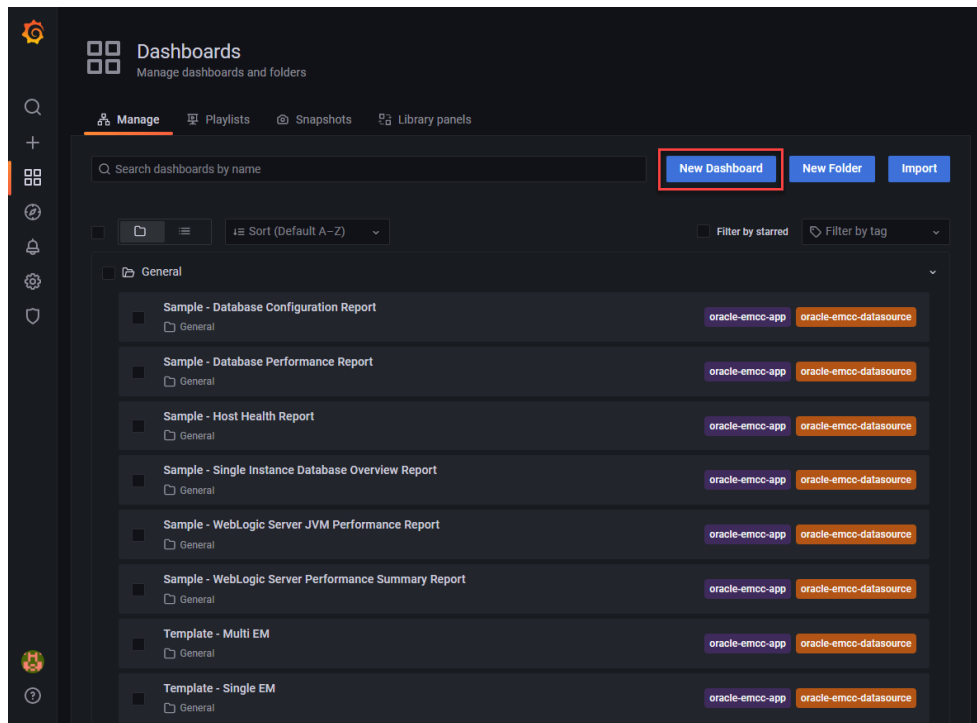
# Build Custom Dashboards

You can easily create your own dashboards to meet the unique monitoring needs for your environment.

## Note:

Ensure that the Enterprise Manager data source has already been defined before building a custom dashboard.

1. From the left tool bar, select **Manage** from the Dashboards menu.
2. Click **New Dashboard** to begin defining your custom dashboard.



3. If you haven't already, define your data source (Enterprise Manager site you are pulling data from), target types and names. For information on setting up data sources, see [Add an Enterprise Manager Data Source](#).

## Use SQL Queries

You can create visualization panels by querying the Enterprise Manager data.

### Query Builder

The Oracle Enterprise Manager App for Grafana supports pulling metric data from published Enterprise Manager `MGMT$` repository views, for example `MGMT$METRIC_DETAILS`, utilizing SQL queries.



**Note:**

*MGMT\$\_views* are only needed when extracting data from an Oracle Enterprise Manager Repository.

For more information about Enterprise Manager Management Views, see About Management Repository Views.

There are three built-in time series queries.

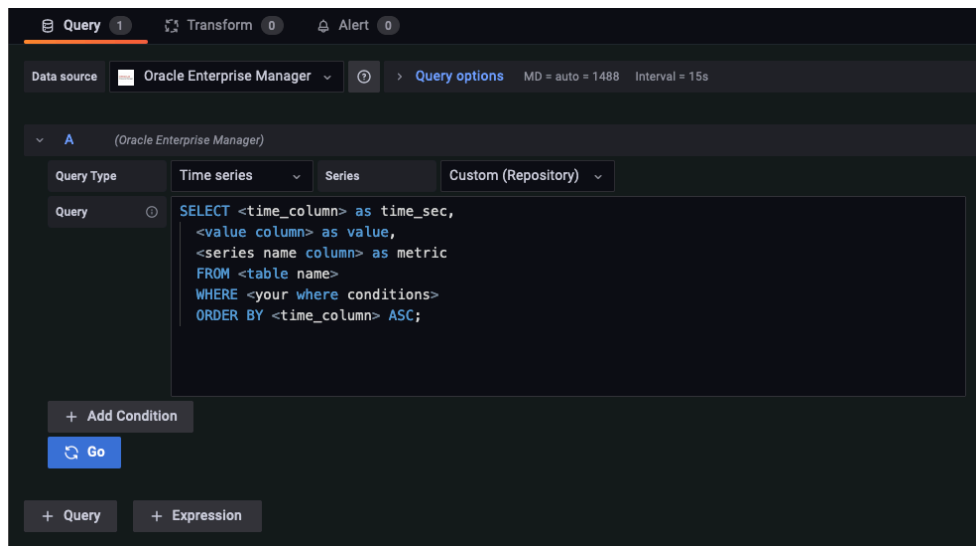
- **Raw:** Option pulls data from `sysman.MGMT$METRIC_DETAIL`.  
Usage Guideline: Data kept for a month.
- **Hourly:** Option pulls data from `sysman.MGMT$METRIC_HOURLY`.  
Usage Guideline: Data kept for three months.
- **Daily:** Option pulls data from `sysman.MGMT$METRIC_DAILY`.  
Usage Guideline: Data kept for six months.
- **Custom (Target)/Custom (Repository)** Option pulls data from any tables based on your own query. You extract data from and Enterprise Manager Repository using repository views.

 **Note:**

When writing your own timeseries SQL query, it must have following column aliases:

- *time\_sec* - This column must be a date/timestamp data type column.
- *value* - This column must be a number data type column.
- *metric* - This column must be a string data type. It can also be a hard-coded string.

```
SELECT
<time_column> as time_sec,
<value column> as value,
<series name column> as metric
FROM <table name>
WHERE <your where conditions>
ORDER BY <time_column> ASC;
```

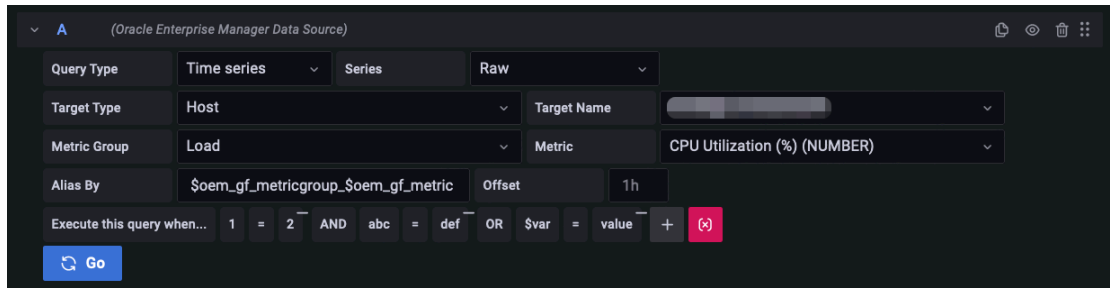


### Using Expressions

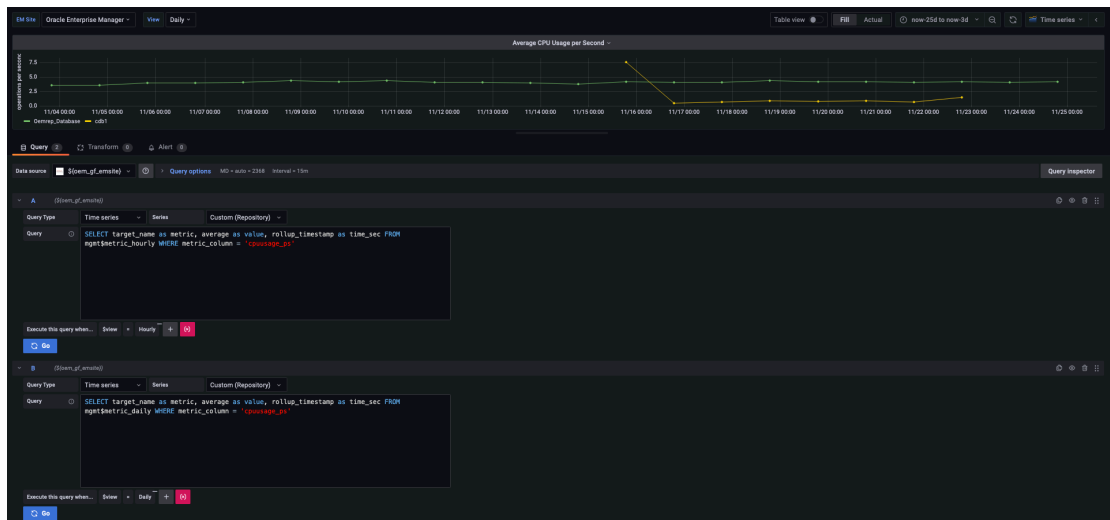
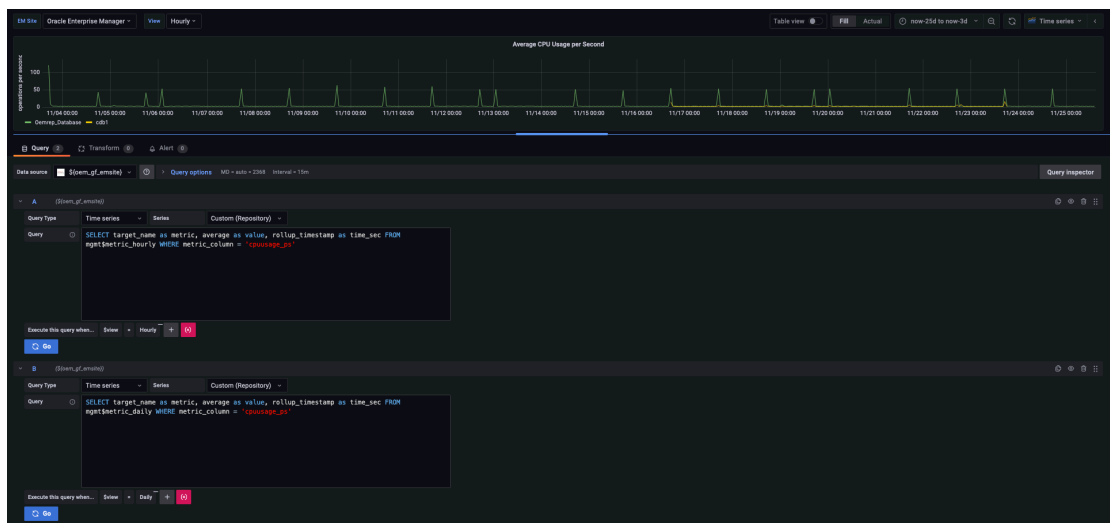
Starting with Enterprise Manager App for Grafana v4.0.0, users can condition the execution of their queries using expressions. The query will execute if and only if the expression evaluates to TRUE. The expressions are comparisons between two values, yet multiple expressions can be linked using logical operators (AND and OR). The supported comparison operators are:

- Equals: =
- Not equals: !=
- Greater than: >
- Greater than or equal to: >=
- Less than: <

- Less than or equal to: <=

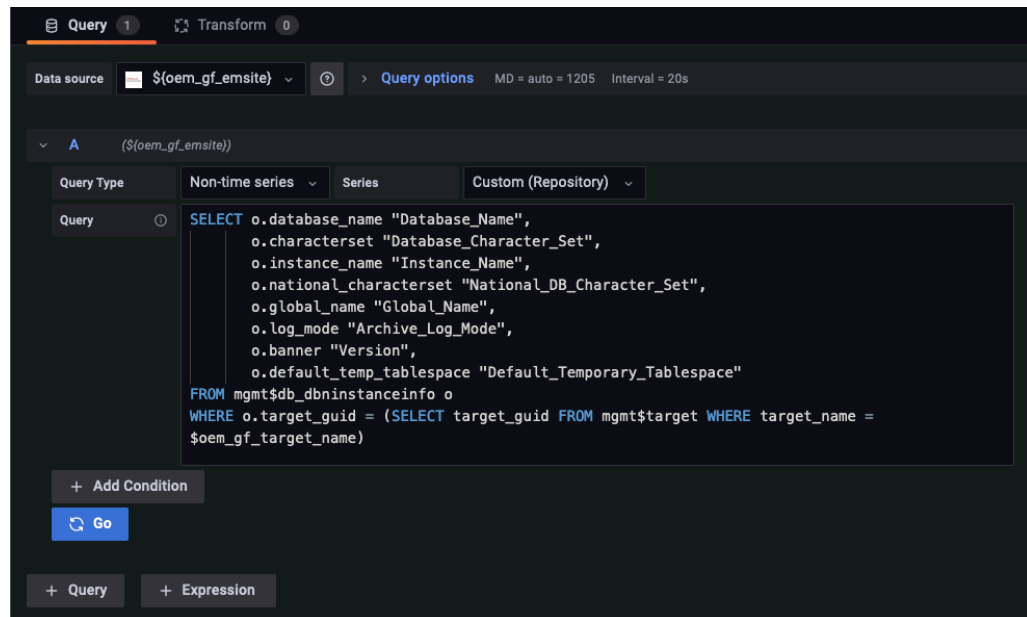


Here's an example of a single dashboard panel that utilizes these filters to render data from distinct tables based on the "View" selected by a dashboard viewer. This assists dashboard designers in creating a single pane view within the same dashboard panel to customize the data rendered.



## Non-time Series Query Type using MGMT\$ Views

Select the **Non-time series** Query Type to query from the Enterprise Manager repository tables:



The screenshot shows the Oracle Enterprise Manager Query Editor interface. At the top, there are tabs for "Query" (1) and "Transform" (0). Below the tabs, the "Data source" is set to "\$oem\_gf\_emsite". The "Query options" section shows "MD = auto = 1205" and "Interval = 20s". The "Query Type" is set to "Non-time series" and the "Series" is set to "Custom (Repository)". The "Query" field contains the following SQL query:

```
SELECT o.database_name "Database_Name",
       o.characterset "Database_Character_Set",
       o.instance_name "Instance_Name",
       o.national_characterset "National_DB_Character_Set",
       o.global_name "Global_Name",
       o.log_mode "Archive_Log_Mode",
       o.banner "Version",
       o.default_temp_tablespace "Default_Temporary_Tablespace"
FROM mgmt$db_instanceinfo o
WHERE o.target_guid = (SELECT target_guid FROM mgmt$target WHERE target_name =
$oem_gf_target_name)
```

Below the query field, there are buttons for "+ Add Condition", "Go", "+ Query", and "+ Expression".

### Note:

For more information about Enterprise Manager Management Views, see About Management Repository Views.

## Browse Enterprise Manager Metrics

The Oracle Enterprise Manager App for Grafana also supports browsing various Enterprise Manager metrics and selecting the type, group and names of metrics you want to visualize.

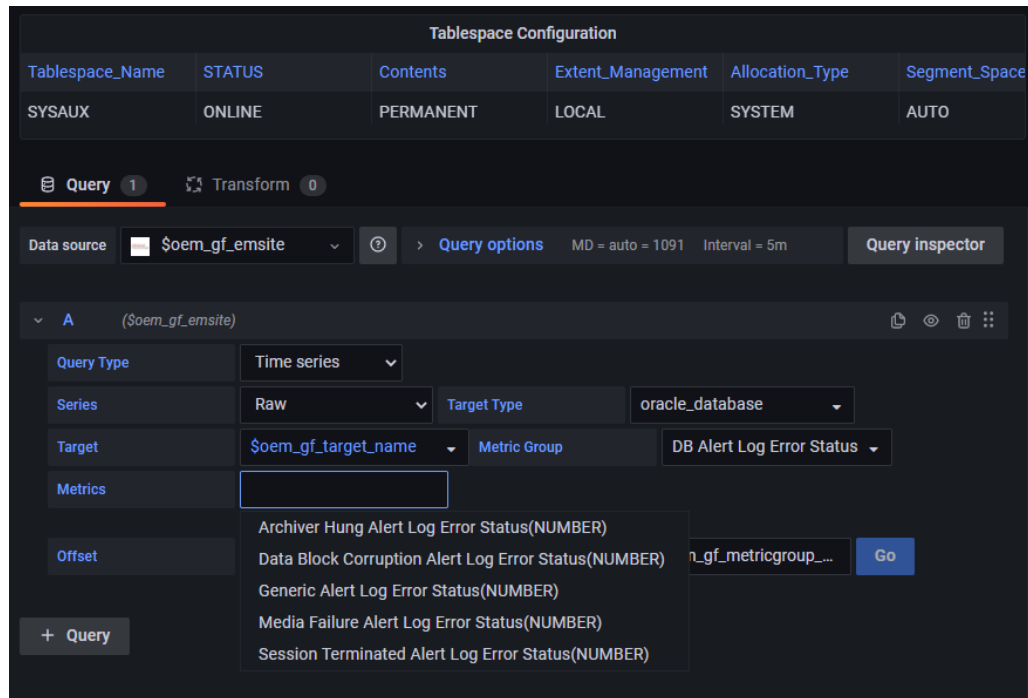
### Query Type - "Timeseries"

Select the format, **Raw, Hourly or Daily**, then select **Target Type, Target name, Metric Group** and **Metric** of interest:

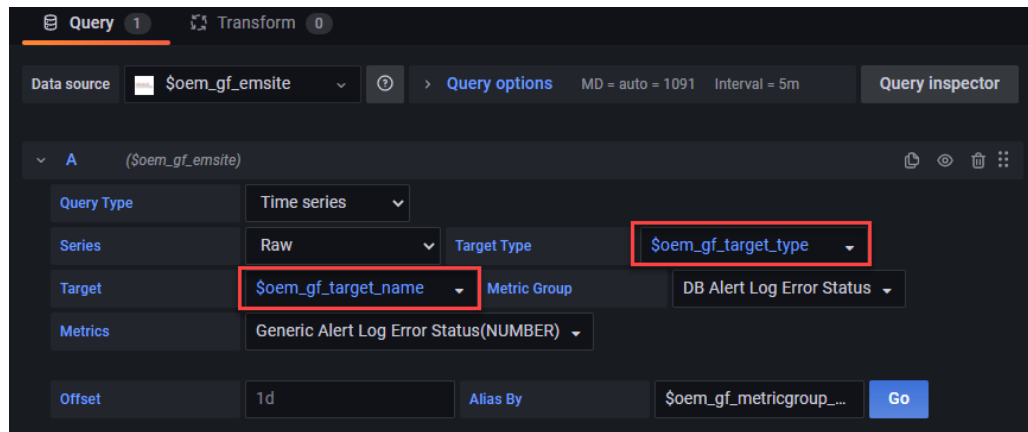
### Metric Group

The screenshot displays the Oracle Cloud Monitoring console interface. At the top, there is a 'Tablespace Configuration' section with columns for 'Tablespace\_Name', 'STATUS', 'Contents', 'Extent\_Management', and 'Allocation\_Type'. Below this, a navigation bar shows 'Query 1' and 'Transform 0'. The main configuration area includes a 'Data source' dropdown set to '\$oem\_gf\_emsite', a 'Query inspector' button, and a 'Q...' button with 'MD = auto = 1091' and 'Interval = 5m'. A dropdown menu is open for 'Metric Group', listing various database metrics such as 'DB Alert Log Error Status', 'Alert Log', 'CPU Usage', and 'Database Components'. Other configuration fields include 'Query Type' (Time series), 'Series' (Raw), 'Target Type' (oracle\_database), 'Target' (\$oem\_gf\_target\_name), 'Offset' (1d), and 'Alias By'.

**Metric**



Using variables for target type and target name.



## Variables

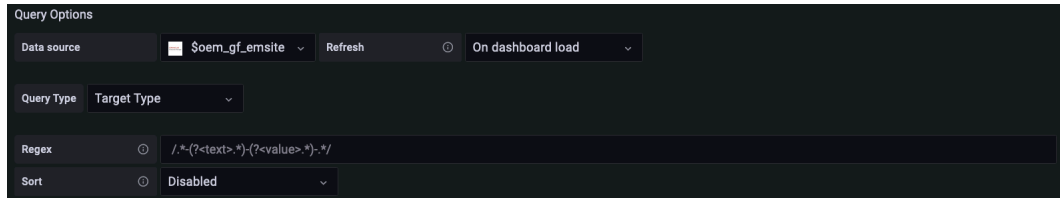
A variable is a placeholder for a value. You can use variables in queries, in panel titles, and when defining new dashboards. So when you change the value, using the dropdown, your panel's metric queries will change to reflect the new value.

The following variables are available:

- **Target Type**  
Fetches the list of all the target types.

 **Note:**

If you are using a version of EM App for Grafana prior to v4.0.0, you need to specify the variable as a JSON string.

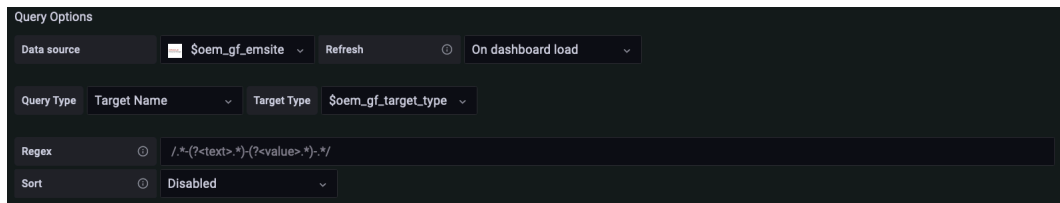


The screenshot shows the 'Query Options' panel for a query. The 'Data source' is set to '\$oem\_gf\_emsite'. The 'Query Type' is 'Target Name'. The 'Regex' field contains the pattern '/.\*(?<text>.\*)(?<value>.\*)/'. The 'Sort' option is set to 'Disabled'.

- **Target Name**  
Fetches the list of all the target names, given a specific target type.

 **Note:**

If you are using a version of EM App for Grafana prior to v4.0.0, you need to specify the variable as a JSON string.

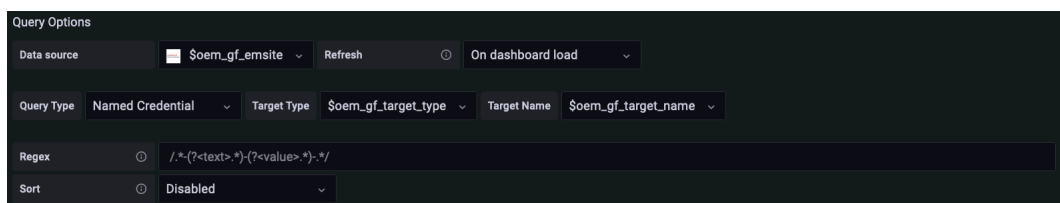


The screenshot shows the 'Query Options' panel for a query. The 'Data source' is '\$oem\_gf\_emsite'. The 'Query Type' is 'Named Credential'. The 'Target Type' is '\$oem\_gf\_target\_type'. The 'Regex' field contains the pattern '/.\*(?<text>.\*)(?<value>.\*)/'. The 'Sort' option is 'Disabled'.

- **Named Credential**  
Fetches the list of available EM named credentials defined for a given target, identified by the target type and target name.

 **Note:**

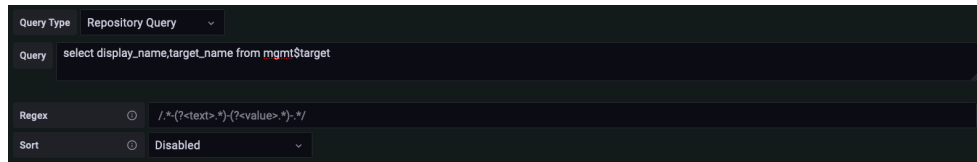
If you are using a version of EM App for Grafana prior to v4.0.0, you need to specify the variable as a JSON string.



The screenshot shows the 'Query Options' panel for a query. The 'Data source' is '\$oem\_gf\_emsite'. The 'Query Type' is 'Named Credential'. The 'Target Type' is '\$oem\_gf\_target\_type' and the 'Target Name' is '\$oem\_gf\_target\_name'. The 'Regex' field contains the pattern '/.\*(?<text>.\*)(?<value>.\*)/'. The 'Sort' option is 'Disabled'.

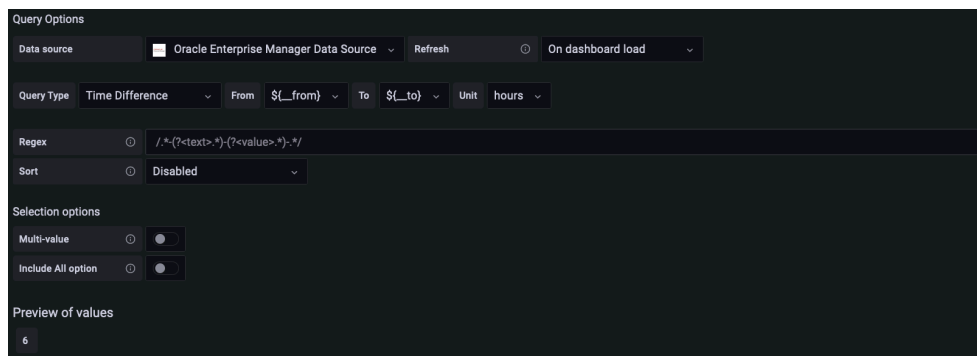
- **Repository Query Variable**

Starting with EM App for Grafana v4.0.0, the **Repository Query** variable is available, which is executed against the repository database. The values for this variable can later be referenced in other rawQuery's in the Query editors. If the specified SQL query only returns one column, it's used as both the `label` and value for the variable. If the specified SQL query returns 2 or more columns, the first column is used as the label, and the second column is used as the value. The label is displayed in the variable drop down for user to select, while the value is the string substituted when the variable is used.



- **Time Difference**

Starting with EM App for Grafana v4.0.0, the **Time Difference** variable is available, which can be defined to calculate the time difference between the specified **From** and **To** values in the specified **unit** of time. The values of the **From** and **To** properties can be other template variables or the Grafana built-in variable `$_from` and `$_to`. These built-in variables represent the time range chosen by the user in the time picker.



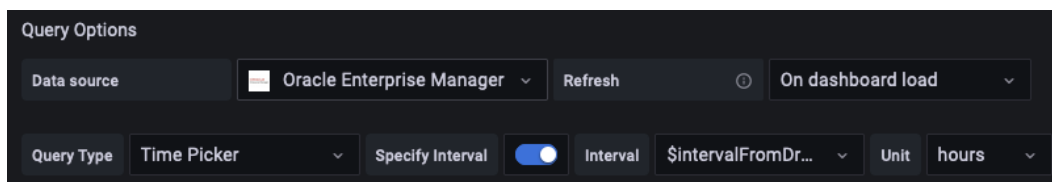
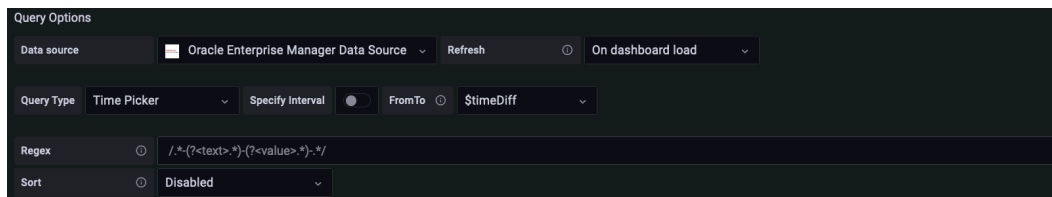
- **Time Picker**

Starting with EM App for Grafana v4.0.0, the **Time Picker** variable is available, which can be defined to modify the time picker automatically, without explicitly choosing it from the UI. The controls for this variable can either be a **FromTo** or an **Interval** and **Unit**. The values for both **FromTo** and **Interval** must come from other template variables because if the values are known constants at the time of variable defining, using this variable would be redundant. **FromTo** must resolve to a value in the form of `<from>;<to>` or `<from>;` where `<from>` and `<to>` are widely recognized datetime strings (e.g. ISO 8601, RFC 2822, unix timestamps) or relative Grafana strings (e.g. `now-6d`, `now-6h`). When the value resolves to a value of the form `<from>`, it is equivalent to `<from>;now`.

Here are some examples of acceptable value formats:

```
now-6d;now, now-6d, 1669158747;1669168747, 1669158747,
2022-01-01;2022-01-31, 2022-01-01
```





## Create Federated Data Dashboards

Grafana lets you unify monitoring data from multiple Enterprise Manager sites.

To visualize data across multiple sites:

1. Query data for one Enterprise Manager site and save that visualization.
2. Duplicate that panel, edit its data source to point to a new Enterprise Manager site.
3. Rename it and publish it to the same dashboard.

For example, you can visualize availability data from two separate Enterprise Manager sites in different regions, as shown below.

Availability Status - North America		Availability Status - EMEA	
AVAILABILITY_STATUS	COUNT(*)	AVAILABILITY_STATUS	COUNT(*)
Unreachable	76	Unreachable	4 K
Target Up	218	Target Up	21 K
Target Down	95	Target Down	2 K
Pending/Unknown	15	Remote Host Unreachable	7
Metric Error	7	Pending/Unknown	134
		Metric Error	11 K
		Blackout	3 K

Availability Status - Oceania		Availability Status - South America	
AVAILABILITY_STATUS	COUNT(*)	AVAILABILITY_STATUS	COUNT(*)
Target Up	63	Target Up	2
Target Down	11	Pending/Unknown	13

To create a custom federated dashboard, you can use the pre-defined **Multi-EM** template.

When using the **Multi-EM** template, you'll need to do the following:

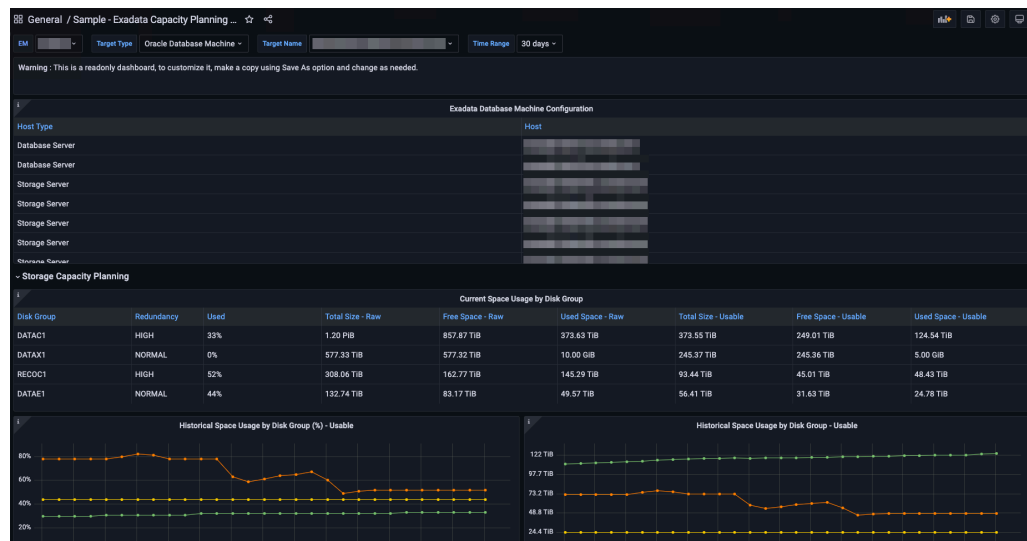
1. In the General tab, select the **Repeat** option. This helps when the top-level site selection has multiple sites checked.
2. Select only one Enterprise Manager site from the top-level selection.

3. Set up a non-time series based query against a single repository within an Enterprise Manager instance.
4. Replicate the same setup/query across other instances of Enterprise Manager that are enabled as *Data Sources* by selecting other Enterprise Manager instances from the drop-down.

## Sample Dashboards

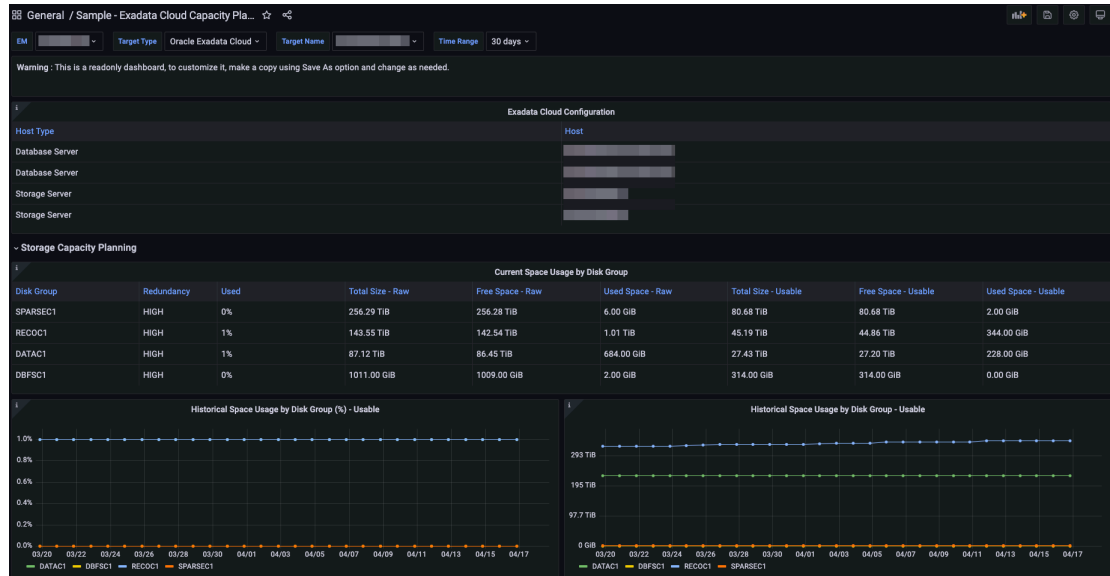
The following dashboards demonstrate the information display flexibility you have using Grafana.

### Exadata Capacity Planning Dashboard



Starting with EM App for Grafana v4.0.0 the new Exadata Capacity Planning Dashboard provides the historical resource consumption of Key Performance Indicators for Exadata Database Machine (On-Prem Exadata). Contains CPU, Memory, Storage, I/O(Input/Output) and Network utilisation graphs.

### Exadata Cloud Capacity Planning Dashboard



Starting with EM App for Grafana v4.0.0 the new Exadata Cloud Capacity Planning Dashboard provides the historical resource consumption of Key Performance Indicators for Exadata Cloud - Generation 1. (Cloud@Customer and Cloud Service)Contains CPU, Memory, Storage and I/O(Input/Output) utilisation graphs.

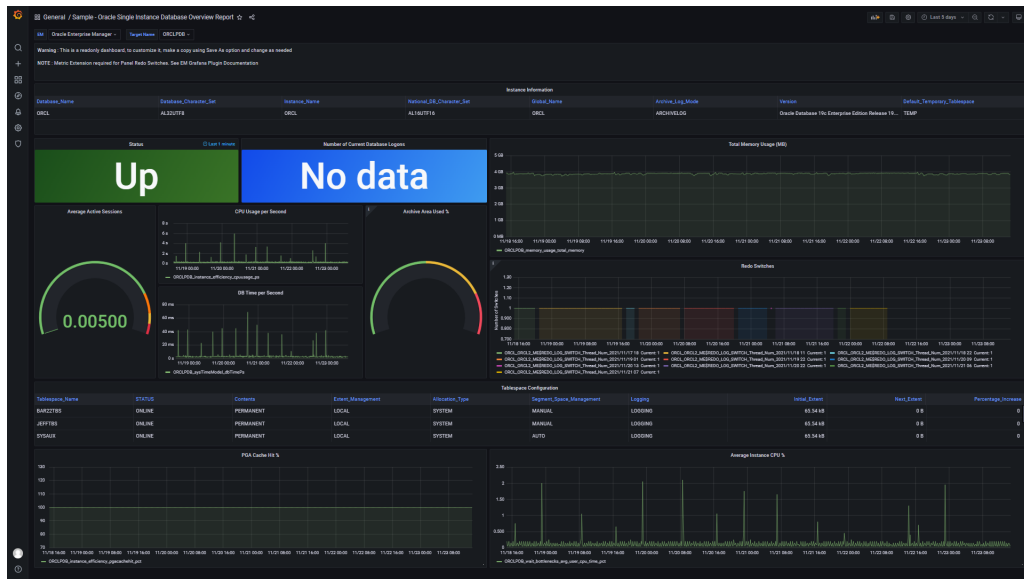
**Oracle Host Health Report dashboard provides a comprehensive view of the status and health of a host:**



 **Note:**

The panel *Number of OS Logons* in this dashboard is built using a custom SQL query to the repository database to get the number of users currently logged onto the host. The metric needs to be enabled from Enterprise Manager: **User > Number of Logons**.

**Oracle Single Instance Database Overview Report dashboard provides a comprehensive look at the status and health of a single instance database:**

 **Note:**

The *Redo Switches* panel in this dashboard requires a Metric Extension to be created and deployed to each database target you want to monitor from this dashboard. For information on creating a SQL Metric Extension, see *Using Metric Extensions in the Enterprise Manager Administrators Guide*.

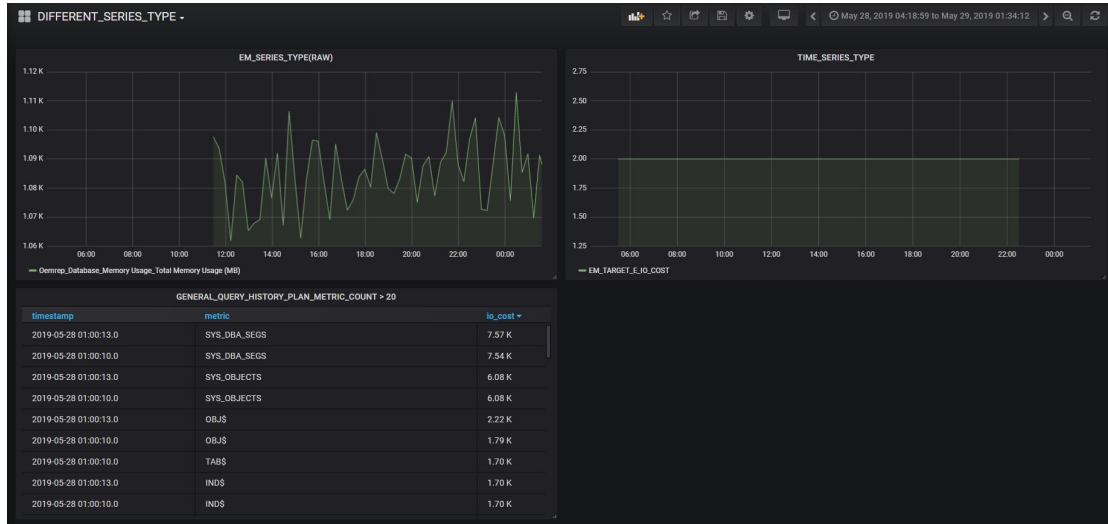
When creating the Metric Extension, use the following SQL:

```
select *
From (SELECT to_char(first_time,'YYYY/MM/DD HH24') day_hour,
count(*) "##"
      from v$log_history
      GROUP by to_char(first_time,'YYYY/MM/DD HH24')
      order by 1 DESC)
where rownum=1;
```

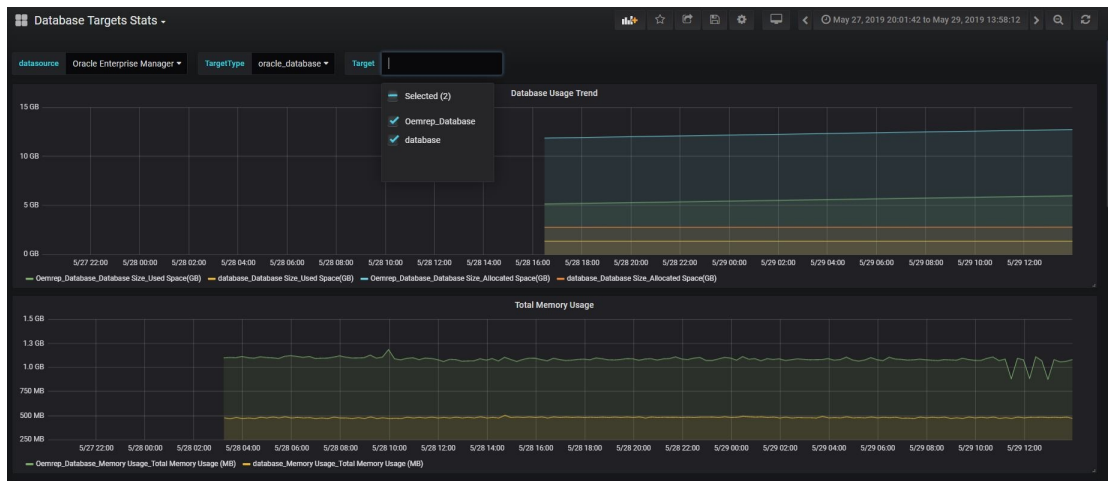
**Note:**

The *Archive Area Used %* panel in the Oracle Single Instance Database Overview Report dashboard requires the metric to be enabled from Enterprise Manager. Archiving must be configured on the database for value add.

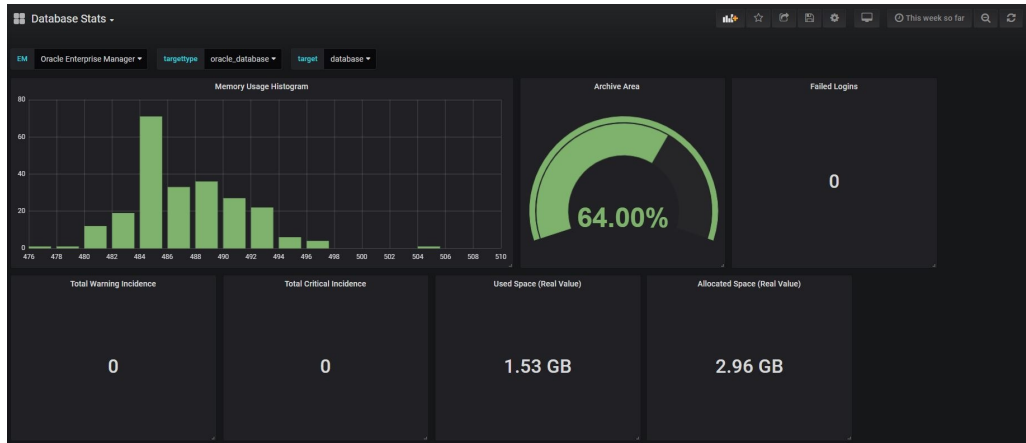
**Dashboard with different series types:**



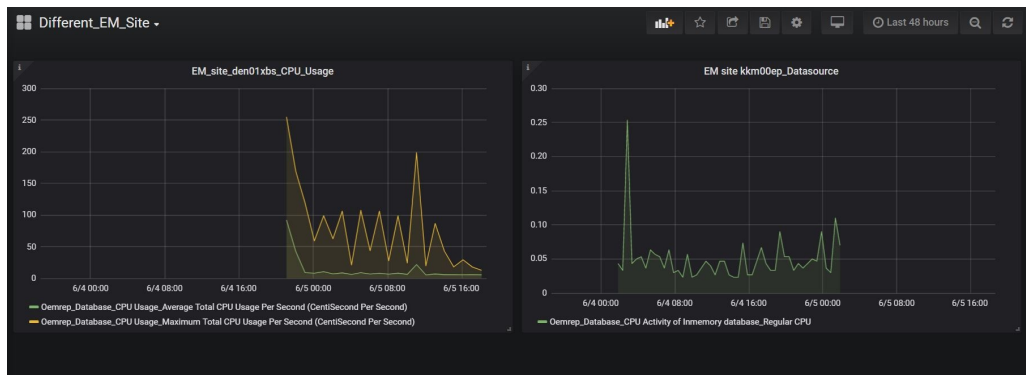
**Dashboard with single target type and multiple targets ( Data from a Single Enterprise Manager site, multiple targets) :**



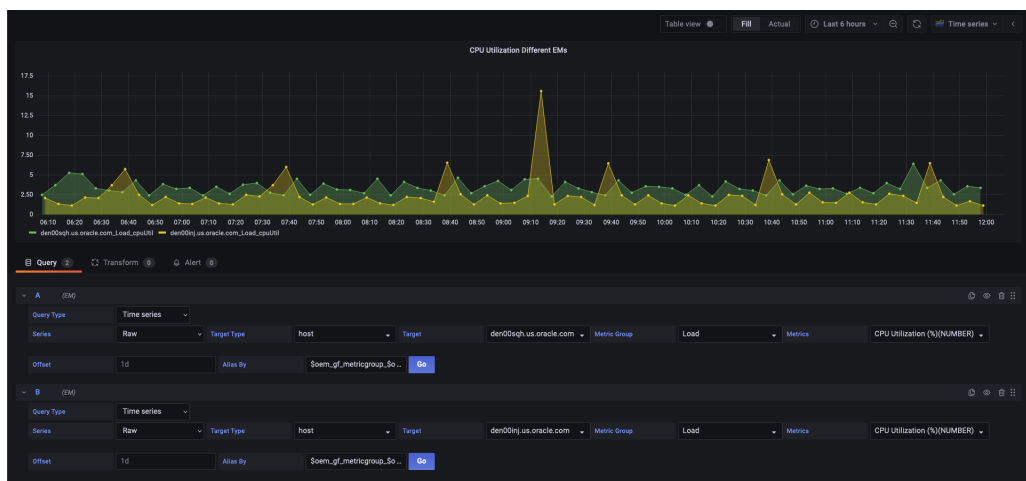
**Dashboard with single target type and single target selection( Data from a single Enterprise Manager site, single targets):**



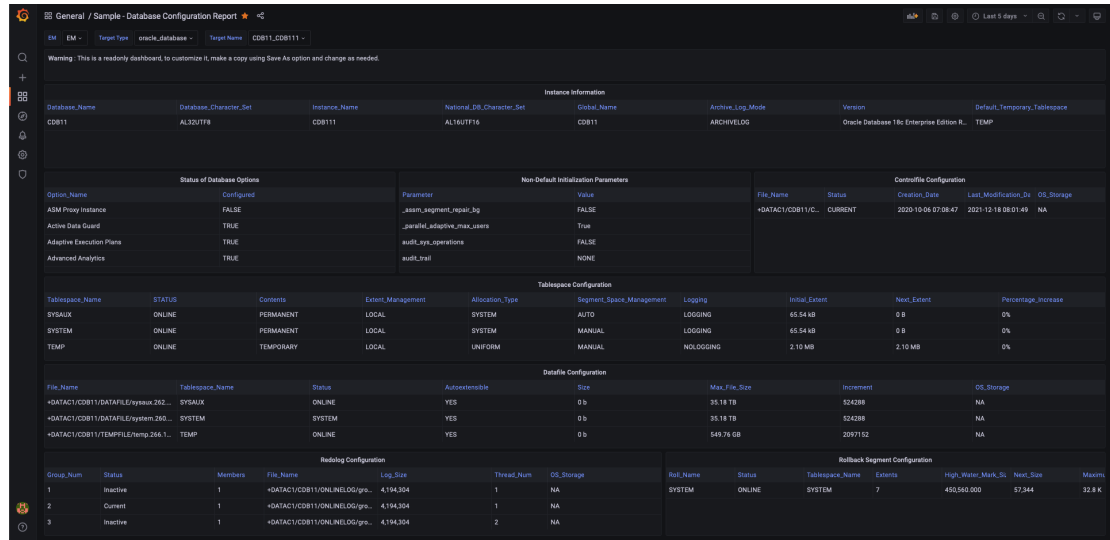
Dashboard with separate panels, pulling data from the different Enterprise Manager sites ( Data from multiple Enterprise Manager sites, multiple targets) :



Dashboard with a single panel pulling data from a different Enterprise Manager sites (Data from multiple Enterprise Manager sites , single panel):



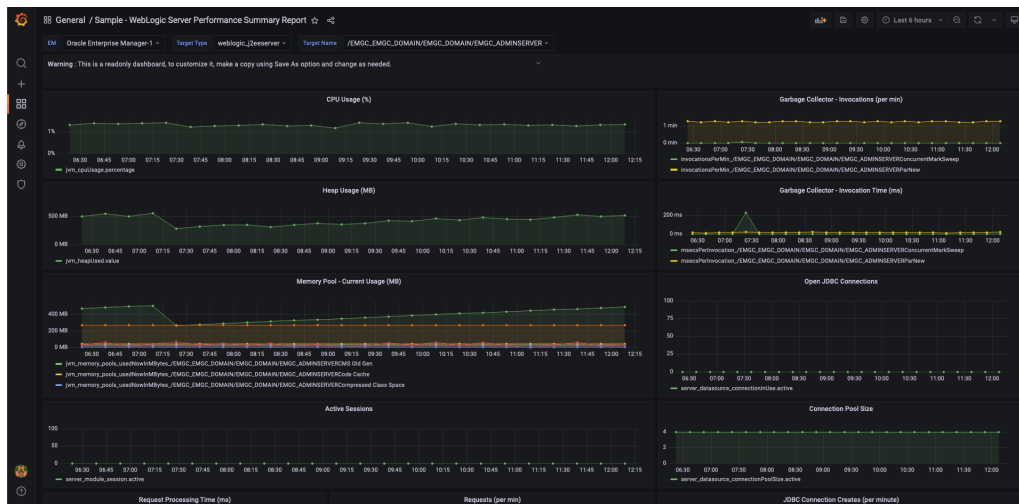
Database Configuration Dashboard



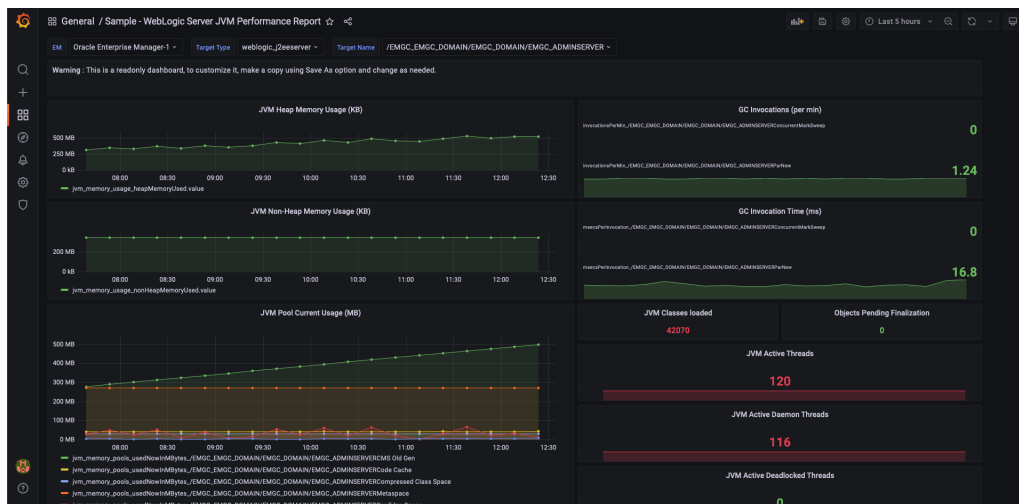
## Database Performance Dashboard



## WebLogic Server Performance Summary Dashboard



## WebLogic Server JVM Performance Dashboard



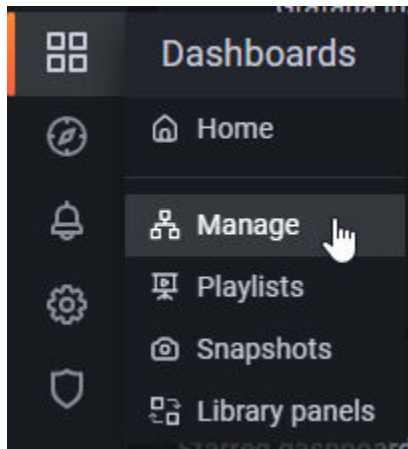
## Create Dashboards Using Predefined Templates

The Oracle Enterprise Manager App for Grafana comes with a set of predefined dashboard templates that you can use to create new Grafana dashboards without having to develop them from scratch.

To display the available templates and sample dashboards:

1. Select **Manage** from the Dashboards menu.





All available dashboard samples and templates are displayed.

2. Click on the desired template to begin using that template.

**IMPORTANT:** Before making any changes to a template dashboard, click **Save As** to clone it, otherwise your changes will be lost.

### Usage Tips

#### Template Variables

Dashboards inherit specific Enterprise Manager information via a set of variables shown in the following table.

**Table 5-1 Grafana-Enterprise Manager Variables**

Variable	Definition
\$oem_gf_emsite	Enterprise Manager Site
\$oem_gf_target_type	Target Type
\$oem_gf_target_name	Target Name
\$oem_gf_metricgroup	Metric Group
\$oem_gf_metric	Metric defined in the above metric group
\$oem_gf_named_credential	Named Credential of a target

When you clone a template dashboard, your dashboard will automatically inherit one or more of below template variables based on the template dashboard you have cloned it from: \$oem\_gf\_target\_type, \$oem\_gf\_target\_name, \$oem\_gf\_emsite, \$oem\_gf\_named\_credential.

There are query builder level variables tagged to the drop-down respectively. \$oem\_gf\_target\_type, \$oem\_gf\_target\_name, \$oem\_gf\_metricgroup, \$oem\_gf\_metric, \$oem\_gf\_named\_credential which can be used in case the template variables at the dashboard level are not created.

The following example demonstrates how to reference the Template Variables in a SQL query.

```
select <col1>, <col2>
from <table>
```

```
where target_type = $oem_gf_target_type  
and target_name in ( $oem_gf_target_name )
```

### Variable Scope

Variable scope determines the precedence with which the variable is used.

The precedence rules are:

1. Dashboard level scope always has the priority over the query builder level scope.
2. If no template variable of `$oem_gf_target_type`, `$oem_gf_target_name` is not available in the dashboard level, the value will be replaced with the query level scope values.
3. If a template variable is absent in the query builder scope. It will be replaced with an empty string.
4. The scope of query builder level variables is at the **Queries** tab only.

## Access Remote Repositories



### Note:

This feature is not available starting with EM App for Grafana v4.0.0.

The Oracle Enterprise Manager App for Grafana is only available with Enterprise Manager Cloud Control 13.5. If, in addition to your Enterprise Manager 13.5 installation, you are also maintaining older versions of Enterprise Manager in your environment, you can still use Grafana to create dashboards for these older Enterprise Manager Repositories. Be sure to check the [Oracle Enterprise Manager App for Grafana download page](#) for the versions of repositories supported.

**Important:** If you decide to upgrade your repository to Enterprise Manager Cloud Control 13c Release 4 update 3 or higher, you must turn off the Remote Management Repository feature. As part of this App, SSL/TCP connectivity is not supported for Remote Management Repository data sources.

When creating an Enterprise Manager data source in Grafana, you have the option of accessing a Remote Management Repository.

**Data Sources / Oracle Enterprise Manager**  
Type: Oracle Enterprise Manager

Settings

Name: Oracle Enterprise Manager Default

URL:

Whitelisted Cookies:  Add

**grafana\_session** ✕

Basic Authentication Type

User:

Password:

**Remote Management Repository**

Host:Port:

Service Name:

Named Credential:

Back Explore Delete Save & test

By defining a Remote Management Repository data source, you can have Grafana point to multiple non-13.5 repositories in your environment, thus providing you with the ability to visualize data from all Enterprise Manager installations in your managed environment.

When the Remote Management Repository is switched on, you need to specify the following information:

- **Host and Port** where the remote repository resides.
- **SID or Service Name** of the repository.
- **Named Credential**: The Global Named Credential used to log in to the remote repository. The Global Named Credential must already be defined in Enterprise Manager. These Global Named Credential must be defined in Enterprise Manager 13.5 and above only.

For more information about Global Named Credentials, see Named Credentials in the *Enterprise Manager Cloud Control Security Guide*.

## Accessibility

When inside the SQL raw query editor, the `TAB` key is used for indentation (instead of navigating to the next focusable element). In order to change this behavior, you can press `Ctrl+Shift+M`. Once pressed, `TAB` will not indent and instead move focus out of the SQL raw query editor.

In order to revert this behavior, you can press `Ctrl+Shift+M` again while inside the SQL raw query editor to once again use `TAB` for indentation instead of navigation

# 6

## Update the Oracle Enterprise Manager App for Grafana

You can update the App with the latest release by downloading the most recent distribution file and overwriting the existing content in your Grafana Server home directory.

The Oracle Enterprise Manager App for Grafana upgrade can be performed using either of the following methods:

- Upgrade using the Grafana command line interface (Recommended)
- Upgrade manually

To perform the update using the Grafana command line interface:

1. Remove the existing App.

```
./grafana-cli --pluginsDir <PLUGIN_DIR> plugins remove oracle-emcc-app
```

2. Install the new App.

```
/grafana-cli --pluginsDir <PLUGIN_DIR> --pluginUrl <FULL_PATH>/oracle-emcc-app-<VERSION>.zip plugins install oracle-emcc-app
```

Alternatively, instead of specifying the full path to the App distribution file, you can specify a download URL.

```
./grafana-cli --pluginsDir <PLUGIN_DIR> --pluginUrl <PLUGIN_URL> plugins install oracle-emcc-app
```

3. Restart the Grafana Server.

```
cd $GRAFANA_HOME/bin  
./grafana-server
```

To perform the update manually:

1. Download Oracle Enterprise Manager App for Grafana zip file *em-datasource-[<version>.zip](#)* from the [Oracle Enterprise Manager App for Grafana download page](#).
2. Extract the App files.

```
unzip em-datasource-<version>.zip
```

3. Move the existing App files from your Grafana home directory to a backup directory.

```
mv $GRAFANA_HOME/data/plugins/oracle-emcc-app/* <backup directory>
```

 **Note:**

As a best practice, you should always make a complete backup of this directory before updating directory content.

4. Copy the latest App files to your Grafana home directory.

```
cp -r oracle-emcc-app-<version>/ * $GRAFANA_HOME/data/plugins/oracle-emcc-app
```

5. Restart the Grafana Server.

```
cd $GRAFANA_HOME/bin  
./grafana-server
```

# A

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Components:

- [uuid - v 1.3.0](#)
- [xxhash - v 2.2.0](#)
- [grafana-plugin-sdk-go - v 0.140.0](#)
- [@grafana/runtime - v 9.1.8](#)
- [@grafana/data - v 9.1.8](#)
- [@grafana/ui - v 9.1.8](#)

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Provider: Google Inc.

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github.com/google/uuid
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----- (separator) -----

== Dependency
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SPDX:MIT

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```

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## grafana-plugin-sdk-go - v 0.140.0

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*/\n\n\n\n// <reference no-default-lib="true"/>\n\n\n/**\n * Represents the
completion of an asynchronous operation\n */\ninterface Promise<T> {\n    /**\n     *
Attaches a callback that is invoked when the Promise is settled (fulfilled or
rejected). The\n     * resolved value cannot be modified from the callback.\n     *
@param onfinally The callback to execute when the Promise is settled (fulfilled or
rejected).\n     * @returns A Promise for the completion of the callback.\n
*/\n    finally(onfinally?: (() => void) | undefined | null): Promise<T>\n};
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n/// <reference
lib="es2015" />\n\n\n\n/// <reference lib="es2016.array.include" />';
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*****/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n/// <reference
lib="es2015.iterable" />\n\n\n\n\n/// <reference lib="es2015.symbol" />\n\n\n\n\ninterface
SymbolConstructor {\n    /**\n        * A regular expression method that matches
the regular expression against a string. Called\n        * by the
String.prototype.matchAll method.\n        */\n        readonly matchAll: unique
symbol;\n}\n\n\n\ninterface RegExp {\n    /**\n        * Matches a string with this
regular expression, and returns an iterable of matches\n        * containing the
results of that search.\n        * @param string A string to search within.\n        */\n        [Symbol.matchAll](str: string): IterableIterator<RegExpMatchArray>;\n}
\n';
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*****/\n\n\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n\n\n/// <reference
lib="es2015.iterable" />\n\n\n\n\n\n\n\ninterface ObjectConstructor {\n    /**\n        *
Returns an object created by key-value entries for properties and methods\n
        * @param entries An iterable object that contains key-value entries for
properties and methods.\n        */\n        fromEntries<T = any>(entries:
Iterable<readonly [PropertyKey, T]>): { [k: string]: T };\n\n\n    /**\n        *
Returns an object created by key-value entries for properties and methods\n
        * @param entries An iterable object that contains key-value entries for
properties and methods.\n        */\n        fromEntries(entries: Iterable<readonly
any[]>): any;\n}\n';
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*****/\n\n\n\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n\n\n\n/// <reference
lib="es2015.iterable" />\n\n\n\n\n\n\n\n\ninterface String {\n    /**\n        * Matches a string
with a regular expression, and returns an iterable of matches\n        * containing
the results of that search.\n        * @param regexp A variable name or string
literal containing the regular expression pattern and flags.\n        */\n        matchAll(regexp: RegExp): IterableIterator<RegExpMatchArray>;\n}\n';
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*/\n\n\n\n// <reference no-default-lib="true"/>\n\n\n// <reference
lib="es2015.symbol" />\n\n// <reference lib="es2015.symbol.wellknown" />\n\n\ninterface
SharedArrayBuffer {\n    /**\n        * Read-only. The length of the ArrayBuffer (in
bytes).\n    */\n    readonly byteLength: number;\n\n    /**\n        * Returns a
section of an SharedArrayBuffer.\n    */\n    slice(begin: number, end?: number):
SharedArrayBuffer;\n    readonly [Symbol.species]: SharedArrayBuffer;\n    readonly
[Symbol.toStringTag]: "SharedArrayBuffer";\n}\n\n\ninterface
SharedArrayBufferConstructor {\n    readonly prototype: SharedArrayBuffer;\n    new
(byteLength: number): SharedArrayBuffer;\n}\n\n\ndeclare var SharedArrayBuffer:
SharedArrayBufferConstructor;\n\n\ninterface ArrayBufferTypes {\n    SharedArrayBuffer:
SharedArrayBuffer;\n}\n\n\ninterface Atomics {\n    /**\n        * Adds a value to the
value at the given position in the array, returning the original value.\n    */\n    Until
this atomic operation completes, any other read or write operation against the
array\n    * will block.\n    */\n    add(typedArray: Int8Array | Uint8Array |
Int16Array | Uint16Array | Int32Array | Uint32Array, index: number, value: number):
number;\n\n    /**\n        * Stores the bitwise AND of a value with the value at the
given position in the array,\n    * returning the original value. Until this atomic
operation completes, any other read or\n    * write operation against the array will
block.\n    */\n    and(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array
| Int32Array | Uint32Array, index: number, value: number): number;\n\n    /**\n        *
Replaces the value at the given position in the array if the original value equals the
given\n    * expected value, returning the original value. Until this atomic
operation completes, any\n    * other read or write operation against the array will
block.\n    */\n    compareExchange(typedArray: Int8Array | Uint8Array | Int16Array |
Uint16Array | Int32Array | Uint32Array, index: number, expectedValue: number,
replacementValue: number): number;\n\n    /**\n        * Replaces the value at the given
position in the array, returning the original value. Until\n    * this atomic
operation completes, any other read or write operation against the array will\n    *
block.\n    */\n    exchange(typedArray: Int8Array | Uint8Array | Int16Array |
Uint16Array | Int32Array | Uint32Array, index: number, value: number): number;\n\n    /
**\n        * Returns a value indicating whether high-performance algorithms can use
atomic operations\n    * (`true`) or must use locks (`false`) for the given number of
bytes-per-element of a typed\n    * array.\n    */\n    isLockFree(size: number):
boolean;\n\n    /**\n        * Returns the value at the given position in the array.
Until this atomic operation completes,\n    * any other read or write operation
against the array will block.\n    */\n    load(typedArray: Int8Array | Uint8Array |
Int16Array | Uint16Array | Int32Array | Uint32Array, index: number): number;\n\n    /
**\n        * Stores the bitwise OR of a value with the value at the given position in
the array,\n    * returning the original value. Until this atomic operation
completes, any other read or write\n    * operation against the array will
block.\n    */\n    or(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array
| Int32Array | Uint32Array, index: number, value: number): number;\n\n    /**\n        *
Stores a value at the given position in the array, returning the new value. Until
this\n    * atomic operation completes, any other read or write operation against the
array will block.\n    */\n    store(typedArray: Int8Array | Uint8Array | Int16Array
| Uint16Array | Int32Array | Uint32Array, index: number, value: number):
number;\n\n    /**\n        * Subtracts a value from the value at the given position in
the array, returning the original\n    * value. Until this atomic operation
completes, any other read or write operation against the\n    * array will
block.\n    */\n    sub(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array
| Int32Array | Uint32Array, index: number, value: number): number;\n\n    /**\n        *
If the value at the given position in the array is equal to the provided value, the
current\n    * agent is put to sleep causing execution to suspend until the timeout
expires (returning\n    * `\"timed-out\"`) or until the agent is awoken (returning
`\"ok\"`); otherwise, returns\n    * `\"not-equal\"`.\n    */\n    wait(typedArray:

```

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Int32Array, index: number, value: number, timeout?: number): "ok" | "not-equal"
| "timed-out";\n\n    /**\n     * Wakes up sleeping agents that are waiting on
the given index of the array, returning the\n     * number of agents that were
awoken.\n     * @param typedArray A shared Int32Array.\n     * @param index The
position in the typedArray to wake up on.\n     * @param count The number of
sleeping agents to notify. Defaults to +Infinity.\n     */\n
notify(typedArray: Int32Array, index: number, count?: number): number;\n\n    /
**\n     * Stores the bitwise XOR of a value with the value at the given
position in the array,\n     * returning the original value. Until this atomic
operation completes, any other read or write\n     * operation against the array
will block.\n     */\n    xor(typedArray: Int8Array | Uint8Array | Int16Array |
Uint16Array | Int32Array | Uint32Array, index: number, value: number):
number;\n\n    readonly [Symbol.toStringTag]: "Atomics";\n}\n\nndeclare var
Atomics: Atomics;\n';
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the Apache Version 2.0 License for specific language governing permissions\nand
limitations under the
License.\n*****\n***** */\n\n\n\n// <reference no-default-lib="true"/>\n\n\n\n// <reference
lib="es2016" />\n\n\n// <reference lib="dom" />\n\n\n// <reference
lib="webworker.importscripts" />\n\n\n// <reference lib="scripthost" />\n\n\n//
<reference lib="dom.iterable" />';
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the Apache Version 2.0 License for specific language governing permissions\nand
limitations under the
License.\n*****\n***** */\n\n\n\n\n\n// <reference no-default-lib="true"/>\n\n\n\n\n\n// <reference
lib="es2016" />\n\n\n\n\n\n// <reference lib="es2017.object" />\n\n\n\n\n\n// <reference
lib="es2017.sharedmemory" />\n\n\n\n\n\n// <reference lib="es2017.string" />\n\n\n\n\n\n//
<reference lib="es2017.intl" />\n\n\n\n\n\n// <reference lib="es2017.typedarrays" />\n';
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the Apache Version 2.0 License for specific language governing permissions\nand
limitations under the
License.\n*****\n***** */\n\n\n\n\n\n\n// <reference no-default-lib="true"/>\n\n\n\n\n\n// <reference
lib="es2017" />\n\n\n\n\n\n// <reference lib="dom" />\n\n\n\n\n\n// <reference
lib="webworker.importscripts" />\n\n\n\n\n\n// <reference lib="scripthost" />\n\n\n\n\n\n//
<reference lib="dom.iterable" />';
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```

*****
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n/// <reference
lib="es2017" />\n\n\n\n/// <reference lib="es2018.asynciterable" />\n\n\n\n/// <reference
lib="es2018.asyncgenerator" />\n\n\n\n/// <reference lib="es2018.promise" />\n\n\n\n/// <reference
lib="es2018.regex" />\n\n\n\n/// <reference lib="es2018.intl" />\n';
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License.
*****
*/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n/// <reference
lib="es2018" />\n\n\n\n\n/// <reference lib="dom" />\n\n\n\n\n/// <reference
lib="webworker.importscripts" />\n\n\n\n\n/// <reference lib="scripthost" />\n\n\n\n\n/// <reference
lib="dom.iterable" />';
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*****
*/\n\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n\n/// <reference
lib="es2018" />\n\n\n\n\n\n/// <reference lib="es2019.array" />\n\n\n\n\n\n/// <reference
lib="es2019.object" />\n\n\n\n\n\n/// <reference lib="es2019.string" />\n\n\n\n\n\n/// <reference
lib="es2019.symbol" />\n';
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*****
*/\n\n\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n\n\n/// <reference
lib="es2019" />\n\n\n\n\n\n\n\n/// <reference lib="dom" />\n\n\n\n\n\n\n\n/// <reference
lib="webworker.importscripts" />\n\n\n\n\n\n\n\n/// <reference lib="scripthost" />\n\n\n\n\n\n\n\n/// <reference
lib="dom.iterable" />\n';
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*****
*/\n\n\n\n\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n\n\n\n\n/// <reference
lib="es2019" />\n\n\n\n\n\n\n\n\n/// <reference lib="es2020.bigint" />\n\n\n\n\n\n\n\n\n/// <reference
lib="es2020.promise" />\n\n\n\n\n\n\n\n\n/// <reference lib="es2020.sharedmemory" />\n\n\n\n\n\n\n\n\n/// <reference
lib="es2020.string" />\n\n\n\n\n\n\n\n\n/// <reference lib="es2020.symbol.wellknown" />\n\n\n\n\n\n\n\n\n///

```

```

<reference lib="es2020.intl" />\n';
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***** */\n\n\n\n// <reference no-default-lib="true"/>\n\n\n// <reference
lib="es2020" />\n// <reference lib="dom" />\n// <reference
lib="webworker.importscripts" />\n// <reference lib="scripthost" />\n//
<reference lib="dom.iterable" />\n';
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License.\n*****
***** */\n\n\n\n// <reference no-default-lib="true"/>\n\n\n// <reference
lib="es2020" />\n// <reference lib="es2021.promise" />\n// <reference
lib="es2021.string" />\n// <reference lib="es2021.weakref" />\n';
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License.\n*****
***** */\n\n\n\n// <reference no-default-lib="true"/>\n\n\n// <reference
lib="es2021" />\n// <reference lib="dom" />\n// <reference
lib="webworker.importscripts" />\n// <reference lib="scripthost" />\n//
<reference lib="dom.iterable" />\n';
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***** */\n\n\n\n// <reference no-default-lib="true"/>\n\n\n// <reference
lib="es5" />\n// <reference lib="dom" />\n// <reference
lib="webworker.importscripts" />\n// <reference lib="scripthost" />\n';
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```



```
transaction(storeNames: string | Iterable<string>, mode?: IDBTransactionMode):
IDBTransaction;\n\ninterface IDBObjectStore {\n    /**\n     * Creates a new
index in store with the given name, keyPath and options and returns a new
IDBIndex. If the keyPath and options define constraints that cannot be satisfied
with the data already in store the upgrade transaction will abort with a
"ConstraintError" DOMException.\n     *\n     * Throws an "InvalidStateError"
DOMException if not called within an upgrade transaction.\n     */\n
createIndex(name: string, keyPath: string | Iterable<string>, options?:
IDBIndexParameters): IDBIndex;\n\ninterface MediaKeyStatusMap {\n
[Symbol.iterator](): IterableIterator<[BufferSource, MediaKeyStatus]>;\n
entries(): IterableIterator<[BufferSource, MediaKeyStatus]>;\n    keys():
IterableIterator<BufferSource>;\n    values():
IterableIterator<MediaKeyStatus>;\n\ninterface MediaList {\n
[Symbol.iterator](): IterableIterator<string>;\n\ninterface MessageEvent<T =
any> {\n    /** @deprecated */\n    initMessageEvent(type: string, bubbles?:
boolean, cancelable?: boolean, data?: any, origin?: string, lastEventId?:
string, source?: MessageEventSource | null, ports?: Iterable<MessagePort>):
void;\n\ninterface MimeToArray {\n    [Symbol.iterator]():
IterableIterator<MimeType>;\n\ninterface NamedNodeMap {\n    [Symbol.iterator]
(): IterableIterator<Attr>;\n\ninterface Navigator {\n
requestMediaKeySystemAccess(keySystem: string, supportedConfigurations:
Iterable<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>;\n
vibrate(pattern: Iterable<number>): boolean;\n\ninterface NodeList {\n
[Symbol.iterator](): IterableIterator<Node>;\n    /**\n     * Returns an array
of key, value pairs for every entry in the list.\n     */\n    entries():
IterableIterator<[number, Node]>;\n    /**\n     * Returns an list of keys in
the list.\n     */\n    keys(): IterableIterator<number>;\n    /**\n     *
Returns an list of values in the list.\n     */\n    values():
IterableIterator<Node>;\n\ninterface NodeListOf<TNode extends Node> {\n
[Symbol.iterator](): IterableIterator<TNode>;\n    /**\n     * Returns an array
of key, value pairs for every entry in the list.\n     */\n    entries():
IterableIterator<[number, TNode]>;\n    /**\n     * Returns an list of keys in
the list.\n     */\n    keys(): IterableIterator<number>;\n    /**\n     *
Returns an list of values in the list.\n     */\n    values():
IterableIterator<TNode>;\n\ninterface Plugin {\n    [Symbol.iterator]():
IterableIterator<MimeType>;\n\ninterface PluginArray {\n    [Symbol.iterator]
(): IterableIterator<Plugin>;\n\ninterface RTCStatsReport extends
ReadonlyMap<string, any> {\n\ninterface ReadableStream<R = any> {\n
[Symbol.iterator](): IterableIterator<any>;\n    entries():
IterableIterator<[number, any]>;\n    keys(): IterableIterator<number>;\n
values(): IterableIterator<any>;\n\ninterface SVGLengthList {\n
[Symbol.iterator](): IterableIterator<SVGLength>;\n\ninterface SVGNumberList
{\n    [Symbol.iterator](): IterableIterator<SVGNumber>;\n\ninterface
SVGPointList {\n    [Symbol.iterator](): IterableIterator<DOMPoint>;\n}
\n\ninterface SVGStringList {\n    [Symbol.iterator]():
IterableIterator<string>;\n\ninterface SVGTransformList {\n
[Symbol.iterator](): IterableIterator<SVGTransform>;\n\ninterface
SourceBufferList {\n    [Symbol.iterator](): IterableIterator<SourceBuffer>;\n}
\n\ninterface SpeechRecognitionResult {\n    [Symbol.iterator]():
IterableIterator<SpeechRecognitionAlternative>;\n\ninterface
SpeechRecognitionResultList {\n    [Symbol.iterator]():
IterableIterator<SpeechRecognitionResult>;\n\ninterface StyleSheetList {\n
[Symbol.iterator](): IterableIterator<CSSStyleSheet>;\n\ninterface
SubtleCrypto {\n    deriveKey(algorithm: AlgorithmIdentifier |
EcdhKeyDeriveParams | HkdfParams | Pbkdf2Params, baseKey: CryptoKey,
derivedKeyType: AlgorithmIdentifier | AesDerivedKeyParams | HmacImportParams |
HkdfParams | Pbkdf2Params, extractable: boolean, keyUsages: Iterable<KeyUsage>):
Promise<CryptoKey>;\n    generateKey(algorithm: RsaHashedKeyGenParams |
EcKeyGenParams, extractable: boolean, keyUsages: KeyUsage[]):
Promise<CryptoKeyPair>;\n    generateKey(algorithm: AesKeyGenParams |
HmacKeyGenParams | Pbkdf2Params, extractable: boolean, keyUsages: KeyUsage[]):
```



```
Promise<CryptoKey>;\n    generateKey(algorithm: AlgorithmIdentifier, extractable:\nboolean, keyUsages: Iterable<KeyUsage>): Promise<CryptoKeyPair | CryptoKey>;\nimportKey(format: "jwk", keyData: JsonWebKey, algorithm: AlgorithmIdentifier | \nRsaHashedImportParams | EcKeyImportParams | HmacImportParams | AesKeyAlgorithm,\nextractable: boolean, keyUsages: KeyUsage[]): Promise<CryptoKey>;\nimportKey(format: Exclude<KeyFormat, "jwk">, keyData: BufferSource, algorithm:\nAlgorithmIdentifier | RsaHashedImportParams | EcKeyImportParams | HmacImportParams | \nAesKeyAlgorithm, extractable: boolean, keyUsages: Iterable<KeyUsage>):\nPromise<CryptoKey>;\n    unwrapKey(format: KeyFormat, wrappedKey: BufferSource,\nunwrappingKey: CryptoKey, unwrapAlgorithm: AlgorithmIdentifier | RsaOaepParams | \nAesCtrParams | AesCbcParams | AesGcmParams, unwrappedKeyAlgorithm: AlgorithmIdentifier \n| RsaHashedImportParams | EcKeyImportParams | HmacImportParams | AesKeyAlgorithm,\nextractable: boolean, keyUsages: Iterable<KeyUsage>): Promise<CryptoKey>;\n}\n\n\ninterface TextTrackCueList {\n    [Symbol.iterator]():\nIterableIterator<TextTrackCue>;\n}\n\ninterface TextTrackList {\n    [Symbol.iterator]\n(): IterableIterator<TextTrack>;\n}\n\ninterface TouchList {\n    [Symbol.iterator]():\nIterableIterator<Touch>;\n}\n\ninterface URLSearchParams {\n    [Symbol.iterator]():\nIterableIterator<[string, string]>;\n    /**\n     * Returns an array of key, value\n     pairs for every entry in the search params.\n     */\n    entries():\nIterableIterator<[string, string]>;\n    /**\n     * Returns a list of keys in the\n     search params.\n     */\n    keys(): IterableIterator<string>;\n    /**\n     * Returns a list of values in the search params.\n     */\n    values():\nIterableIterator<string>;\n}\n\ninterface WEBGL_draw_buffers {\n    drawBuffersWEBGL(buffer: Iterable<GLenum>): void;\n}\n\ninterface\nWebGL2RenderingContextBase {\n    clearBufferfv(buffer: GLenum, drawbuffer: GLint,\nvalues: Iterable<GLfloat>, srcOffset?: GLuint): void;\n    clearBufferiv(buffer:\nGLenum, drawbuffer: GLint, values: Iterable<GLint>, srcOffset?: GLuint): void;\n    clearBufferuiv(buffer: GLenum, drawbuffer: GLint, values: Iterable<GLuint>,\nsrcOffset?: GLuint): void;\n    drawBuffers(buffer: Iterable<GLenum>): void;\n    getActiveUniforms(program: WebGLProgram, uniformIndices: Iterable<GLuint>, pname:\nGLenum): any;\n    getUniformIndices(program: WebGLProgram, uniformNames:\nIterable<string>): Iterable<GLuint> | null;\n    invalidateFramebuffer(target: GLenum,\nattachments: Iterable<GLenum>): void;\n    invalidateSubFramebuffer(target: GLenum,\nattachments: Iterable<GLenum>, x: GLint, y: GLint, width: GLsizei, height: GLsizei):\nvoid;\n    transformFeedbackVaryings(program: WebGLProgram, varyings:\nIterable<string>, bufferMode: GLenum): void;\n    uniform1uiv(location:\nWebGLUniformLocation | null, data: Iterable<GLuint>, srcOffset?: GLuint, srcLength?:\nGLuint): void;\n    uniform2uiv(location: WebGLUniformLocation | null, data:\nIterable<GLuint>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniform3uiv(location: WebGLUniformLocation | null, data: Iterable<GLuint>, srcOffset?:\nGLuint, srcLength?: GLuint): void;\n    uniform4uiv(location: WebGLUniformLocation | null, data: Iterable<GLuint>, srcOffset?:\nGLuint, srcLength?: GLuint): void;\n    uniformMatrix2x3fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:\nIterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniformMatrix2x4fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:\nIterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniformMatrix3x2fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:\nIterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniformMatrix3x4fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:\nIterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniformMatrix4x2fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:\nIterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniformMatrix4x3fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:\nIterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    vertexAttribI4iv(index: GLuint, values: Iterable<GLint>): void;\n    vertexAttribI4uiv(index: GLuint, values: Iterable<GLuint>): void;\n}\n\ninterface\nWebGL2RenderingContextOverloads {\n    uniform1fv(location: WebGLUniformLocation | null, data: Iterable<GLfloat>, srcOffset?:\nGLuint, srcLength?: GLuint): void;\n    uniform1iv(location: WebGLUniformLocation | null, data: Iterable<GLint>, srcOffset?:\nGLuint, srcLength?: GLuint): void;\n    uniform2fv(location: WebGLUniformLocation | null, data: Iterable<GLfloat>, srcOffset?:\nGLuint, srcLength?: GLuint): void;\n    uniform2iv(location: WebGLUniformLocation | null, data: Iterable<GLint>, srcOffset?:\nGLuint, srcLength?: GLuint): void;\n    uniform3fv(location: WebGLUniformLocation | null, data: Iterable<GLfloat>, srcOffset?:\nGLuint, srcLength?: GLuint): void;\n    uniform3iv(location: WebGLUniformLocation | null, data: Iterable<GLint>, srcOffset?:\nGLuint, srcLength?: GLuint): void;\n    uniform4fv(location: WebGLUniformLocation | null, data: Iterable<GLfloat>, srcOffset?:\nGLuint, srcLength?: GLuint): void;\n    uniform4iv(location: WebGLUniformLocation | null, data: Iterable<GLint>, srcOffset?:\nGLuint, srcLength?: GLuint): void;\n}
```

```

uniform2iv(location: WebGLUniformLocation | null, data: Iterable<GLint>,
srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniform3fv(location:
WebGLUniformLocation | null, data: Iterable<GLfloat>, srcOffset?: GLuint,
srcLength?: GLuint): void;\n    uniform3iv(location: WebGLUniformLocation |
null, data: Iterable<GLint>, srcOffset?: GLuint, srcLength?: GLuint): void;\n
uniform4fv(location: WebGLUniformLocation | null, data: Iterable<GLfloat>,
srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniform4iv(location:
WebGLUniformLocation | null, data: Iterable<GLint>, srcOffset?: GLuint,
srcLength?: GLuint): void;\n    uniformMatrix2fv(location: WebGLUniformLocation
| null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?: GLuint,
srcLength?: GLuint): void;\n    uniformMatrix3fv(location: WebGLUniformLocation
| null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?: GLuint,
srcLength?: GLuint): void;\n    uniformMatrix4fv(location: WebGLUniformLocation
| null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?: GLuint,
srcLength?: GLuint): void;\n}\n\ninterface WebGLRenderingContextBase {\n
vertexAttrib1fv(index: GLuint, values: Iterable<GLfloat>): void;\n
vertexAttrib2fv(index: GLuint, values: Iterable<GLfloat>): void;\n
vertexAttrib3fv(index: GLuint, values: Iterable<GLfloat>): void;\n
vertexAttrib4fv(index: GLuint, values: Iterable<GLfloat>): void;\n}\n\ninterface
WebGLRenderingContextOverloads {\n    uniform1fv(location: WebGLUniformLocation
| null, v: Iterable<GLfloat>): void;\n    uniform1iv(location:
WebGLUniformLocation | null, v: Iterable<GLint>): void;\n
uniform2fv(location: WebGLUniformLocation | null, v: Iterable<GLfloat>):
void;\n    uniform2iv(location: WebGLUniformLocation | null, v:
Iterable<GLint>): void;\n    uniform3fv(location: WebGLUniformLocation | null,
v: Iterable<GLfloat>): void;\n    uniform3iv(location: WebGLUniformLocation |
null, v: Iterable<GLint>): void;\n    uniform4fv(location: WebGLUniformLocation
| null, v: Iterable<GLfloat>): void;\n    uniform4iv(location:
WebGLUniformLocation | null, v: Iterable<GLint>): void;\n
uniformMatrix2fv(location: WebGLUniformLocation | null, transpose: GLboolean,
value: Iterable<GLfloat>): void;\n    uniformMatrix3fv(location:
WebGLUniformLocation | null, transpose: GLboolean, value: Iterable<GLfloat>):
void;\n    uniformMatrix4fv(location: WebGLUniformLocation | null, transpose:
GLboolean, value: Iterable<GLfloat>): void;\n}\n';
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limitations under the
License.\n*****
**** */\n\n\n\n// <reference no-default-lib="true"/>\n\n\n\n\n\n\n\n\n\n\n\n
Intl {\n    type DateTimeFormatPartTypes = "day" | "dayPeriod" | "era" | "hour"
| "literal" | "minute" | "month" | "second" | "timeZoneName" | "weekday" |
"year";\n\n    interface DateTimeFormatPart {\n        type:
DateTimeFormatPartTypes;\n        value: string;\n    }\n\n    interface
DateTimeFormat {\n        formatToParts(date?: Date | number):
DateTimeFormatPart[];\n    }\n}\n';
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```



```

*\n      * @param unit - [Unit] (https://tc39.es/ecma402/#sec-
singularrelativetimeunit)\n      * to use in the relative time
internationalized message.\n      * Possible values are: `year`,
`quarter`, `month`, `week`,\n      * `day`, `hour`, `minute`,
`second`.\n      * Plural forms are also permitted.\n      *\n
* @throws `RangeError` if `unit` was given something other than `unit` possible
values\n      *\n      * @returns Internationalized relative time message
as string\n      *\n      * [MDN] (https://developer.mozilla.org/en-US/
docs/Web/JavaScript/Reference/Global_Objects/Intl/RelativeTimeFormat/
format).\n      *\n      * [Specification] (https://tc39.es/ecma402/#sec-
Intl.RelativeTimeFormat.prototype.format).\n      */\n
format(\n      value: number,\n      unit:
RelativeTimeFormatUnit,\n      ): string;\n\n    /**\n      * A
version of the format method which it returns an array of objects\n      *
which represent "parts" of the object,\n      * separating the formatted
number into its constituent parts\n      * and separating it from other
surrounding text.\n      * These objects have two properties:\n      *
`type` a NumberFormat formatToParts type, and `value`,\n      * which is the
String which is the component of the output.\n      * If a "part" came from
NumberFormat,\n      * it will have a unit property which indicates the
`unit` being formatted;\n      * literals which are part of the larger frame
will not have this property.\n      *\n      * @param value - Numeric
value to use in the internationalized relative time message\n
*\n      * @param unit - [Unit] (https://tc39.es/ecma402/#sec-
singularrelativetimeunit)\n      * to use in the relative time
internationalized message.\n      * Possible values are: `year`,
`quarter`, `month`, `week`,\n      * `day`, `hour`, `minute`,
`second`.\n      * Plural forms are also permitted.\n      *\n
* @throws `RangeError` if `unit` was given something other than `unit` possible
values\n      *\n      * @returns Array of [FormatRelativeTimeToParts]
(https://tc39.es/ecma402/#sec-FormatRelativeTimeToParts)\n      *\n
* [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Intl/RelativeTimeFormat/formatToParts).\n      *\n      *
[Specification] (https://tc39.es/ecma402/#sec-
Intl.RelativeTimeFormat.prototype.formatToParts).\n      */\n
formatToParts(\n      value: number,\n      unit:
RelativeTimeFormatUnit,\n      ): RelativeTimeFormatPart[];\n\n    /
**\n      * Provides access to the locale and options computed during
initialization of this `Intl.RelativeTimeFormat` object.\n      *\n      *
@returns A new object with properties reflecting the locale\n      * and
formatting options computed during initialization\n      * of the
`Intl.RelativeTimeFormat` object.\n      *\n      * [MDN] (https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/resolvedOptions).\n      *\n      * [Specification]
(https://tc39.es/ecma402/#sec-intl.relative-time-format.prototype.resolvedoptions)
\n      */\n      resolvedOptions():
ResolvedRelativeTimeFormatOptions;\n    }\n\n    /**\n      * The
[`Intl.RelativeTimeFormat`] (https://developer.mozilla.org/docs/Web/JavaScript/
Reference/Global_Objects/RelativeTimeFormat)\n      * object is a constructor for
objects that enable language-sensitive relative time formatting.\n      *\n      *
Part of [Intl object] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/Intl)\n      * namespace and the [ECMAScript
Internationalization API] (https://www.ecma-international.org/publications/
standards/Ecma-402.htm).\n      *\n      * [Compatibility] (https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat#Browser_compatibility).\n      *\n      * [Polyfills] (https://
github.com/tc39/proposal-intl-relative-time#polyfills).\n      */\n      const
RelativeTimeFormat: {\n      /**\n      * Constructor creates
[Intl.RelativeTimeFormat] (https://developer.mozilla.org/en-US/docs/Web/
JavaScript/Reference/Global_Objects/RelativeTimeFormat)\n      *
objects\n      *\n      * @param locales - A string with a [BCP 47

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language tag] (http://tools.ietf.org/html/rfc5646), or an array of such
strings.\n      * For the general form and interpretation of the locales
argument,\n      * see the [Intl` page] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl#Locale\_identification\_and\_negotiation).\n      *\n      * @param options -
An [object] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters)\n      *
with some or all of options of the formatting.\n      * An object with some or all
of the following properties:\n      * - localeMatcher` - The locale matching
algorithm to use.\n      * Possible values are "lookup" and "best fit"; the
default is "best fit".\n      * For information about this option, see [Intl`
page] (https://developer.mozilla.org/docs/Web/JavaScript/Reference/Global\_Objects/Intl#Locale\_negotiation).\n      * - numeric` - The format of output
message.\n      * Possible values are: "always" (default, e.g., `1 day ago`)
or "auto" (e.g., `yesterday`).\n      * The "auto" value allows to not
always have to use numeric values in the output.\n      * - style` - The length
of the internationalized message. Possible values are:\n      * "long"
(default, e.g., in 1 month),\n      * "short" (e.g., in 1 mo.)\n      *
or "narrow" (e.g., in 1 mo.). The narrow style could be similar to the short style
for some locales.\n      *\n      * @returns [Intl.RelativeTimeFormat] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/RelativeTimeFormat)
object.\n      *\n      * [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat).\n      *\n      * [Specification]
(https://tc39.es/ecma402/#sec-intl-relativetimeformat-constructor).\n
*/\n      new(\n          locales?: UnicodeBCP47LocaleIdentifier |
UnicodeBCP47LocaleIdentifier[],\n          options?:
RelativeTimeFormatOptions,\n          ): RelativeTimeFormat;\n\n      /**\n      *
Returns an array containing those of the provided locales\n      * that are
supported in date and time formatting\n      * without having to fall back to the
runtime's default locale.\n      *\n      * @param locales - A string with a
[BCP 47 language tag] (http://tools.ietf.org/html/rfc5646), or an array of such
strings.\n      * For the general form and interpretation of the locales
argument,\n      * see the [Intl` page] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl#Locale\_identification\_and\_negotiation).\n      *\n      * @param options -
An [object] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters)\n      *
with some or all of options of the formatting.\n      * An object with some or all
of the following properties:\n      * - localeMatcher` - The locale matching
algorithm to use.\n      * Possible values are "lookup" and "best fit"; the
default is "best fit".\n      * For information about this option, see [Intl`
page] (https://developer.mozilla.org/docs/Web/JavaScript/Reference/Global\_Objects/Intl#Locale\_negotiation).\n      * - numeric` - The format of output
message.\n      * Possible values are: "always" (default, e.g., `1 day ago`)
or "auto" (e.g., `yesterday`).\n      * The "auto" value allows to not
always have to use numeric values in the output.\n      * - style` - The length
of the internationalized message. Possible values are:\n      * "long"
(default, e.g., in 1 month),\n      * "short" (e.g., in 1 mo.)\n      *
or "narrow" (e.g., in 1 mo.). The narrow style could be similar to the short style
for some locales.\n      *\n      * @returns An array containing those of the
provided locales\n      * that are supported in date and time formatting\n      *
without having to fall back to the runtime's default locale.\n      *\n      * [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/supportedLocalesOf).\n      *\n      * [Specification] (https://tc39.es/ecma402/#sec-Intl.RelativeTimeFormat.supportedLocalesOf).\n
*/\n      supportedLocalesOf(\n          locales?: UnicodeBCP47LocaleIdentifier |
UnicodeBCP47LocaleIdentifier[],\n          options?:
RelativeTimeFormatOptions,\n          ): UnicodeBCP47LocaleIdentifier[];\n\n      }\n\n      interface NumberFormatOptions {\n          compactDisplay?: string;\n          notation?:

```



```
of argument values to be passed to the constructor.\n    * @param newTarget The\nconstructor to be used as the `new.target` object.\n    */\n    function\nconstruct(target: Function, argumentsList: ArrayLike<any>, newTarget?: Function):\nany;\n\n    /**\n    * Adds a property to an object, or modifies attributes of an\nexisting property.\n    * @param target Object on which to add or modify the\nproperty. This can be a native JavaScript object\n    * (that is, a user-\ndefined object or a built in object) or a DOM object.\n    * @param propertyKey The\nproperty name.\n    * @param attributes Descriptor for the property. It can be for a\ndata property or an accessor property.\n    */\n    function defineProperty(target:\nobject, propertyKey: PropertyKey, attributes: PropertyDescriptor): boolean;\n\n    /\n    **\n    * Removes a property from an object, equivalent to `delete\n    target[propertyKey]`,\n    * except it won't throw if `target[propertyKey]` is non-\nconfigurable.\n    * @param target Object from which to remove the own\nproperty.\n    * @param propertyKey The property name.\n    */\n    function\ndeleteProperty(target: object, propertyKey: PropertyKey): boolean;\n\n    /**\n    * Gets the property of target, equivalent to `target[propertyKey]` when `receiver ===\ntarget`.\n    * @param target Object that contains the property on itself or in its\nprototype chain.\n    * @param propertyKey The property name.\n    * @param receiver\nThe reference to use as the `this` value in the getter function,\n    * if\n`target[propertyKey]` is an accessor property.\n    */\n    function get(target:\nobject, propertyKey: PropertyKey, receiver?: any): any;\n\n    /**\n    * Gets the\nown property descriptor of the specified object.\n    * An own property descriptor is\none that is defined directly on the object and is not inherited from the object's\nprototype.\n    * @param target Object that contains the property.\n    * @param\npropertyKey The property name.\n    */\n    function getOwnPropertyDescriptor(target:\nobject, propertyKey: PropertyKey): PropertyDescriptor | undefined;\n\n    /**\n    * Returns the prototype of an object.\n    * @param target The object that references\nthe prototype.\n    */\n    function getPrototypeOf(target: object): object | null;\n\n    /**\n    * Equivalent to `propertyKey in target`.\n    * @param target\nObject that contains the property on itself or in its prototype chain.\n    * @param\npropertyKey Name of the property.\n    */\n    function has(target: object,\npropertyKey: PropertyKey): boolean;\n\n    /**\n    * Returns a value that indicates\nwhether new properties can be added to an object.\n    * @param target Object to\ntest.\n    */\n    function isExtensible(target: object): boolean;\n\n    /**\n    * Returns the string and symbol keys of the own properties of an object. The own\nproperties of an object\n    * are those that are defined directly on that object,\nand are not inherited from the object's prototype.\n    * @param target Object that\ncontains the own properties.\n    */\n    function ownKeys(target: object): (string | symbol)[];\n\n    /**\n    * Prevents the addition of new properties to an\nobject.\n    * @param target Object to make non-extensible.\n    * @return Whether\nthe object has been made non-extensible.\n    */\n    function\npreventExtensions(target: object): boolean;\n\n    /**\n    * Sets the property of\ntarget, equivalent to `target[propertyKey] = value` when `receiver === target`.\n    * @param target Object that contains the property on itself or in its prototype\nchain.\n    * @param propertyKey Name of the property.\n    * @param receiver The\nreference to use as the `this` value in the setter function,\n    * if\n`target[propertyKey]` is an accessor property.\n    */\n    function set(target:\nobject, propertyKey: PropertyKey, value: any, receiver?: any): boolean;\n\n    /\n    **\n    * Sets the prototype of a specified object o to object proto or null.\n    * @param target The object to change its prototype.\n    * @param proto The value of\nthe new prototype or null.\n    * @return Whether setting the prototype was\nsuccessful.\n    */\n    function setPrototypeOf(target: object, proto: object | null): boolean;\n}\n\n';\n\nCopyright (c) Microsoft Corporation. All rights reserved.\nLicensed under the Apache\nLicense, Version 2.0 (the "License"); you may not use\nthis file except in compliance\nwith the License. You may obtain a copy of the\nLicense at http://www.apache.org/licenses/LICENSE-2.0\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES\nOR CONDITIONS OF ANY\nKIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION\nANY IMPLIED\nWARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR\nPURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License\nfor specific language governing permissions\nand limitations under the
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License.\n*****
***** */\n\n\n\n// <reference no-default-lib="true"/>\n\n\ninterface
AggregateError extends Error {\n    errors: any[]\n}\n\ninterface
AggregateErrorConstructor {\n    new(errors: Iterable<any>, message?: string):
AggregateError;\n    (errors: Iterable<any>, message?: string):
AggregateError;\n    readonly prototype: AggregateError;\n}\n\n\ndeclare var
AggregateError: AggregateErrorConstructor;\n\n/**\n * Represents the completion
of an asynchronous operation\n */\ninterface PromiseConstructor {\n    /**\n * The any function returns a promise that is fulfilled by the first given
promise to be fulfilled, or rejected with an AggregateError containing an array
of rejection reasons if all of the given promises are rejected. It resolves all
elements of the passed iterable to promises as it runs this algorithm.\n *
@param values An array or iterable of Promises.\n * @returns A new
Promise.\n * */\n any<T>(values: (T | PromiseLike<T>[]) | Iterable<T |
PromiseLike<T>>): Promise<T>\n}\n\n';
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the Apache Version 2.0 License for specific language governing permissions\nand
limitations under the
License.\n*****
***** */\n\n\n\n// <reference no-default-lib="true"/>\n\n\ninterface Array<T>
{\n    /**\n * Determines whether an array includes a certain element,
returning true or false as appropriate.\n * @param searchElement The element
to search for.\n * @param fromIndex The position in this array at which to
begin searching for searchElement.\n * */\n includes(searchElement: T,
fromIndex?: number): boolean;\n}\n\n\ninterface ReadonlyArray<T> {\n    /**\n * Determines whether an array includes a certain element, returning true or
false as appropriate.\n * @param searchElement The element to search
for.\n * @param fromIndex The position in this array at which to begin
searching for searchElement.\n * */\n includes(searchElement: T,
fromIndex?: number): boolean;\n}\n\n\ninterface Int8Array {\n    /**\n *
Determines whether an array includes a certain element, returning true or false
as appropriate.\n * @param searchElement The element to search for.\n *
@param fromIndex The position in this array at which to begin searching for
searchElement.\n * */\n includes(searchElement: number, fromIndex?:
number): boolean;\n}\n\n\ninterface Uint8Array {\n    /**\n * Determines
whether an array includes a certain element, returning true or false as
appropriate.\n * @param searchElement The element to search for.\n *
@param fromIndex The position in this array at which to begin searching for
searchElement.\n * */\n includes(searchElement: number, fromIndex?:
number): boolean;\n}\n\n\ninterface Uint8ClampedArray {\n    /**\n *
Determines whether an array includes a certain element, returning true or false
as appropriate.\n * @param searchElement The element to search for.\n *
@param fromIndex The position in this array at which to begin searching for
searchElement.\n * */\n includes(searchElement: number, fromIndex?:
number): boolean;\n}\n\n\ninterface Int16Array {\n    /**\n * Determines
whether an array includes a certain element, returning true or false as
appropriate.\n * @param searchElement The element to search for.\n *
@param fromIndex The position in this array at which to begin searching for
searchElement.\n * */\n includes(searchElement: number, fromIndex?:
number): boolean;\n}\n\n\ninterface Uint16Array {\n    /**\n * Determines
whether an array includes a certain element, returning true or false as
appropriate.\n * @param searchElement The element to search for.\n *
@param fromIndex The position in this array at which to begin searching for
searchElement.\n * */\n includes(searchElement: number, fromIndex?:
number): boolean;\n}\n\n\ninterface Int32Array {\n    /**\n * Determines

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whether an array includes a certain element, returning true or false as
appropriate.\n      * @param searchElement The element to search for.\n      * @param
fromIndex The position in this array at which to begin searching for
searchElement.\n      */\n      includes(searchElement: number, fromIndex?: number):
boolean;\n}\n\ninterface Uint32Array {\n      /**\n      * Determines whether an array
includes a certain element, returning true or false as appropriate.\n      * @param
searchElement The element to search for.\n      * @param fromIndex The position in this
array at which to begin searching for searchElement.\n      */\n      includes(searchElement: number, fromIndex?: number): boolean;\n}\n\ninterface
Float32Array {\n      /**\n      * Determines whether an array includes a certain
element, returning true or false as appropriate.\n      * @param searchElement The
element to search for.\n      * @param fromIndex The position in this array at which to
begin searching for searchElement.\n      */\n      includes(searchElement: number,
fromIndex?: number): boolean;\n}\n\ninterface Float64Array {\n      /**\n      *
Determines whether an array includes a certain element, returning true or false as
appropriate.\n      * @param searchElement The element to search for.\n      * @param
fromIndex The position in this array at which to begin searching for
searchElement.\n      */\n      includes(searchElement: number, fromIndex?: number):
boolean;\n}';

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*/\n\n\n\n// <reference no-default-lib="true"/>\n\ninterface Array<T> {\n      /
**\n      * Returns the value of the first element in the array where predicate is
true, and undefined\n      * otherwise.\n      * @param predicate find calls predicate
once for each element of the array, in ascending\n      * order, until it finds one
where predicate returns true. If such an element is found, find\n      * immediately
returns that element value. Otherwise, find returns undefined.\n      * @param thisArg
If provided, it will be used as the this value for each invocation of\n      *
predicate. If it is not provided, undefined is used instead.\n      */\n      find<S
extends T>(predicate: (this: void, value: T, index: number, obj: T[]) => value is S,
thisArg?: any): S | undefined;\n      find(predicate: (value: T, index: number, obj:
T[]) => unknown, thisArg?: any): T | undefined;\n\n      /**\n      * Returns the index
of the first element in the array where predicate is true, and -1\n      *
otherwise.\n      * @param predicate find calls predicate once for each element of the
array, in ascending\n      * order, until it finds one where predicate returns true. If
such an element is found,\n      * findIndex immediately returns that element index.
Otherwise, findIndex returns -1.\n      * @param thisArg If provided, it will be used
as the this value for each invocation of\n      * predicate. If it is not provided,
undefined is used instead.\n      */\n      findIndex(predicate: (value: T, index:
number, obj: T[]) => unknown, thisArg?: any): number;\n\n      /**\n      * Changes all
array elements from `start` to `end` index to a static `value` and returns the
modified array\n      * @param value value to fill array section with\n      * @param
start start index to start filling the array at. If start is negative, it is treated
as\n      * length+start where length is the length of the array.\n      * @param end
index to stop filling the array at. If end is negative, it is treated as\n      *
length+end.\n      */\n      fill(value: T, start?: number, end?: number): this;\n\n      /
**\n      * Returns the this object after copying a section of the array identified by
start and end\n      * to the same array starting at position target\n      * @param
target If target is negative, it is treated as length+target where length is the\n
* length of the array.\n      * @param start If start is negative, it is treated as
length+start. If end is negative, it\n      * is treated as length+end.\n      * @param
end If not specified, length of the this object is used as its default value.\n
*/\n      copyWithin(target: number, start: number, end?: number): this;\n}\n\ninterface
ArrayConstructor {\n      /**\n      * Creates an array from an array-like object.\n

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* @param arrayLike An array-like object to convert to an array.\n      */\n
from<T>(arrayLike: ArrayLike<T>): T[];\n\n      /**\n      * Creates an array from
an iterable object.\n      * @param arrayLike An array-like object to convert to
an array.\n      * @param mapfn A mapping function to call on every element of
the array.\n      * @param thisArg Value of 'this' used to invoke the
mapfn.\n      */\n      from<T, U>(arrayLike: ArrayLike<T>, mapfn: (v: T, k:
number) => U, thisArg?: any): U[];\n\n      /**\n      * Returns a new array from a
set of elements.\n      * @param items A set of elements to include in the new
array object.\n      */\n      of<T>(...items: T[]): T[];\n\n\ninterface
DateConstructor {\n      new (value: number | string | Date): Date;\n}
\n\ninterface Function {\n      /**\n      * Returns the name of the function.
Function names are read-only and can not be changed.\n      */\n      readonly
name: string;\n}\n\ninterface Math {\n      /**\n      * Returns the number of
leading zero bits in the 32-bit binary representation of a number.\n      *
@param x A numeric expression.\n      */\n      clz32(x: number): number;\n\n      /
**\n      * Returns the result of 32-bit multiplication of two numbers.\n      *
@param x First number\n      * @param y Second number\n      */\n      imul(x:
number, y: number): number;\n\n      /**\n      * Returns the sign of the x,
indicating whether x is positive, negative or zero.\n      * @param x The numeric
expression to test\n      */\n      sign(x: number): number;\n\n      /**\n      *
Returns the base 10 logarithm of a number.\n      * @param x A numeric
expression.\n      */\n      log10(x: number): number;\n\n      /**\n      * Returns
the base 2 logarithm of a number.\n      * @param x A numeric expression.\n
*/\n      log2(x: number): number;\n\n      /**\n      * Returns the natural
logarithm of 1 + x.\n      * @param x A numeric expression.\n      */\n
log1p(x: number): number;\n\n      /**\n      * Returns the result of (e^x - 1),
which is an implementation-dependent approximation to\n      * subtracting 1 from
the exponential function of x (e raised to the power of x, where e\n      * is
the base of the natural logarithms).\n      * @param x A numeric
expression.\n      */\n      expm1(x: number): number;\n\n      /**\n      * Returns
the hyperbolic cosine of a number.\n      * @param x A numeric expression that
contains an angle measured in radians.\n      */\n      cosh(x: number):
number;\n\n      /**\n      * Returns the hyperbolic sine of a number.\n      *
@param x A numeric expression that contains an angle measured in radians.\n
*/\n      sinh(x: number): number;\n\n      /**\n      * Returns the hyperbolic
tangent of a number.\n      * @param x A numeric expression that contains an
angle measured in radians.\n      */\n      tanh(x: number): number;\n\n      /
**\n      * Returns the inverse hyperbolic cosine of a number.\n      * @param x A
numeric expression that contains an angle measured in radians.\n      */\n
acosh(x: number): number;\n\n      /**\n      * Returns the inverse hyperbolic sine
of a number.\n      * @param x A numeric expression that contains an angle
measured in radians.\n      */\n      asinh(x: number): number;\n\n      /**\n      *
Returns the inverse hyperbolic tangent of a number.\n      * @param x A numeric
expression that contains an angle measured in radians.\n      */\n      atanh(x:
number): number;\n\n      /**\n      * Returns the square root of the sum of
squares of its arguments.\n      * @param values Values to compute the square
root for.\n      *      If no arguments are passed, the result is +0.\n      *
If there is only one argument, the result is the absolute value.\n      *      If
any argument is +Infinity or -Infinity, the result is +Infinity.\n      *      If
any argument is NaN, the result is NaN.\n      *      If all arguments are either
+0 or \u22120, the result is +0.\n      */\n      hypot(...values: number[]):
number;\n\n      /**\n      * Returns the integral part of the a numeric
expression, x, removing any fractional digits.\n      *      If x is already an
integer, the result is x.\n      * @param x A numeric expression.\n      */\n
trunc(x: number): number;\n\n      /**\n      * Returns the nearest single
precision float representation of a number.\n      * @param x A numeric
expression.\n      */\n      fround(x: number): number;\n\n      /**\n      * Returns
an implementation-dependent approximation to the cube root of number.\n      *
@param x A numeric expression.\n      */\n      cbrt(x: number): number;\n}
\n\ninterface NumberConstructor {\n      /**\n      * The value of Number.EPSILON
is the difference between 1 and the smallest value greater than 1\n      * that

```

```

is representable as a Number value, which is approximately:\n      *
2.2204460492503130808472633361816 x 10\u200D\u2212\u200D16.\n      */\n      readonly
EPSILON: number;\n\n      /**\n      * Returns true if passed value is finite.\n      *
Unlike the global isFinite, Number.isFinite doesn't forcibly convert the parameter to
a\n      * number. Only finite values of the type number, result in true.\n      *
@param number A numeric value.\n      */\n      isFinite(number: unknown):
boolean;\n\n      /**\n      * Returns true if the value passed is an integer, false
otherwise.\n      * @param number A numeric value.\n      */\n      isInteger(number:
unknown): boolean;\n\n      /**\n      * Returns a Boolean value that indicates whether a
value is the reserved value NaN (not a\n      * number). Unlike the global isNaN(),
Number.isNaN() doesn't forcefully convert the parameter\n      * to a number. Only
values of the type number, that are also NaN, result in true.\n      * @param number A
numeric value.\n      */\n      isNaN(number: unknown): boolean;\n\n      /**\n      *
Returns true if the value passed is a safe integer.\n      * @param number A numeric
value.\n      */\n      isSafeInteger(number: unknown): boolean;\n\n      /**\n      * The
value of the largest integer n such that n and n + 1 are both exactly representable
as\n      * a Number value.\n      * The value of Number.MAX_SAFE_INTEGER is
9007199254740991 2^53 \u2212 1.\n      */\n      readonly MAX_SAFE_INTEGER:
number;\n\n      /**\n      * The value of the smallest integer n such that n and n
\u2212 1 are both exactly representable as\n      * a Number value.\n      * The value
of Number.MIN_SAFE_INTEGER is \u22129007199254740991 (\u2212(2^53 \u2212 1)).\n
*/\n      readonly MIN_SAFE_INTEGER: number;\n\n      /**\n      * Converts a string to a
floating-point number.\n      * @param string A string that contains a floating-point
number.\n      */\n      parseFloat(string: string): number;\n\n      /**\n      * Converts
A string to an integer.\n      * @param string A string to convert into a number.\n
* @param radix A value between 2 and 36 that specifies the base of the number in
`string`.\n      * If this argument is not supplied, strings with a prefix of `0x`
are considered hexadecimal.\n      * All other strings are considered decimal.\n
*/\n      parseInt(string: string, radix?: number): number;\n\n\ninterface
ObjectConstructor {\n      /**\n      * Copy the values of all of the enumerable own
properties from one or more source objects to a\n      * target object. Returns the
target object.\n      * @param target The target object to copy to.\n      * @param
source The source object from which to copy properties.\n      */\n      assign<T,
U>(target: T, source: U): T & U;\n\n      /**\n      * Copy the values of all of the
enumerable own properties from one or more source objects to a\n      * target object.
Returns the target object.\n      * @param target The target object to copy to.\n
* @param source1 The first source object from which to copy properties.\n      * @param
source2 The second source object from which to copy properties.\n      */\n
assign<T, U, V>(target: T, source1: U, source2: V): T & U & V;\n\n      /**\n      * Copy
the values of all of the enumerable own properties from one or more source objects to
a\n      * target object. Returns the target object.\n      * @param target The target
object to copy to.\n      * @param source1 The first source object from which to copy
properties.\n      * @param source2 The second source object from which to copy
properties.\n      * @param source3 The third source object from which to copy
properties.\n      */\n      assign<T, U, V, W>(target: T, source1: U, source2: V,
source3: W): T & U & V & W;\n\n      /**\n      * Copy the values of all of the
enumerable own properties from one or more source objects to a\n      * target object.
Returns the target object.\n      * @param target The target object to copy to.\n
* @param sources One or more source objects from which to copy properties\n      */\n
assign(target: object, ...sources: any[]): any;\n\n      /**\n      * Returns an array of
all symbol properties found directly on object o.\n      * @param o Object to retrieve
the symbols from.\n      */\n      getOwnPropertySymbols(o: any): symbol[];\n\n      /
**\n      * Returns the names of the enumerable string properties and methods of an
object.\n      * @param o Object that contains the properties and methods. This can be
an object that you created or an existing Document Object Model (DOM) object.\n
*/\n      keys(o: {}): string[];\n\n      /**\n      * Returns true if the values are the
same value, false otherwise.\n      * @param value1 The first value.\n      * @param
value2 The second value.\n      */\n      is(value1: any, value2: any): boolean;\n\n      /
**\n      * Sets the prototype of a specified object o to object proto or null. Returns
the object o.\n      * @param o The object to change its prototype.\n      * @param
proto The value of the new prototype or null.\n      */\n      setPrototypeOf(o: any,

```

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proto: object | null): any;\n}\n\ninterface ReadonlyArray<T> {\n    /**\n     * Returns the value of the first element in the array where predicate is true, and
undefined\n     * otherwise.\n     * @param predicate find calls predicate once
for each element of the array, in ascending\n     * order, until it finds one
where predicate returns true. If such an element is found, find\n     *
immediately returns that element value. Otherwise, find returns undefined.\n
* @param thisArg If provided, it will be used as the this value for each
invocation of\n     * predicate. If it is not provided, undefined is used
instead.\n     */\n    find<S extends T>(predicate: (this: void, value: T,
index: number, obj: readonly T[]) => value is S, thisArg?: any): S |
undefined;\n    find(predicate: (value: T, index: number, obj: readonly T[]) =>
unknown, thisArg?: any): T | undefined;\n}\n\n    /**\n     * Returns the index of
the first element in the array where predicate is true, and -1\n     *
otherwise.\n     * @param predicate find calls predicate once for each element
of the array, in ascending\n     * order, until it finds one where predicate
returns true. If such an element is found,\n     * findIndex immediately returns
that element index. Otherwise, findIndex returns -1.\n     * @param thisArg If
provided, it will be used as the this value for each invocation of\n     *
predicate. If it is not provided, undefined is used instead.\n     */\n    findIndex(predicate: (value: T, index: number, obj: readonly T[]) => unknown,
thisArg?: any): number;\n}\n\ninterface RegExp {\n    /**\n     * Returns a
string indicating the flags of the regular expression in question. This field is
read-only.\n     * The characters in this string are sequenced and concatenated
in the following order:\n     * \n     * - "g" for global\n     * - "i" for
ignoreCase\n     * - "m" for multiline\n     * - "u" for unicode\n     * - "y"
for sticky\n     * \n     * If no flags are set, the value is the
empty string.\n     */\n    readonly flags: string;\n}\n\n    /**\n     * Returns a
Boolean value indicating the state of the sticky flag (y) used with a
regular\n     * expression. Default is false. Read-only.\n     */\n    readonly
sticky: boolean;\n}\n\n    /**\n     * Returns a Boolean value indicating the state of
the Unicode flag (u) used with a regular\n     * expression. Default is
false. Read-only.\n     */\n    readonly unicode: boolean;\n}\n\ninterface
RegExpConstructor {\n    new (pattern: RegExp | string, flags?: string):
RegExp;\n    (pattern: RegExp | string, flags?: string): RegExp;\n}\n\ninterface
String {\n    /**\n     * Returns a nonnegative integer Number less than 1114112
(0x110000) that is the code point\n     * value of the UTF-16 encoded code point
starting at the string element at position pos in\n     * the String resulting
from converting this object to a String.\n     * If there is no element at that
position, the result is undefined.\n     * If a valid UTF-16 surrogate pair does
not begin at pos, the result is the code unit at pos.\n     */\n    codePointAt(pos: number): number | undefined;\n}\n\n    /**\n     * Returns true if
searchString appears as a substring of the result of converting this\n     *
object to a String, at one or more positions that are\n     * greater than or
equal to position; otherwise, returns false.\n     * @param searchString search
string\n     * @param position If position is undefined, 0 is assumed, so as to
search all of the String.\n     */\n    includes(searchString: string,
position?: number): boolean;\n}\n\n    /**\n     * Returns true if the sequence of
elements of searchString converted to a String is the\n     * same as the
corresponding elements of this object (converted to a String) starting at\n
* endPosition \u2013 length(this). Otherwise returns false.\n     */\n    endsWith(searchString: string, endPosition?: number): boolean;\n}\n\n    /**\n     * Returns the String value result of normalizing the string into the
normalization form\n     * named by form as specified in Unicode Standard Annex
#15, Unicode Normalization Forms.\n     * @param form Applicable values: "NFC",
"NFD", "NFKC", or "NFKD", If not specified default\n     * is "NFC"\n     */\n    normalize(form: "NFC" | "NFD" | "NFKC" | "NFKD"): string;\n}\n\n    /**\n     * Returns the String value result of normalizing the string into the
normalization form\n     * named by form as specified in Unicode Standard Annex
#15, Unicode Normalization Forms.\n     * @param form Applicable values: "NFC",
"NFD", "NFKC", or "NFKD", If not specified default\n     * is "NFC"\n     */\n    normalize(form?: string): string;\n}\n\n    /**\n     * Returns a String

```

```
value that is made from count copies appended together. If count is 0, the
empty string is returned.
 * @param count number of copies to append
*/
repeat(count: number): string;
/**
 * Returns true if the sequence
of elements of searchString converted to a String is the
 * same as the
corresponding elements of this object (converted to a String) starting at
 *
position. Otherwise returns false.
*/
startsWith(searchString: string,
position?: number): boolean;
/**
 * Returns an `<a>` HTML anchor element
and sets the name attribute to the text value
 * @param name
*/
anchor(name: string): string;
/** Returns a `<big>` HTML element */
big():
string;
/** Returns a `<blink>` HTML element */
blink():
string;
/** Returns a `<b>` HTML element */
bold(): string;
/**
Returns a `<tt>` HTML element */
fixed(): string;
/** Returns a `<font>`
HTML element and sets the color attribute value */
fontcolor(color: string):
string;
/** Returns a `<font>` HTML element and sets the size attribute value
*/
fontsize(size: number): string;
/** Returns a `<font>` HTML element and
sets the size attribute value */
fontsize(size: string): string;
/**
Returns an `<i>` HTML element */
italics(): string;
/** Returns an `<a>`
HTML element and sets the href attribute value */
link(url: string):
string;
/** Returns a `<small>` HTML element */
small():
string;
/** Returns a `<strike>` HTML element */
strike():
string;
/** Returns a `<sub>` HTML element */
sub(): string;
/**
Returns a `<sup>` HTML element */
sup(): string;
}
interface
StringConstructor {
/**
 * Return the String value whose elements are, in
order, the elements in the List elements.
 * If length is 0, the empty string is
returned.
*/
fromCodePoint(...codePoints: number[]): string;
/
**
 * String.raw is usually used as a tag function of a Tagged Template String.
When called as
 * such, the first argument will be a well formed template call
site object and the rest
 * parameter will contain the substitution values. It
can also be called directly, for example,
 * to interleave strings and values
from your own tag function, and in this case the only thing
 * it needs from the
first argument is the raw property.
 * @param template A well-formed template
string call site representation.
 * @param substitutions A set of substitution
values.
*/
raw(template: { raw: readonly string[] |
ArrayLike<string>}, ...substitutions: any[]): string;
}
}
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PURPOSE,
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License.
*****
*/
interface Atomics {
/
**
 * Adds a value to the value at the given position in the array, returning the
original value.
 * Until this atomic operation completes, any other read or write
operation against the array
 * will block.
*/
add(typedArray:
BigInt64Array | BigUint64Array, index: number, value: bigint): bigint;
/
**
 * Stores the bitwise AND of a value with the value at the given position in
the array,
 * returning the original value. Until this atomic operation
completes, any other read or
 * write operation against the array will
block.
*/
and(typedArray: BigInt64Array | BigUint64Array, index: number,
value: bigint): bigint;
/**
 * Replaces the value at the given position in
the array if the original value equals the given
 * expected value, returning the
original value. Until this atomic operation completes, any
 * other read or write
operation against the array will block.
*/
compareExchange(typedArray:
BigInt64Array | BigUint64Array, index: number, expectedValue: bigint,
replacementValue: bigint): bigint;
/**
 * Replaces the value at the given
position in the array, returning the original value. Until
 * this atomic
operation completes, any other read or write operation against the array will
 *
block.
*/
exchange(typedArray: BigInt64Array | BigUint64Array, index:
```

```

number, value: bigint): bigint;\n\n    /**\n     * Returns the value at the
given position in the array. Until this atomic operation completes,\n     * any
other read or write operation against the array will block.\n     */\n
load(typedArray: BigInt64Array | BigUint64Array, index: number): bigint;\n\n    /
**\n     * Stores the bitwise OR of a value with the value at the given position
in the array,\n     * returning the original value. Until this atomic operation
completes, any other read or write\n     * operation against the array will
block.\n     */\n
or(typedArray: BigInt64Array | BigUint64Array, index:
number, value: bigint): bigint;\n\n    /**\n     * Stores a value at the given
position in the array, returning the new value. Until this\n     * atomic
operation completes, any other read or write operation against the array will
block.\n     */\n
store(typedArray: BigInt64Array | BigUint64Array, index:
number, value: bigint): bigint;\n\n    /**\n     * Subtracts a value from the
value at the given position in the array, returning the original\n     * value.
Until this atomic operation completes, any other read or write operation against
the\n     * array will block.\n     */\n
sub(typedArray: BigInt64Array |
BigUint64Array, index: number, value: bigint): bigint;\n\n    /**\n     * If the
value at the given position in the array is equal to the provided value, the
current\n     * agent is put to sleep causing execution to suspend until the
timeout expires (returning\n     * `"timed-out"`) or until the agent is awoken
(returning `"ok"`); otherwise, returns\n     * `"not-equal"`. \n     */\n
wait(typedArray: BigInt64Array, index: number, value: bigint, timeout?: number):
"ok" | "not-equal" | "timed-out";\n\n    /**\n     * Wakes up sleeping agents
that are waiting on the given index of the array, returning the\n     * number
of agents that were awoken.\n     * @param typedArray A shared
BigInt64Array.\n     * @param index The position in the typedArray to wake up
on.\n     * @param count The number of sleeping agents to notify. Defaults to
+Infinity.\n     */\n
notify(typedArray: BigInt64Array, index: number,
count?: number): number;\n\n    /**\n     * Stores the bitwise XOR of a value
with the value at the given position in the array,\n     * returning the
original value. Until this atomic operation completes, any other read or
write\n     * operation against the array will block.\n     */\n
xor(typedArray: BigInt64Array | BigUint64Array, index: number, value: bigint):
bigint;\n}\n';
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FITNESS FOR A PARTICULAR PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee
the Apache Version 2.0 License for specific language governing permissions\nand
limitations under the
License.\n*****
***** */\n\n\n// <reference no-default-lib="true"/>\n\n\ninterface
BigIntToLocaleStringOptions {\n    /**\n     * The locale matching algorithm to
use.The default is "best fit". For information about this option, see the {@link
https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl#Locale\_negotiation Intl page}.\n     */\n    localeMatcher?: string;\n    /
**\n     * The formatting style to use , the default is "decimal".\n     */\n
style?: string;\n\n    numberingSystem?: string;\n    /**\n     * The unit to
use in unit formatting, Possible values are core unit identifiers, defined in
UTS #35, Part 2, Section 6. A subset of units from the full list was selected
for use in ECMAScript. Pairs of simple units can be concatenated with "-per-" to
make a compound unit. There is no default value; if the style is "unit", the
unit property must be provided.\n     */\n    unit?: string;\n\n    /**\n     *
The unit formatting style to use in unit formatting, the defaults is
"short".\n     */\n    unitDisplay?: string;\n\n    /**\n     * The currency to
use in currency formatting. Possible values are the ISO 4217 currency codes,
such as "USD" for the US dollar, "EUR" for the euro, or "CNY" for the Chinese
RMB \u2014 see the Current currency & funds code list. There is no default

```

```
value; if the style is "currency", the currency property must be provided. It is only
used when [[Style]] has the value "currency".\n      */\n      currency?: string;\n\n /**\n  * How to display the currency in currency formatting. It is only used when
[[Style]] has the value "currency". The default is "symbol".\n      */\n      "symbol"
to use a localized currency symbol such as \u20AC,\n      */\n      "code" to use the
ISO currency code,\n      */\n      "name" to use a localized currency name such as
"dollar"\n      */\n      currencyDisplay?: string;\n\n /**\n  * Whether to use
grouping separators, such as thousands separators or thousand/lakh/crore separators.
The default is true.\n      */\n      useGrouping?: boolean;\n\n /**\n  * The
minimum number of integer digits to use. Possible values are from 1 to 21; the default
is 1.\n      */\n      minimumIntegerDigits?: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11
| 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21;\n\n /**\n  * The minimum
number of fraction digits to use. Possible values are from 0 to 20; the default for
plain number and percent formatting is 0; the default for currency formatting is the
number of minor unit digits provided by the {@link http://www.currency-iso.org/en/home/
tables/table-a1.html ISO 4217 currency codes list} (2 if the list doesn't provide
that information).\n      */\n      minimumFractionDigits?: 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7
| 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20;\n\n /**\n  * The
maximum number of fraction digits to use. Possible values are from 0 to 20; the
default for plain number formatting is the larger of minimumFractionDigits and 3; the
default for currency formatting is the larger of minimumFractionDigits and the number
of minor unit digits provided by the {@link http://www.currency-iso.org/en/home/tables/
table-a1.html ISO 4217 currency codes list} (2 if the list doesn't provide that
information); the default for percent formatting is the larger of
minimumFractionDigits and 0.\n      */\n      maximumFractionDigits?: 0 | 1 | 2 | 3 | 4 |
5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20;\n\n /
**\n  * The minimum number of significant digits to use. Possible values are from 1
to 21; the default is 1.\n      */\n      minimumSignificantDigits?: 1 | 2 | 3 | 4 | 5 |
6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21;\n\n /
**\n  * The maximum number of significant digits to use. Possible values are from 1
to 21; the default is 21.\n      */\n      maximumSignificantDigits?: 1 | 2 | 3 | 4 | 5 |
6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21;\n\n /
**\n  * The formatting that should be displayed for the number, the defaults is
"standard"\n      */\n      "standard" plain number formatting\n      */\n      *
"scientific" return the order-of-magnitude for formatted number.\n      */\n      *
"engineering" return the exponent of ten when divisible by three\n      */\n      *
"compact" string representing exponent, defaults is using the "short" form\n
*/\n      notation?: string;\n\n /**\n  * used only when notation is
"compact"\n      */\n      compactDisplay?: string;\n\n}\n\ninterface BigInt {\n      /
**\n  * Returns a string representation of an object.\n      */\n      @param radix
Specifies a radix for converting numeric values to strings.\n      */\n      toString(radix?: number): string;\n\n /** Returns a string representation
appropriate to the host environment's current locale. */\n      toLocaleString(locales?: string, options?: BigIntToLocaleStringOptions):
string;\n\n /** Returns the primitive value of the specified object. */\n      valueOf(): bigint;\n\n      readonly [Symbol.toStringTag]: "BigInt";\n\n}\n\ninterface
BigIntConstructor {\n      (value: bigint | boolean | number | string): bigint;\n     
readonly prototype: BigInt;\n\n /**\n  * Interprets the low bits of a BigInt as
a 2's-complement signed integer.\n      */\n      * All higher bits are discarded.\n      */
@param bits The number of low bits to use\n      */\n      * @param int The BigInt whose bits to
extract\n      */\n      asIntN(bits: number, int: bigint): bigint;\n\n /**\n  *
Interprets the low bits of a BigInt as an unsigned integer.\n      */\n      * All higher bits
are discarded.\n      */\n      * @param bits The number of low bits to use\n      */\n      * @param int
The BigInt whose bits to extract\n      */\n      asUintN(bits: number, int: bigint):
bigint;\n\n}\n\n\ndeclare var BigInt: BigIntConstructor;\n\n/**\n  * A typed array of 64-
bit signed integer values. The contents are initialized to 0. If the\n      */\n      * requested
number of bytes could not be allocated, an exception is raised.\n      */\n\ninterface
BigInt64Array {\n      /** The size in bytes of each element in the array. */\n     
readonly BYTES_PER_ELEMENT: number;\n\n      /** The ArrayBuffer instance referenced by
the array. */\n      readonly buffer: ArrayBufferLike;\n\n      /** The length in bytes of
the array. */\n      readonly byteLength: number;\n\n      /** The offset in bytes of the
```

```
array. */\n    readonly byteOffset: number;\n\n    /**\n     * Returns the this object after copying a section of the array identified by start and end\n     * to the same array starting at position target\n     * @param target If target is negative, it is treated as length+target where length is the\n     * length of the array.\n     * @param start If start is negative, it is treated as length+start. If end is negative, it\n     * is treated as length+end.\n     * @param end If not specified, length of the this object is used as its default value.\n     */\n    copyWithin(target: number, start: number, end?: number): this;\n\n    /** Yields index, value pairs for every entry in the array. */\n    entries(): IterableIterator<[number, bigint]>;\n\n    /**\n     * Determines whether all the members of an array satisfy the specified test.\n     * @param test A function that accepts up to three arguments. The every method calls\n     * the predicate function for each element in the array until the predicate returns false,\n     * or until the end of the array.\n     * @param thisArg An object to which the this keyword can refer in the predicate function.\n     * If thisArg is omitted, undefined is used as the this value.\n     */\n    every(predicate: (value: bigint, index: number, array: BigInt64Array) => boolean, thisArg?: any): boolean;\n\n    /**\n     * Changes all array elements from `start` to `end` index to a static `value` and returns the modified array\n     * @param value value to fill array section with\n     * @param start index to start filling the array at. If start is negative, it is treated as\n     * length+start where length is the length of the array.\n     * @param end index to stop filling the array at. If end is negative, it is treated as\n     * length+end.\n     */\n    fill(value: bigint, start?: number, end?: number): this;\n\n    /**\n     * Returns the elements of an array that meet the condition specified in a callback function.\n     * @param predicate A function that accepts up to three arguments. The filter method calls\n     * the predicate function one time for each element in the array.\n     * @param thisArg An object to which the this keyword can refer in the predicate function.\n     * If thisArg is omitted, undefined is used as the this value.\n     */\n    filter(predicate: (value: bigint, index: number, array: BigInt64Array) => any, thisArg?: any): BigInt64Array;\n\n    /**\n     * Returns the value of the first element in the array where predicate is true, and undefined\n     * otherwise.\n     * @param predicate find calls predicate once for each element of the array, in ascending\n     * order, until it finds one where predicate returns true. If such an element is found, find\n     * immediately returns that element value. Otherwise, find returns undefined.\n     * @param thisArg If provided, it will be used as the this value for each invocation of\n     * predicate. If it is not provided, undefined is used instead.\n     */\n    find(predicate: (value: bigint, index: number, array: BigInt64Array) => boolean, thisArg?: any): bigint | undefined;\n\n    /**\n     * Returns the index of the first element in the array where predicate is true, and -1\n     * otherwise.\n     * @param predicate find calls predicate once for each element of the array, in ascending\n     * order, until it finds one where predicate returns true. If such an element is found,\n     * findIndex immediately returns that element index. Otherwise, findIndex returns -1.\n     * @param thisArg If provided, it will be used as the this value for each invocation of\n     * predicate. If it is not provided, undefined is used instead.\n     */\n    findIndex(predicate: (value: bigint, index: number, array: BigInt64Array) => boolean, thisArg?: any): number;\n\n    /**\n     * Performs the specified action for each element in an array.\n     * @param callbackfn A function that accepts up to three arguments. forEach calls the\n     * callbackfn function one time for each element in the array.\n     * @param thisArg An object to which the this keyword can refer in the callbackfn function.\n     * If thisArg is omitted, undefined is used as the this value.\n     */\n    forEach(callbackfn: (value: bigint, index: number, array: BigInt64Array) => void, thisArg?: any): void;\n\n    /**\n     * Determines whether an array includes a certain element, returning true or false as appropriate.\n     * @param searchElement The element to search for.\n     * @param fromIndex The position in this array at which to begin searching for searchElement.\n     */\n    includes(searchElement: bigint, fromIndex?:
```



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number): boolean;\n\n    /**\n     * Returns the index of the first occurrence of a  
    value in an array.\n     * @param searchElement The value to locate in the  
    array.\n     * @param fromIndex The array index at which to begin the search. If  
    fromIndex is omitted, the\n     * search starts at index 0.\n     */\n    indexOf(searchElement: bigint, fromIndex?: number): number;\n\n    /**\n     * Adds  
    all the elements of an array separated by the specified separator string.\n     * @param separator A string used to separate one element of an array from the next in  
    the\n     * resulting String. If omitted, the array elements are separated with a  
    comma.\n     */\n    join(separator?: string): string;\n\n    /** Yields each index in  
    the array. */\n    keys(): IterableIterator<number>;\n\n    /**\n     * Returns the  
    index of the last occurrence of a value in an array.\n     * @param searchElement The  
    value to locate in the array.\n     * @param fromIndex The array index at which to  
    begin the search. If fromIndex is omitted, the\n     * search starts at index 0.\n     */\n    lastIndexOf(searchElement: bigint, fromIndex?: number): number;\n\n    /** The  
    length of the array. */\n    readonly length: number;\n\n    /**\n     * Calls a  
    defined callback function on each element of an array, and returns an array that\n     * contains the results.\n     * @param callbackfn A function that accepts up to three  
    arguments. The map method calls the\n     * callbackfn function one time for each  
    element in the array.\n     * @param thisArg An object to which the this keyword can  
    refer in the callbackfn function.\n     * If thisArg is omitted, undefined is used as  
    the this value.\n     */\n    map(callbackfn: (value: bigint, index: number, array:  
    BigInt64Array) => bigint, thisArg?: any): BigInt64Array;\n\n    /**\n     * Calls the  
    specified callback function for all the elements in an array. The return value  
    of\n     * the callback function is the accumulated result, and is provided as an  
    argument in the next\n     * call to the callback function.\n     * @param callbackfn  
    A function that accepts up to four arguments. The reduce method calls the\n     * callbackfn function one time for each element in the array.\n     * @param  
    initialValue If initialValue is specified, it is used as the initial value to  
    start\n     * the accumulation. The first call to the callbackfn function provides  
    this value as an argument\n     * instead of an array value.\n     */\n    reduce(callbackfn: (previousValue: bigint, currentValue: number, currentIndex: number,  
    array: BigInt64Array) => bigint): bigint;\n\n    /**\n     * Calls the specified  
    callback function for all the elements in an array. The return value of\n     * the  
    callback function is the accumulated result, and is provided as an argument in the  
    next\n     * call to the callback function.\n     * @param callbackfn A function that  
    accepts up to four arguments. The reduce method calls the\n     * callbackfn function  
    one time for each element in the array.\n     * @param initialValue If initialValue is  
    specified, it is used as the initial value to start\n     * the accumulation. The first call to the callbackfn function provides this value as an  
    argument\n     * instead of an array value.\n     */\n    reduce<U>(callbackfn: (previousValue: U,  
    currentValue: bigint, currentIndex: number, array: BigInt64Array) => U, initialValue:  
    U): U;\n\n    /**\n     * Calls the specified  
    callback function for all the elements in an array, in descending order.\n     * The return value of the callback function is the accumulated  
    result, and is provided as an\n     * argument in the next call to the  
    callback function.\n     * @param callbackfn A function that  
    accepts up to four arguments. The reduceRight method calls\n     * the callbackfn function one time for each element in the array.\n     * @param  
    initialValue If initialValue is specified, it is used as the initial value to  
    start\n     * the accumulation. The first call to the callbackfn function provides this value as an\n     * argument instead of an array  
    value.\n     */\n    reduceRight(callbackfn: (previousValue: bigint, currentValue:  
    bigint, currentIndex: number, array: BigInt64Array) => bigint): bigint;\n\n    /**\n     * Calls the specified  
    callback function for all the elements in an array, in descending order.\n     * The return value of the callback function is the accumulated  
    result, and is provided as an\n     * argument in the next call to the  
    callback function.\n     * @param callbackfn A function that  
    accepts up to four arguments. The reduceRight method calls\n     * the callbackfn function one time for each element in the array.\n     * @param  
    initialValue If initialValue is specified, it is used as the initial value to  
    start\n     * the accumulation. The first call to the callbackfn function provides this value as an  
    argument\n     * instead of an array value.\n     */\n    reduceRight<U>(callbackfn: (previousValue: U, currentValue: bigint,  
    currentIndex: number, array: BigInt64Array) => U, initialValue: U): U;\n\n    /**
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Reverses the elements in the array. */\n    reverse(): this;\n\n    /**\n     * Sets a value or an array of values.\n     * @param array A typed or untyped array of values to set.\n     * @param offset The index in the current array at which the values are to be written.\n     */\n    set(array: ArrayLike<bigint>, offset?: number): void;\n\n    /**\n     * Returns a section of an array.\n     * @param start The beginning of the specified portion of the array.\n     * @param end The end of the specified portion of the array.\n     */\n    slice(start?: number, end?: number): BigInt64Array;\n\n    /**\n     * Determines whether the specified callback function returns true for any element of an array.\n     * @param predicate A function that accepts up to three arguments. The some method calls the\n     * predicate function for each element in the array until the predicate returns true, or until\n     * the end of the array.\n     * @param thisArg An object to which the this keyword can refer in the predicate function.\n     * If thisArg is omitted, undefined is used as the this value.\n     */\n    some(predicate: (value: bigint, index: number, array: BigInt64Array) => boolean, thisArg?: any): boolean;\n\n    /**\n     * Sorts the array.\n     * @param compareFn The function used to determine the order of the elements. If omitted, the elements are sorted in ascending order.\n     */\n    sort(compareFn?: (a: bigint, b: bigint) => number | bigint): this;\n\n    /**\n     * Gets a new BigInt64Array view of the ArrayBuffer store for this array, referencing the elements\n     * at begin, inclusive, up to end, exclusive.\n     * @param begin The index of the beginning of the array.\n     * @param end The index of the end of the array.\n     */\n    subarray(begin?: number, end?: number): BigInt64Array;\n\n    /** Converts the array to a string by using the current locale. */\n    toLocaleString(): string;\n\n    /** Returns a string representation of the array. */\n    toString(): string;\n\n    /** Returns the primitive value of the specified object. */\n    valueOf(): BigInt64Array;\n\n    /** Yields each value in the array. */\n    values(): IterableIterator<bigint>;\n\n    [Symbol.iterator](): IterableIterator<bigint>;\n\n    readonly [Symbol.toStringTag]: "BigInt64Array";\n\n    [index: number]: bigint;\n\n    \ninterface BigInt64ArrayConstructor {\n    readonly prototype: BigInt64Array;\n    new(length?: number): BigInt64Array;\n    new(array: Iterable<bigint>): BigInt64Array;\n    new(buffer: ArrayBufferLike, byteOffset?: number, length?: number): BigInt64Array;\n\n    /** The size in bytes of each element in the array. */\n    readonly BYTES_PER_ELEMENT: number;\n\n    /** Returns a new array from a set of elements. */\n    @param items A set of elements to include in the new array object.\n    of(...items: bigint[]): BigInt64Array;\n\n    /** Creates an array from an array-like or iterable object. */\n    @param arrayLike An array-like or iterable object to convert to an array.\n    @param mapfn A mapping function to call on every element of the array.\n    @param thisArg Value of 'this' used to invoke the mapfn.\n    from(arrayLike: ArrayLike<bigint>): BigInt64Array;\n    from<U>(arrayLike: ArrayLike<U>, mapfn: (v: U, k: number) => bigint, thisArg?: any): BigInt64Array;\n}\n\n\ndeclare var BigInt64Array: BigInt64ArrayConstructor;\n\n/**\n * A typed array of 64-bit unsigned integer values. The contents are initialized to 0. If the\n * requested number of bytes could not be allocated, an exception is raised.\n */\ninterface BigUint64Array {\n    /** The size in bytes of each element in the array. */\n    readonly BYTES_PER_ELEMENT: number;\n\n    /** The ArrayBuffer instance referenced by the array. */\n    readonly buffer: ArrayBufferLike;\n\n    /** The length in bytes of the array. */\n    readonly byteLength: number;\n\n    /** The offset in bytes of the array. */\n    readonly byteOffset: number;\n\n    /** Returns the this object after copying a section of the array identified by start and end\n     * to the same array starting at position target\n     * @param target If target is negative, it is treated as length+target where length is the\n     * length of the array.\n     * @param start If start is negative, it is treated as length+start. If end is negative, it\n     * is treated as length+end.\n     * @param end If not specified, length of the this object is used as its default value.\n     */\n    copyWithin(target: number, start: number, end?: number): this;\n\n    /** Yields index, value pairs for every

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entry in the array. */\n    entries(): IterableIterator<[number, bigint]>;\n\n    /**\n     * Determines whether all the members of an array satisfy the specified\n     * test.\n     * @param predicate A function that accepts up to three arguments. The\n     * every method calls\n     * the predicate function for each element in the array until\n     * the predicate returns false,\n     * or until the end of the array.\n     * @param thisArg An object to which the this keyword can refer in the predicate function.\n     * If thisArg is omitted, undefined is used as the this value.\n     */\n    every(predicate: (value: bigint, index: number, array: BigUint64Array) => boolean,\n    thisArg?: any): boolean;\n\n    /**\n     * Changes all array elements from `start` to\n     * `end` index to a static `value` and returns the modified array\n     * @param value\n     * value to fill array section with\n     * @param start\n     * start index to start filling the array\n     * at. If start is negative, it is treated as\n     * length+start where length is the\n     * length of the array.\n     * @param end\n     * end index to stop filling the array at. If end is\n     * negative, it is treated as\n     * length+end.\n     */\n    fill(value: bigint,\n    start?: number, end?: number): this;\n\n    /**\n     * Returns the elements of an\n     * array that meet the condition specified in a callback function.\n     * @param\n     * predicate A function that accepts up to three arguments. The filter method calls\n     * the predicate function one time for each element in the array.\n     * @param\n     * thisArg An object to which the this keyword can refer in the predicate function.\n     * If thisArg is omitted, undefined is used as the this value.\n     */\n    filter(predicate: (value: bigint, index: number, array: BigUint64Array) => any,\n    thisArg?: any): BigUint64Array;\n\n    /**\n     * Returns the value of the first\n     * element in the array where predicate is true, and undefined\n     * otherwise.\n     * @param\n     * predicate find calls predicate once for each element of the array, in\n     * ascending\n     * order, until it finds one where predicate returns true. If such an\n     * element is found, find\n     * immediately returns that element value. Otherwise, find\n     * returns undefined.\n     * @param\n     * thisArg If provided, it will be used as the this\n     * value for each invocation of\n     * predicate. If it is not provided, undefined is\n     * used instead.\n     */\n    find(predicate: (value: bigint, index: number, array:\n    BigUint64Array) => boolean, thisArg?: any): bigint | undefined;\n\n    /**\n     * Returns the index of the first element in the array where predicate is true, and\n     * -1\n     * otherwise.\n     * @param\n     * predicate find calls predicate once for each\n     * element of the array, in ascending\n     * order, until it finds one where predicate\n     * returns true. If such an element is found,\n     * findIndex immediately returns that\n     * element index. Otherwise, findIndex returns -1.\n     * @param\n     * thisArg If provided, it\n     * will be used as the this value for each invocation of\n     * predicate. If it is not\n     * provided, undefined is used instead.\n     */\n    findIndex(predicate: (value:\n    bigint, index: number, array: BigUint64Array) => boolean, thisArg?: any):\n    number;\n\n    /**\n     * Performs the specified action for each element in an\n     * array.\n     * @param\n     * callbackfn A function that accepts up to three arguments.\n     * forEach calls the\n     * callbackfn function one time for each element in the\n     * array.\n     * @param\n     * thisArg An object to which the this keyword can refer in the\n     * callbackfn function.\n     * If thisArg is omitted, undefined is used as the this\n     * value.\n     */\n    forEach(callbackfn: (value: bigint, index: number, array:\n    BigUint64Array) => void, thisArg?: any): void;\n\n    /**\n     * Determines whether\n     * an array includes a certain element, returning true or false as appropriate.\n     * @param\n     * searchElement The element to search for.\n     * @param\n     * fromIndex The position\n     * in this array at which to begin searching for searchElement.\n     */\n    includes(searchElement: bigint, fromIndex?: number): boolean;\n\n    /**\n     * Returns the index of the first occurrence of a value in an array.\n     * @param\n     * searchElement The value to locate in the array.\n     * @param\n     * fromIndex The array\n     * index at which to begin the search. If fromIndex is omitted, the\n     * search starts\n     * at index 0.\n     */\n    indexOf(searchElement: bigint, fromIndex?: number):\n    number;\n\n    /**\n     * Adds all the elements of an array separated by the\n     * specified separator string.\n     * @param\n     * separator A string used to separate one\n     * element of an array from the next in the\n     * resulting String. If omitted, the\n     * array elements are separated with a comma.\n     */\n    join(separator?: string):\n    string;\n\n    /**\n     * Yields each index in the array. */\n    keys():\n    IterableIterator<number>;\n\n    /**\n     * Returns the index of the last occurrence\n     * of a value in an array.\n     * @param\n     * searchElement The value to locate in the\n     * array.\n     * @param\n     * fromIndex The array index at which to begin the search. If
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fromIndex is omitted, the\n      * search starts at index 0.\n      */\n
lastIndexOf(searchElement: bigint, fromIndex?: number): number;\n\n /** The
length of the array. */\n  readonly length: number;\n\n /**\n  * Calls a
defined callback function on each element of an array, and returns an array
that\n      * contains the results.\n      * @param callbackfn A function that
accepts up to three arguments. The map method calls the\n      * callbackfn
function one time for each element in the array.\n      * @param thisArg An
object to which the this keyword can refer in the callbackfn function.\n      *
If thisArg is omitted, undefined is used as the this value.\n      */\n
map(callbackfn: (value: bigint, index: number, array: BigUint64Array) => bigint,
thisArg?: any): BigUint64Array;\n\n /**\n  * Calls the specified callback
function for all the elements in an array. The return value of\n      * the
callback function is the accumulated result, and is provided as an argument in
the next\n      * call to the callback function.\n      * @param callbackfn A
function that accepts up to four arguments. The reduce method calls the\n      *
callbackfn function one time for each element in the array.\n      * @param
initialValue If initialValue is specified, it is used as the initial value to
start\n      * the accumulation. The first call to the callbackfn function
provides this value as an argument\n      * instead of an array value.\n
*/\n  reduce(callbackfn: (previousValue: bigint, currentValue: bigint,
currentIndex: number, array: BigUint64Array) => bigint): bigint;\n\n /
**\n  * Calls the specified callback function for all the elements in an
array. The return value of\n      * the callback function is the accumulated
result, and is provided as an argument in the next\n      * call to the callback
function.\n      * @param callbackfn A function that accepts up to four
arguments. The reduce method calls the\n      * callbackfn function one time for
each element in the array.\n      * @param initialValue If initialValue is
specified, it is used as the initial value to start\n      * the accumulation.
The first call to the callbackfn function provides this value as an
argument\n      * instead of an array value.\n      */\n  reduce<U>(callbackfn:
(previousValue: U, currentValue: bigint, currentIndex: number, array:
BigUint64Array) => U, initialValue: U): U;\n\n /**\n  * Calls the
specified callback function for all the elements in an array, in descending
order.\n      * The return value of the callback function is the accumulated
result, and is provided as an\n      * argument in the next call to the callback
function.\n      * @param callbackfn A function that accepts up to four
arguments. The reduceRight method calls\n      * the callbackfn function one time
for each element in the array.\n      * @param initialValue If initialValue is
specified, it is used as the initial value to start\n      * the accumulation.
The first call to the callbackfn function provides this value as an\n      *
argument instead of an array value.\n      */\n  reduceRight(callbackfn:
(previousValue: bigint, currentValue: bigint, currentIndex: number, array:
BigUint64Array) => bigint): bigint;\n\n /**\n  * Calls the specified
callback function for all the elements in an array, in descending order.\n      *
The return value of the callback function is the accumulated result, and is
provided as an\n      * argument in the next call to the callback function.\n
*/\n  * @param callbackfn A function that accepts up to four arguments. The
reduceRight method calls\n      * the callbackfn function one time for each
element in the array.\n      * @param initialValue If initialValue is specified,
it is used as the initial value to start\n      * the accumulation. The first
call to the callbackfn function provides this value as an argument\n      *
instead of an array value.\n      */\n  reduceRight<U>(callbackfn:
(previousValue: U, currentValue: bigint, currentIndex: number, array:
BigUint64Array) => U, initialValue: U): U;\n\n /** Reverses the elements in
the array. */\n  reverse(): this;\n\n /**\n  * Sets a value or an array
of values.\n      * @param array A typed or untyped array of values to set.\n
*/\n  * @param offset The index in the current array at which the values are to be
written.\n      */\n  set(array: ArrayLike<bigint>, offset?: number):
void;\n\n /**\n  * Returns a section of an array.\n      * @param start The
beginning of the specified portion of the array.\n      * @param end The end of
the specified portion of the array.\n      */\n  slice(start?: number, end?:

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number): BigUint64Array;\n\n    /**\n     * Determines whether the specified callback
function returns true for any element of an array.\n     * @param predicate A function
that accepts up to three arguments. The some method calls the\n     * predicate
function for each element in the array until the predicate returns true, or
until\n     * the end of the array.\n     * @param thisArg An object to which the this
keyword can refer in the predicate function.\n     * If thisArg is omitted, undefined
is used as the this value.\n     */\n    some(predicate: (value: bigint, index:
number, array: BigUint64Array) => boolean, thisArg?: any): boolean;\n\n    /**\n     *
Sorts the array.\n     * @param compareFn The function used to determine the order of
the elements. If omitted, the elements are sorted in ascending order.\n     */\n    sort(compareFn?: (a: bigint, b: bigint) => number | bigint): this;\n\n    /**\n     *
Gets a new BigUint64Array view of the ArrayBuffer store for this array, referencing
the elements\n     * at begin, inclusive, up to end, exclusive.\n     * @param begin
The index of the beginning of the array.\n     * @param end The index of the end of
the array.\n     */\n    subarray(begin?: number, end?: number):
BigUint64Array;\n\n    /** Converts the array to a string by using the current locale.
*/\n    toLocaleString(): string;\n\n    /** Returns a string representation of the
array. */\n    toString(): string;\n\n    /** Returns the primitive value of the
specified object. */\n    valueOf(): BigUint64Array;\n\n    /** Yields each value in
the array. */\n    values(): IterableIterator<bigint>;\n\n    [Symbol.iterator]():
IterableIterator<bigint>;\n\n    readonly [Symbol.toStringTag]:
"BigUint64Array";\n\n    [index: number]: bigint;\n\n}\n\ninterface
BigUint64ArrayConstructor {\n    readonly prototype: BigUint64Array;\n    new(length?:
number): BigUint64Array;\n    new(array: Iterable<bigint>): BigUint64Array;\n    new(buffer: ArrayBufferLike, byteOffset?: number, length?: number):
BigUint64Array;\n\n    /** The size in bytes of each element in the array. */\n    readonly BYTES_PER_ELEMENT: number;\n\n    /**\n     * Returns a new array from a set
of elements.\n     * @param items A set of elements to include in the new array
object.\n     */\n    of(...items: bigint[]): BigUint64Array;\n\n    /**\n     *
Creates an array from an array-like or iterable object.\n     * @param arrayLike An
array-like or iterable object to convert to an array.\n     * @param mapfn A mapping
function to call on every element of the array.\n     * @param thisArg Value of
\'this\' used to invoke the mapfn.\n     */\n    from(arrayLike: ArrayLike<bigint>):
BigUint64Array;\n    from<U>(arrayLike: ArrayLike<U>, mapfn: (v: U, k: number) =>
bigint, thisArg?: any): BigUint64Array;\n}\n\n\ndeclare var BigUint64Array:
BigUint64ArrayConstructor;\n\ninterface DataView {\n    /**\n     * Gets the BigInt64
value at the specified byte offset from the start of the view. There is\n     * no
alignment constraint; multi-byte values may be fetched from any offset.\n     * @param
byteOffset The place in the buffer at which the value should be retrieved.\n     */\n    getBigInt64(byteOffset: number, littleEndian?: boolean): bigint;\n\n    /
**\n     * Gets the BigUint64 value at the specified byte offset from the start of the
view. There is\n     * no alignment constraint; multi-byte values may be fetched from
any offset.\n     * @param byteOffset The place in the buffer at which the value
should be retrieved.\n     */\n    getBigUint64(byteOffset: number, littleEndian?:
boolean): bigint;\n\n    /**\n     * Stores a BigInt64 value at the specified byte
offset from the start of the view.\n     * @param byteOffset The place in the buffer
at which the value should be set.\n     * @param value The value to set.\n     *
@param littleEndian If false or undefined, a big-endian value should be written,\n     *
otherwise a little-endian value should be written.\n     */\n    setBigInt64(byteOffset: number, value: bigint, littleEndian?: boolean): void;\n\n    /
**\n     * Stores a BigUint64 value at the specified byte offset from the start of the
view.\n     * @param byteOffset The place in the buffer at which the value should be
set.\n     * @param value The value to set.\n     * @param littleEndian If false or
undefined, a big-endian value should be written,\n     * otherwise a little-endian
value should be written.\n     */\n    setBigUint64(byteOffset: number, value: bigint,
littleEndian?: boolean): void;\n}\n\n\ndeclare namespace Intl {\n    interface
NumberFormat {\n        format(value: number | bigint): string;\n        resolvedOptions(): ResolvedNumberFormatOptions;\n    }\n}\n';
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License.\n*****
***** */\n\n\n\n// <reference no-default-lib="true"/>\n\n\ninterface
Int8ArrayConstructor {\n    new (): Int8Array;\n}\n\n\ninterface
Uint8ArrayConstructor {\n    new (): Uint8Array;\n}\n\n\ninterface
Uint8ClampedArrayConstructor {\n    new (): Uint8ClampedArray;\n}\n\n\ninterface
Int16ArrayConstructor {\n    new (): Int16Array;\n}\n\n\ninterface
Uint16ArrayConstructor {\n    new (): Uint16Array;\n}\n\n\ninterface
Int32ArrayConstructor {\n    new (): Int32Array;\n}\n\n\ninterface
Uint32ArrayConstructor {\n    new (): Uint32Array;\n}\n\n\ninterface
Float32ArrayConstructor {\n    new (): Float32Array;\n}\n\n\ninterface
Float64ArrayConstructor {\n    new (): Float64Array;\n}\n\n';
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License.\n*****
***** */\n\n\n\n// <reference no-default-lib="true"/>\n\n\n\ninterface Map<K, V>
{\n    clear(): void;\n    delete(key: K): boolean;\n    forEach(callbackfn:
(value: V, key: K, map: Map<K, V>) => void, thisArg?: any): void;\n    get(key:
K): V | undefined;\n    has(key: K): boolean;\n    set(key: K, value: V):
this;\n    readonly size: number;\n}\n\n\ninterface MapConstructor {\n    new():
Map<any, any>;\n    new<K, V>(entries?: readonly (readonly [K, V])[] | null):
Map<K, V>;\n    readonly prototype: Map<any, any>;\n}\n\n\ninterface Map:
MapConstructor;\n\n\ninterface ReadonlyMap<K, V> {\n    forEach(callbackfn:
(value: V, key: K, map: ReadonlyMap<K, V>) => void, thisArg?: any): void;\n
get(key: K): V | undefined;\n    has(key: K): boolean;\n    readonly size:
number;\n}\n\n\ninterface WeakMap<K extends object, V> {\n    delete(key: K):
boolean;\n    get(key: K): V | undefined;\n    has(key: K): boolean;\n    set(key: K, value: V): this;\n}\n\n\ninterface WeakMapConstructor {\n    new <K
extends object = object, V = any>(entries?: readonly [K, V][] | null):
WeakMap<K, V>;\n    readonly prototype: WeakMap<object, any>;\n}\n\n\ninterface WeakMap: WeakMapConstructor;\n\n\ninterface Set<T> {\n    add(value: T):
this;\n    clear(): void;\n    delete(value: T): boolean;\n    forEach(callbackfn: (value: T, value2: T, set: Set<T>) => void, thisArg?: any):
void;\n    has(value: T): boolean;\n    readonly size: number;\n}\n\n\ninterface SetConstructor {\n    new <T = any>(values?: readonly T[] | null): Set<T>;\n
readonly prototype: Set<any>;\n}\n\n\ninterface Set: SetConstructor;\n\n\ninterface ReadonlySet<T> {\n    forEach(callbackfn: (value: T, value2: T, set:
ReadonlySet<T>) => void, thisArg?: any): void;\n    has(value: T): boolean;\n
readonly size: number;\n}\n\n\ninterface WeakSet<T extends object> {\n
add(value: T): this;\n    delete(value: T): boolean;\n    has(value: T):
boolean;\n}\n\n\ninterface WeakSetConstructor {\n    new <T extends object =
object>(values?: readonly T[] | null): WeakSet<T>;\n    readonly prototype:
WeakSet<object>;\n}\n\n\ninterface WeakSet: WeakSetConstructor;\n\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface ObjectConstructor
{\n    /**\n     * Returns an array of values of the enumerable properties of an
object\n     * @param o Object that contains the properties and methods. This can be
an object that you created or an existing Document Object Model (DOM) object.\n
*/\n     values<T>(o: { [s: string]: T } | ArrayLike<T>): T[];\n\n    /**\n     *
Returns an array of values of the enumerable properties of an object\n     * @param o
Object that contains the properties and methods. This can be an object that you
created or an existing Document Object Model (DOM) object.\n     */\n     values(o:
{}): any[];\n\n    /**\n     * Returns an array of key/values of the enumerable
properties of an object\n     * @param o Object that contains the properties and
methods. This can be an object that you created or an existing Document Object Model
(DOM) object.\n     */\n     entries<T>(o: { [s: string]: T } | ArrayLike<T>): [string,
T][];\n\n    /**\n     * Returns an array of key/values of the enumerable properties
of an object\n     * @param o Object that contains the properties and methods. This
can be an object that you created or an existing Document Object Model (DOM)
object.\n     */\n     entries(o: {}): [string, any][];\n\n    /**\n     * Returns an
object containing all own property descriptors of an object\n     * @param o Object
that contains the properties and methods. This can be an object that you created or an
existing Document Object Model (DOM) object.\n     */\n     getOwnPropertyDescriptors<T>(o: T): {[P in keyof T]: TypedPropertyDescriptor<T[P]>} &
{ [x: string]: PropertyDescriptor }; \n\n';
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License.\n*****
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface PromiseConstructor
{\n    /**\n     * A reference to the prototype.\n     */\n     readonly prototype:
Promise<any>;\n\n    /**\n     * Creates a new Promise.\n     * @param executor A
callback used to initialize the promise. This callback is passed two arguments:\n
* a resolve callback used to resolve the promise with a value or the result of another
promise,\n     * and a reject callback used to reject the promise with a provided
reason or error.\n     */\n     new <T>(executor: (resolve: (value: T | PromiseLike<T>)
=> void, reject: (reason?: any) => void) => void): Promise<T>;\n\n    /**\n     *
Creates a Promise that is resolved with an array of results when all of the provided
Promises\n     * resolve, or rejected when any Promise is rejected.\n     * @param
values An array of Promises.\n     * @returns A new Promise.\n     */\n     all<T1, T2,
T3, T4, T5, T6, T7, T8, T9, T10>(values: readonly [T1 | PromiseLike<T1>, T2 |
PromiseLike<T2>, T3 | PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6
| PromiseLike<T6>, T7 | PromiseLike<T7>, T8 | PromiseLike<T8>, T9 | PromiseLike<T9>,
T10 | PromiseLike<T10>]): Promise<T1, T2, T3, T4, T5, T6, T7, T8, T9, T10>;\n\n    /
**\n     * Creates a Promise that is resolved with an array of results when all of the
provided Promises\n     * resolve, or rejected when any Promise is rejected.\n     *
@param values An array of Promises.\n     * @returns A new Promise.\n     */\n     all<T1, T2, T3, T4, T5, T6, T7, T8, T9>(values: readonly [T1 | PromiseLike<T1>, T2 |
PromiseLike<T2>, T3 | PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6
| PromiseLike<T6>, T7 | PromiseLike<T7>, T8 | PromiseLike<T8>, T9 | PromiseLike<T9>]):
Promise<[T1, T2, T3, T4, T5, T6, T7, T8, T9]>;\n\n    /**\n     * Creates a Promise
that is resolved with an array of results when all of the provided Promises\n     *
resolve, or rejected when any Promise is rejected.\n     * @param values An array of
Promises.\n     * @returns A new Promise.\n     */\n     all<T1, T2, T3, T4, T5, T6,
T7, T8>(values: readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 |
PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>, T7
| PromiseLike<T7>, T8 | PromiseLike<T8>]): Promise<[T1, T2, T3, T4, T5, T6, T7, T8]>;

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| PromiseLike<T7>, T8 | PromiseLike<T8>]): Promise<[T1, T2, T3, T4, T5, T6, T7,
T8]>;\n\n /**\n * Creates a Promise that is resolved with an array of
results when all of the provided Promises\n * resolve, or rejected when any
Promise is rejected.\n * @param values An array of Promises.\n *
@returns A new Promise.\n */\n all<T1, T2, T3, T4, T5, T6, T7>(values:
readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>, T4 |
PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>, T7 |
PromiseLike<T7>]): Promise<[T1, T2, T3, T4, T5, T6, T7]>;\n\n /**\n *
Creates a Promise that is resolved with an array of results when all of the
provided Promises\n * resolve, or rejected when any Promise is
rejected.\n * @param values An array of Promises.\n * @returns A new
Promise.\n */\n all<T1, T2, T3, T4, T5, T6>(values: readonly [T1 |
PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>, T4 |
PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>]): Promise<[T1, T2,
T3, T4, T5, T6]>;\n\n /**\n * Creates a Promise that is resolved with an
array of results when all of the provided Promises\n * resolve, or rejected
when any Promise is rejected.\n * @param values An array of Promises.\n
* @returns A new Promise.\n */\n all<T1, T2, T3, T4, T5>(values: readonly
[T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>, T4 |
PromiseLike<T4>, T5 | PromiseLike<T5>]): Promise<[T1, T2, T3, T4, T5]>;\n\n /
**\n * Creates a Promise that is resolved with an array of results when all
of the provided Promises\n * resolve, or rejected when any Promise is
rejected.\n * @param values An array of Promises.\n * @returns A new
Promise.\n */\n all<T1, T2, T3, T4>(values: readonly [T1 |
PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>, T4 |
PromiseLike<T4>]): Promise<[T1, T2, T3, T4]>;\n\n /**\n * Creates a
Promise that is resolved with an array of results when all of the provided
Promises\n * resolve, or rejected when any Promise is rejected.\n *
@param values An array of Promises.\n * @returns A new Promise.\n
*/\n all<T1, T2, T3>(values: readonly [T1 | PromiseLike<T1>, T2 |
PromiseLike<T2>, T3 | PromiseLike<T3>]): Promise<[T1, T2, T3]>;\n\n /**\n
* Creates a Promise that is resolved with an array of results when all of the
provided Promises\n * resolve, or rejected when any Promise is
rejected.\n * @param values An array of Promises.\n * @returns A new
Promise.\n */\n all<T1, T2>(values: readonly [T1 | PromiseLike<T1>, T2 |
PromiseLike<T2>]): Promise<[T1, T2]>;\n\n /**\n * Creates a Promise that
is resolved with an array of results when all of the provided Promises\n *
resolve, or rejected when any Promise is rejected.\n * @param values An
array of Promises.\n * @returns A new Promise.\n */\n all<T>(values:
readonly (T | PromiseLike<T>)[]): Promise<T[]>;\n\n // see:
lib.es2015.iterable.d.ts\n // all<T>(values: Iterable<T | PromiseLike<T>>):
Promise<T[]>;\n\n /**\n * Creates a Promise that is resolved or rejected
when any of the provided Promises are resolved\n * or rejected.\n *
@param values An array of Promises.\n * @returns A new Promise.\n
*/\n race<T>(values: readonly T[]): Promise<T extends PromiseLike<infer U> ?
U : T>;\n\n // see: lib.es2015.iterable.d.ts\n // race<T>(values:
Iterable<T>): Promise<T extends PromiseLike<infer U> ? U : T>;\n\n /**\n
* Creates a new rejected promise for the provided reason.\n * @param reason
The reason the promise was rejected.\n * @returns A new rejected
Promise.\n */\n reject<T = never>(reason?: any): Promise<T>;\n\n /
**\n * Creates a new resolved promise.\n * @returns A resolved
promise.\n */\n resolve(): Promise<void>;\n\n /**\n * Creates a
new resolved promise for the provided value.\n * @param value A
promise.\n * @returns A promise whose internal state matches the provided
promise.\n */\n resolve<T>(value: T | PromiseLike<T>): Promise<T>;\n}
\n\ndeclare var Promise: PromiseConstructor;\n';
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*/
interface
PromiseFulfilledResult<T> {
    status: "fulfilled";
    value: T;
}
interface
PromiseRejectedResult {
    status: "rejected";
    reason: any;
}
type
PromiseSettledResult<T> = PromiseFulfilledResult<T> |
PromiseRejectedResult;
interface PromiseConstructor {
    /**
     * Creates a Promise that is resolved with an array of results when all
     * of the provided Promises resolve or reject.
     * @param values An array of Promises.
     * @returns A new Promise.
     */
    allSettled<T extends readonly unknown[] |
readonly [unknown]>(values: T):
    Promise<{-readonly [P in keyof T]:
PromiseSettledResult<T[P]> extends PromiseLike<infer U> ? U : T[P]>}>;
    /**
     * Creates a Promise that is resolved with an array of results when all
     * of the provided Promises resolve or reject.
     * @param values An array of Promises.
     * @returns A new Promise.
     */
    allSettled<T>(values:
Iterable<T>): Promise<PromiseSettledResult<T extends PromiseLike<infer U> ? U :
T>[]>;
}
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*/
interface ProxyHandler<T
extends object> {
    apply?(target: T, thisArg: any, argArray: any[]): any;
    construct?(target: T, argArray: any[], newTarget: Function): object;
    defineProperty?(target: T, p: string | symbol, attributes: PropertyDescriptor):
boolean;
    deleteProperty?(target: T, p: string | symbol): boolean;
    get?(
target: T, p: string | symbol, receiver: any): any;
    getOwnPropertyDescriptor?(
target: T, p: string | symbol): PropertyDescriptor | undefined;
    getPrototypeOf?(
target: T): object | null;
    has?(target: T, p: string | symbol): boolean;
    isExtensible?(target: T): boolean;
    ownKeys?(target: T): ArrayLike<string |
symbol>;
    preventExtensions?(target: T): boolean;
    set?(target: T, p: string |
symbol, value: any, receiver: any): boolean;
    setPrototypeOf?(target: T, v: object
| null): boolean;
}
interface ProxyConstructor {
    revocable<T extends
object>(target: T, handler: ProxyHandler<T>): { proxy: T; revoke: () => void; };
    new <T extends object>(target: T, handler: ProxyHandler<T>): T;
}
declare var Proxy:
ProxyConstructor;
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*/
interface RegExpMatchArray {
    groups?: {
        [key: string]: string;
    };
}
interface
RegExpExecArray {
    groups?: {
        [key: string]: string;
    };
}
interface RegExp {
    /**
     * Returns a Boolean value indicating the state
     * of the dotAll flag (s) used with a regular expression.
     * Default is false. Read-only.
     */
    readonly dotAll: boolean;
}
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License.\n*****\n***** */\n\n\n// <reference no-default-lib="true"/>\n\n\ninterface String\n{\n    /** Removes the trailing white space and line terminator characters from a string. */\n    trimEnd(): string;\n\n    /** Removes the leading white space and line terminator characters from a string. */\n    trimStart(): string;\n\n    /** Removes the leading white space and line terminator characters from a string. */\n    trimLeft(): string;\n\n    /** Removes the trailing white space and line terminator characters from a string. */\n    trimRight(): string;\n}\n\n';
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License.\n*****\n***** */\n\n\n// <reference no-default-lib="true"/>\n\n\ninterface String\n{\n    /**\n     * Replace all instances of a substring in a string, using a regular expression or search string.\n     * @param searchValue A string to search for.\n     * @param replaceValue A string containing the text to replace for every successful match of searchValue in this string.\n     */\n    replaceAll(searchValue: string | RegExp, replaceValue: string): string;\n\n    /**\n     * Replace all instances of a substring in a string, using a regular expression or search string.\n     * @param searchValue A string to search for.\n     * @param replacer A function that returns the replacement text.\n     */\n    replaceAll(searchValue: string | RegExp, replacer: (substring: string, ...args: any[]) => string): string;\n}\n\n';
```

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License.\n*****\n***** */\n\n\n// <reference no-default-lib="true"/>\n\n\ninterface Symbol\n{\n    /**\n     * Expose the [[Description]] internal slot of a symbol directly.\n     */\n    readonly description: string | undefined;\n}\n\n';
```

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License.\n*****\n***** */\n\n\n// <reference no-default-lib="true"/>\n\n\ninterface
```

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SymbolConstructor {\n    /**\n        * A reference to the prototype.\n    */\n    readonly prototype: Symbol;\n\n    /**\n        * Returns a new unique Symbol value.\n        * @param description Description of the new Symbol object.\n    */\n    (description?: string | number): symbol;\n\n    /**\n        * Returns a Symbol object from the global symbol registry matching the given key if found.\n        * Otherwise, returns a new symbol with this key.\n        * @param key key to search for.\n    */\n    for(key: string): symbol;\n\n    /**\n        * Returns a key from the global symbol registry matching the given Symbol if found.\n        * Otherwise, returns a undefined.\n        * @param sym Symbol to find the key for.\n    */\n    keyFor(sym: symbol): string | undefined;\n\n}\n\nndeclare var Symbol: SymbolConstructor;
Copyright (c) Microsoft Corporation. All rights reserved.\nLicensed under the Apache License, Version 2.0 (the "License"); you may not use\nthis file except in compliance with the License. You may obtain a copy of the\nLicense at http://www.apache.org/licenses/LICENSE-2.0\n\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY\nKIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED\nWARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License for specific language governing permissions\nand limitations under the License.\n*****\n\n</reference no-default-lib="true"/>\n\nntype FlatArray<Arr, Depth extends number> = {\n    "done": Arr,\n    "recur": Arr extends ReadonlyArray<infer InnerArr>\n        ? FlatArray<InnerArr, [-1, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20][Depth]>\n        : Arr\n    }[Depth extends -1 ? "done" : "recur"];\n\ninterface ReadonlyArray<T> {\n    /**\n        * Calls a defined callback function on each element of an array. Then, flattens the result into\n        * a new array.\n        * This is identical to a map followed by flat with depth 1.\n        * @param callback A function that accepts up to three arguments. The flatMap\n        * method calls the\n        * callback function one time for each element in the array.\n        * @param thisArg An object to which the this keyword can refer in the\n        * callback function. If\n        * thisArg is omitted, undefined is used as the this value.\n    */\n    flatMap<U, This = undefined> (\n        callback: (this: This, value: T, index: number, array: T[]) => U | ReadonlyArray<U>,\n        thisArg?: This\n    ): U[]\n\n    /**\n        * Returns a new array with all sub-array elements concatenated into it recursively up to the\n        * specified depth.\n        * @param depth The maximum recursion depth\n    */\n    flat<A, D extends number = 1> (\n        this: A,\n        depth?: D\n    ): FlatArray<A, D>[]\n\n}\n\ninterface Array<T> {\n    /**\n        * Calls a defined callback function on each element of an array. Then, flattens the result into\n        * a new array.\n        * This is identical to a map followed by flat with depth 1.\n        * @param callback A function that accepts up to three arguments. The flatMap\n        * method calls the\n        * callback function one time for each element in the array.\n        * @param thisArg An object to which the this keyword can refer in the callback function. If\n        * thisArg is omitted, undefined is used as the this value.\n    */\n    flatMap<U, This = undefined> (\n        callback: (this: This, value: T, index: number, array: T[]) => U | ReadonlyArray<U>,\n        thisArg?: This\n    ): U[]\n\n    /**\n        * Returns a new array with all sub-array elements concatenated into it recursively up to the\n        * specified depth.\n        * @param depth The maximum recursion depth\n    */\n    flat<A, D extends number = 1> (\n        this: A,\n        depth?: D\n    ): FlatArray<A, D>[]\n}\n\n';

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Attaches a callback that is invoked when the Promise is settled (fulfilled or
rejected). The\n     * resolved value cannot be modified from the callback.\n     *
@param onfinally The callback to execute when the Promise is settled (fulfilled or
rejected).\n     * @returns A Promise for the completion of the callback.\n
*/\n    finally(onfinally?: (() => void) | undefined | null): Promise<T>\n}\n\n';

```

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*****/\n\n\n\n// <reference no-default-lib="true"/>\n\n\n// <reference
lib="es2015" />\n\n// <reference lib="es2016.array.include" />';
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FITNESS FOR A PARTICULAR PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee
the Apache Version 2.0 License for specific language governing permissions\nand
limitations under the
License.\n*****
*****/\n\n\n\n// <reference no-default-lib="true"/>\n\n\n\n// <reference
lib="es2015.iterable" />\n\n// <reference lib="es2015.symbol" />\n\n\ninterface
SymbolConstructor {\n    /**\n     * A regular expression method that matches
the regular expression against a string. Called\n     * by the
String.prototype.matchAll method.\n     */\n    readonly matchAll: unique
symbol;\n}\n\ninterface RegExp {\n    /**\n     * Matches a string with this
regular expression, and returns an iterable of matches\n     * containing the
results of that search.\n     * @param string A string to search within.\n     */\n    [Symbol.matchAll](str: string): IterableIterator<RegExpMatchArray>;\n}
\n';
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*****/\n\n\n\n\n// <reference no-default-lib="true"/>\n\n\n\n\n// <reference
lib="es2015.iterable" />\n\n\ninterface ObjectConstructor {\n    /**\n     *
Returns an object created by key-value entries for properties and methods\n     *
@param entries An iterable object that contains key-value entries for
properties and methods.\n     */\n    fromEntries<T = any>(entries:
Iterable<readonly [PropertyKey, T]>): { [k: string]: T };\n\n    /**\n     *
Returns an object created by key-value entries for properties and methods\n     *
@param entries An iterable object that contains key-value entries for
properties and methods.\n     */\n    fromEntries(entries: Iterable<readonly
any[]>): any;\n}\n\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n/// <reference  
lib="es2015.iterable" />\n\n\n\ninterface String {\n    /**\n     * Matches a string with  
a regular expression, and returns an iterable of matches\n     * containing the  
results of that search.\n     * @param regexp A variable name or string literal  
containing the regular expression pattern and flags.\n     */\n    matchAll(regexp:  
RegExp): IterableIterator<RegExpMatchArray>;\n}\n\n';  
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*/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n/// <reference  
lib="es2015.symbol" />\n\n\n\n\n/// <reference lib="es2015.symbol.wellknown" />\n\n\n\n\ninterface  
SharedArrayBuffer {\n    /**\n     * Read-only. The length of the ArrayBuffer (in  
bytes).\n     */\n    readonly byteLength: number;\n\n    /**\n     * Returns a  
section of an SharedArrayBuffer.\n     */\n    slice(begin: number, end?: number):  
SharedArrayBuffer;\n\n    readonly [Symbol.species]: SharedArrayBuffer;\n\n    readonly  
[Symbol.toStringTag]: "SharedArrayBuffer";\n}\n\n\n\ninterface  
SharedArrayBufferConstructor {\n    readonly prototype: SharedArrayBuffer;\n\n    new  
(byteLength: number): SharedArrayBuffer;\n}\n\n\ndeclare var SharedArrayBuffer:  
SharedArrayBufferConstructor;\n\n\n\ninterface ArrayBufferTypes {\n    SharedArrayBuffer:  
SharedArrayBuffer;\n}\n\n\n\ninterface Atomics {\n    /**\n     * Adds a value to the  
value at the given position in the array, returning the original value.\n     * Until  
this atomic operation completes, any other read or write operation against the  
array\n     * will block.\n     */\n    add(typedArray: Int8Array | Uint8Array |  
Int16Array | Uint16Array | Int32Array | Uint32Array, index: number, value: number):  
number;\n\n    /**\n     * Stores the bitwise AND of a value with the value at the  
given  
position in the array,\n     * returning the original value. Until this atomic  
operation completes, any other read or  
write operation against the array will  
block.\n     */\n    and(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array  
| Int32Array | Uint32Array, index: number, value: number): number;\n\n    /**\n     *  
Replaces the value at the given position in the array if the original value equals the  
given\n     * expected value, returning the original value. Until this atomic  
operation completes, any  
other read or write operation against the array will  
block.\n     */\n    compareExchange(typedArray: Int8Array | Uint8Array | Int16Array |  
Uint16Array | Int32Array | Uint32Array, index: number, expectedValue: number,  
replacementValue: number): number;\n\n    /**\n     * Replaces the value at the given  
position in the array, returning the original value. Until\n     * this atomic  
operation completes, any other read or write operation against the array will\n     *  
block.\n     */\n    exchange(typedArray: Int8Array | Uint8Array | Int16Array |  
Uint16Array | Int32Array | Uint32Array, index: number, value: number): number;\n\n    /**\n     * Returns a value indicating whether high-performance algorithms can use  
atomic operations\n     * (`true`) or must use locks (`false`) for the given number of  
bytes-per-element of a typed\n     * array.\n     */\n    isLockFree(size: number):  
boolean;\n\n    /**\n     * Returns the value at the given position in the array.  
Until this atomic operation completes,\n     * any other read or write operation  
against the array will block.\n     */\n    load(typedArray: Int8Array | Uint8Array |  
Int16Array | Uint16Array | Int32Array | Uint32Array, index: number): number;\n\n    /**\n     * Stores the bitwise OR of a value with the value at the given position in  
the array,\n     * returning the original value. Until this atomic operation  
completes, any other read or write  
operation against the array will  
block.\n     */\n    or(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array  
| Int32Array | Uint32Array, index: number, value: number): number;\n\n    /**\n     *  
Stores a value at the given position in the array, returning the new value. Until  
this\n     * atomic operation completes, any other read or write operation against the  
array will block.\n     */\n    store(typedArray: Int8Array | Uint8Array | Int16Array
```

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| Uint16Array | Int32Array | Uint32Array, index: number, value: number):
number;\n\n    /**\n     * Subtracts a value from the value at the given
position in the array, returning the original\n     * value. Until this atomic
operation completes, any other read or write operation against the\n     * array
will block.\n     */\n    sub(typedArray: Int8Array | Uint8Array | Int16Array |
Uint16Array | Int32Array | Uint32Array, index: number, value: number):
number;\n\n    /**\n     * If the value at the given position in the array is
equal to the provided value, the current\n     * agent is put to sleep causing
execution to suspend until the timeout expires (returning\n     * `"timed-out"`)
or until the agent is awoken (returning `"ok"`); otherwise, returns\n     *
`"not-equal"`. \n     */\n    wait(typedArray: Int32Array, index: number, value:
number, timeout?: number): "ok" | "not-equal" | "timed-out";\n\n    /**\n     *
Wakes up sleeping agents that are waiting on the given index of the array,
returning the\n     * number of agents that were awoken.\n     * @param
typedArray A shared Int32Array.\n     * @param index The position in the
typedArray to wake up on.\n     * @param count The number of sleeping agents to
notify. Defaults to +Infinity.\n     */\n    notify(typedArray: Int32Array,
index: number, count?: number): number;\n\n    /**\n     * Stores the bitwise
XOR of a value with the value at the given position in the array,\n     *
returning the original value. Until this atomic operation completes, any other
read or write\n     * operation against the array will block.\n     */\n    xor(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array | Int32Array |
Uint32Array, index: number, value: number): number;\n\n    readonly
[Symbol.toStringTag]: "Atomics";\n\n    \ndeclare var Atomics: Atomics;\n';
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*****/\n\n\n\n// <reference no-default-lib="true"/>\n\n\n\n// <reference
lib="es2016" />\n\n\n// <reference lib="dom" />\n\n\n// <reference
lib="webworker.importscripts" />\n\n\n// <reference lib="scripthost" />\n\n\n//
<reference lib="dom.iterable" />;
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*****/\n\n\n\n\n// <reference no-default-lib="true"/>\n\n\n\n\n// <reference
lib="es2016" />\n\n\n\n// <reference lib="es2017.object" />\n\n\n\n// <reference
lib="es2017.sharedmemory" />\n\n\n\n// <reference lib="es2017.string" />\n\n\n\n//
<reference lib="es2017.intl" />\n\n\n\n// <reference lib="es2017.typedarrays" />\n';
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lib="es2017" />\n\n\n\n/// <reference lib="dom" />\n\n\n\n/// <reference
lib="webworker.importscripts" />\n\n\n\n/// <reference lib="scripthost" />\n\n\n\n/// <reference
lib="dom.iterable" />;
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*/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n/// <reference
lib="es2017" />\n\n\n\n\n/// <reference lib="es2018.asynciterable" />\n\n\n\n\n/// <reference
lib="es2018.asyncgenerator" />\n\n\n\n\n/// <reference lib="es2018.promise" />\n\n\n\n\n/// <reference
lib="es2018.regex" />\n\n\n\n\n/// <reference lib="es2018.intl" />\n';
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*/\n\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n\n/// <reference
lib="es2018" />\n\n\n\n\n\n/// <reference lib="dom" />\n\n\n\n\n\n/// <reference
lib="webworker.importscripts" />\n\n\n\n\n\n/// <reference lib="scripthost" />\n\n\n\n\n\n/// <reference
lib="dom.iterable" />;
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*/\n\n\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n\n\n/// <reference
lib="es2018" />\n\n\n\n\n\n\n/// <reference lib="es2019.array" />\n\n\n\n\n\n\n/// <reference
lib="es2019.object" />\n\n\n\n\n\n\n/// <reference lib="es2019.string" />\n\n\n\n\n\n\n/// <reference
lib="es2019.symbol" />\n';
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*/\n\n\n\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n\n\n\n/// <reference
lib="es2019" />\n\n\n\n\n\n\n\n/// <reference lib="dom" />\n\n\n\n\n\n\n\n/// <reference
lib="webworker.importscripts" />\n\n\n\n\n\n\n\n/// <reference lib="scripthost" />\n\n\n\n\n\n\n\n/// <reference
lib="dom.iterable" />\n';
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() : IterableIterator<[string, string]>;\n    /**\n     * Returns an iterator  
allowing to go through all key/value pairs contained in this object.\n*/\n    entries(): IterableIterator<[string, string]>;\n    /**\n     * Returns  
an iterator allowing to go through all keys of the key/value pairs contained in  
this object.\n    */\n    keys(): IterableIterator<string>;\n    /**\n     *  
Returns an iterator allowing to go through all values of the key/value pairs  
contained in this object.\n    */\n    values(): IterableIterator<string>;\n}\n\ninterface IDBDatabase {\n    /**\n     * Returns a new transaction with the  
given mode ("readonly" or "readwrite") and scope which can be a single object  
store name or an array of names.\n    */\n    transaction(storeNames: string |  
Iterable<string>, mode?: IDBTransactionMode): IDBTransaction;\n}\n\ninterface IDBObjectStore {\n    /**\n     * Creates a new index in store with the given  
name, keyPath and options and returns a new IDBIndex. If the keyPath and options  
define constraints that cannot be satisfied with the data already in store the  
upgrade transaction will abort with a "ConstraintError" DOMException.\n    */\n    * Throws an "InvalidStateError" DOMException if not called within an  
upgrade transaction.\n    */\n    createIndex(name: string, keyPath: string |  
Iterable<string>, options?: IDBIndexParameters): IDBIndex;\n}\n\ninterface  
MediaKeyStatusMap {\n    [Symbol.iterator](): IterableIterator<[BufferSource,  
MediaKeyStatus]>;\n    entries(): IterableIterator<[BufferSource,  
MediaKeyStatus]>;\n    keys(): IterableIterator<BufferSource>;\n    values():  
IterableIterator<MediaKeyStatus>;\n}\n\ninterface MediaList {\n    [Symbol.iterator](): IterableIterator<string>;\n}\n\ninterface MessageEvent<T =  
any> {\n    /** @deprecated */\n    initMessageEvent(type: string, bubbles?:  
boolean, cancelable?: boolean, data?: any, origin?: string, lastEventId?:  
string, source?: MessageEventSource | null, ports?: Iterable<MessagePort>):  
void;\n}\n\ninterface MimeTypeError {\n    [Symbol.iterator]():  
IterableIterator<MimeType>;\n}\n\ninterface NamedNodeMap {\n    [Symbol.iterator]():  
IterableIterator<Attr>;\n}\n\ninterface Navigator {\n    requestMediaKeySystemAccess(keySystem: string, supportedConfigurations:  
Iterable<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>;\n    vibrate(pattern: Iterable<number>): boolean;\n}\n\ninterface NodeList {\n    [Symbol.iterator](): IterableIterator<Node>;\n    /**\n     * Returns an array  
of key, value pairs for every entry in the list.\n    */\n    entries():  
IterableIterator<[number, Node]>;\n    /**\n     * Returns an list of keys in  
the list.\n    */\n    keys(): IterableIterator<number>;\n    /**\n     *  
Returns an list of values in the list.\n    */\n    values():  
IterableIterator<Node>;\n}\n\ninterface NodeListOf<TNode extends Node> {\n    [Symbol.iterator](): IterableIterator<TNode>;\n    /**\n     * Returns an array  
of key, value pairs for every entry in the list.\n    */\n    entries():  
IterableIterator<[number, TNode]>;\n    /**\n     * Returns an list of keys in  
the list.\n    */\n    keys(): IterableIterator<number>;\n    /**\n     *  
Returns an list of values in the list.\n    */\n    values():  
IterableIterator<TNode>;\n}\n\ninterface Plugin {\n    [Symbol.iterator]():  
IterableIterator<MimeType>;\n}\n\ninterface PluginArray {\n    [Symbol.iterator]():  
IterableIterator<Plugin>;\n}\n\ninterface RTCStatsReport extends  
ReadonlyMap<string, any> {\n}\n\ninterface ReadableStream<R = any> {\n    [Symbol.iterator](): IterableIterator<any>;\n    entries():  
IterableIterator<[number, any]>;\n    keys(): IterableIterator<number>;\n    values(): IterableIterator<any>;\n}\n\ninterface SVGLengthList {\n    [Symbol.iterator](): IterableIterator<SVGLength>;\n}\n\ninterface SVGNumberList  
{\n    [Symbol.iterator](): IterableIterator<SVGNumber>;\n}\n\ninterface  
SVGPointList {\n    [Symbol.iterator](): IterableIterator<DOMPoint>;\n}\n\ninterface SVGStringList {\n    [Symbol.iterator]():  
IterableIterator<string>;\n}\n\ninterface SVGTransformList {\n    [Symbol.iterator](): IterableIterator<SVGTransform>;\n}\n\ninterface  
SourceBufferList {\n    [Symbol.iterator](): IterableIterator<SourceBuffer>;\n}\n\ninterface SpeechRecognitionResult {\n    [Symbol.iterator]():  
IterableIterator<SpeechRecognitionAlternative>;\n}\n\ninterface  
SpeechRecognitionResultList {\n    [Symbol.iterator]():  
IterableIterator<SpeechRecognitionResult>;\n}\n\ninterface StyleSheetList {\n
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[Symbol.iterator](): IterableIterator<CSSStyleSheet>;\n}\n\ninterface SubtleCrypto  
{\n  deriveKey(algorithm: AlgorithmIdentifier | EcdhKeyDeriveParams | HkdfParams |  
Pbkdf2Params, baseKey: CryptoKey, derivedKeyType: AlgorithmIdentifier |  
AesDerivedKeyParams | HmacImportParams | HkdfParams | Pbkdf2Params, extractable:  
boolean, keyUsages: Iterable<KeyUsage>): Promise<CryptoKey>;\n  generateKey(algorithm: RsaHashedKeyGenParams | EcKeyGenParams, extractable: boolean,  
keyUsages: KeyUsage[]): Promise<CryptoKeyPair>;\n  generateKey(algorithm:  
AesKeyGenParams | HmacKeyGenParams | Pbkdf2Params, extractable: boolean, keyUsages:  
KeyUsage[]): Promise<CryptoKey>;\n  generateKey(algorithm: AlgorithmIdentifier,  
extractable: boolean, keyUsages: Iterable<KeyUsage>): Promise<CryptoKeyPair |  
CryptoKey>;\n  importKey(format: "jwk", keyData: JsonWebKey, algorithm:  
AlgorithmIdentifier | RsaHashedImportParams | EcKeyImportParams | HmacImportParams |  
AesKeyAlgorithm, extractable: boolean, keyUsages: KeyUsage[]):  
Promise<CryptoKey>;\n  importKey(format: Exclude<KeyFormat, "jwk">, keyData:  
BufferSource, algorithm: AlgorithmIdentifier | RsaHashedImportParams |  
EcKeyImportParams | HmacImportParams | AesKeyAlgorithm, extractable: boolean,  
keyUsages: Iterable<KeyUsage>): Promise<CryptoKey>;\n  unwrapKey(format: KeyFormat,  
wrappedKey: BufferSource, unwrappingKey: CryptoKey, unwrapAlgorithm:  
AlgorithmIdentifier | RsaOaepParams | AesCtrParams | AesCbcParams | AesGcmParams,  
unwrappedKeyAlgorithm: AlgorithmIdentifier | RsaHashedImportParams | EcKeyImportParams  
| HmacImportParams | AesKeyAlgorithm, extractable: boolean, keyUsages:  
Iterable<KeyUsage>): Promise<CryptoKey>;\n}\n\ninterface TextTrackCueList {\n  [Symbol.iterator](): IterableIterator<TextTrackCue>;\n}\n\ninterface TextTrackList  
{\n  [Symbol.iterator](): IterableIterator<TextTrack>;\n}\n\ninterface TouchList  
{\n  [Symbol.iterator](): IterableIterator<Touch>;\n}\n\ninterface URLSearchParams  
{\n  [Symbol.iterator](): IterableIterator<[string, string]>;\n  /**\n   * Returns an array of key, value pairs for every entry in the search params.\n   */\n  entries(): IterableIterator<[string, string]>;\n  /**\n   * Returns a list of keys in the search params.\n   */\n  keys(): IterableIterator<string>;\n  /**\n   * Returns a list of values in the search params.\n   */\n  values():  
IterableIterator<string>;\n}\n\ninterface WebGL_draw_buffers {\n  drawBuffersWEBGL(buffer: Iterable<GLenum>): void;\n}\n\ninterface  
WebGL2RenderingContextBase {\n  clearBufferfv(buffer: GLenum, drawbuffer: GLint,  
values: Iterable<GLfloat>, srcOffset?: GLuint): void;\n  clearBufferiv(buffer:  
GLenum, drawbuffer: GLint, values: Iterable<GLint>, srcOffset?: GLuint): void;\n  clearBufferuiv(buffer: GLenum, drawbuffer: GLint, values: Iterable<GLuint>,  
srcOffset?: GLuint): void;\n  drawBuffers(buffer: Iterable<GLenum>): void;\n  getActiveUniforms(program: WebGLProgram, uniformIndices: Iterable<GLuint>, pname:  
GLenum): any;\n  getUniformIndices(program: WebGLProgram, uniformNames:  
Iterable<string>): Iterable<GLuint> | null;\n  invalidateFramebuffer(target: GLenum,  
attachments: Iterable<GLenum>): void;\n  invalidateSubFramebuffer(target: GLenum,  
attachments: Iterable<GLenum>, x: GLint, y: GLint, width: GLsizei, height: GLsizei):  
void;\n  transformFeedbackVaryings(program: WebGLProgram, varyings:  
Iterable<string>, bufferMode: GLenum): void;\n  uniform1uiv(location:  
WebGLUniformLocation | null, data: Iterable<GLuint>, srcOffset?: GLuint, srcLength?:  
GLuint): void;\n  uniform2uiv(location: WebGLUniformLocation | null, data:  
Iterable<GLuint>, srcOffset?: GLuint, srcLength?: GLuint): void;\n  uniform3uiv(location: WebGLUniformLocation | null, data: Iterable<GLuint>, srcOffset?:  
GLuint, srcLength?: GLuint): void;\n  uniform4uiv(location: WebGLUniformLocation |  
null, data: Iterable<GLuint>, srcOffset?: GLuint, srcLength?: GLuint): void;\n  uniformMatrix2x3fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:  
Iterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n  uniformMatrix2x4fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:  
Iterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n  uniformMatrix3x2fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:  
Iterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n  uniformMatrix3x4fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:  
Iterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n  uniformMatrix4x2fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:  
Iterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n  uniformMatrix4x3fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:
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Iterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n
vertexAttribI4iv(index: GLuint, values: Iterable<GLint>): void;\n
vertexAttribI4uiv(index: GLuint, values: Iterable<GLuint>): void;\n
\n\ninterface WebGL2RenderingContextOverloads {\n    uniform1fv(location:
WebGLUniformLocation | null, data: Iterable<GLfloat>, srcOffset?: GLuint,
srcLength?: GLuint): void;\n    uniform1iv(location: WebGLUniformLocation |
null, data: Iterable<GLint>, srcOffset?: GLuint, srcLength?: GLuint): void;\n
uniform2fv(location: WebGLUniformLocation | null, data: Iterable<GLfloat>,
srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniform2iv(location:
WebGLUniformLocation | null, data: Iterable<GLint>, srcOffset?: GLuint,
srcLength?: GLuint): void;\n    uniform3fv(location: WebGLUniformLocation |
null, data: Iterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint):
void;\n    uniform3iv(location: WebGLUniformLocation | null, data:
Iterable<GLint>, srcOffset?: GLuint, srcLength?: GLuint): void;\n
uniform4fv(location: WebGLUniformLocation | null, data: Iterable<GLfloat>,
srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniform4iv(location:
WebGLUniformLocation | null, data: Iterable<GLint>, srcOffset?: GLuint,
srcLength?: GLuint): void;\n    uniformMatrix2fv(location: WebGLUniformLocation
| null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?: GLuint,
srcLength?: GLuint): void;\n    uniformMatrix3fv(location: WebGLUniformLocation
| null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?: GLuint,
srcLength?: GLuint): void;\n    uniformMatrix4fv(location: WebGLUniformLocation
| null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?: GLuint,
srcLength?: GLuint): void;\n}\n\ninterface WebGLRenderingContextBase {\n
vertexAttrib1fv(index: GLuint, values: Iterable<GLfloat>): void;\n
vertexAttrib2fv(index: GLuint, values: Iterable<GLfloat>): void;\n
vertexAttrib3fv(index: GLuint, values: Iterable<GLfloat>): void;\n
vertexAttrib4fv(index: GLuint, values: Iterable<GLfloat>): void;\n}\n\ninterface
WebGLRenderingContextOverloads {\n    uniform1fv(location: WebGLUniformLocation
| null, v: Iterable<GLfloat>): void;\n    uniform1iv(location:
WebGLUniformLocation | null, v: Iterable<GLint>): void;\n
uniform2fv(location: WebGLUniformLocation | null, v: Iterable<GLfloat>):
void;\n    uniform2iv(location: WebGLUniformLocation | null, v:
Iterable<GLint>): void;\n    uniform3fv(location: WebGLUniformLocation | null,
v: Iterable<GLfloat>): void;\n    uniform3iv(location: WebGLUniformLocation |
null, v: Iterable<GLint>): void;\n    uniform4fv(location: WebGLUniformLocation
| null, v: Iterable<GLfloat>): void;\n    uniform4iv(location:
WebGLUniformLocation | null, v: Iterable<GLint>): void;\n
uniformMatrix2fv(location: WebGLUniformLocation | null, transpose: GLboolean,
value: Iterable<GLfloat>): void;\n    uniformMatrix3fv(location:
WebGLUniformLocation | null, transpose: GLboolean, value: Iterable<GLfloat>):
void;\n    uniformMatrix4fv(location: WebGLUniformLocation | null, transpose:
GLboolean, value: Iterable<GLfloat>): void;\n}\n\n';
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in compliance with the License. You may obtain a copy of the\nLicense at http://
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FITNESS FOR A PARTICULAR PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee
the Apache Version 2.0 License for specific language governing permissions\nand
limitations under the
License.\n*****
***** */\n\n\n\n// <reference no-default-lib="true"/>\n\n\nnamespace
Intl {\n    type DateTimeFormatPartTypes = "day" | "dayPeriod" | "era" | "hour"
| "literal" | "minute" | "month" | "second" | "timeZoneName" | "weekday" |
"year";\n\n    interface DateTimeFormatPart {\n        type:
DateTimeFormatPartTypes;\n        value: string;\n    }\n\n    interface
DateTimeFormat {\n        formatToParts(date?: Date | number):
DateTimeFormatPart[];\n    }\n\n}\n\n';
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WITHOUT LIMITATION ANY IMPLIED WARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A
PARTICULAR PURPOSE, MERCHANTABILITY OR NON-INFRINGEMENT.
See the Apache Version 2.0
License for specific language governing permissions and limitations under the
License.
*****
*/
<reference no-default-lib="true"/>
declare namespace Intl
{
    /**
     * [Unicode BCP 47 Locale Identifiers](https://unicode.org/reports/
tr35/#Unicode_Language_and_Locale_Identifiers) definition.
     * [MDN]
     (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
Intl#locales_argument).
     *
     * type UnicodeBCP47LocaleIdentifier =
string;

     * Unit to use in the relative time internationalized
message.
     * [MDN]
     (https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/Intl/RelativeTimeFormat/format#Parameters).
     *
     * [Specification]
     (https://tc39.es/ecma402/#sec-singularrelativetimeunit).
     *
     * type RelativeTimeFormatUnit =
"year" | "years"
"quarter" |
"quarters"
"month" | "months"
"week" | "weeks"
"day"
| "days"
"hour" | "hours"
"minute" | "minutes"
| "second" | "seconds";
     * The locale matching algorithm to
use.
     * [MDN]
     (https://developer.mozilla.org/docs/Web/JavaScript/Reference/
Global_Objects/Intl#Locale_negotiation).
     *
     * [Specification]
     (https://tc39.es/ecma402/#sec-InitializeRelativeTimeFormat).
     *
     * type
RelativeTimeFormatLocaleMatcher = "lookup" | "best fit";
     * The format
of output message.
     * [MDN]
     (https://developer.mozilla.org/en-US/docs/Web/
JavaScript/Reference/Global_Objects/Intl/RelativeTimeFormat/
RelativeTimeFormat#Parameters).
     *
     * [Specification]
     (https://tc39.es/ecma402/#sec-InitializeRelativeTimeFormat).
     *
     * type
RelativeTimeFormatNumeric = "always" | "auto";
     * The length of the
internationalized message.
     * [MDN]
     (https://developer.mozilla.org/en-US/
docs/Web/JavaScript/Reference/Global_Objects/Intl/RelativeTimeFormat/
RelativeTimeFormat#Parameters).
     *
     * [Specification]
     (https://tc39.es/ecma402/#sec-InitializeRelativeTimeFormat).
     *
     * type RelativeTimeFormatStyle
= "long" | "short" | "narrow";
     * An object with some or all of
properties of `options` parameter
of `Intl.RelativeTimeFormat`
constructor.
     * [MDN]
     (https://developer.mozilla.org/en-US/docs/Web/
JavaScript/Reference/Global_Objects/Intl/RelativeTimeFormat/
RelativeTimeFormat#Parameters).
     *
     * [Specification]
     (https://tc39.es/ecma402/#sec-InitializeRelativeTimeFormat).
     *
     * interface
RelativeTimeFormatOptions {
    localeMatcher?:
RelativeTimeFormatLocaleMatcher;
    numeric?:
RelativeTimeFormatNumeric;
    style?: RelativeTimeFormatStyle;
}
     * An object with properties reflecting the locale
and formatting
options computed during initialization
of the `Intl.RelativeTimeFormat`
object.
     * [MDN]
     (https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/Intl/RelativeTimeFormat/resolvedOptions#Description).
     *
     * [Specification]
     (https://tc39.es/ecma402/#table-relativetimeformat-
resolvedoptions-properties)
     *
     * interface ResolvedRelativeTimeFormatOptions
{
    locale: UnicodeBCP47LocaleIdentifier;
    style:
RelativeTimeFormatStyle;
    numeric: RelativeTimeFormatNumeric;
    numberingSystem: string;
}
     * An object representing the relative
time format in parts
that can be used for custom locale-aware
formatting.
     * [MDN]
     (https://developer.mozilla.org/en-US/docs/Web/
JavaScript/Reference/Global_Objects/Intl/RelativeTimeFormat/
formatToParts#Using_formatToParts).
     *
     * [Specification]
     (https://tc39.es/ecma402/#sec-FormatRelativeTimeToParts).
     *
     * interface
RelativeTimeFormatPart {
    type: string;
    value: string;
    unit?: RelativeTimeFormatUnit;
}
     * interface RelativeTimeFormat {
     *
     * Formats a value and a unit according to the locale
and
formatting options of the given
[Intl.RelativeTimeFormat]
     (https://

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developer.mozilla.org/docs/Web/JavaScript/Reference/Global_Objects/
RelativeTimeFormat)\n          * object.\n          *\n          * While this
method automatically provides the correct plural forms,\n          * the
grammatical form is otherwise as neutral as possible.\n          * It is the
caller's responsibility to handle cut-off logic\n          * such as deciding
between displaying "in 7 days" or "in 1 week".\n          * This API does not
support relative dates involving compound units.\n          * e.g "in 5 days and
4 hours".\n          *\n          * @param value - Numeric value to use in the
internationalized relative time message\n          *\n          * @param unit -
[Unit](https://tc39.es/ecma402/#sec-singularrelativetimeunit)\n          * to
use in the relative time internationalized message.\n          * Possible values
are: `year`, `quarter`, `month`, `week`,\n          * `day`, `hour`,
`minute`, `second`.\n          * Plural forms are also permitted.\n
*\n          * @throws `RangeError` if `unit` was given something other than
`unit` possible values\n          *\n          * @returns Internationalized
relative time message as string\n          *\n          * [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/format).\n          *\n          * [Specification](https://
tc39.es/ecma402/#sec-Intl.RelativeTimeFormat.prototype.format).\n
*/\n          format(\n          value: number,\n          unit:
RelativeTimeFormatUnit,\n          ): string;\n          /**\n          * A
version of the format method which it returns an array of objects\n          *
which represent "parts" of the object,\n          * separating the formatted
number into its constituent parts\n          * and separating it from other
surrounding text.\n          * These objects have two properties:\n          *
`type` a NumberFormat formatToParts type, and `value`,\n          * which is the
String which is the component of the output.\n          * If a "part" came from
NumberFormat,\n          * it will have a unit property which indicates the
`unit` being formatted;\n          * literals which are part of the larger frame
will not have this property.\n          *\n          * @param value - Numeric
value to use in the internationalized relative time message\n
*\n          * @param unit - [Unit](https://tc39.es/ecma402/#sec-
singularrelativetimeunit)\n          * to use in the relative time
internationalized message.\n          * Possible values are: `year`,
`quarter`, `month`, `week`,\n          * `day`, `hour`, `minute`,
`second`.\n          * Plural forms are also permitted.\n          *\n
* @throws `RangeError` if `unit` was given something other than `unit` possible
values\n          *\n          * @returns Array of [FormatRelativeTimeToParts]
(https://tc39.es/ecma402/#sec-FormatRelativeTimeToParts)\n          *\n
* [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Intl/RelativeTimeFormat/formatToParts).\n          *\n          *
[Specification](https://tc39.es/ecma402/#sec-
Intl.RelativeTimeFormat.prototype.formatToParts).\n          */\n
formatToParts(\n          value: number,\n          unit:
RelativeTimeFormatUnit,\n          ): RelativeTimeFormatPart[];\n          /
**\n          * Provides access to the locale and options computed during
initialization of this `Intl.RelativeTimeFormat` object.\n          *\n          *
@returns A new object with properties reflecting the locale\n          * and
formatting options computed during initialization\n          * of the
`Intl.RelativeTimeFormat` object.\n          *\n          * [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/resolvedOptions).\n          *\n          * [Specification]
(https://tc39.es/ecma402/#sec-intl relativetimeformat.prototype.resolvedoptions)
\n          */\n          resolvedOptions():
ResolvedRelativeTimeFormatOptions;\n          }\n          /**\n          * The
[`Intl.RelativeTimeFormat`](https://developer.mozilla.org/docs/Web/JavaScript/
Reference/Global_Objects/RelativeTimeFormat)\n          * object is a constructor for
objects that enable language-sensitive relative time formatting.\n          *\n
* Part of [Intl object](https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/Intl)\n          * namespace and the [ECMAScript
Internationalization API](https://www.ecma-international.org/publications/

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standards/Ecma-402.htm).\n      *\n      * [Compatibility] (https://  
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/  
RelativeTimeFormat#Browser\_compatibility).\n      *\n      * [Polyfills] (https://  
github.com/tc39/proposal-intl-relative-time#polyfills).\n      */\n      const  
RelativeTimeFormat: {\n      /**\n      * Constructor creates  
[Intl.RelativeTimeFormat] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/  
Reference/Global\_Objects/RelativeTimeFormat)\n      * objects\n      *\n      * @param locales - A string with a [BCP 47 language tag] (http://tools.ietf.org/html/  
rfc5646), or an array of such strings.\n      * For the general form and  
interpretation of the locales argument,\n      * see the [Intl` page] (https://  
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/  
Intl#Locale\_identification\_and\_negotiation).\n      *\n      * @param options -  
An [object] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/  
Global\_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters)\n      *  
with some or all of options of the formatting.\n      * An object with some or all  
of the following properties:\n      * - `localeMatcher` - The locale matching  
algorithm to use.\n      * Possible values are `lookup` and `best fit`; the  
default is `best fit`.\n      * For information about this option, see [Intl  
page] (https://developer.mozilla.org/docs/Web/JavaScript/Reference/Global\_Objects/  
Intl#Locale\_negotiation).\n      * - `numeric` - The format of output  
message.\n      * Possible values are: `always` (default, e.g., `1 day ago`)  
or `auto` (e.g., `yesterday`).\n      * The `auto` value allows to not  
always have to use numeric values in the output.\n      * - `style` - The length  
of the internationalized message. Possible values are:\n      * - `long`  
(default, e.g., in 1 month),\n      * - `short` (e.g., in 1 mo.)\n      * or `narrow` (e.g., in 1 mo.). The narrow style could be similar to the short style  
for some locales.\n      *\n      * @returns [Intl.RelativeTimeFormat] (https://  
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/  
RelativeTimeFormat) object.\n      *\n      * [MDN] (https://  
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/  
RelativeTimeFormat/RelativeTimeFormat).\n      *\n      * [Specification]  
(https://tc39.es/ecma402/#sec-intl-relativetimeformat-constructor).\n      */\n      new(\n      locales?: UnicodeBCP47LocaleIdentifier |  
UnicodeBCP47LocaleIdentifier[],\n      options?:  
RelativeTimeFormatOptions,\n      ): RelativeTimeFormat;\n      /**\n      *  
Returns an array containing those of the provided locales\n      * that are  
supported in date and time formatting\n      * without having to fall back to the  
runtime's default locale.\n      *\n      * @param locales - A string with a  
[BCP 47 language tag] (http://tools.ietf.org/html/rfc5646), or an array of such  
strings.\n      * For the general form and interpretation of the locales  
argument,\n      * see the [Intl` page] (https://developer.mozilla.org/en-US/  
docs/Web/JavaScript/Reference/Global\_Objects/  
Intl#Locale\_identification\_and\_negotiation).\n      *\n      * @param options -  
An [object] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/  
Global\_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters)\n      *  
with some or all of options of the formatting.\n      * An object with some or all  
of the following properties:\n      * - `localeMatcher` - The locale matching  
algorithm to use.\n      * Possible values are `lookup` and `best fit`; the  
default is `best fit`.\n      * For information about this option, see [Intl  
page] (https://developer.mozilla.org/docs/Web/JavaScript/Reference/Global\_Objects/  
Intl#Locale\_negotiation).\n      * - `numeric` - The format of output  
message.\n      * Possible values are: `always` (default, e.g., `1 day ago`)  
or `auto` (e.g., `yesterday`).\n      * The `auto` value allows to not  
always have to use numeric values in the output.\n      * - `style` - The length  
of the internationalized message. Possible values are:\n      * - `long`  
(default, e.g., in 1 month),\n      * - `short` (e.g., in 1 mo.)\n      * or `narrow` (e.g., in 1 mo.). The narrow style could be similar to the short style  
for some locales.\n      *\n      * @returns An array containing those of the  
provided locales\n      * that are supported in date and time formatting\n      * without having to fall back to the runtime's default locale.\n      *\n      * [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
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Global_Objects Intl/RelativeTimeFormat/supportedLocalesOf).\n*\n * [Specification] (https://tc39.es/ecma402/#sec-\nIntl.RelativeTimeFormat.supportedLocalesOf).\n */\n supportedLocalesOf(\n      locales?: UnicodeBCP47LocaleIdentifier | \nUnicodeBCP47LocaleIdentifier[],\n      options?: \nRelativeTimeFormatOptions,\n      ): \nUnicodeBCP47LocaleIdentifier[];\n};\n\ninterface NumberFormatOptions {\n  compactDisplay?: string;\n  notation?: string;\n  signDisplay?: string;\n  unit?: string;\n  unitDisplay?: \nstring;\n}\n\ninterface ResolvedNumberFormatOptions {\n  compactDisplay?: string;\n  notation?: string;\n  signDisplay?: \nstring;\n  unit?: string;\n  unitDisplay?: string;\n}\n\ninterface DateTimeFormatOptions {\n  dateStyle?: "full" | "long" | \n"medium" | "short";\n  timeStyle?: "full" | "long" | "medium" | \n"short";\n  calendar?: string;\n  dayPeriod?: "narrow" | "short" | \n"long";\n  numberingSystem?: string;\n  hourCycle?: "h11" | "h12" | \n"h23" | "h24";\n  fractionalSecondDigits?: 0 | 1 | 2 | 3;\n}\n\n';\nCopyright (c) Microsoft Corporation. All rights reserved.\nLicensed under the \nApache License, Version 2.0 (the "License"); you may not use \nthis file except \nin compliance with the License. You may obtain a copy of the \nLicense at http:// \nwww.apache.org/licenses/LICENSE-2.0\n\nTHIS CODE IS PROVIDED ON AN *AS IS* \nBASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY \nKIND, EITHER EXPRESS OR IMPLIED, \nINCLUDING WITHOUT LIMITATION ANY IMPLIED \nWARRANTIES OR CONDITIONS OF TITLE, \nFITNESS FOR A PARTICULAR PURPOSE, \nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee \nthe Apache Version 2.0 License for specific language governing permissions \nand \nlimitations under the \nLicense.\n*****\n***** */\n\n\n\n// <reference no-default-lib="true"/>\n\n\ndeclare namespace \nIntl {\n\n  // http://cldr.unicode.org/index/cldr-spec/plural-rules#TOC-\nDetermining-Plural-Categories\n  type LDMLPluralRule = "zero" | "one" | "two" \n| "few" | "many" | "other";\n  type PluralRuleType = "cardinal" | \n"ordinal";\n\n  interface PluralRulesOptions {\n    localeMatcher?: \n"lookup" | "best fit";\n    type?: PluralRuleType;\n    minimumIntegerDigits?: number;\n    minimumFractionDigits?: number;\n    maximumFractionDigits?: number;\n    minimumSignificantDigits?: \nnumber;\n    maximumSignificantDigits?: number;\n  }\n\n  interface \nResolvedPluralRulesOptions {\n    locale: string;\n    pluralCategories: \nLDMLPluralRule[];\n    type: PluralRuleType;\n    minimumIntegerDigits: \nnumber;\n    minimumFractionDigits: number;\n    maximumFractionDigits: \nnumber;\n    minimumSignificantDigits?: number;\n  }\n\n  interface PluralRules \n{\n    resolvedOptions(): ResolvedPluralRulesOptions;\n    select(n: \nnumber): LDMLPluralRule;\n  }\n\n  const PluralRules: {\n    new \n(locales?: string | string[], options?: PluralRulesOptions): \nPluralRules;\n    (locales?: string | string[], options?: \nPluralRulesOptions): PluralRules;\n    supportedLocalesOf(\nlocales: string | string[],\n      options?: \nPluralRulesOptions,\n      ): string[];\n  };\n}\n\n';\nCopyright (c) Microsoft Corporation. All rights reserved.\nLicensed under the \nApache License, Version 2.0 (the "License"); you may not use \nthis file except \nin compliance with the License. You may obtain a copy of the \nLicense at http:// \nwww.apache.org/licenses/LICENSE-2.0\n\nTHIS CODE IS PROVIDED ON AN *AS IS* \nBASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY \nKIND, EITHER EXPRESS OR IMPLIED, \nINCLUDING WITHOUT LIMITATION ANY IMPLIED \nWARRANTIES OR CONDITIONS OF TITLE, \nFITNESS FOR A PARTICULAR PURPOSE, \nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee \nthe Apache Version 2.0 License for specific language governing permissions \nand \nlimitations under the \nLicense.\n*****\n***** */\n\n\n\n// <reference no-default-lib="true"/>\n\n\ndeclare namespace \nReflect {\n\n  /**\n   * Calls the function with the specified object as the \nthis value\n   * and the elements of specified array as the arguments.\n   */\n}
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@param target The function to call.\n      * @param thisArgument The object to be used\nas the this object.\n      * @param argumentsList An array of argument values to be\npassed to the function.\n      */\nfunction apply(target: Function, thisArgument:\nany, argumentsList: ArrayLike<any>): any;\n\n/**\n * Constructs the target\nwith the elements of specified array as the arguments\n * and the specified\nconstructor as the `new.target` value.\n * @param target The constructor to\ninvoke.\n * @param argumentsList An array of argument values to be passed to the\nconstructor.\n * @param newTarget The constructor to be used as the `new.target`\nobject.\n */\nfunction construct(target: Function, argumentsList:\nArrayLike<any>, newTarget?: Function): any;\n\n/**\n * Adds a property to an\nobject, or modifies attributes of an existing property.\n * @param target Object\non which to add or modify the property. This can be a native JavaScript object\n*\n * (that is, a user-defined object or a built in object) or a DOM object.\n*\n * @param propertyKey The property name.\n * @param attributes Descriptor for the\nproperty. It can be for a data property or an accessor property.\n */\nfunction defineProperty(target: object, propertyKey: PropertyKey, attributes:\nPropertyDescriptor): boolean;\n\n/**\n * Removes a property from an object,\nequivalent to `delete target[propertyKey]`,\n * except it won't throw if\n`target[propertyKey]` is non-configurable.\n * @param target Object from which to\nremove the own property.\n * @param propertyKey The property name.\n */\nfunction deleteProperty(target: object, propertyKey: PropertyKey): boolean;\n\n/**\n * Gets the property of target, equivalent to `target[propertyKey]` when\n`receiver === target`.\n * @param target Object that contains the property on\nitself or in its prototype chain.\n * @param propertyKey The property name.\n * @param receiver The reference to use as the `this` value in the getter\nfunction,\n * if `target[propertyKey]` is an accessor property.\n */\nfunction get(target: object, propertyKey: PropertyKey, receiver?: any):\nany;\n\n/**\n * Gets the own property descriptor of the specified\nobject.\n * An own property descriptor is one that is defined directly on the\nobject and is not inherited from the object's prototype.\n * @param target Object\nthat contains the property.\n * @param propertyKey The property name.\n */\nfunction getOwnPropertyDescriptor(target: object, propertyKey: PropertyKey):\nPropertyDescriptor | undefined;\n\n/**\n * Returns the prototype of an\nobject.\n * @param target The object that references the prototype.\n */\nfunction getPrototypeOf(target: object): object | null;\n\n/**\n * Equivalent\nto `propertyKey in target`.\n * @param target Object that contains the property on\nitself or in its prototype chain.\n * @param propertyKey Name of the\nproperty.\n */\nfunction has(target: object, propertyKey: PropertyKey):\nboolean;\n\n/**\n * Returns a value that indicates whether new properties can\nbe added to an object.\n * @param target Object to test.\n */\nfunction isExtensible(target: object): boolean;\n\n/**\n * Returns the string and\nsymbol keys of the own properties of an object. The own properties of an object\n*\n * are those that are defined directly on that object, and are not inherited from the\nobject's prototype.\n * @param target Object that contains the own\nproperties.\n */\nfunction ownKeys(target: object): (string | symbol)\n[];\n\n/**\n * Prevents the addition of new properties to an object.\n * @param target Object to make non-extensible.\n * @return Whether the object has\nbeen made non-extensible.\n */\nfunction preventExtensions(target: object):\nboolean;\n\n/**\n * Sets the property of target, equivalent to\n`target[propertyKey] = value` when `receiver === target`.\n * @param target Object\nthat contains the property on itself or in its prototype chain.\n * @param\npropertyKey Name of the property.\n * @param receiver The reference to use as the\n`this` value in the setter function,\n * if `target[propertyKey]` is an\naccessor property.\n */\nfunction set(target: object, propertyKey:\nPropertyKey, value: any, receiver?: any): boolean;\n\n/**\n * Sets the\nprototype of a specified object o to object proto or null.\n * @param target The\nobject to change its prototype.\n * @param proto The value of the new prototype or\nnull.\n * @return Whether setting the prototype was successful.\n */\nfunction setPrototypeOf(target: object, proto: object | null): boolean;\n\n';\nCopyright (c) Microsoft Corporation. All rights reserved.\nLicensed under the Apache\nLicense, Version 2.0 (the "License"); you may not use\nthis file except in compliance
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License.\n*****  
*****/\n\n\n// <reference no-default-lib="true"/>\n\n\ninterface  
AggregateError extends Error {\n    errors: any[]\n}\n\ninterface  
AggregateErrorConstructor {\n    new(errors: Iterable<any>, message?: string):  
AggregateError;\n    (errors: Iterable<any>, message?: string):  
AggregateError;\n    readonly prototype: AggregateError;\n}\n\ndeclare var  
AggregateError: AggregateErrorConstructor;\n\n/**\n * Represents the completion  
of an asynchronous operation\n */\ninterface PromiseConstructor {\n    /**\n * The any function returns a promise that is fulfilled by the first given  
promise to be fulfilled, or rejected with an AggregateError containing an array  
of rejection reasons if all of the given promises are rejected. It resolves all  
elements of the passed iterable to promises as it runs this algorithm.\n *  
@param values An array or iterable of Promises.\n * @returns A new  
Promise.\n */\n    any<T>(values: (T | PromiseLike<T>[]) | Iterable<T |  
PromiseLike<T>>): Promise<T>\n};\n\nCopyright (c) Microsoft Corporation. All rights reserved.\nLicensed under the  
Apache License, Version 2.0 (the "License"); you may not use\nthis file except  
in compliance with the License. You may obtain a copy of the\nLicense at http://www.apache.org/licenses/LICENSE-2.0\nTHIS CODE IS PROVIDED ON AN *AS IS*\nBASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY\nKIND, EITHER EXPRESS OR IMPLIED,\nINCLUDING WITHOUT LIMITATION ANY IMPLIED\nWARRANTIES OR CONDITIONS OF TITLE,\nFITNESS FOR A PARTICULAR PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee  
the Apache Version 2.0 License for specific language governing permissions\nand limitations under the
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License.\n*****  
*****/\n\n\n// <reference no-default-lib="true"/>\n\n\ninterface Array<T>  
{\n    /**\n * Determines whether an array includes a certain element,  
returning true or false as appropriate.\n * @param searchElement The element  
to search for.\n * @param fromIndex The position in this array at which to  
begin searching for searchElement.\n */\n    includes(searchElement: T,  
fromIndex?: number): boolean;\n}\n\ninterface ReadonlyArray<T> {\n    /**\n * Determines whether an array includes a certain element, returning true or  
false as appropriate.\n * @param searchElement The element to search  
for.\n * @param fromIndex The position in this array at which to begin  
searching for searchElement.\n */\n    includes(searchElement: T,  
fromIndex?: number): boolean;\n}\n\ninterface Int8Array {\n    /**\n * Determines whether an array includes a certain element, returning true or false  
as appropriate.\n * @param searchElement The element to search for.\n *  
@param fromIndex The position in this array at which to begin searching for  
searchElement.\n */\n    includes(searchElement: number, fromIndex?:  
number): boolean;\n}\n\ninterface Uint8Array {\n    /**\n * Determines  
whether an array includes a certain element, returning true or false as  
appropriate.\n * @param searchElement The element to search for.\n *  
@param fromIndex The position in this array at which to begin searching for  
searchElement.\n */\n    includes(searchElement: number, fromIndex?:  
number): boolean;\n}\n\ninterface Uint8ClampedArray {\n    /**\n * Determines  
whether an array includes a certain element, returning true or false  
as appropriate.\n * @param searchElement The element to search for.\n *  
@param fromIndex The position in this array at which to begin searching for  
searchElement.\n */\n    includes(searchElement: number, fromIndex?:  
number): boolean;\n}\n\ninterface Int16Array {\n    /**\n * Determines  
whether an array includes a certain element, returning true or false as  
appropriate.\n * @param searchElement The element to search for.\n *  
@param fromIndex The position in this array at which to begin searching for
```

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searchElement.\n    */\n    includes(searchElement: number, fromIndex?: number):
boolean;\n}\n\ninterface Uint16Array {\n    /**\n     * Determines whether an array
includes a certain element, returning true or false as appropriate.\n     * @param
searchElement The element to search for.\n     * @param fromIndex The position in this
array at which to begin searching for searchElement.\n     */\n    includes(searchElement: number, fromIndex?: number): boolean;\n}\n\ninterface
Int32Array {\n    /**\n     * Determines whether an array includes a certain element,
returning true or false as appropriate.\n     * @param searchElement The element to
search for.\n     * @param fromIndex The position in this array at which to begin
searching for searchElement.\n     */\n    includes(searchElement: number, fromIndex?:
number): boolean;\n}\n\ninterface Uint32Array {\n    /**\n     * Determines whether an
array includes a certain element, returning true or false as appropriate.\n     *
@param searchElement The element to search for.\n     * @param fromIndex The position
in this array at which to begin searching for searchElement.\n     */\n    includes(searchElement: number, fromIndex?: number): boolean;\n}\n\ninterface
Float32Array {\n    /**\n     * Determines whether an array includes a certain
element, returning true or false as appropriate.\n     * @param searchElement The
element to search for.\n     * @param fromIndex The position in this array at which to
begin searching for searchElement.\n     */\n    includes(searchElement: number,
fromIndex?: number): boolean;\n}\n\ninterface Float64Array {\n    /**\n     *
Determines whether an array includes a certain element, returning true or false as
appropriate.\n     * @param searchElement The element to search for.\n     * @param
fromIndex The position in this array at which to begin searching for
searchElement.\n     */\n    includes(searchElement: number, fromIndex?: number):
boolean;\n}';
Copyright (c) Microsoft Corporation. All rights reserved.\nLicensed under the Apache
License, Version 2.0 (the "License"); you may not use\nthis file except in compliance
with the License. You may obtain a copy of the\nLicense at http://www.apache.org/licenses/LICENSE-2.0\n\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY\nKIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED\nWARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR PURPOSE,\n\MERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License for specific language governing permissions\nand limitations under the License.\n*****
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface Array<T> {\n    /
**\n     * Returns the value of the first element in the array where predicate is
true, and undefined\n     * otherwise.\n     * @param predicate find calls predicate
once for each element of the array, in ascending\n     * order, until it finds one
where predicate returns true. If such an element is found, find\n     * immediately
returns that element value. Otherwise, find returns undefined.\n     * @param thisArg
If provided, it will be used as the this value for each invocation of\n     *
predicate. If it is not provided, undefined is used instead.\n     */\n    find<S
extends T>(predicate: (this: void, value: T, index: number, obj: T[]) => value is S,
thisArg?: any): S | undefined;\n    find(predicate: (value: T, index: number, obj:
T[]) => unknown, thisArg?: any): T | undefined;\n\n    /**\n     * Returns the index
of the first element in the array where predicate is true, and -1\n     *
otherwise.\n     * @param predicate find calls predicate once for each element of the
array, in ascending\n     * order, until it finds one where predicate returns true. If
such an element is found,\n     * findIndex immediately returns that element index.
Otherwise, findIndex returns -1.\n     * @param thisArg If provided, it will be used
as the this value for each invocation of\n     * predicate. If it is not provided,
undefined is used instead.\n     */\n    findIndex(predicate: (value: T, index:
number, obj: T[]) => unknown, thisArg?: any): number;\n\n    /**\n     * Changes all
array elements from `start` to `end` index to a static `value` and returns the
modified array\n     * @param value value to fill array section with\n     * @param
start index to start filling the array at. If start is negative, it is treated
as\n     * length+start where length is the length of the array.\n     * @param end
index to stop filling the array at. If end is negative, it is treated as\n     *
length+end.\n     */\n    fill(value: T, start?: number, end?: number): this;\n\n    /
**\n     * Returns the this object after copying a section of the array identified by
start and end\n     * to the same array starting at position target\n     * @param

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target If target is negative, it is treated as length+target where length is
the\n      * length of the array.\n      * @param start If start is negative, it
is treated as length+start. If end is negative, it\n      * is treated as
length+end.\n      * @param end If not specified, length of the this object is
used as its default value.\n      */\n      copyWithin(target: number, start:
number, end?: number): this;\n}\n\ninterface ArrayConstructor {\n      /**\n      *
Creates an array from an array-like object.\n      * @param arrayLike An array-
like object to convert to an array.\n      */\n      from<T>(arrayLike:
ArrayLike<T>): T[];\n\n      /**\n      * Creates an array from an iterable
object.\n      * @param arrayLike An array-like object to convert to an
array.\n      * @param mapfn A mapping function to call on every element of the
array.\n      * @param thisArg Value of 'this' used to invoke the mapfn.\n
*/\n      from<T, U>(arrayLike: ArrayLike<T>, mapfn: (v: T, k: number) => U,
thisArg?: any): U[];\n\n      /**\n      * Returns a new array from a set of
elements.\n      * @param items A set of elements to include in the new array
object.\n      */\n      of<T>(...items: T[]): T[];\n}\n\ninterface DateConstructor
{\n      new (value: number | string | Date): Date;\n}\n\ninterface Function
{\n      /**\n      * Returns the name of the function. Function names are read-
only and can not be changed.\n      */\n      readonly name: string;\n}\n\ninterface Math {\n      /**\n      * Returns the number of leading zero bits in
the 32-bit binary representation of a number.\n      * @param x A numeric
expression.\n      */\n      clz32(x: number): number;\n\n      /**\n      * Returns
the result of 32-bit multiplication of two numbers.\n      * @param x First
number\n      * @param y Second number\n      */\n      imul(x: number, y: number):
number;\n\n      /**\n      * Returns the sign of the x, indicating whether x is
positive, negative or zero.\n      * @param x The numeric expression to
test\n      */\n      sign(x: number): number;\n\n      /**\n      * Returns the base
10 logarithm of a number.\n      * @param x A numeric expression.\n      */\n
log10(x: number): number;\n\n      /**\n      * Returns the base 2 logarithm of a
number.\n      * @param x A numeric expression.\n      */\n      log2(x: number):
number;\n\n      /**\n      * Returns the natural logarithm of 1 + x.\n      *
@param x A numeric expression.\n      */\n      log1p(x: number): number;\n\n      /
**\n      * Returns the result of (e^x - 1), which is an implementation-dependent
approximation to\n      * subtracting 1 from the exponential function of x (e
raised to the power of x, where e\n      * is the base of the natural
logarithms).\n      * @param x A numeric expression.\n      */\n      expm1(x:
number): number;\n\n      /**\n      * Returns the hyperbolic cosine of a
number.\n      * @param x A numeric expression that contains an angle measured in
radians.\n      */\n      cosh(x: number): number;\n\n      /**\n      * Returns the
hyperbolic sine of a number.\n      * @param x A numeric expression that contains
an angle measured in radians.\n      */\n      sinh(x: number): number;\n\n      /
**\n      * Returns the hyperbolic tangent of a number.\n      * @param x A
numeric expression that contains an angle measured in radians.\n      */\n
tanh(x: number): number;\n\n      /**\n      * Returns the inverse hyperbolic
cosine of a number.\n      * @param x A numeric expression that contains an angle
measured in radians.\n      */\n      acosh(x: number): number;\n\n      /**\n      *
Returns the inverse hyperbolic sine of a number.\n      * @param x A numeric
expression that contains an angle measured in radians.\n      */\n      asinh(x:
number): number;\n\n      /**\n      * Returns the inverse hyperbolic tangent of a
number.\n      * @param x A numeric expression that contains an angle measured in
radians.\n      */\n      atanh(x: number): number;\n\n      /**\n      * Returns the
square root of the sum of squares of its arguments.\n      * @param values Values
to compute the square root for.\n      *      If no arguments are passed, the
result is +0.\n      *      If there is only one argument, the result is the
absolute value.\n      *      If any argument is +Infinity or -Infinity, the
result is +Infinity.\n      *      If any argument is NaN, the result is
NaN.\n      *      If all arguments are either +0 or \u22120, the result is
+0.\n      */\n      hypot(...values: number[]): number;\n\n      /**\n      * Returns
the integral part of the a numeric expression, x, removing any fractional
digits.\n      * If x is already an integer, the result is x.\n      * @param x A
numeric expression.\n      */\n      trunc(x: number): number;\n\n      /**\n      *

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Returns the nearest single precision float representation of a number.\n    * @param\nx A numeric expression.\n    */\n    fround(x: number): number;\n\n    /**\n    * Returns an implementation-dependent approximation to the cube root of number.\n    * @param x A numeric expression.\n    */\n    cbrt(x: number): number;\n}\n\ninterface\nNumberConstructor {\n    /**\n    * The value of Number.EPSILON is the difference\n    * between 1 and the smallest value greater than 1\n    * that is representable as a\n    * Number value, which is approximately:\n    * 2.2204460492503130808472633361816 x\n    * 10\u200D\u2212\u200D16.\n    */\n    readonly EPSILON: number;\n\n    /**\n    * Returns true if passed value is finite.\n    * Unlike the global isFinite,\n    * Number.isFinite doesn't forcibly convert the parameter to a\n    * number. Only\n    * finite values of the type number, result in true.\n    * @param number A numeric\n    * value.\n    */\n    isFinite(number: unknown): boolean;\n\n    /**\n    * Returns\n    * true if the value passed is an integer, false otherwise.\n    * @param number A\n    * numeric value.\n    */\n    isInteger(number: unknown): boolean;\n\n    /**\n    * Returns\n    * a Boolean value that indicates whether a value is the reserved value NaN (not\n    * a\n    * number). Unlike the global isNaN(), Number.isNaN() doesn't forcefully\n    * convert the parameter\n    * to a number. Only values of the type number, that are\n    * also NaN, result in true.\n    * @param number A numeric value.\n    */\n    isNaN(number: unknown): boolean;\n\n    /**\n    * Returns true if the value passed\n    * is a safe integer.\n    * @param number A numeric value.\n    */\n    isSafeInteger(number: unknown): boolean;\n\n    /**\n    * The value of the largest\n    * integer n such that n and n + 1 are both exactly representable as\n    * a Number\n    * value.\n    * The value of Number.MAX_SAFE_INTEGER is 9007199254740991 2^53 \u2212\n    * 1.\n    */\n    readonly MAX_SAFE_INTEGER: number;\n\n    /**\n    * The value of\n    * the smallest integer n such that n and n \u2212 1 are both exactly representable\n    * as\n    * a Number value.\n    * The value of Number.MIN_SAFE_INTEGER is\n    * \u22129007199254740991 (\u22122^53 \u2212 1).\n    */\n    readonly\n    MIN_SAFE_INTEGER: number;\n\n    /**\n    * Converts a string to a floating-point\n    * number.\n    * @param string A string that contains a floating-point number.\n    */\n    parseFloat(string: string): number;\n\n    /**\n    * Converts A string to an\n    * integer.\n    * @param string A string to convert into a number.\n    * @param radix\n    * A value between 2 and 36 that specifies the base of the number in `string`.\n    * If\n    * this argument is not supplied, strings with a prefix of `0x` are considered\n    * hexadecimal.\n    * All other strings are considered decimal.\n    */\n    parseInt(string: string, radix?: number): number;\n}\n\ninterface ObjectConstructor\n{\n    /**\n    * Copy the values of all of the enumerable own properties from one or\n    * more source objects to a\n    * target object. Returns the target object.\n    * @param target The target object to copy to.\n    * @param source The source object\n    * from which to copy properties.\n    */\n    assign<T, U>(target: T, source: U): T &\n    U;\n\n    /**\n    * Copy the values of all of the enumerable own properties from one\n    * or more source objects to a\n    * target object. Returns the target object.\n    * @param target The target object to copy to.\n    * @param source1 The first source\n    * object from which to copy properties.\n    * @param source2 The second source object\n    * from which to copy properties.\n    */\n    assign<T, U, V>(target: T, source1: U,\n    source2: V): T & U & V;\n\n    /**\n    * Copy the values of all of the enumerable\n    * own properties from one or more source objects to a\n    * target object. Returns the\n    * target object.\n    * @param target The target object to copy to.\n    * @param\n    * source1 The first source object from which to copy properties.\n    * @param source2\n    * The second source object from which to copy properties.\n    * @param source3 The\n    * third source object from which to copy properties.\n    */\n    assign<T, U, V,\n    W>(target: T, source1: U, source2: V, source3: W): T & U & V & W;\n\n    /**\n    * Copy the values of all of the enumerable own properties from one or more source\n    * objects to a\n    * target object. Returns the target object.\n    * @param target\n    * The target object to copy to.\n    * @param sources One or more source objects from\n    * which to copy properties\n    */\n    assign(target: object, ...sources: any[]):\n    any;\n\n    /**\n    * Returns an array of all symbol properties found directly on\n    * object o.\n    * @param o Object to retrieve the symbols from.\n    */\n    getOwnPropertySymbols(o: any): symbol[];\n\n    /**\n    * Returns the names of the\n    * enumerable string properties and methods of an object.\n    * @param o Object that\n    * contains the properties and methods. This can be an object that you created or an\n    * existing Document Object Model (DOM) object.\n    */\n    keys(o: {}):\n    string[];\n}
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string[];\n\n    /**\n    * Returns true if the values are the same value,
false otherwise.\n    * @param value1 The first value.\n    * @param value2
The second value.\n    */\n    is(value1: any, value2: any): boolean;\n\n    /
**\n    * Sets the prototype of a specified object o to object proto or null.
Returns the object o.\n    * @param o The object to change its prototype.\n
* @param proto The value of the new prototype or null.\n    */\n
setPrototypeOf(o: any, proto: object | null): any;\n}\n\ninterface
ReadOnlyArray<T> {\n    /**\n    * Returns the value of the first element in
the array where predicate is true, and undefined\n    * otherwise.\n    *
@param predicate find calls predicate once for each element of the array, in
ascending\n    * order, until it finds one where predicate returns true. If
such an element is found, find\n    * immediately returns that element value.
Otherwise, find returns undefined.\n    * @param thisArg If provided, it will
be used as the this value for each invocation of\n    * predicate. If it is not
provided, undefined is used instead.\n    */\n    find<S extends T>(predicate:
(this: void, value: T, index: number, obj: readonly T[]) => value is S,
thisArg?: any): S | undefined;\n    find(predicate: (value: T, index: number,
obj: readonly T[]) => unknown, thisArg?: any): T | undefined;\n\n    /**\n    *
Returns the index of the first element in the array where predicate is true, and
-1\n    * otherwise.\n    * @param predicate find calls predicate once for
each element of the array, in ascending\n    * order, until it finds one where
predicate returns true. If such an element is found,\n    * findIndex
immediately returns that element index. Otherwise, findIndex returns -1.\n    *
@param thisArg If provided, it will be used as the this value for each
invocation of\n    * predicate. If it is not provided, undefined is used
instead.\n    */\n    findIndex(predicate: (value: T, index: number, obj:
readonly T[]) => unknown, thisArg?: any): number;\n}\n\ninterface RegExp {\n    /
**\n    * Returns a string indicating the flags of the regular expression in
question. This field is read-only.\n    * The characters in this string are
sequenced and concatenated in the following order:\n    * - "g" for
global\n    * - "i" for ignoreCase\n    * - "m" for multiline\n    *
- "u" for unicode\n    * - "y" for sticky\n    * - "s" for sticky\n    * If no flags are
set, the value is the empty string.\n    */\n    readonly flags:
string;\n\n    /**\n    * Returns a Boolean value indicating the state of the
sticky flag (y) used with a regular\n    * expression. Default is false. Read-
only.\n    */\n    readonly sticky: boolean;\n\n    /**\n    * Returns a
Boolean value indicating the state of the Unicode flag (u) used with a
regular\n    * expression. Default is false. Read-only.\n    */\n    readonly
unicode: boolean;\n}\n\ninterface RegExpConstructor {\n    new (pattern: RegExp
| string, flags?: string): RegExp;\n    (pattern: RegExp | string, flags?:
string): RegExp;\n}\n\ninterface String {\n    /**\n    * Returns a nonnegative
integer Number less than 1114112 (0x110000) that is the code point\n    * value
of the UTF-16 encoded code point starting at the string element at position pos
in\n    * the String resulting from converting this object to a String.\n    *
If there is no element at that position, the result is undefined.\n    * If a
valid UTF-16 surrogate pair does not begin at pos, the result is the code unit
at pos.\n    */\n    codePointAt(pos: number): number | undefined;\n\n    /
**\n    * Returns true if searchString appears as a substring of the result of
converting this\n    * object to a String, at one or more positions that
are\n    * greater than or equal to position; otherwise, returns false.\n    *
@param searchString search string\n    * @param position If position is
undefined, 0 is assumed, so as to search all of the String.\n    */\n
includes(searchString: string, position?: number): boolean;\n\n    /**\n    *
Returns true if the sequence of elements of searchString converted to a String
is the\n    * same as the corresponding elements of this object (converted to a
String) starting at\n    * endPosition \u2013 length(this). Otherwise returns
false.\n    */\n    endsWith(searchString: string, endPosition?: number):
boolean;\n\n    /**\n    * Returns the String value result of normalizing the
string into the normalization form\n    * named by form as specified in Unicode
Standard Annex #15, Unicode Normalization Forms.\n    * @param form Applicable
values: "NFC", "NFD", "NFKC", or "NFKD", If not specified default\n    * is

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"NFC"
  */ normalize(form: "NFC" | "NFD" | "NFKC" | "NFKD"): string;
  * Returns the String value result of normalizing the string into the
  normalization form named by form as specified in Unicode Standard Annex #15,
  Unicode Normalization Forms.
  @param form Applicable values: "NFC", "NFD",
  "NFKC", or "NFKD", If not specified default
  is "NFC"
  normalize(form?: string): string;
  /** Returns a String value that is
  made from count copies appended together. If count is 0,
  the empty string is
  returned.
  @param count number of copies to append
  repeat(count:
  number): string;
  /** Returns true if the sequence of elements of
  searchString converted to a String is the
  same as the corresponding elements
  of this object (converted to a String) starting at
  position. Otherwise returns
  false.
  startsWith(searchString: string, position?: number):
  boolean;
  /** Returns an `<a` HTML anchor element and sets the name
  attribute to the text value
  @param name
  anchor(name: string):
  string;
  /** Returns a `<big` HTML element
  big(): string;
  /** Returns a `<blink` HTML element
  blink(): string;
  /** Returns a `<b`
  HTML element
  bold(): string;
  /** Returns a `<tt` HTML element
  fixed(): string;
  /** Returns a `<font` HTML element and sets the color
  attribute value
  fontcolor(color: string): string;
  /** Returns a
  `<font` HTML element and sets the size attribute value
  fontsize(size:
  number): string;
  /** Returns a `<font>` HTML element and sets the size
  attribute value
  fontsize(size: string): string;
  /** Returns an `<i`
  HTML element
  italics(): string;
  /** Returns an `<a` HTML element and
  sets the href attribute value
  link(url: string): string;
  /** Returns a
  `<small` HTML element
  small(): string;
  /** Returns a `<strike` HTML
  element
  strike(): string;
  /** Returns a `<sub` HTML element
  sub(): string;
  /** Returns a `<sup` HTML element
  sup(): string;

interface StringConstructor {
  /** Return the String value whose
  elements are, in order, the elements in the List elements.
  If length is 0, the
  empty string is returned.
  fromCodePoint(...codePoints: number[]):
  string;
  /** String.raw is usually used as a tag function of a Tagged
  Template String. When called as
  such, the first argument will be a well formed
  template call site object and the rest
  parameter will contain the substitution
  values. It can also be called directly, for example,
  to interleave strings and
  values from your own tag function, and in this case the only thing
  it needs
  from the first argument is the raw property.
  @param template A well-formed
  template string call site representation.
  @param substitutions A set of
  substitution values.
  raw(template: { raw: readonly string[] |
  ArrayLike<string>}, ...substitutions: any[]): string;
}
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WARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR
PURPOSE,
MERCHANTABILITY OR NON-INFRINGEMENT.
See the Apache Version 2.0 License
for specific language governing permissions
and limitations under the
License.
*/
/// <reference no-default-lib="true"/>
interface Atomics {
  * Adds a value to the value at the given position in the array, returning the
  original value.
  * Until this atomic operation completes, any other read or write
  operation against the array
  will block.
  add(typedArray:
  BigInt64Array | BigUint64Array, index: number, value: bigint): bigint;
  * Stores the bitwise AND of a value with the value at the given position in
  the array,
  returning the original value. Until this atomic operation
  completes, any other read or
  write operation against the array will
  block.
  and(typedArray: BigInt64Array | BigUint64Array, index: number,
  value: bigint): bigint;
  /** Replaces the value at the given position in
  the array if the original value equals the given
  expected value, returning the
  original value. Until this atomic operation completes, any
  other read or write
  operation against the array will block.
  compareExchange(typedArray:

```

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BigInt64Array | BigUint64Array, index: number, expectedValue: bigint,
replacementValue: bigint): bigint;\n\n /**\n * Replaces the value at the
given position in the array, returning the original value. Until\n * this
atomic operation completes, any other read or write operation against the array
will\n * block.\n */\n exchange(typedArray: BigInt64Array |
BigUint64Array, index: number, value: bigint): bigint;\n\n /**\n *
Returns the value at the given position in the array. Until this atomic
operation completes,\n * any other read or write operation against the array
will block.\n */\n load(typedArray: BigInt64Array | BigUint64Array,
index: number): bigint;\n\n /**\n * Stores the bitwise OR of a value with
the value at the given position in the array,\n * returning the original
value. Until this atomic operation completes, any other read or write\n *
operation against the array will block.\n */\n or(typedArray:
BigInt64Array | BigUint64Array, index: number, value: bigint): bigint;\n\n /
**\n * Stores a value at the given position in the array, returning the new
value. Until this\n * atomic operation completes, any other read or write
operation against the array will block.\n */\n store(typedArray:
BigInt64Array | BigUint64Array, index: number, value: bigint): bigint;\n\n /
**\n * Subtracts a value from the value at the given position in the array,
returning the original\n * value. Until this atomic operation completes, any
other read or write operation against the\n * array will block.\n
*/\n sub(typedArray: BigInt64Array | BigUint64Array, index: number, value:
bigint): bigint;\n\n /**\n * If the value at the given position in the
array is equal to the provided value, the current\n * agent is put to sleep
causing execution to suspend until the timeout expires (returning\n *
`"timed-out"`) or until the agent is awoken (returning `"ok"`); otherwise,
returns\n * `"not-equal"`. \n */\n wait(typedArray: BigInt64Array,
index: number, value: bigint, timeout?: number): "ok" | "not-equal" | "timed-
out";\n\n /**\n * Wakes up sleeping agents that are waiting on the given
index of the array, returning the\n * number of agents that were
awoken.\n * @param typedArray A shared BigInt64Array.\n * @param index
The position in the typedArray to wake up on.\n * @param count The number of
sleeping agents to notify. Defaults to +Infinity.\n */\n
notify(typedArray: BigInt64Array, index: number, count?: number):
number;\n\n /**\n * Stores the bitwise XOR of a value with the value at
the given position in the array,\n * returning the original value. Until
this atomic operation completes, any other read or write\n * operation
against the array will block.\n */\n xor(typedArray: BigInt64Array |
BigUint64Array, index: number, value: bigint): bigint;\n}\n';
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FITNESS FOR A PARTICULAR PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee
the Apache Version 2.0 License for specific language governing permissions\nand
limitations under the
License.\n*****
***** */\n\n\n\n// <reference no-default-lib="true"/>\n\n\ninterface
BigIntToLocaleStringOptions {\n /**\n * The locale matching algorithm to
use.The default is "best fit". For information about this option, see the {@link
https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl#Locale\_negotiation Intl page}.\n */\n localeMatcher?: string;\n /
**\n * The formatting style to use , the default is "decimal".\n */\n
style?: string;\n\n numberingSystem?: string;\n /**\n * The unit to
use in unit formatting, Possible values are core unit identifiers, defined in
UTS #35, Part 2, Section 6. A subset of units from the full list was selected
for use in ECMAScript. Pairs of simple units can be concatenated with "-per-" to
make a compound unit. There is no default value; if the style is "unit", the
unit property must be provided.\n */\n unit?: string;\n\n /**\n *

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The unit formatting style to use in unit formatting, the defaults is "short".\n
*/\n    unitDisplay?: string;\n\n    /**\n     * The currency to use in currency
formatting. Possible values are the ISO 4217 currency codes, such as "USD" for the US
dollar, "EUR" for the euro, or "CNY" for the Chinese RMB \u2014 see the Current
currency & funds code list. There is no default value; if the style is "currency", the
currency property must be provided. It is only used when [[Style]] has the value
"currency".\n    */\n    currency?: string;\n\n    /**\n     * How to display the
currency in currency formatting. It is only used when [[Style]] has the value
"currency". The default is "symbol".\n    */\n    * "symbol" to use a localized
currency symbol such as \u20AC,\n    */\n    * "code" to use the ISO currency
code,\n    */\n    * "name" to use a localized currency name such as "dollar"\n
*/\n    currencyDisplay?: string;\n\n    /**\n     * Whether to use grouping
separators, such as thousands separators or thousand/lakh/crore separators. The
default is true.\n    */\n    useGrouping?: boolean;\n\n    /**\n     * The minimum
number of integer digits to use. Possible values are from 1 to 21; the default is
1.\n    */\n    minimumIntegerDigits?: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21;\n\n    /**\n     * The minimum number
of fraction digits to use. Possible values are from 0 to 20; the default for plain
number and percent formatting is 0; the default for currency formatting is the number
of minor unit digits provided by the {@link http://www.currency-iso.org/en/home/tables/
table-a1.html ISO 4217 currency codes list} (2 if the list doesn't provide that
information).\n    */\n    minimumFractionDigits?: 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8
| 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20;\n\n    /**\n     * The
maximum number of fraction digits to use. Possible values are from 0 to 20; the
default for plain number formatting is the larger of minimumFractionDigits and 3; the
default for currency formatting is the larger of minimumFractionDigits and the number
of minor unit digits provided by the {@link http://www.currency-iso.org/en/home/tables/
table-a1.html ISO 4217 currency codes list} (2 if the list doesn't provide that
information); the default for percent formatting is the larger of
minimumFractionDigits and 0.\n    */\n    maximumFractionDigits?: 0 | 1 | 2 | 3 | 4 |
5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20;\n\n    /
**\n     * The minimum number of significant digits to use. Possible values are from 1
to 21; the default is 1.\n    */\n    minimumSignificantDigits?: 1 | 2 | 3 | 4 | 5 |
6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21;\n\n    /
**\n     * The maximum number of significant digits to use. Possible values are from 1
to 21; the default is 21.\n    */\n    maximumSignificantDigits?: 1 | 2 | 3 | 4 | 5 |
6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21;\n\n    /
**\n     * The formatting that should be displayed for the number, the defaults is
"standard"\n    */\n    * "standard" plain number formatting\n    */\n    *
"scientific" return the order-of-magnitude for formatted number.\n    */\n    *
"engineering" return the exponent of ten when divisible by three\n    */\n    *
"compact" string representing exponent, defaults is using the "short" form\n
*/\n    notation?: string;\n\n    /**\n     * used only when notation is
"compact"\n    */\n    compactDisplay?: string;\n}\n\ninterface BigInt {\n    /
**\n     * Returns a string representation of an object.\n     * @param radix
Specifies a radix for converting numeric values to strings.\n    */\n    toString(radix?: number): string;\n\n    /** Returns a string representation
appropriate to the host environment's current locale. */\n    toLocaleString(locales?: string, options?: BigIntToLocaleStringOptions):
string;\n\n    /** Returns the primitive value of the specified object. */\n    valueOf(): bigint;\n\n    readonly [Symbol.toStringTag]: "BigInt";\n}\n\ninterface
BigIntConstructor {\n    (value: bigint | boolean | number | string): bigint;\n    readonly prototype: BigInt;\n\n    /**\n     * Interprets the low bits of a BigInt as
a 2's-complement signed integer.\n     * All higher bits are discarded.\n     *
@param bits The number of low bits to use\n     * @param int The BigInt whose bits to
extract\n    */\n    asIntN(bits: number, int: bigint): bigint;\n\n    /**\n     *
Interprets the low bits of a BigInt as an unsigned integer.\n     * All higher bits
are discarded.\n     * @param bits The number of low bits to use\n     * @param int
The BigInt whose bits to extract\n    */\n    asUintN(bits: number, int: bigint):
bigint;\n}\n\n\ndeclare var BigInt: BigIntConstructor;\n\n/**\n * A typed array of 64-
bit signed integer values. The contents are initialized to 0. If the\n * requested

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number of bytes could not be allocated, an exception is raised.\n */\ninterface\nBigInt64Array {\n    /** The size in bytes of each element in the array. */\n    readonly BYTES_PER_ELEMENT: number;\n\n    /** The ArrayBuffer instance\n    referenced by the array. */\n    readonly buffer: ArrayBufferLike;\n\n    /**\n    The length in bytes of the array. */\n    readonly byteLength:\n    number;\n\n    /** The offset in bytes of the array. */\n    readonly\n    byteOffset: number;\n\n    /**\n    * Returns the this object after copying a\n    section of the array identified by start and end\n    * to the same array\n    starting at position target\n    * @param target If target is negative, it is\n    treated as length+target where length is the\n    * length of the array.\n    * @param start If start is negative, it is treated as length+start. If end is\n    negative, it\n    * is treated as length+end.\n    * @param end If not\n    specified, length of the this object is used as its default value.\n    */\n    copyWithin(target: number, start: number, end?: number): this;\n\n    /** Yields\n    index, value pairs for every entry in the array. */\n    entries():\n    IterableIterator<[number, bigint]>;\n\n    /**\n    * Determines whether all\n    the members of an array satisfy the specified test.\n    * @param predicate A\n    function that accepts up to three arguments. The every method calls\n    * the\n    predicate function for each element in the array until the predicate returns\n    false,\n    * or until the end of the array.\n    * @param thisArg An object\n    to which the this keyword can refer in the predicate function.\n    * If\n    thisArg is omitted, undefined is used as the this value.\n    */\n    every(predicate: (value: bigint, index: number, array: BigInt64Array) =>\n    boolean, thisArg?: any): boolean;\n\n    /**\n    * Changes all array elements\n    from `start` to `end` index to a static `value` and returns the modified\n    array\n    * @param value value to fill array section with\n    * @param start\n    index to start filling the array at. If start is negative, it is treated\n    as\n    * length+start where length is the length of the array.\n    * @param\n    end index to stop filling the array at. If end is negative, it is treated\n    as\n    * length+end.\n    */\n    fill(value: bigint, start?: number, end?:\n    number): this;\n\n    /**\n    * Returns the elements of an array that meet the\n    condition specified in a callback function.\n    * @param predicate A function\n    that accepts up to three arguments. The filter method calls\n    * the\n    predicate function one time for each element in the array.\n    * @param\n    thisArg An object to which the this keyword can refer in the predicate\n    function.\n    * If thisArg is omitted, undefined is used as the this\n    value.\n    */\n    filter(predicate: (value: bigint, index: number, array:\n    BigInt64Array) => any, thisArg?: any): BigInt64Array;\n\n    /**\n    * Returns\n    the value of the first element in the array where predicate is true, and\n    undefined\n    * otherwise.\n    * @param predicate find calls predicate once\n    for each element of the array, in ascending\n    * order, until it finds one\n    where predicate returns true. If such an element is found, find\n    * \n    immediately returns that element value. Otherwise, find returns undefined.\n    * @param thisArg If provided, it will be used as the this value for each\n    invocation of\n    * predicate. If it is not provided, undefined is used\n    instead.\n    */\n    find(predicate: (value: bigint, index: number, array:\n    BigInt64Array) => boolean, thisArg?: any): bigint | undefined;\n\n    /**\n    * Returns the index of the first element in the array where predicate is true,\n    and -1\n    * otherwise.\n    * @param predicate find calls predicate once for\n    each element of the array, in ascending\n    * order, until it finds one where\n    predicate returns true. If such an element is found,\n    * findIndex\n    immediately returns that element index. Otherwise, findIndex returns -1.\n    * \n    @param thisArg If provided, it will be used as the this value for each\n    invocation of\n    * predicate. If it is not provided, undefined is used\n    instead.\n    */\n    findIndex(predicate: (value: bigint, index: number,\n    array: BigInt64Array) => boolean, thisArg?: any): number;\n\n    /**\n    * \n    Performs the specified action for each element in an array.\n    * @param\n    callbackfn A function that accepts up to three arguments. forEach calls\n    the\n    * callbackfn function one time for each element in the array.\n    * \n    @param thisArg An object to which the this keyword can refer in the callbackfn\n    function.\n    * If thisArg is omitted, undefined is used as the this
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value.\n    */\n    forEach(callbackfn: (value: bigint, index: number, array: BigInt64Array) => void, thisArg?: any): void;\n\n    /**\n     * Determines whether an array includes a certain element, returning true or false as appropriate.\n     * @param searchElement The element to search for.\n     * @param fromIndex The position in this array at which to begin searching for searchElement.\n     */\n    includes(searchElement: bigint, fromIndex?: number): boolean;\n\n    /**\n     * Returns the index of the first occurrence of a value in an array.\n     * @param searchElement The value to locate in the array.\n     * @param fromIndex The array index at which to begin the search. If fromIndex is omitted, the\n     * search starts at index 0.\n     */\n    indexOf(searchElement: bigint, fromIndex?: number): number;\n\n    /**\n     * Adds all the elements of an array separated by the specified separator string.\n     * @param separator A string used to separate one element of an array from the next in the\n     * resulting String. If omitted, the array elements are separated with a comma.\n     */\n    join(separator?: string): string;\n\n    /** Yields each index in the array. */\n    keys(): IterableIterator<number>;\n\n    /**\n     * Returns the index of the last occurrence of a value in an array.\n     * @param searchElement The value to locate in the array.\n     * @param fromIndex The array index at which to begin the search. If fromIndex is omitted, the\n     * search starts at index 0.\n     */\n    lastIndexOf(searchElement: bigint, fromIndex?: number): number;\n\n    /** The length of the array. */\n    readonly length: number;\n\n    /**\n     * Calls a defined callback function on each element of an array, and returns an array that\n     * contains the results.\n     * @param callbackfn A function that accepts up to three arguments. The map method calls the\n     * callbackfn function one time for each element in the array.\n     * @param thisArg An object to which the this keyword can refer in the callbackfn function.\n     * If thisArg is omitted, undefined is used as the this value.\n     */\n    map(callbackfn: (value: bigint, index: number, array: BigInt64Array) => bigint, thisArg?: any): BigInt64Array;\n\n    /**\n     * Calls the specified callback function for all the elements in an array. The return value of\n     * the callback function is the accumulated result, and is provided as an argument in the next\n     * call to the callback function.\n     * @param callbackfn A function that accepts up to four arguments. The reduce method calls the\n     * callbackfn function one time for each element in the array.\n     * @param initialValue If initialValue is specified, it is used as the initial value to start\n     * the accumulation. The first call to the callbackfn function provides this value as an argument\n     * instead of an array value.\n     */\n    reduce(callbackfn: (previousValue: bigint, currentValue: bigint, currentIndex: number, array: BigInt64Array) => bigint): bigint;\n\n    /**\n     * Calls the specified callback function for all the elements in an array. The return value of\n     * the callback function is the accumulated result, and is provided as an argument in the next\n     * call to the callback function.\n     * @param callbackfn A function that accepts up to four arguments. The reduce method calls the\n     * callbackfn function one time for each element in the array.\n     * @param initialValue If initialValue is specified, it is used as the initial value to start\n     * the accumulation. The first call to the callbackfn function provides this value as an argument\n     * instead of an array value.\n     */\n    reduce<U>(callbackfn: (previousValue: U, currentValue: bigint, currentIndex: number, array: BigInt64Array) => U, initialValue: U): U;\n\n    /**\n     * Calls the specified callback function for all the elements in an array, in descending order.\n     * The return value of the callback function is the accumulated result, and is provided as an\n     * argument in the next call to the callback function.\n     * @param callbackfn A function that accepts up to four arguments. The reduceRight method calls\n     * the callbackfn function one time for each element in the array.\n     * @param initialValue If initialValue is specified, it is used as the initial value to start\n     * the accumulation. The first call to the callbackfn function provides this value as an\n     * argument instead of an array value.\n     */\n    reduceRight(callbackfn: (previousValue: bigint, currentValue: bigint, currentIndex: number, array: BigInt64Array) => bigint): bigint;\n\n    /**\n     * Calls the specified callback function for all the elements in an array, in descending order.\n     * The return value of the callback function is the accumulated result, and is provided as an\n     * argument in the next call to the callback function.\n     * @param callbackfn A function that accepts up to four arguments. The
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```

reduceRight method calls\n      * the callbackfn function one time for each
element in the array.\n      * @param initialValue If initialValue is specified,
it is used as the initial value to start\n      * the accumulation. The first
call to the callbackfn function provides this value as an argument\n      *
instead of an array value.\n      */\n      reduceRight<U>(callbackfn:
(previousValue: U, currentValue: bigint, currentIndex: number, array:
BigInt64Array) => U, initialValue: U): U;\n\n      /** Reverses the elements in
the array. */\n      reverse(): this;\n\n      /**\n      * Sets a value or an array
of values.\n      * @param array A typed or untyped array of values to set.\n
* @param offset The index in the current array at which the values are to be
written.\n      */\n      set(array: ArrayLike<bigint>, offset?: number):
void;\n\n      /**\n      * Returns a section of an array.\n      * @param start The
beginning of the specified portion of the array.\n      * @param end The end of
the specified portion of the array.\n      */\n      slice(start?: number, end?:
number): BigInt64Array;\n\n      /**\n      * Determines whether the specified
callback function returns true for any element of an array.\n      * @param
predicate A function that accepts up to three arguments. The some method calls
the\n      * predicate function for each element in the array until the predicate
returns true, or until\n      * the end of the array.\n      * @param thisArg An
object to which the this keyword can refer in the predicate function.\n      * If
thisArg is omitted, undefined is used as the this value.\n      */\n      some(predicate: (value: bigint, index: number, array: BigInt64Array) => boolean,
thisArg?: any): boolean;\n\n      /**\n      * Sorts the array.\n      * @param
compareFn The function used to determine the order of the elements. If omitted,
the elements are sorted in ascending order.\n      */\n      sort(compareFn?: (a:
bigint, b: bigint) => number | bigint): this;\n\n      /**\n      * Gets a new
BigInt64Array view of the ArrayBuffer store for this array, referencing the
elements\n      * at begin, inclusive, up to end, exclusive.\n      * @param begin
The index of the beginning of the array.\n      * @param end The index of the end
of the array.\n      */\n      subarray(begin?: number, end?: number):
BigInt64Array;\n\n      /** Converts the array to a string by using the current
locale. */\n      toLocaleString(): string;\n\n      /** Returns a string
representation of the array. */\n      toString(): string;\n\n      /** Returns the
primitive value of the specified object. */\n      valueOf():
BigInt64Array;\n\n      /** Yields each value in the array. */\n      values():
IterableIterator<bigint>;\n\n      [Symbol.iterator]():
IterableIterator<bigint>;\n\n      readonly [Symbol.toStringTag]:
"BigInt64Array";\n\n      [index: number]: bigint;\n\n\ninterface
BigInt64ArrayConstructor {\n      readonly prototype: BigInt64Array;\n
      new(length?: number): BigInt64Array;\n      new(array: Iterable<bigint>):
BigInt64Array;\n      new(buffer: ArrayBufferLike, byteOffset?: number, length?:
number): BigInt64Array;\n\n      /** The size in bytes of each element in the
array. */\n      readonly BYTES_PER_ELEMENT: number;\n\n      /**\n      * Returns a
new array from a set of elements.\n      * @param items A set of elements to
include in the new array object.\n      */\n      of(...items: bigint[]):
BigInt64Array;\n\n      /**\n      * Creates an array from an array-like or
iterable object.\n      * @param arrayLike An array-like or iterable object to
convert to an array.\n      * @param mapfn A mapping function to call on every
element of the array.\n      * @param thisArg Value of 'this' used to invoke
the mapfn.\n      */\n      from(arrayLike: ArrayLike<U>): BigInt64Array;\n
      from<U>(arrayLike: ArrayLike<U>, mapfn: (v: U, k: number) => bigint, thisArg?:
any): BigInt64Array;\n\n\ndeclare var BigInt64Array:
BigInt64ArrayConstructor;\n\n\n/**\n      * A typed array of 64-bit unsigned integer
values. The contents are initialized to 0. If the\n      * requested number of bytes
could not be allocated, an exception is raised.\n      */\n\ninterface BigUint64Array
{\n      /** The size in bytes of each element in the array. */\n      readonly
BYTES_PER_ELEMENT: number;\n\n      /** The ArrayBuffer instance referenced by the
array. */\n      readonly buffer: ArrayBufferLike;\n\n      /** The length in bytes
of the array. */\n      readonly byteLength: number;\n\n      /** The offset in
bytes of the array. */\n      readonly byteOffset: number;\n\n      /**\n      *
Returns the this object after copying a section of the array identified by start

```

```
and end\n      * to the same array starting at position target\n      * @param target If target is negative, it is treated as length+target where length is the\n      * length of the array.\n      * @param start If start is negative, it is treated as length+start. If end is negative, it\n      * is treated as length+end.\n      * @param end If not specified, length of the this object is used as its default value.\n      */\n      copyWithin(target: number, start: number, end?: number): this;\n\n      /**\n      * Yields index, value pairs for every entry in the array.\n      */\n      entries(): IterableIterator<[number, bigint]>;\n\n      /**\n      * Determines whether all the members of an array satisfy the specified test.\n      * @param predicate A function that accepts up to three arguments. The every method calls\n      * the predicate function for each element in the array until the predicate returns false,\n      * or until the end of the array.\n      * @param thisArg An object to which the this keyword can refer in the predicate function.\n      * If thisArg is omitted, undefined is used as the this value.\n      */\n      every(predicate: (value: bigint, index: number, array: BigUint64Array) => boolean, thisArg?: any): boolean;\n\n      /**\n      * Changes all array elements from `start` to `end` index to a static `value` and returns the modified array\n      * @param value value to fill array section with\n      * @param start index to start filling the array at. If start is negative, it is treated as\n      * length+start where length is the length of the array.\n      * @param end index to stop filling the array at. If end is negative, it is treated as\n      * length+end.\n      */\n      fill(value: bigint, start?: number, end?: number): this;\n\n      /**\n      * Returns the elements of an array that meet the condition specified in a callback function.\n      * @param predicate A function that accepts up to three arguments. The filter method calls\n      * the predicate function one time for each element in the array.\n      * @param thisArg An object to which the this keyword can refer in the predicate function.\n      * If thisArg is omitted, undefined is used as the this value.\n      */\n      filter(predicate: (value: bigint, index: number, array: BigUint64Array) => any, thisArg?: any): BigUint64Array;\n\n      /**\n      * Returns the value of the first element in the array where predicate is true, and undefined\n      * otherwise.\n      * @param predicate find calls predicate once for each element of the array, in ascending\n      * order, until it finds one where predicate returns true. If such an element is found, find\n      * immediately returns that element value. Otherwise, find returns undefined.\n      * @param thisArg If provided, it will be used as the this value for each invocation of\n      * predicate. If it is not provided, undefined is used instead.\n      */\n      find(predicate: (value: bigint, index: number, array: BigUint64Array) => boolean, thisArg?: any): bigint | undefined;\n\n      /**\n      * Returns the index of the first element in the array where predicate is true, and -1\n      * otherwise.\n      * @param predicate find calls predicate once for each element of the array, in ascending\n      * order, until it finds one where predicate returns true. If such an element is found,\n      * findIndex immediately returns that element index. Otherwise, findIndex returns -1.\n      * @param thisArg If provided, it will be used as the this value for each invocation of\n      * predicate. If it is not provided, undefined is used instead.\n      */\n      findIndex(predicate: (value: bigint, index: number, array: BigUint64Array) => boolean, thisArg?: any): number;\n\n      /**\n      * Performs the specified action for each element in an array.\n      * @param callbackfn A function that accepts up to three arguments. forEach calls the\n      * callbackfn function one time for each element in the array.\n      * @param thisArg An object to which the this keyword can refer in the callbackfn function.\n      * If thisArg is omitted, undefined is used as the this value.\n      */\n      forEach(callbackfn: (value: bigint, index: number, array: BigUint64Array) => void, thisArg?: any): void;\n\n      /**\n      * Determines whether an array includes a certain element, returning true or false as appropriate.\n      * @param searchElement The element to search for.\n      * @param fromIndex The position in this array at which to begin searching for searchElement.\n      */\n      includes(searchElement: bigint, fromIndex?: number): boolean;\n\n      /**\n      * Returns the index of the first occurrence of a value in an array.\n      * @param searchElement The value to locate in the array.\n      * @param fromIndex The array index at which to begin the search. If fromIndex is omitted, the\n      * search starts at index 0.\n      */\n      indexOf(searchElement: bigint, fromIndex?: number): number;\n\n      /**\n      * Adds all the elements of an array separated by the specified separator string.\n      * @param separator A string used to
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separate one element of an array from the next in the\n      * resulting String.  
If omitted, the array elements are separated with a comma.\n      */\njoin(separator?: string): string;\n\n/** Yields each index in the array.  
*/\nkeys(): IterableIterator<number>;\n\n/**\n * Returns the index  
of the last occurrence of a value in an array.\n * @param searchElement The  
value to locate in the array.\n * @param fromIndex The array index at which  
to begin the search. If fromIndex is omitted, the\n * search starts at index  
0.\n */\nlastIndexOf(searchElement: bigint, fromIndex?: number):  
number;\n\n/** The length of the array. */\nreadonly length:  
number;\n\n/**\n * Calls a defined callback function on each element of  
an array, and returns an array that\n * contains the results.\n * @param  
callbackfn A function that accepts up to three arguments. The map method calls  
the\n * callbackfn function one time for each element in the array.\n *  
@param thisArg An object to which the this keyword can refer in the callbackfn  
function.\n * If thisArg is omitted, undefined is used as the this  
value.\n */\nmap(callbackfn: (value: bigint, index: number, array:  
BigUint64Array) => bigint, thisArg?: any): BigUint64Array;\n\n/**\n *  
Calls the specified callback function for all the elements in an array. The  
return value of\n * the callback function is the accumulated result, and is  
provided as an argument in the next\n * call to the callback function.\n * @param callbackfn A function that accepts up to four arguments. The reduce  
method calls the\n * callbackfn function one time for each element in the  
array.\n * @param initialValue If initialValue is specified, it is used as  
the initial value to start\n * the accumulation. The first call to the  
callbackfn function provides this value as an argument\n * instead of an  
array value.\n */\nreduce(callbackfn: (previousValue: bigint,  
currentValue: bigint, currentIndex: number, array: BigUint64Array) => bigint):  
bigint;\n\n/**\n * Calls the specified callback function for all the  
elements in an array. The return value of\n * the callback function is the  
accumulated result, and is provided as an argument in the next\n * call to  
the callback function.\n * @param callbackfn A function that accepts up to  
four arguments. The reduce method calls the\n * callbackfn function one time  
for each element in the array.\n * @param initialValue If initialValue is  
specified, it is used as the initial value to start\n * the accumulation.  
The first call to the callbackfn function provides this value as an  
argument\n * instead of an array value.\n */\nreduce<U>(callbackfn:  
(previousValue: U, currentValue: bigint, currentIndex: number, array:  
BigUint64Array) => U, initialValue: U): U;\n\n/**\n * Calls the  
specified callback function for all the elements in an array, in descending  
order.\n * The return value of the callback function is the accumulated  
result, and is provided as an\n * argument in the next call to the callback  
function.\n * @param callbackfn A function that accepts up to four  
arguments. The reduceRight method calls\n * the callbackfn function one time  
for each element in the array.\n * @param initialValue If initialValue is  
specified, it is used as the initial value to start\n * the accumulation.  
The first call to the callbackfn function provides this value as an\n *  
argument instead of an array value.\n */\nreduceRight(callbackfn:  
(previousValue: bigint, currentValue: bigint, currentIndex: number, array:  
BigUint64Array) => bigint): bigint;\n\n/**\n * Calls the specified  
callback function for all the elements in an array, in descending order.\n *  
The return value of the callback function is the accumulated result, and is  
provided as an\n * argument in the next call to the callback function.\n * @param callbackfn A function that accepts up to four arguments. The  
reduceRight method calls\n * the callbackfn function one time for each  
element in the array.\n * @param initialValue If initialValue is specified,  
it is used as the initial value to start\n * the accumulation. The first  
call to the callbackfn function provides this value as an argument\n *  
instead of an array value.\n */\nreduceRight<U>(callbackfn:  
(previousValue: U, currentValue: bigint, currentIndex: number, array:  
BigUint64Array) => U, initialValue: U): U;\n\n/** Reverses the elements in  
the array. */\nreverse(): this;\n\n/**\n * Sets a value or an array
```

```

of values.\n      * @param array A typed or untyped array of values to set.\n      *
@param offset The index in the current array at which the values are to be
written.\n      */\n      set(array: ArrayLike<bigint>, offset?: number): void;\n\n      /\n      **\n      * Returns a section of an array.\n      * @param start The beginning of the
specified portion of the array.\n      * @param end The end of the specified portion of
the array.\n      */\n      slice(start?: number, end?: number): BigUint64Array;\n\n      /\n      **\n      * Determines whether the specified callback function returns true for any
element of an array.\n      * @param predicate A function that accepts up to three
arguments. The some method calls the\n      * predicate function for each element in
the array until the predicate returns true, or until\n      * the end of the
array.\n      * @param thisArg An object to which the this keyword can refer in the
predicate function.\n      * If thisArg is omitted, undefined is used as the this
value.\n      */\n      some(predicate: (value: bigint, index: number, array:
BigUint64Array) => boolean, thisArg?: any): boolean;\n\n      /**\n      * Sorts the
array.\n      * @param compareFn The function used to determine the order of the
elements. If omitted, the elements are sorted in ascending order.\n      */\n      sort(compareFn?: (a: bigint, b: bigint) => number | bigint): this;\n\n      /\n      **\n      * Gets a new BigUint64Array view of the ArrayBuffer store for this array, referencing
the elements\n      * at begin, inclusive, up to end, exclusive.\n      * @param begin
The index of the beginning of the array.\n      * @param end The index of the end of
the array.\n      */\n      subarray(begin?: number, end?: number):
BigUint64Array;\n\n      /\n      **\n      * Converts the array to a string by using the current locale.
*/\n      toLocaleString(): string;\n\n      /\n      **\n      * Returns a string representation of the
array. */\n      toString(): string;\n\n      /\n      **\n      * Returns the primitive value of the
specified object. */\n      valueOf(): BigUint64Array;\n\n      /\n      **\n      * Yields each value in
the array. */\n      values(): IterableIterator<bigint>;\n\n      [Symbol.iterator]():
IterableIterator<bigint>;\n\n      readonly [Symbol.toStringTag]:
"BigUint64Array";\n\n      [index: number]: bigint;\n\n\ninterface
BigUint64ArrayConstructor {\n      readonly prototype: BigUint64Array;\n      new(length?:
number): BigUint64Array;\n      new(array: Iterable<bigint>): BigUint64Array;\n      new(buffer: ArrayBufferLike, byteOffset?: number, length?: number):
BigUint64Array;\n\n      /\n      **\n      * The size in bytes of each element in the array. */\n      readonly BYTES_PER_ELEMENT: number;\n\n      /\n      **\n      * Returns a new array from a set
of elements.\n      * @param items A set of elements to include in the new array
object.\n      */\n      of(...items: bigint[]): BigUint64Array;\n\n      /\n      **\n      *
Creates an array from an array-like or iterable object.\n      * @param arrayLike An
array-like or iterable object to convert to an array.\n      * @param mapfn A mapping
function to call on every element of the array.\n      * @param thisArg Value of
\'this\' used to invoke the mapfn.\n      */\n      from(arrayLike: ArrayLike<bigint>):
BigUint64Array;\n      from<U>(arrayLike: ArrayLike<U>, mapfn: (v: U, k: number) =>
bigint, thisArg?: any): BigUint64Array;\n\n\ninterface DataView {\n      /\n      **\n      * Gets the BigInt64
value at the specified byte offset from the start of the view. There is\n      * no
alignment constraint; multi-byte values may be fetched from any offset.\n      * @param
byteOffset The place in the buffer at which the value should be retrieved.\n      */\n      getBigInt64(byteOffset: number, littleEndian?: boolean): bigint;\n\n      /\n      **\n      * Gets the BigUint64 value at the specified byte offset from the start of the
view. There is\n      * no alignment constraint; multi-byte values may be fetched from
any offset.\n      * @param byteOffset The place in the buffer at which the value
should be retrieved.\n      */\n      getBigUint64(byteOffset: number, littleEndian?:
boolean): bigint;\n\n      /\n      **\n      * Stores a BigInt64 value at the specified byte
offset from the start of the view.\n      * @param byteOffset The place in the buffer
at which the value should be set.\n      * @param value The value to set.\n      *
@param littleEndian If false or undefined, a big-endian value should be written,\n      * otherwise a little-endian value should be written.\n      */\n      setBigInt64(byteOffset: number, value: bigint, littleEndian?: boolean): void;\n\n      /\n      **\n      * Stores a BigUint64 value at the specified byte offset from the start of the
view.\n      * @param byteOffset The place in the buffer at which the value should be
set.\n      * @param value The value to set.\n      * @param littleEndian If false or
undefined, a big-endian value should be written,\n      * otherwise a little-endian
value should be written.\n      */\n      setBigUint64(byteOffset: number, value: bigint,

```

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littleEndian?: boolean): void;\n}\n\nndeclare namespace Intl{\n  interface
NumberFormat {\n    format(value: number | bigint): string;\n
resolvedOptions(): ResolvedNumberFormatOptions;\n  }\n}\n';
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FITNESS FOR A PARTICULAR PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee
the Apache Version 2.0 License for specific language governing permissions\nand
limitations under the
License.\n*****
**** */\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface
Int8ArrayConstructor {\n  new (): Int8Array;\n}\n\ninterface
Uint8ArrayConstructor {\n  new (): Uint8Array;\n}\n\ninterface
Uint8ClampedArrayConstructor {\n  new (): Uint8ClampedArray;\n}\n\ninterface
Int16ArrayConstructor {\n  new (): Int16Array;\n}\n\ninterface
Uint16ArrayConstructor {\n  new (): Uint16Array;\n}\n\ninterface
Int32ArrayConstructor {\n  new (): Int32Array;\n}\n\ninterface
Uint32ArrayConstructor {\n  new (): Uint32Array;\n}\n\ninterface
Float32ArrayConstructor {\n  new (): Float32Array;\n}\n\ninterface
Float64ArrayConstructor {\n  new (): Float64Array;\n}\n';
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FITNESS FOR A PARTICULAR PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee
the Apache Version 2.0 License for specific language governing permissions\nand
limitations under the
License.\n*****
**** */\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface Map<K, V>
{\n  clear(): void;\n  delete(key: K): boolean;\n  forEach(callbackfn:
(value: V, key: K, map: Map<K, V>) => void, thisArg?: any): void;\n  get(key:
K): V | undefined;\n  has(key: K): boolean;\n  set(key: K, value: V):
this;\n  readonly size: number;\n}\n\ninterface MapConstructor {\n  new():
Map<any, any>;\n  new<K, V>(entries?: readonly (readonly [K, V])[] | null):
Map<K, V>;\n  readonly prototype: Map<any, any>;\n}\nndeclare var Map:
MapConstructor;\n\ninterface ReadonlyMap<K, V> {\n  forEach(callbackfn:
(value: V, key: K, map: ReadonlyMap<K, V>) => void, thisArg?: any): void;\n
get(key: K): V | undefined;\n  has(key: K): boolean;\n  readonly size:
number;\n}\n\ninterface WeakMap<K extends object, V> {\n  delete(key: K):
boolean;\n  get(key: K): V | undefined;\n  has(key: K): boolean;\n  set(key: K, value: V): this;\n}\n\ninterface WeakMapConstructor {\n  new <K
extends object = object, V = any>(entries?: readonly [K, V][] | null):
WeakMap<K, V>;\n  readonly prototype: WeakMap<object, any>;\n}\nndeclare var
WeakMap: WeakMapConstructor;\n\ninterface Set<T> {\n  add(value: T):
this;\n  clear(): void;\n  delete(value: T): boolean;\n  forEach(callbackfn:
(value: T, value2: T, set: Set<T>) => void, thisArg?: any):
void;\n  has(value: T): boolean;\n  readonly size: number;\n}\n\ninterface
SetConstructor {\n  new <T = any>(values?: readonly T[] | null): Set<T>;\n
readonly prototype: Set<any>;\n}\nndeclare var Set: SetConstructor;\n\ninterface
ReadonlySet<T> {\n  forEach(callbackfn: (value: T, value2: T, set:
ReadonlySet<T>) => void, thisArg?: any): void;\n  has(value: T): boolean;\n
readonly size: number;\n}\n\ninterface WeakSet<T extends object> {\n
add(value: T): this;\n  delete(value: T): boolean;\n  has(value: T):
boolean;\n}\n\ninterface WeakSetConstructor {\n  new <T extends object =
object>(values?: readonly T[] | null): WeakSet<T>;\n  readonly prototype:
WeakSet<object>;\n}\nndeclare var WeakSet: WeakSetConstructor;\n';

```



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    */\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface ObjectConstructor
{\n    /**\n     * Returns an array of values of the enumerable properties of an
    object\n     * @param o Object that contains the properties and methods. This can be
    an object that you created or an existing Document Object Model (DOM) object.\n    */\n    values<T>(o: { [s: string]: T } | ArrayLike<T>): T[];\n\n    /**\n     * Returns an array of values of the enumerable properties of an object\n     * @param o Object that contains the properties and methods. This can be an object that you
    created or an existing Document Object Model (DOM) object.\n    */\n    values(o: {}): any[];\n\n    /**\n     * Returns an array of key/values of the enumerable
    properties of an object\n     * @param o Object that contains the properties and
    methods. This can be an object that you created or an existing Document Object Model
    (DOM) object.\n    */\n    entries<T>(o: { [s: string]: T } | ArrayLike<T>): [string,
    T][];\n\n    /**\n     * Returns an array of key/values of the enumerable properties
    of an object\n     * @param o Object that contains the properties and methods. This
    can be an object that you created or an existing Document Object Model (DOM)
    object.\n    */\n    entries(o: {}): [string, any][];\n\n    /**\n     * Returns an
    object containing all own property descriptors of an object\n     * @param o Object
    that contains the properties and methods. This can be an object that you created or an
    existing Document Object Model (DOM) object.\n    */\n    getOwnPropertyDescriptors<T>(o: T): {[P in keyof T]: TypedPropertyDescriptor<T[P]>} &
    { [x: string]: PropertyDescriptor };
}

```

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    */\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface PromiseConstructor
{\n    /**\n     * A reference to the prototype.\n     */\n    readonly prototype: Promise<any>;\n\n    /**\n     * Creates a new Promise.\n     * @param executor A
    callback used to initialize the promise. This callback is passed two arguments:\n     * a resolve callback used to resolve the promise with a value or the result of another
    promise,\n     * and a reject callback used to reject the promise with a provided
    reason or error.\n     */\n    new <T>(executor: (resolve: (value: T | PromiseLike<T>)
    => void, reject: (reason?: any) => void) => void): Promise<T>;\n\n    /**\n     *
    Creates a Promise that is resolved with an array of results when all of the provided
    Promises\n     * resolve, or rejected when any Promise is rejected.\n     * @param
    values An array of Promises.\n     * @returns A new Promise.\n     */\n    all<T1, T2,
    T3, T4, T5, T6, T7, T8, T9, T10>(values: readonly [T1 | PromiseLike<T1>, T2 |
    PromiseLike<T2>, T3 | PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6
    | PromiseLike<T6>, T7 | PromiseLike<T7>, T8 | PromiseLike<T8>, T9 | PromiseLike<T9>,
    T10 | PromiseLike<T10>]): Promise<[T1, T2, T3, T4, T5, T6, T7, T8, T9, T10]>;\n\n    /
    /**\n     * Creates a Promise that is resolved with an array of results when all of the
    provided Promises\n     * resolve, or rejected when any Promise is rejected.\n     *
    @param values An array of Promises.\n     * @returns A new Promise.\n     */\n    all<T1, T2, T3, T4, T5, T6, T7, T8, T9>(values: readonly [T1 | PromiseLike<T1>, T2 |
    PromiseLike<T2>, T3 | PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6
    | PromiseLike<T6>, T7 | PromiseLike<T7>, T8 | PromiseLike<T8>, T9 | PromiseLike<T9>]):
    Promise<[T1, T2, T3, T4, T5, T6, T7, T8, T9]>;\n\n    /**\n     * Creates a Promise

```

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that is resolved with an array of results when all of the provided
Promises\n      * resolve, or rejected when any Promise is rejected.\n      *
@param values An array of Promises.\n      * @returns A new Promise.\n*/\n  all<T1, T2, T3, T4, T5, T6, T7, T8>(values: readonly [T1 |
PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>, T4 |
PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>, T7 |
PromiseLike<T7>, T8 | PromiseLike<T8>]): Promise<[T1, T2, T3, T4, T5, T6, T7,
T8]>;\n\n  /**\n      * Creates a Promise that is resolved with an array of
results when all of the provided Promises\n      * resolve, or rejected when any
Promise is rejected.\n      * @param values An array of Promises.\n      *
@returns A new Promise.\n      */\n  all<T1, T2, T3, T4, T5, T6, T7>(values:
readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>, T4 |
PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>, T7 |
PromiseLike<T7>]): Promise<[T1, T2, T3, T4, T5, T6, T7]>;\n\n  /**\n      *
Creates a Promise that is resolved with an array of results when all of the
provided Promises\n      * resolve, or rejected when any Promise is
rejected.\n      * @param values An array of Promises.\n      * @returns A new
Promise.\n      */\n  all<T1, T2, T3, T4, T5, T6>(values: readonly [T1 |
PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>, T4 |
PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>]): Promise<[T1, T2,
T3, T4, T5, T6]>;\n\n  /**\n      * Creates a Promise that is resolved with an
array of results when all of the provided Promises\n      * resolve, or rejected
when any Promise is rejected.\n      * @param values An array of Promises.\n
      * @returns A new Promise.\n      */\n  all<T1, T2, T3, T4, T5>(values: readonly
[T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>, T4 |
PromiseLike<T4>, T5 | PromiseLike<T5>]): Promise<[T1, T2, T3, T4, T5]>;\n\n  /
**\n      * Creates a Promise that is resolved with an array of results when all
of the provided Promises\n      * resolve, or rejected when any Promise is
rejected.\n      * @param values An array of Promises.\n      * @returns A new
Promise.\n      */\n  all<T1, T2, T3, T4>(values: readonly [T1 |
PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>, T4 |
PromiseLike<T4>]): Promise<[T1, T2, T3, T4]>;\n\n  /**\n      * Creates a
Promise that is resolved with an array of results when all of the provided
Promises\n      * resolve, or rejected when any Promise is rejected.\n      *
@param values An array of Promises.\n      * @returns A new Promise.\n
      */\n  all<T1, T2, T3>(values: readonly [T1 | PromiseLike<T1>, T2 |
PromiseLike<T2>, T3 | PromiseLike<T3>]): Promise<[T1, T2, T3]>;\n\n  /**\n
      * Creates a Promise that is resolved with an array of results when all of the
provided Promises\n      * resolve, or rejected when any Promise is
rejected.\n      * @param values An array of Promises.\n      * @returns A new
Promise.\n      */\n  all<T>(values: readonly (T | PromiseLike<T>)[]): Promise<T[]>;\n\n  // see:
lib.es2015.iterable.d.ts\n  // all<T>(values: Iterable<T | PromiseLike<T>>):
Promise<T[]>;\n\n  /**\n      * Creates a Promise that is resolved or rejected
when any of the provided Promises are resolved\n      * or rejected.\n      *
@param values An array of Promises.\n      * @returns A new Promise.\n
      */\n  race<T>(values: readonly T[]): Promise<T extends PromiseLike<infer U> ?
U : T>;\n\n  // see: lib.es2015.iterable.d.ts\n  // race<T>(values:
Iterable<T>): Promise<T extends PromiseLike<infer U> ? U : T>;\n\n  /**\n
      * Creates a new rejected promise for the provided reason.\n      * @param reason
The reason the promise was rejected.\n      * @returns A new rejected
Promise.\n      */\n  reject<T = never>(reason?: any): Promise<T>;\n\n  /
**\n      * Creates a new resolved promise.\n      * @returns A resolved
promise.\n      */\n  resolve(): Promise<void>;\n\n  /**\n      * Creates a
new resolved promise for the provided value.\n      * @param value A
promise.\n      * @returns A promise whose internal state matches the provided
promise.\n      */\n  resolve<T>(value: T | PromiseLike<T>): Promise<T>;\n
```

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\nndeclare var Promise: PromiseConstructor;\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\ninterface
PromiseFulfilledResult<T> {\n    status: "fulfilled";\n    value: T;\n}\n\n\ninterface
PromiseRejectedResult {\n    status: "rejected";\n    reason: any;\n}\n\n\ntype
PromiseSettledResult<T> = PromiseFulfilledResult<T> |
PromiseRejectedResult;\n\n\ninterface PromiseConstructor {\n    /**\n    * Creates a
Promise that is resolved with an array of results when all\n    * of the provided
Promises resolve or reject.\n    * @param values An array of Promises.\n    *
@return A new Promise.\n    */\n    allSettled<T> extends readonly unknown[] |
readonly [unknown]>(values: T):\n        Promise<{-readonly [P in keyof T]:
PromiseSettledResult<T[P]> extends PromiseLike<infer U> ? U : T[P]}>};\n\n    /
**\n    * Creates a Promise that is resolved with an array of results when all\n
* of the provided Promises resolve or reject.\n    * @param values An array of
Promises.\n    * @returns A new Promise.\n    */\n    allSettled<T>(values:
Iterable<T>): Promise<PromiseSettledResult<T extends PromiseLike<infer U> ? U :
T>[]>;\n}\n\n';
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*/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\ninterface ProxyHandler<T
extends object> {\n    apply?(target: T, thisArg: any, argArray: any[]): any;\n
construct?(target: T, argArray: any[], newTarget: Function): object;\n
defineProperty?(target: T, p: string | symbol, attributes: PropertyDescriptor):
boolean;\n    deleteProperty?(target: T, p: string | symbol): boolean;\n    get?
(target: T, p: string | symbol, receiver: any): any;\n    getOwnPropertyDescriptor?
(target: T, p: string | symbol): PropertyDescriptor | undefined;\n    getPrototypeOf?
(target: T): object | null;\n    has?(target: T, p: string | symbol): boolean;\n
isExtensible?(target: T): boolean;\n    ownKeys?(target: T): ArrayLike<string |
symbol>;\n    preventExtensions?(target: T): boolean;\n    set?(target: T, p: string |
symbol, value: any, receiver: any): boolean;\n    setPrototypeOf?(target: T, v: object
| null): boolean;\n}\n\n\ninterface ProxyConstructor {\n    revocable<T extends
object>(target: T, handler: ProxyHandler<T>): { proxy: T; revoke: () => void; };\n
new <T extends object>(target: T, handler: ProxyHandler<T>): T;\n}\n\nndeclare var Proxy:
ProxyConstructor;\n';
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*/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\ninterface RegExpMatchArray
{\n    groups?: {\n        [key: string]: string\n    }\n}\n\n\ninterface
RegExpExecArray {\n    groups?: {\n        [key: string]: string\n    }\n}

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\n\ninterface RegExp {\n    /**\n        * Returns a Boolean value indicating the
state of the dotAll flag (s) used with a regular expression.\n        * Default is
false. Read-only.\n        */\n        readonly dotAll: boolean;\n    }';
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***** */\n\n\n\n// <reference no-default-lib="true"/>\n\n\ninterface String
{\n    /** Removes the trailing white space and line terminator characters from
a string. */\n    trimEnd(): string;\n    /** Removes the leading white space
and line terminator characters from a string. */\n    trimStart():
string;\n    /** Removes the leading white space and line terminator
characters from a string. */\n    trimLeft(): string;\n    /** Removes the
trailing white space and line terminator characters from a string. */\n    trimRight(): string;\n}\n';
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***** */\n\n\n\n// <reference no-default-lib="true"/>\n\n\ninterface String
{\n    /**\n        * Replace all instances of a substring in a string, using a
regular expression or search string.\n        * @param searchValue A string to
search for.\n        * @param replaceValue A string containing the text to replace
for every successful match of searchValue in this string.\n        */\n        replaceAll(searchValue: string | RegExp, replaceValue: string): string;\n    /
**\n        * Replace all instances of a substring in a string, using a regular
expression or search string.\n        * @param searchValue A string to search
for.\n        * @param replacer A function that returns the replacement text.\n        */\n        replaceAll(searchValue: string | RegExp, replacer: (substring:
string, ...args: any[]) => string): string;\n}\n';
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***** */\n\n\n\n// <reference no-default-lib="true"/>\n\n\ninterface Symbol
{\n    /**\n        * Expose the [[Description]] internal slot of a symbol
directly.\n        */\n        readonly description: string | undefined;\n}\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface SymbolConstructor
{\n    /**\n        * A reference to the prototype.\n        */\n    readonly prototype:
Symbol;\n\n    /**\n        * Returns a new unique Symbol value.\n        * @param
description Description of the new Symbol object.\n        */\n    (description?: string
| number): symbol;\n\n    /**\n        * Returns a Symbol object from the global symbol
registry matching the given key if found.\n        * Otherwise, returns a new symbol with
this key.\n        * @param key key to search for.\n        */\n    for(key: string):
symbol;\n\n    /**\n        * Returns a key from the global symbol registry matching the
given Symbol if found.\n        * Otherwise, returns a undefined.\n        * @param sym
Symbol to find the key for.\n        */\n    keyFor(sym: symbol): string | undefined;\n}
\n\ndeclare var Symbol: SymbolConstructor;';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\ntype FlatArray<Arr, Depth
extends number> = {\n    "done": Arr, \n    "recur": Arr extends ReadonlyArray<infer
InnerArr>\n        ? FlatArray<InnerArr, [-1, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11,
12, 13, 14, 15, 16, 17, 18, 19, 20][Depth]>\n        : Arr\n    }[Depth extends -1 ?
"done" : "recur"];\n\n\ninterface ReadonlyArray<T> {\n\n    /**\n        * Calls a defined
callback function on each element of an array. Then, flattens the result into\n        *
a new array.\n        * This is identical to a map followed by flat with depth 1.\n        *
*\n        * @param callback A function that accepts up to three arguments. The flatMap
method calls the\n        * callback function one time for each element in the
array.\n        * @param thisArg An object to which the this keyword can refer in the
callback function. If\n        * thisArg is omitted, undefined is used as the this
value.\n        */\n    flatMap<U, This = undefined> (\n        callback: (this: This,
value: T, index: number, array: T[]) => U | ReadonlyArray<U>,\n        thisArg?:
This\n    ): U[]\n\n\n    /**\n        * Returns a new array with all sub-array elements
concatenated into it recursively up to the\n        * specified depth.\n        *
*\n        * @param depth The maximum recursion depth\n        */\n    flat<A, D extends
number = 1> (\n        this: A,\n        depth?: D\n    ): FlatArray<A, D>[]\n\n\n\ninterface
Array<T> {\n\n    /**\n        * Calls a defined callback function on each element of an
array. Then, flattens the result into\n        * a new array.\n        * This is identical
to a map followed by flat with depth 1.\n        *
*\n        * @param callback A function
that accepts up to three arguments. The flatMap method calls the\n        * callback
function one time for each element in the array.\n        * @param thisArg An object to
which the this keyword can refer in the callback function. If\n        * thisArg is
omitted, undefined is used as the this value.\n        */\n    flatMap<U, This =
undefined> (\n        callback: (this: This, value: T, index: number, array: T[]) => U
| ReadonlyArray<U>,\n        thisArg?: This\n    ): U[]\n\n\n    /**\n        * Returns a
new array with all sub-array elements concatenated into it recursively up to the\n        *
specified depth.\n        *
*\n        * @param depth The maximum recursion depth\n        */\n    flat<A, D extends
number = 1> (\n        this: A,\n        depth?: D\n    ):
FlatArray<A, D>[]\n\n}';

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