Oracle® Enterprise Manager

Oracle Enterprise Manager App for Grafana User's Guide

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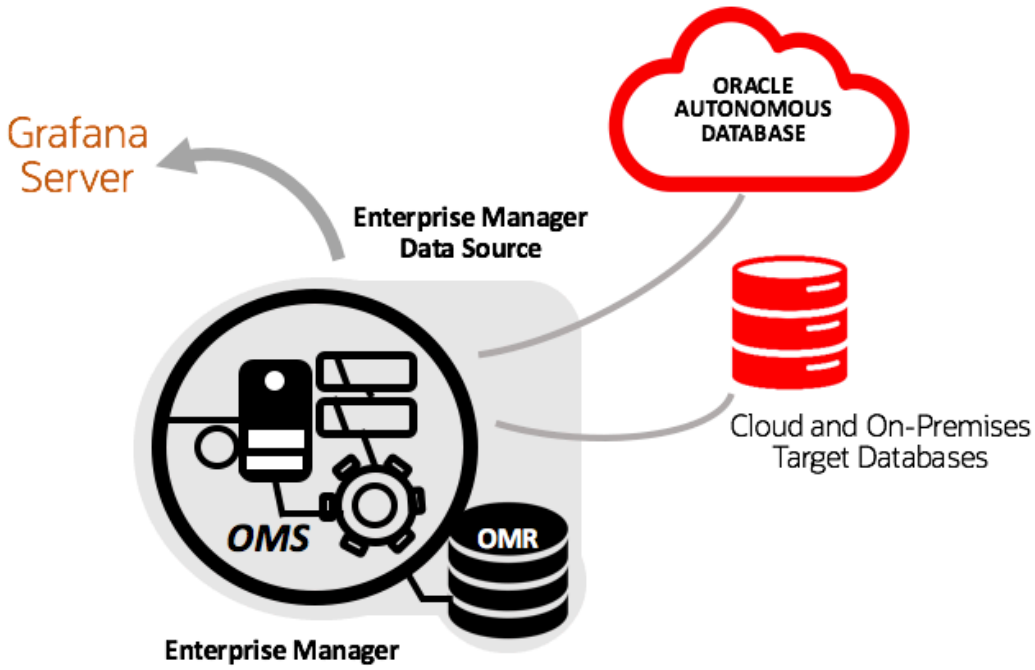
About the Oracle Enterprise Manager App for Grafana

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 11.5.1 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 24ai** 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.

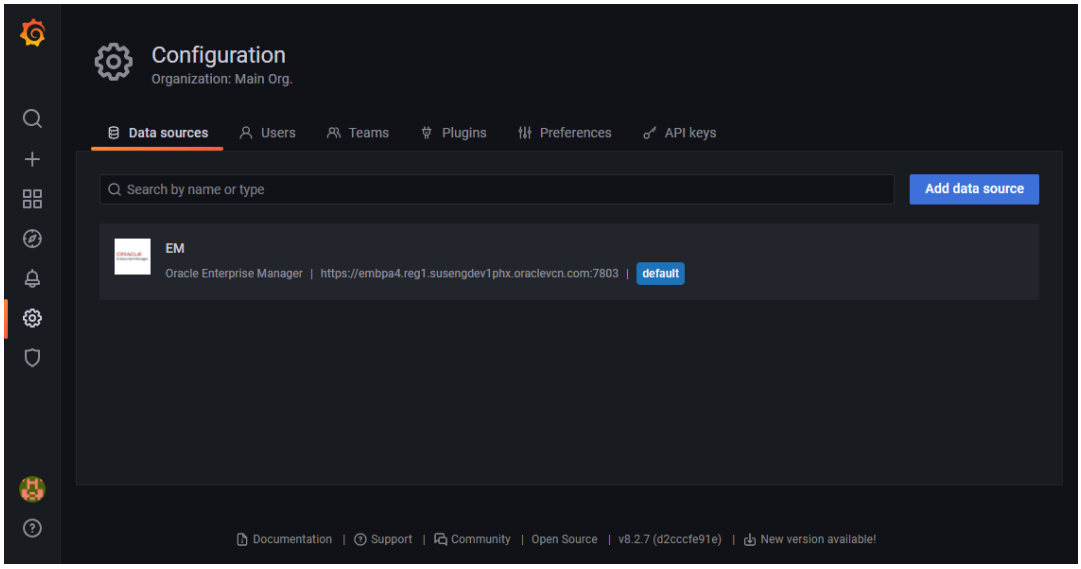
- Add an Enterprise Manager Data Source
- View Predefined Dashboards
- Grafana Alerting
- Build Custom Dashboards
- Sample Dashboards
- Create Dashboards Using Predefined Templates
- Access Remote Repositories
- Accessibility

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.

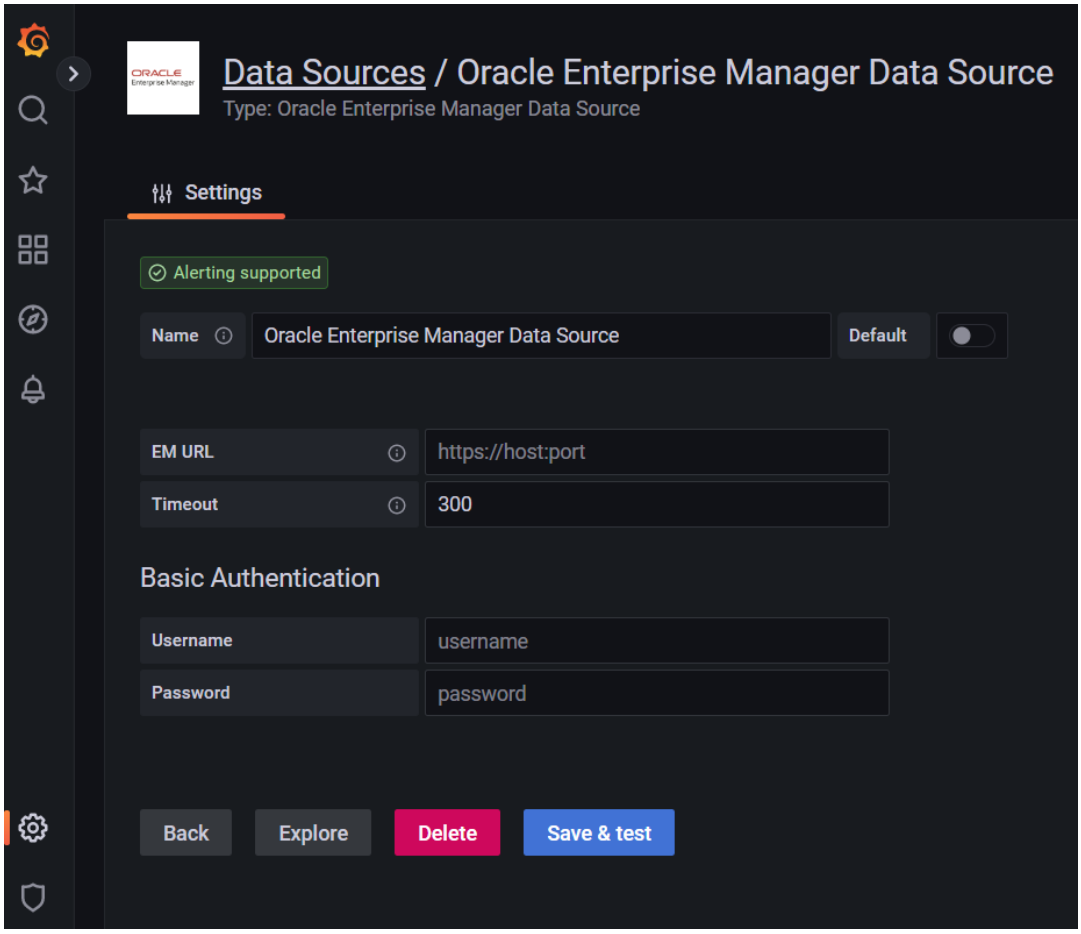
To add an Enterprise Manager site as a data source:

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 specfied. 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.

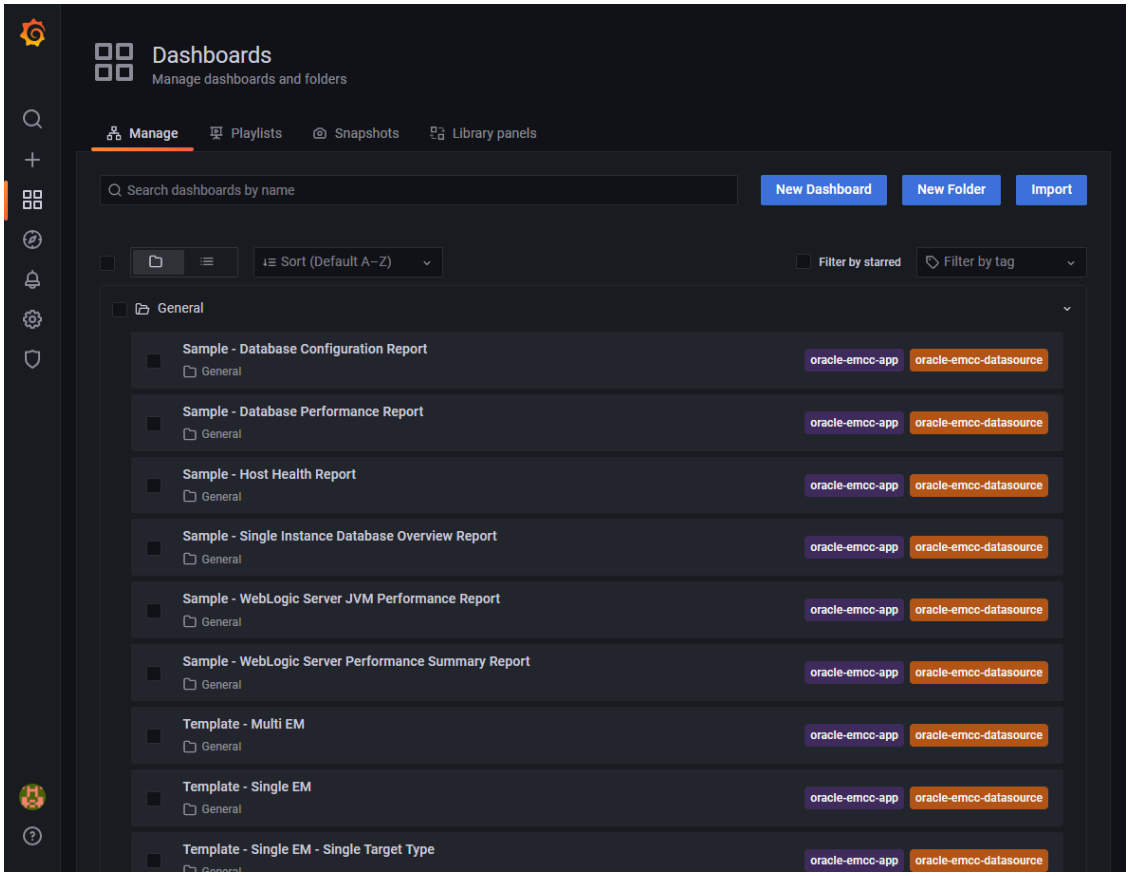
> **Note:**
>
> The named credential for the repository database will be saved to the Enterprise Manager 13.5 installation. With this system dependency, the hostname/port/service or SID will be exposed to anyone with access to Grafana UI (Datasource page).

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:

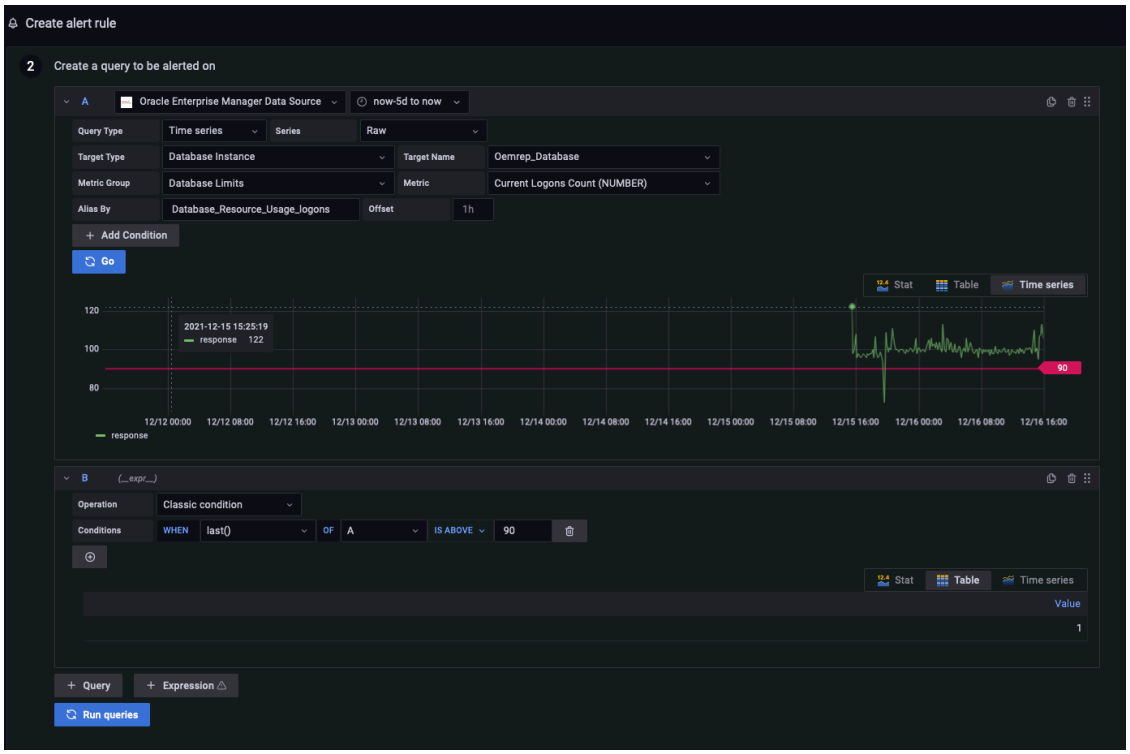
- *Sample - Oracle Host Health Report*
- *Sample - Oracle Single Instance Database Overview Report*
- *Sample - Database Configuration Report*
- *Sample - Database Performance Report*
- *Sample - WebLogic Server JVM Performance Report*
- *Sample - WebLogic Server Performance Summary Report*
- *Sample - 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...**.

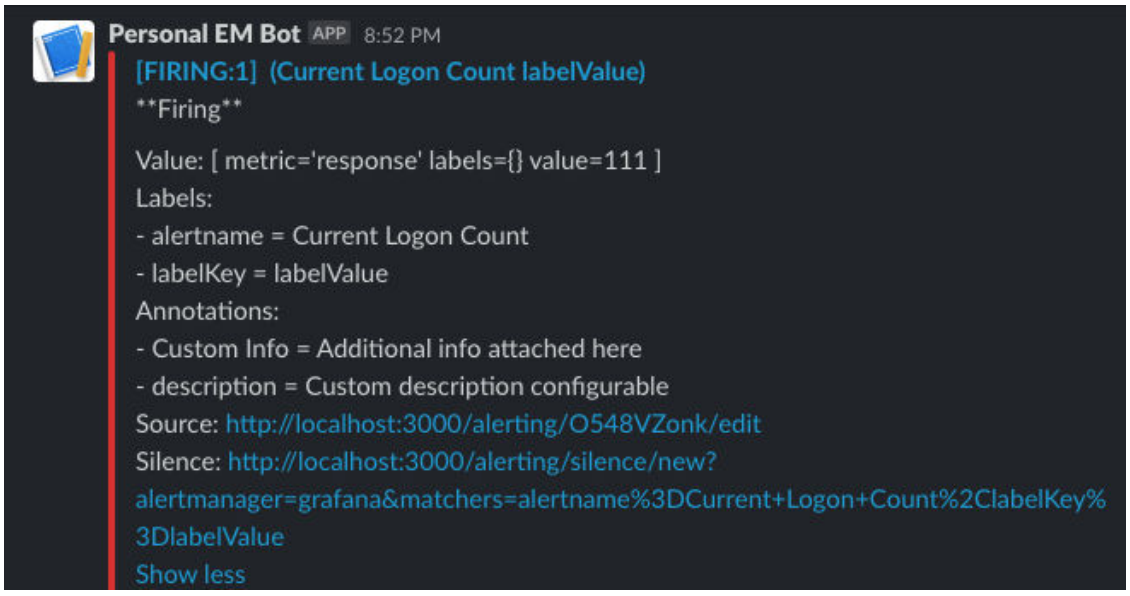
Grafana Alerting

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"



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



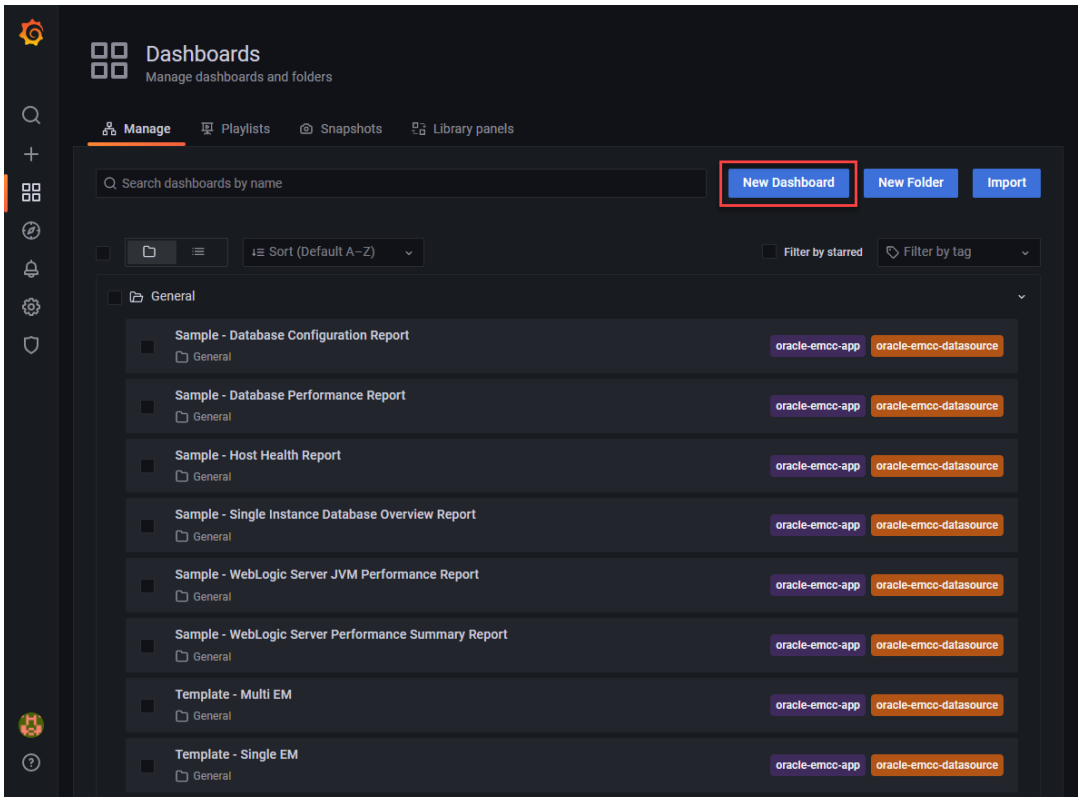
For more information, see Grafana Alerting documentation (https://grafana.com/docs/grafana/latest/alerting/).

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

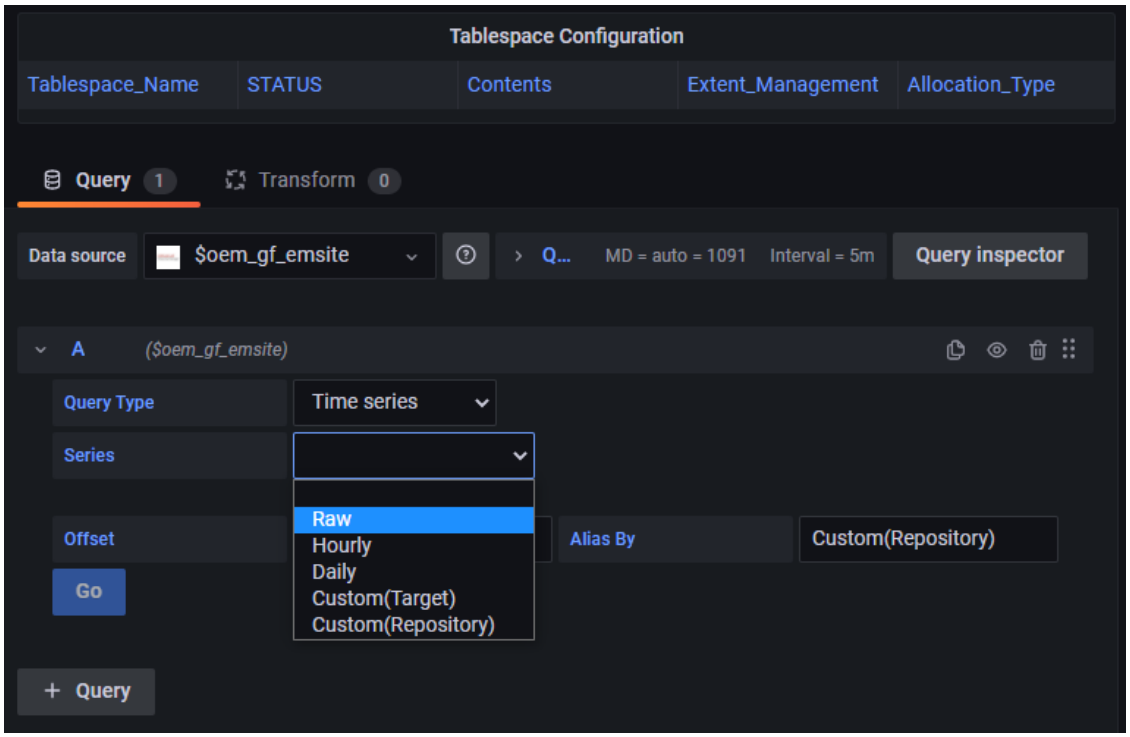
You can create visualization panels by querying the Enterprise Manager data.

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.



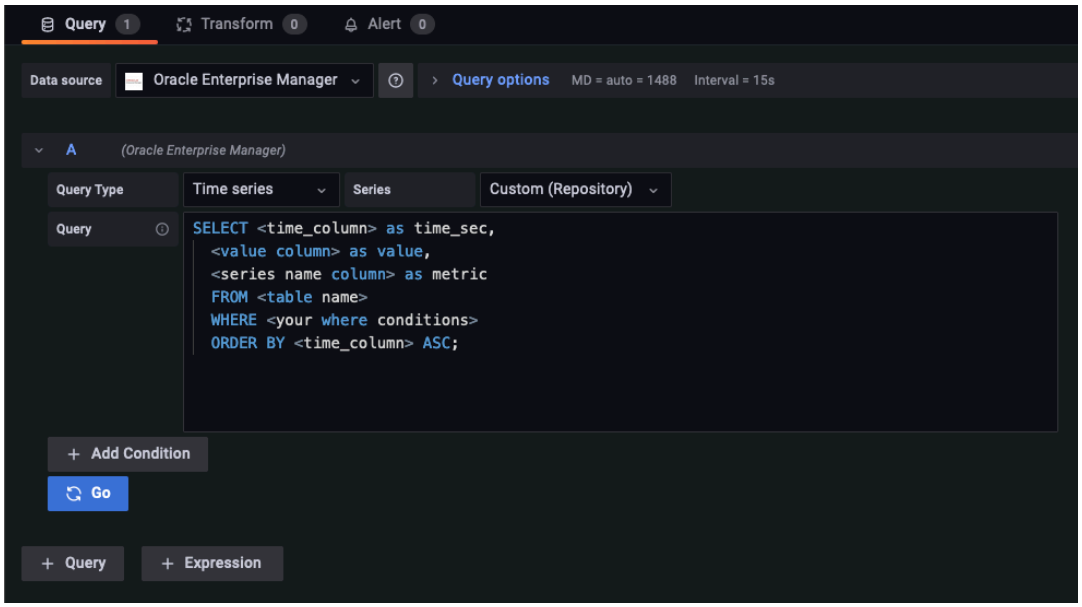
There are three built-in time series queries.

- **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;
```

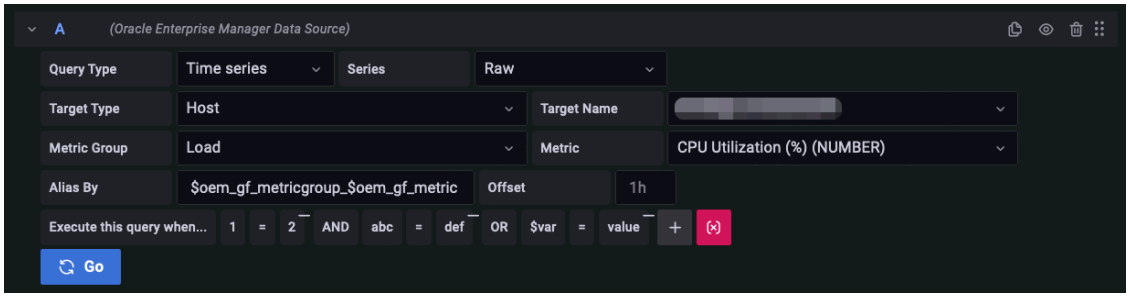


Using Expressions

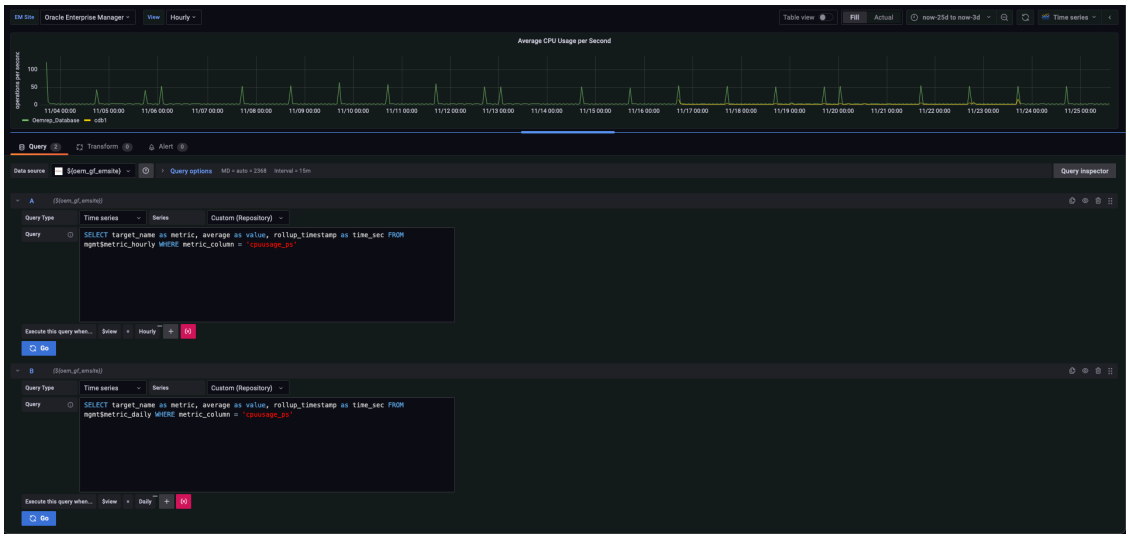
Starting with Enterprise Manager App for Grafana v4.0.0, users can condition the execution of their queries using expressions. The query will execute if and only if the expression evaluates to TRUE. The expressions are comparisons between two values, yet multiple expressions can be linked using logical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

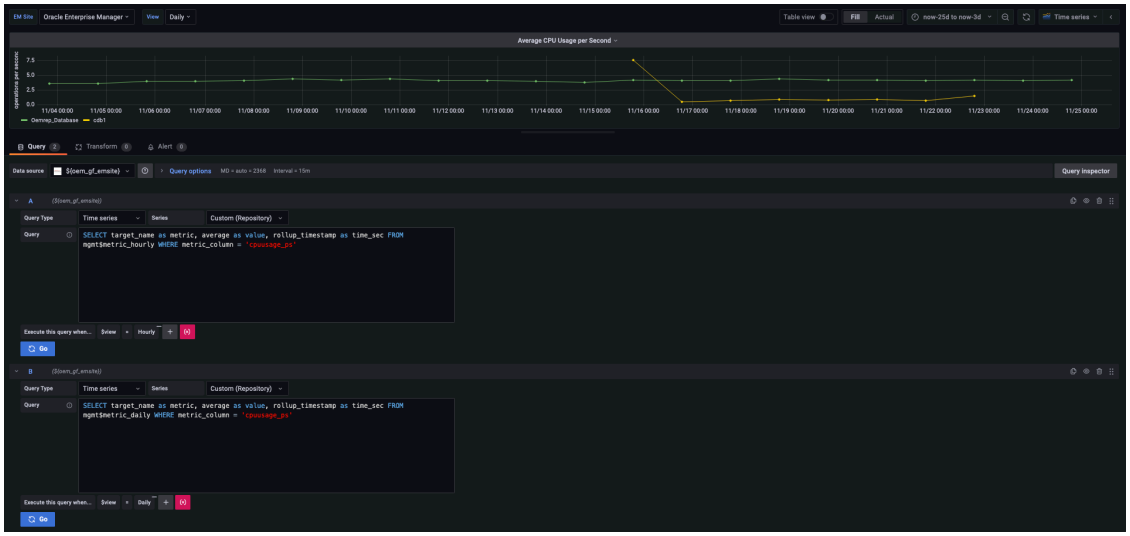
- Equals: =
- Not equals: !=

- Greater than: >
- Greater than or equal to: >=
- Less than: <
- Less than or equal to: <=



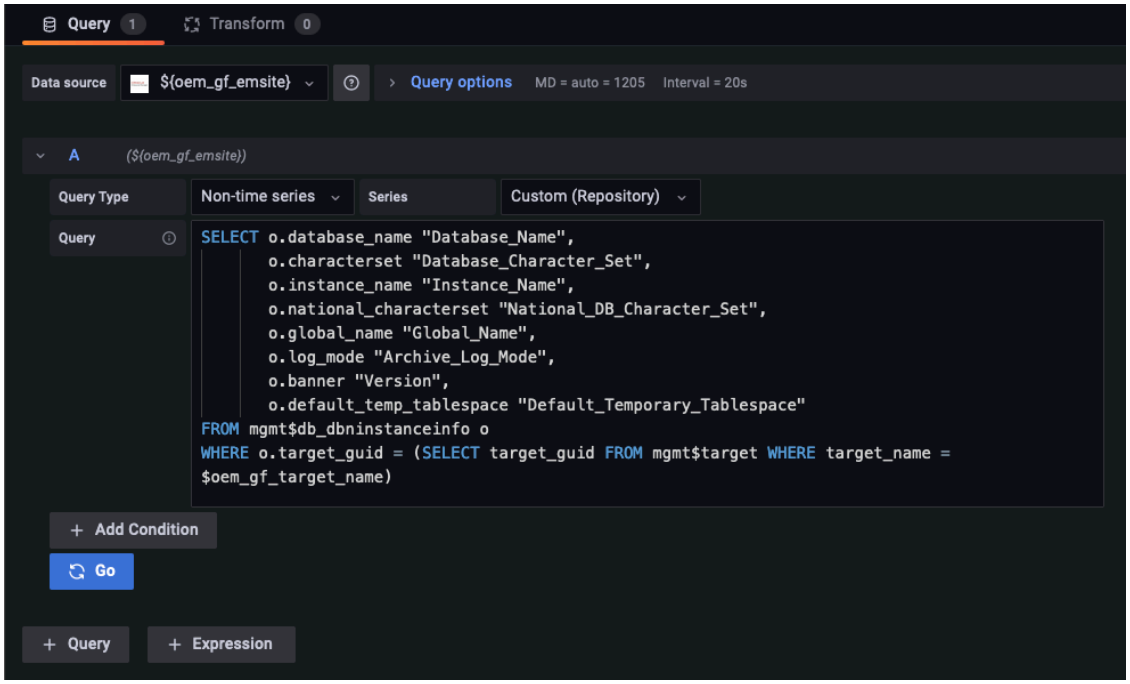
Here's an example of a single dashboard panel that utilizes these filters to render data from distinct tables based on the "View" selected by a dashboard viewer. This assists dashboard designers in creating a single pane view within the same dashboard panel to customize the data rendered.





Non-time Series Query Type using MGMT$ Views

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



> **Note:**
>
> For more information about Enterprise Manager Management Views, see About Management Repository Views.

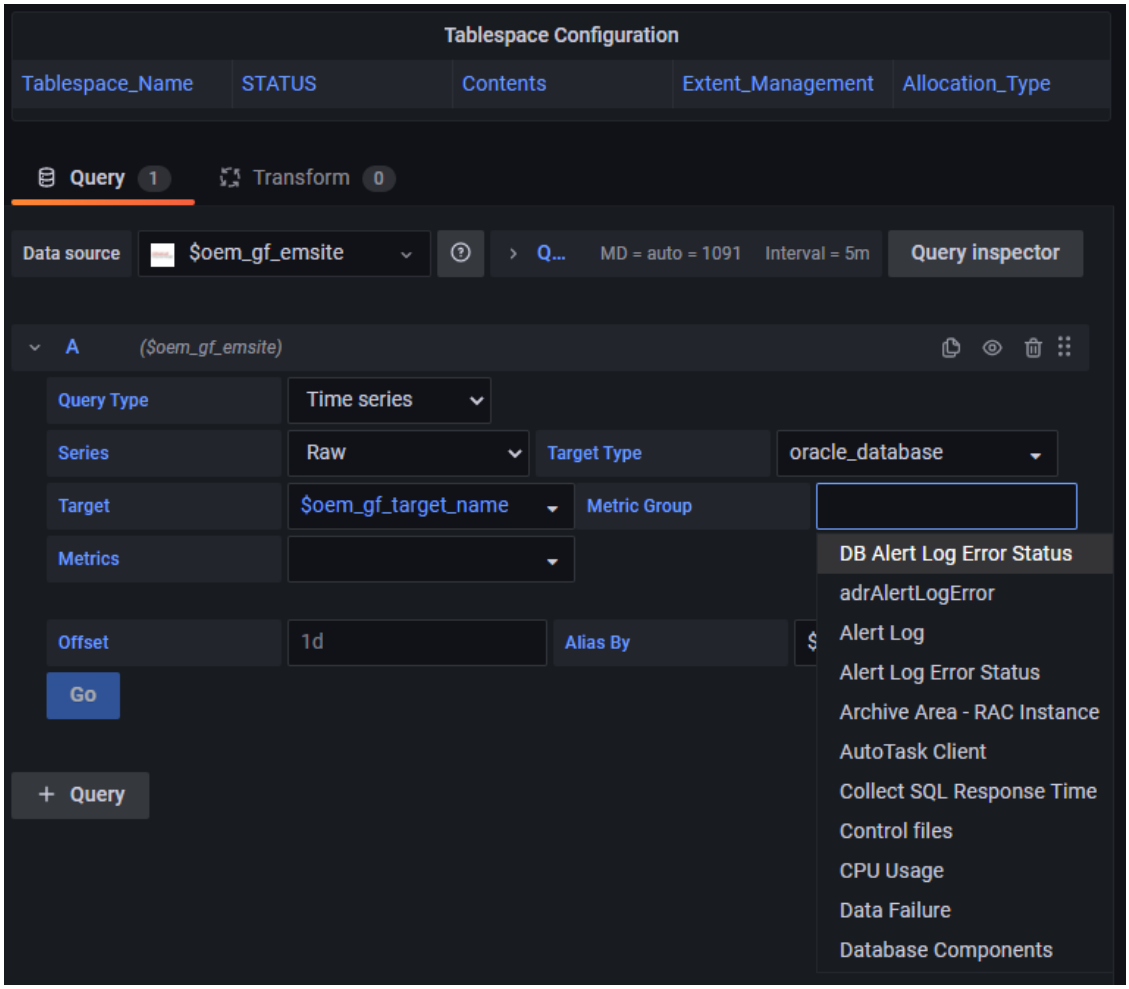
Browse Enterprise Manager Metrics

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.

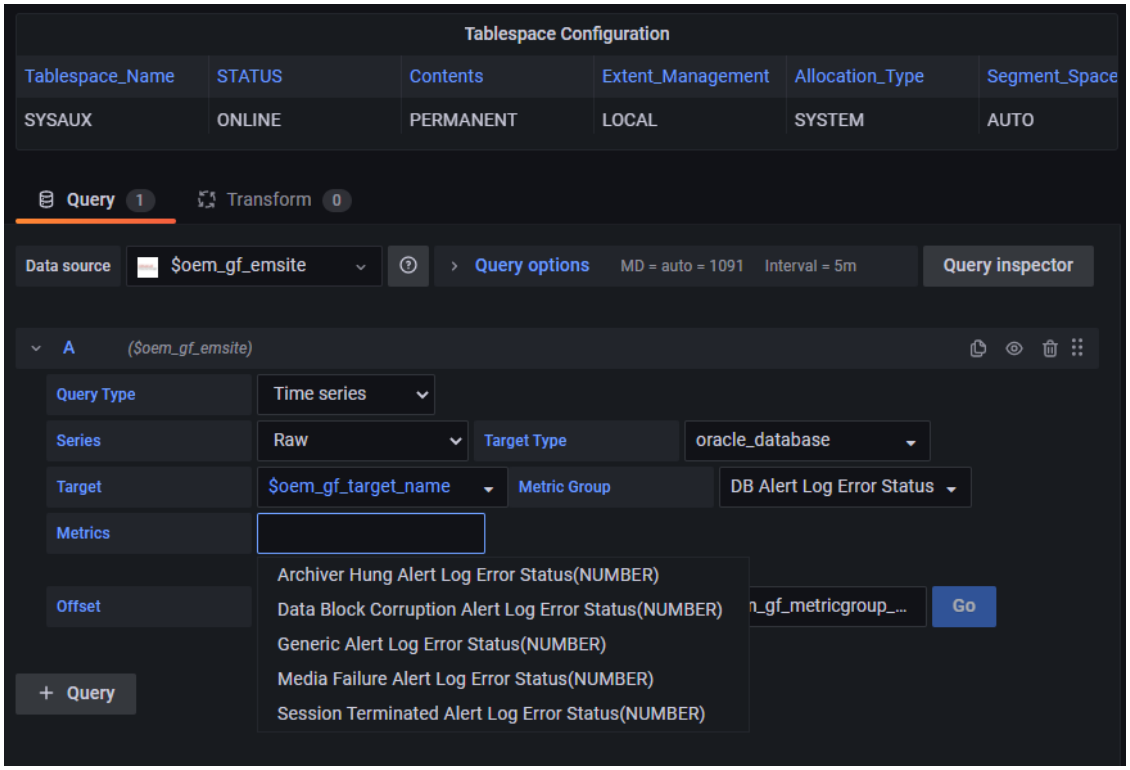
Query Type - "Timeseries"

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

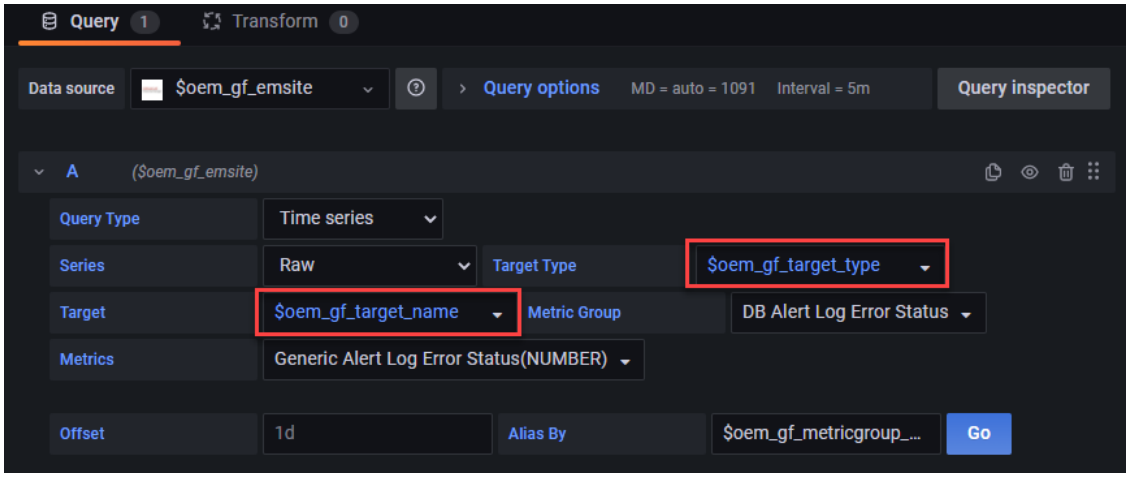
Metric Group



Metric



Using variables for target type and target name.



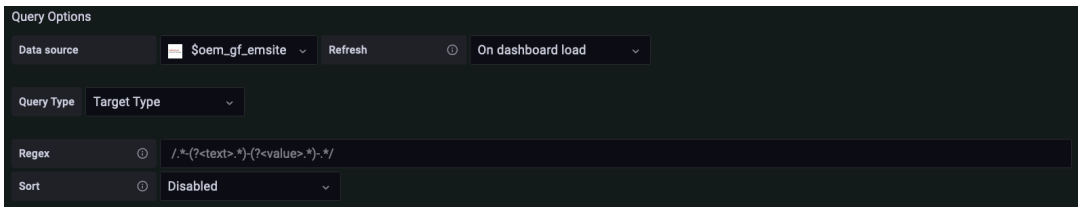
Variables

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:

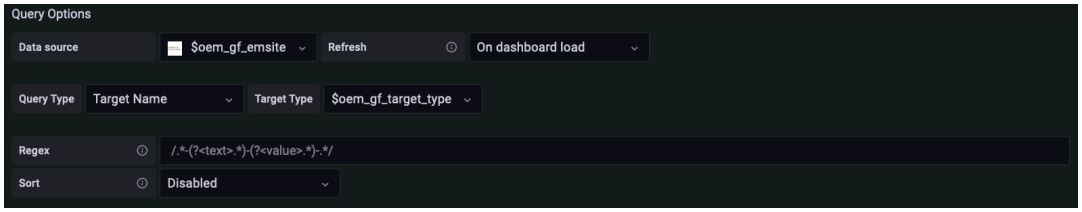
- **Target Type**
  Fetches the list of all the target types.

> **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.



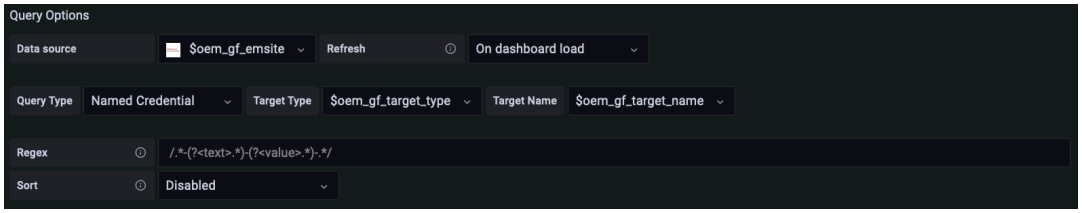
- **Target Name**
  Fetches the list of all the target names, given a specific target type.

> **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.

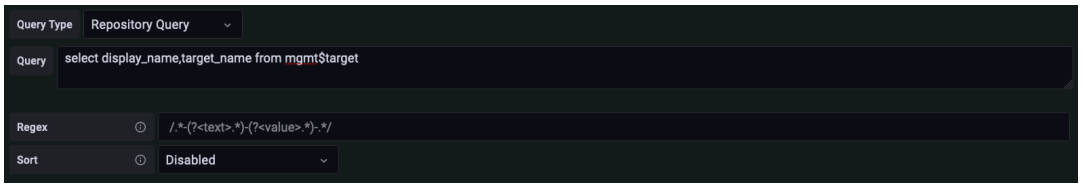


- **Named Credential**
  Fetches the list of available EM named credentials defined for a given target, identified by the target type and target name.

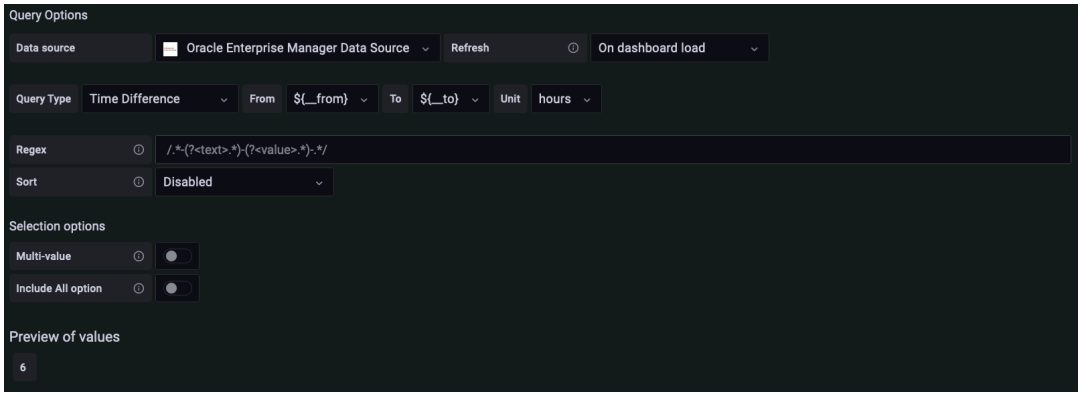
> **Note:**
>
> If you are using a version of EM App for Grafana prior to v4.0.0, you need to specify the variable as a JSON string.



- **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.



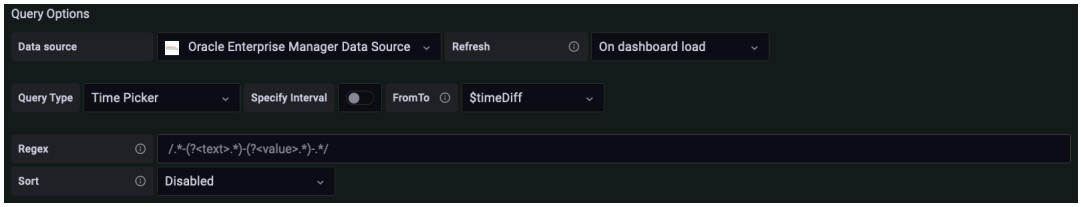
- **Time Difference**
  Starting with EM App for Grafana v4.0.0, the **Time Difference** variable is available, which can be defined to calculate the time difference between the specified **From** and **To** values in the specified **unit** of time. The values of the **From** and **To** properties can 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.

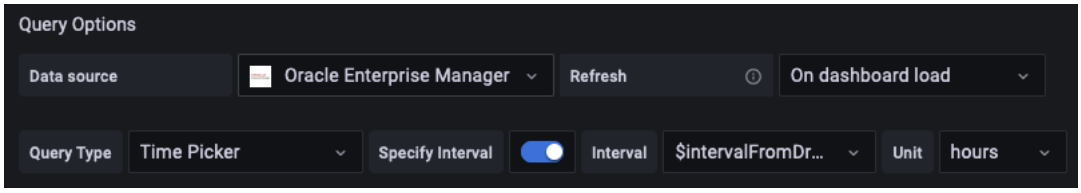


- **Time Picker**
  Starting with EM App for Grafana v4.0.0, the **Time Picker** variable is available, which can be defined to modify the time picker automatically, without explicitly choosing it from the UI. The controls for this variable can either be a **FromTo** or an **Interval** and **Unit**. 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
  ```





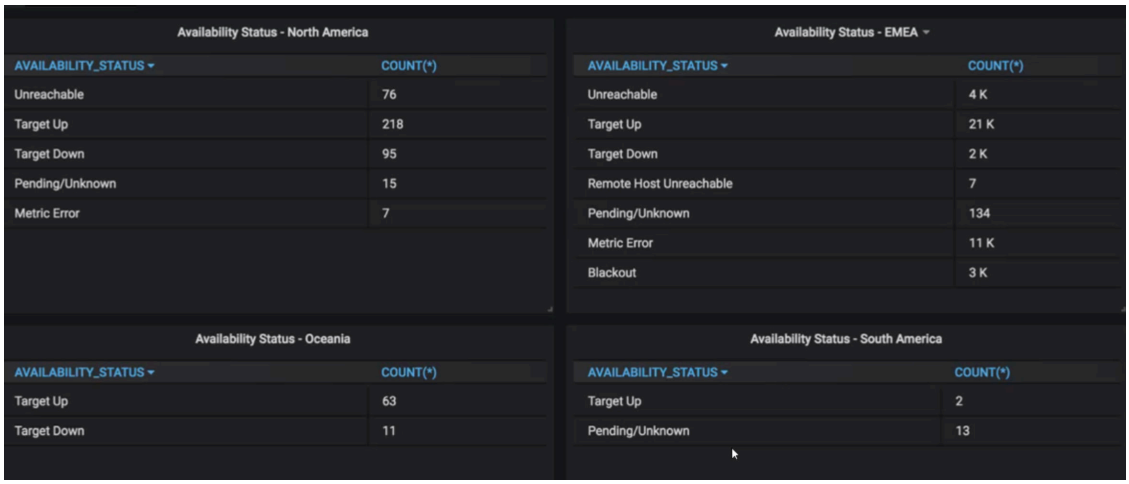
Create Federated Data Dashboards

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.



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.

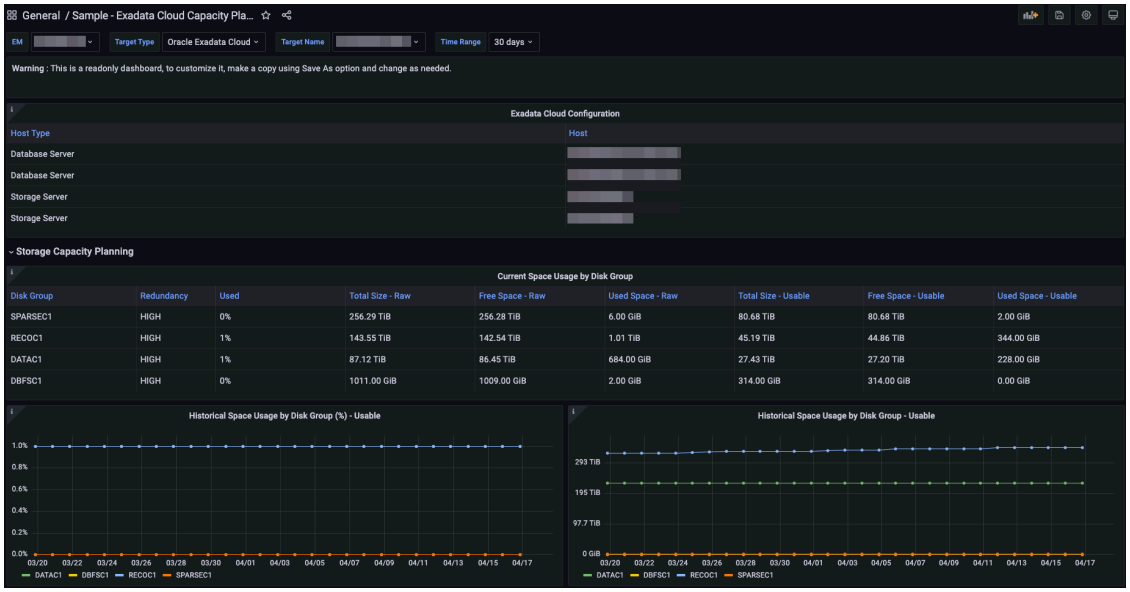
Sample Dashboards

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

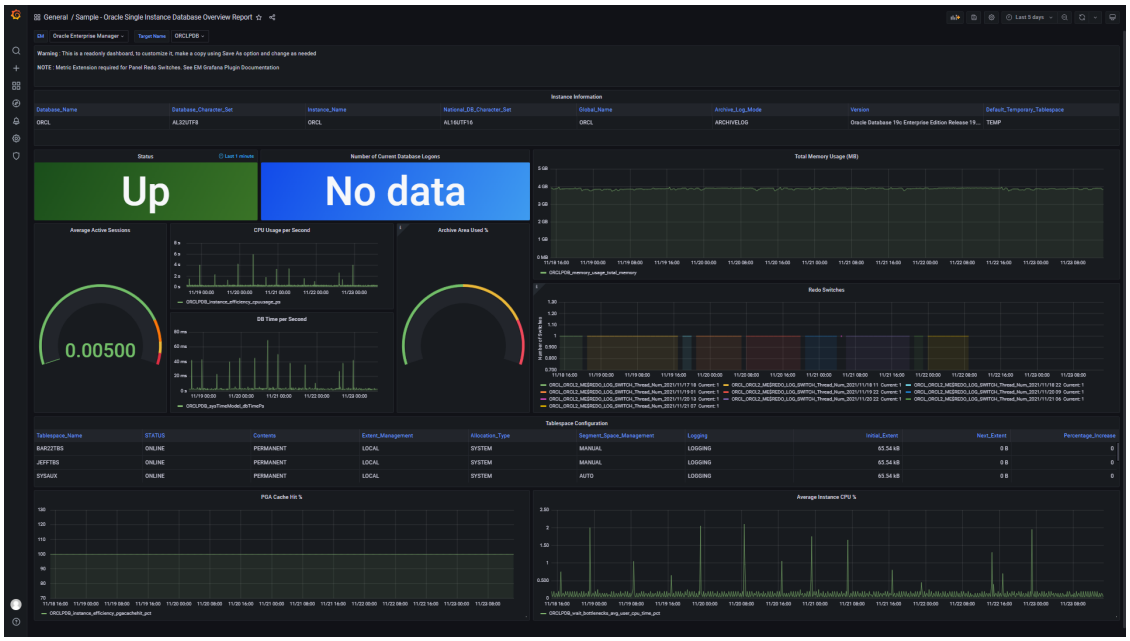


Starting with EM App for Grafana v4.0.0 the new Exadata Cloud Capacity Planning Dashboard provides the historical resource consumption of Key Performance Indicators for Exadata Cloud - Generation 1. (Cloud@Customer and Cloud Service)Contains CPU, Memory, Storage and I/O(Input/Output) utilisation graphs.

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**.

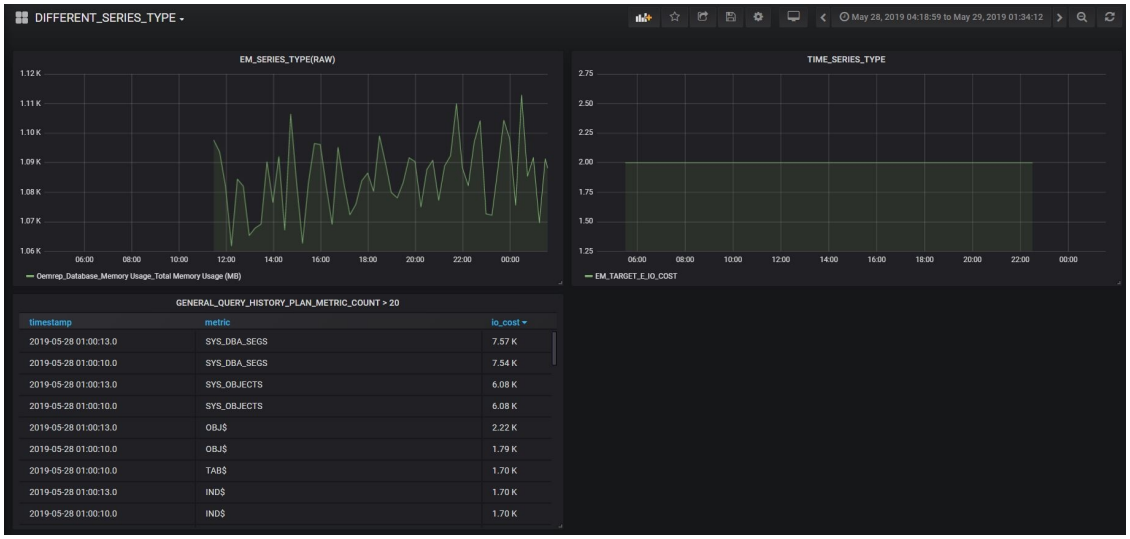
Oracle Single Instance Database Overview Report dashboard provides a comprehensive look at the status and health of a single instance database:



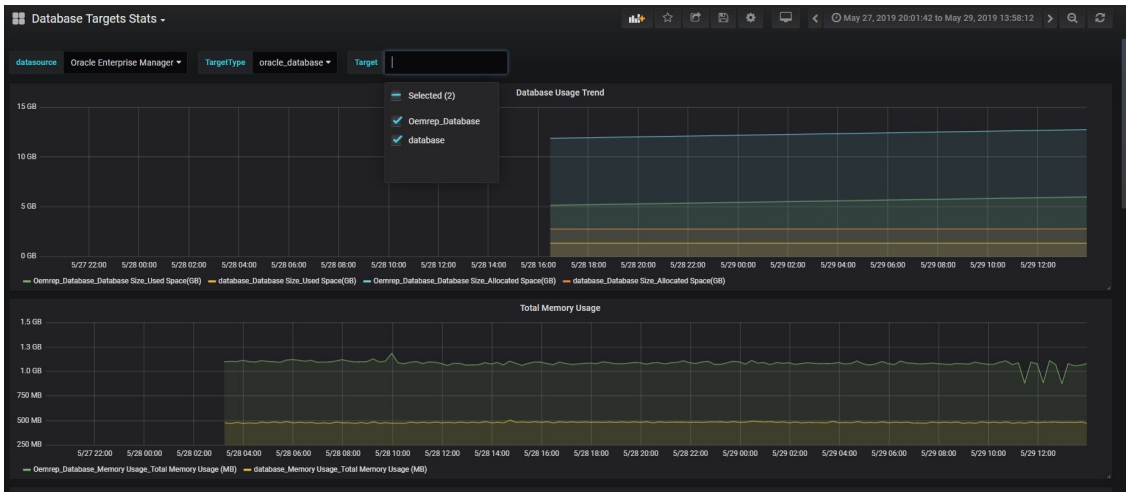
> **Note:**
>
> The *Redo Switches* panel in this dashboard requires a Metric Extension to be created and deployed to each database target you want to monitor from this dashboard. For information on creating a SQL Metric Extension, see Using Metric Extensions in the Enterprise Manager Administrators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

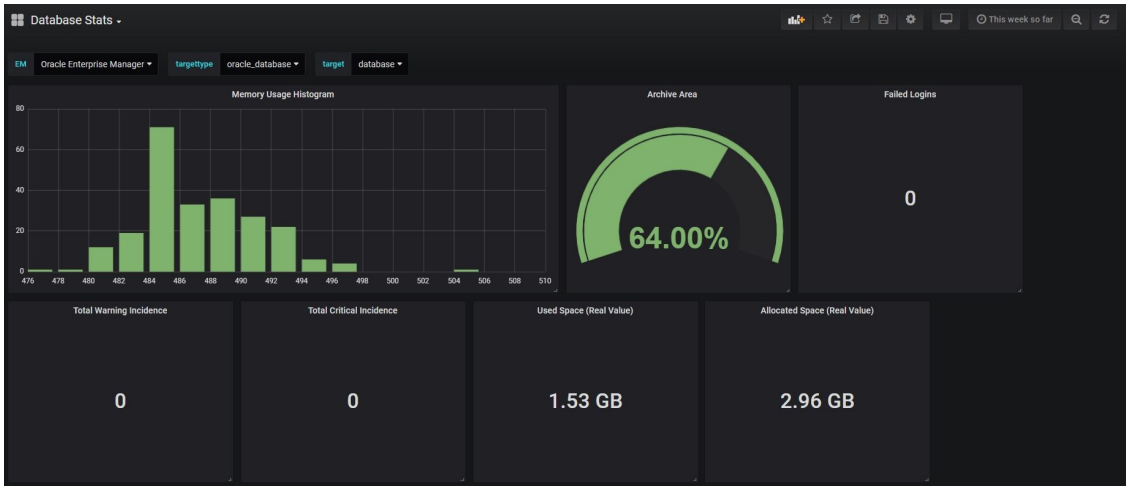
Dashboard with different series types:



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

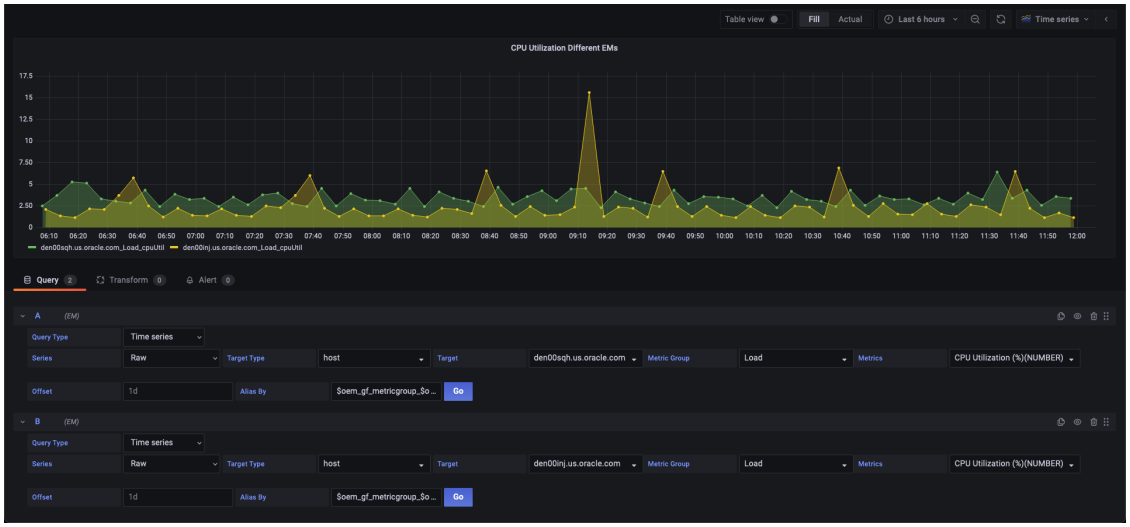


Dashboard with single target type and single target selection(Data from a single Enterprise Manager site, single targets):

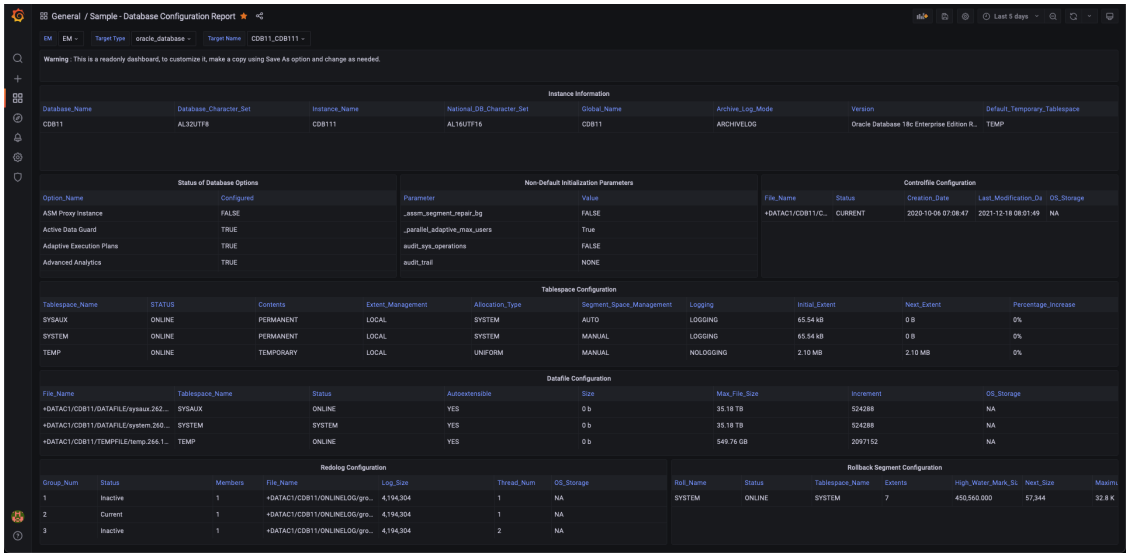


Dashboard with separate panels, pulling data from the different Enterprise Manager sites (Data from multiple Enterprise Manager sites, multiple targets) :

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



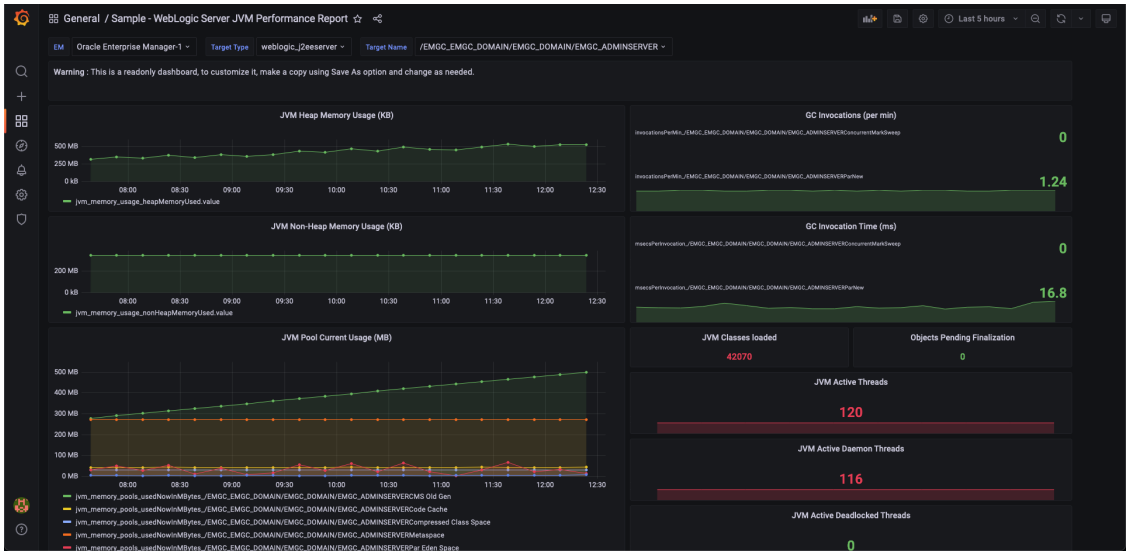
Database Configuration Dashboard



Database Performance Dashboard

WebLogic Server Performance Summary Dashboard

WebLogic Server JVM Performance Dashboard

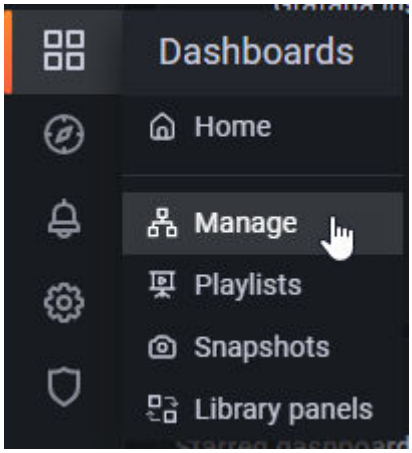


Create Dashboards Using Predefined Templates

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 replace 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.

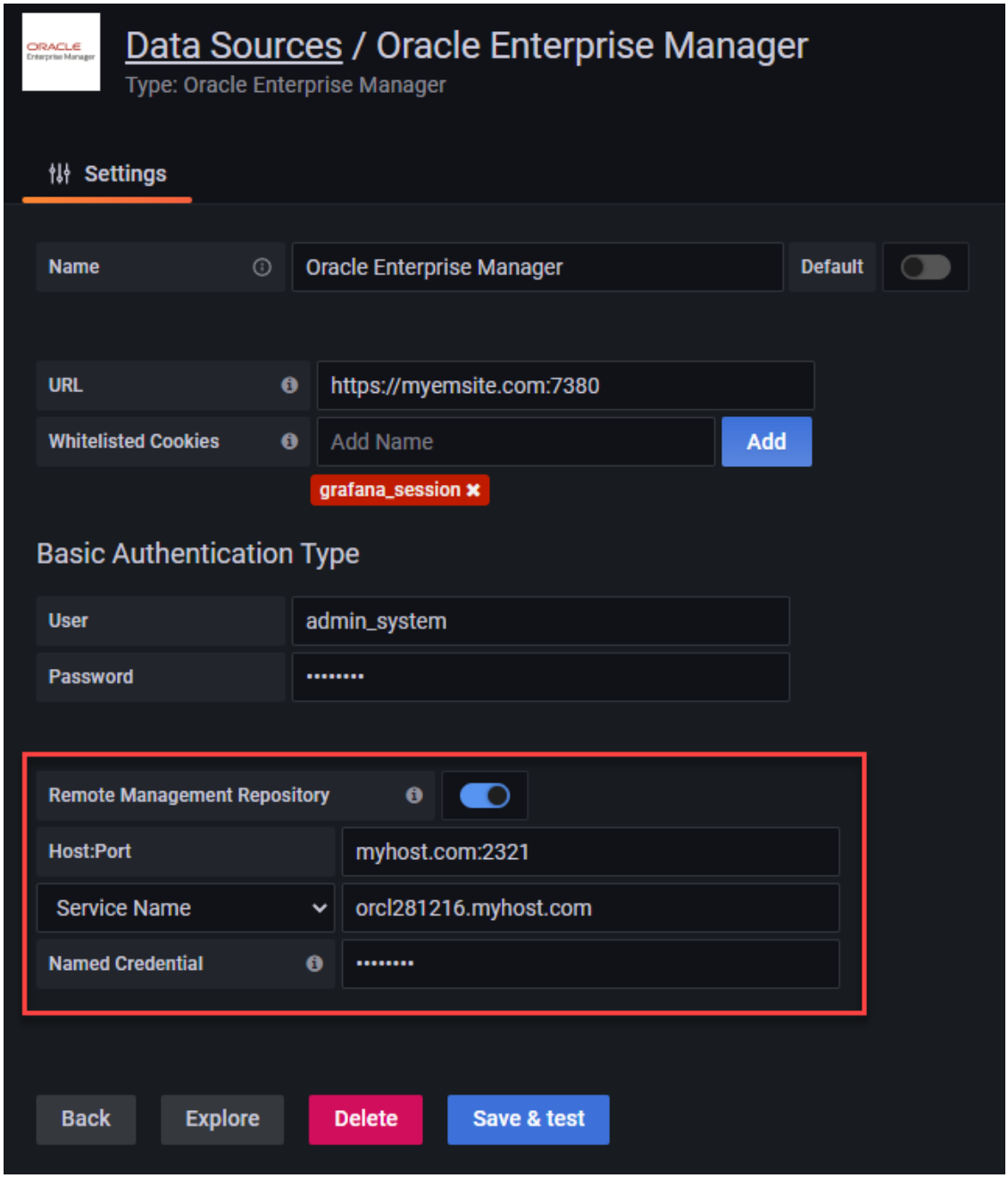
Access Remote Repositories

> **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/TCPS 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.



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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- uuid - v 1.6.0
- xxhash - v 2.3.0
- grafana-plugin-sdk-go - v 0.260.3
- @grafana/runtime - v 11.4.0
- @grafana/data - v 11.4.0
- @grafana/ui - v 11.4.0

uuid - v 1.6.0

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== Dependency
github.com/apache/arrow-go/v18

== License Type

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uintptr(unsafe.Pointer(_p1)), 0)\n\tif e1 != 0 {\n\t\terr = errnoErr(e1)\n\t}
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EDIT\n\nfunc Sync() (err error) {\n\t_, _, e1 := SyscDLINK       =
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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}\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference
lib="es2015" />\n/// <reference lib="es2016.array.include" />';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference
lib="es2015.iterable" />\n/// <reference lib="es2015.symbol" />\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/// <reference no-default-lib="true"/>\n\n\n/// <reference
lib="es2015.iterable" />\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';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference
lib="es2015.iterable" />\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/// <reference lib="es2015.symbol.wellknown" />\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\ninterface SharedArrayBufferConstructor
{\n    readonly prototype: SharedArrayBuffer;\n    new (byteLength: number):
SharedArrayBuffer;\n}\ndeclare var SharedArrayBuffer:
SharedArrayBufferConstructor;\n\ninterface ArrayBufferTypes {\n    SharedArrayBuffer:
SharedArrayBuffer;\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\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: 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/// <reference
lib="es2016" />\n/// <reference lib="dom" />\n/// <reference
lib="webworker.importscripts" />\n/// <reference lib="scripthost" />\n/// <reference
lib="dom.iterable" />';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference
lib="es2016" />\n/// <reference lib="es2017.object" />\n/// <reference
lib="es2017.sharedmemory" />\n/// <reference lib="es2017.string" />\n/// <reference
lib="es2017.intl" />\n/// <reference lib="es2017.typedarrays" />\n';
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lib="es2017" />\n/// <reference lib="dom" />\n/// <reference
lib="webworker.importscripts" />\n/// <reference lib="scripthost" />\n/// <reference
lib="dom.iterable" />';
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lib="es2017" />\n/// <reference lib="es2018.asynciterable" />\n/// <reference
lib="es2018.asyncgenerator" />\n/// <reference lib="es2018.promise" />\n/// <reference
lib="es2018.regexp" />\n/// <reference lib="es2018.intl" />\n';
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lib="es2018" />\n/// <reference lib="dom" />\n/// <reference
lib="webworker.importscripts" />\n/// <reference lib="scripthost" />\n/// <reference
lib="dom.iterable" />';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference
lib="es2018" />\n/// <reference lib="es2019.array" />\n/// <reference
lib="es2019.object" />\n/// <reference lib="es2019.string" />\n/// <reference
lib="es2019.symbol" />\n';
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lib="es2019" />\n/// <reference lib="dom" />\n/// <reference
lib="webworker.importscripts" />\n/// <reference lib="scripthost" />\n/// <reference
```

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lib="dom.iterable" />\n';
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lib="es2019" />\n/// <reference lib="es2020.bigint" />\n/// <reference
lib="es2020.promise" />\n/// <reference lib="es2020.sharedmemory" />\n/// <reference
lib="es2020.string" />\n/// <reference lib="es2020.symbol.wellknown" />\n/// <reference
lib="es2020.intl" />\n';
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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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lib="es2020" />\n/// <reference lib="es2021.promise" />\n/// <reference
lib="es2021.string" />\n/// <reference lib="es2021.weakref" />\n/// <reference
lib="es2021.intl" />\n';
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*/\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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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference lib="es5" />\n///
<reference lib="es2015.core" />\n/// <reference lib="es2015.collection" />\n///
<reference lib="es2015.iterable" />\n/// <reference lib="es2015.generator" />\n///
<reference lib="es2015.promise" />\n/// <reference lib="es2015.proxy" />\n/// <reference
lib="es2015.reflect" />\n/// <reference lib="es2015.symbol" />\n/// <reference
lib="es2015.symbol.wellknown" />\n';
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specific language governing permissions\nand limitations under the
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n////////////////////////////\n///
Window Iterable APIs\n////////////////////////////\n\ninterface AudioParam {\n
setValueCurveAtTime(values: Iterable<number>, startTime: number, duration: number):
AudioParam;\n}\n\ninterface AudioParamMap extends ReadonlyMap<string, AudioParam> {\n}
\n\ninterface BaseAudioContext {\n    createIIRFilter(feedforward: Iterable<number>,
feedback: Iterable<number>): IIRFilterNode;\n    createPeriodicWave(real:
Iterable<number>, imag: Iterable<number>, constraints?: PeriodicWaveConstraints):
PeriodicWave;\n}\n\ninterface CSSRuleList {\n    [Symbol.iterator]():
IterableIterator<CSSRule>;\n}\n\ninterface CSSStyleDeclaration {\n    [Symbol.iterator]
(): IterableIterator<string>;\n}\n\ninterface Cache {\n    addAll(requests:
Iterable<RequestInfo>): Promise<void>;\n}\n\ninterface CanvasPathDrawingStyles {\n
setLineDash(segments: Iterable<number>): void;\n}\n\ninterface DOMRectList {\n
[Symbol.iterator](): IterableIterator<DOMRect>;\n}\n\ninterface DOMStringList {\n
[Symbol.iterator](): IterableIterator<string>;\n}\n\ninterface DOMTokenList {\n
[Symbol.iterator](): IterableIterator<string>;\n    entries(): IterableIterator<[number,
string]>;\n    keys(): IterableIterator<number>;\n    values():
IterableIterator<string>;\n}\n\ninterface DataTransferItemList {\n    [Symbol.iterator]
(): IterableIterator<DataTransferItem>;\n}\n\ninterface FileList {\n    [Symbol.iterator]
(): IterableIterator<File>;\n}\n\ninterface FontFaceSet extends Set<FontFace> {\n}
\n\ninterface FormData {\n    [Symbol.iterator](): IterableIterator<[string,
FormDataEntryValue]>;\n    /** Returns an array of key, value pairs for every entry in
the list. */\n    entries(): IterableIterator<[string, FormDataEntryValue]>;\n    /**
Returns a list of keys in the list. */\n    keys(): IterableIterator<string>;\n    /**
Returns a list of values in the list. */\n    values():
IterableIterator<FormDataEntryValue>;\n}\n\ninterface HTMLAllCollection {\n
[Symbol.iterator](): IterableIterator<Element>;\n}\n\ninterface HTMLCollectionBase
{\n    [Symbol.iterator](): IterableIterator<Element>;\n}\n\ninterface
HTMLCollectionOf<T extends Element> {\n    [Symbol.iterator](): IterableIterator<T>;\n}
\n\ninterface HTMLFormElement {\n    [Symbol.iterator](): IterableIterator<Element>;\n}
\n\ninterface HTMLSelectElement {\n    [Symbol.iterator]():
IterableIterator<HTMLOptionElement>;\n}\n\ninterface Headers {\n    [Symbol.iterator]():
IterableIterator<[string, string]>;\n    /** Returns an iterator allowing to go through
all key/value pairs contained in this object. */\n    entries():
IterableIterator<[string, string]>;\n    /** Returns an iterator allowing to go through
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all keys of the key/value pairs contained in this object. */\n    keys():
IterableIterator<string>;\n    /** Returns an iterator allowing to go through all values
of the key/value pairs contained in this object. */\n    values():
IterableIterator<string>;\n}\n\ninterface IDBDatabase {\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    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 MimeTypeArray {\n    [Symbol.iterator]():
IterableIterator<MimeType>;\n}\n\ninterface NamedNodeMap {\n    [Symbol.iterator]():
IterableIterator<Attr>;\n}\n\ninterface Navigator {\n    /** Available only in secure
contexts. */\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    /**
Returns an array of key, value pairs for every entry in the list. */\n    entries():
IterableIterator<[number, Node]>;\n    /** Returns an list of keys in the list. */\n
keys(): IterableIterator<number>;\n    /** Returns an list of values in the list.
*/\n    values(): IterableIterator<Node>;\n}\n\ninterface NodeListOf<TNode extends Node>
{\n    [Symbol.iterator](): IterableIterator<TNode>;\n    /** Returns an array of key,
value pairs for every entry in the list. */\n    entries(): IterableIterator<[number,
TNode]>;\n    /** Returns an list of keys in the list. */\n    keys():
IterableIterator<number>;\n    /** Returns an list of values in the list. */\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 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
[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">,
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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    /** Returns an array of key, value pairs for
every entry in the search params. */\n    entries(): IterableIterator<[string,
string]>;\n    /** Returns a list of keys in the search params. */\n    keys():
IterableIterator<string>;\n    /** Returns a list of values in the search params.
*/\n    values(): IterableIterator<string>;\n}\n\ninterface WEBGL_draw_buffers {\n
drawBuffersWEBGL(buffers: 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(buffers: 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: 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:
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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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specific language governing permissions\nand limitations under the
License.\n*****************************************************************************
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ndeclare namespace 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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specific language governing permissions\nand limitations under the
License.\n*****************************************************************************
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ndeclare namespace Intl {\n\n    /
**\n     * [Unicode BCP 47 Locale Identifiers](https://unicode.org/reports/tr35/
#Unicode_Language_and_Locale_Identifiers) definition.\n     *\n     * [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
Intl#locales_argument).\n     */\n    type UnicodeBCP47LocaleIdentifier =
string;\n\n    /**\n     * Unit to use in the relative time internationalized
message.\n     *\n     * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/Intl/RelativeTimeFormat/format#Parameters).\n     */\n    type
RelativeTimeFormatUnit =\n        | "year"\n        | "years"\n        |
"quarter"\n        | "quarters"\n        | "month"\n        | "months"\n        |
"week"\n        | "weeks"\n        | "day"\n        | "days"\n        | "hour"\n
| "hours"\n        | "minute"\n        | "minutes"\n        | "second"\n        |
"seconds";\n\n    /**\n     * The locale matching algorithm to use.\n     *\n     * [MDN]
(https://developer.mozilla.org/docs/Web/JavaScript/Reference/Global_Objects/
Intl#Locale_negotiation).\n     */\n    type RelativeTimeFormatLocaleMatcher = "lookup"
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| "best fit";\n\n    /**\n     * The format of output message.\n     *\n     * [MDN]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/RelativeTimeFormat#Parameters).\n     */\n    type
RelativeTimeFormatNumeric = "always" | "auto";\n\n    /**\n     * The length of the
internationalized message.\n     *\n     * [MDN](https://developer.mozilla.org/en-US/
docs/Web/JavaScript/Reference/Global_Objects/Intl/RelativeTimeFormat/
RelativeTimeFormat#Parameters).\n     */\n    type RelativeTimeFormatStyle = "long" |
"short" | "narrow";\n\n    /**\n     * [BCP 47 language tag](http://tools.ietf.org/html/
rfc5646) definition.\n     *\n     * [MDN](https://developer.mozilla.org/en-US/docs/Web/
JavaScript/Reference/Global_Objects/Intl#locales_argument).\n     */\n    type
BCP47LanguageTag = string;\n\n    /**\n     * An object with some or all of properties
of `options` parameter\n     * of `Intl.RelativeTimeFormat` constructor.\n     *\n     *
[MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters).\n     */\n    interface
RelativeTimeFormatOptions {\n        /** The locale matching algorithm to use. For
information about this option, see [Intl page](https://developer.mozilla.org/docs/Web/
JavaScript/Reference/Global_Objects/Intl#Locale_negotiation). */\n
localeMatcher?: RelativeTimeFormatLocaleMatcher;\n        /** The format of output
message. */\n        numeric?: RelativeTimeFormatNumeric;\n        /** The length of the
internationalized message. */\n        style?: RelativeTimeFormatStyle;\n    }\n\n    /
**\n     * An 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#Description).\n
*/\n    interface ResolvedRelativeTimeFormatOptions {\n        locale:
UnicodeBCP47LocaleIdentifier;\n        style: RelativeTimeFormatStyle;\n        numeric:
RelativeTimeFormatNumeric;\n        numberingSystem: string;\n    }\n\n    /**\n     *
An object representing the relative time format in parts\n     * that can be used for
custom locale-aware formatting.\n     *\n     * [MDN](https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/Intl/RelativeTimeFormat/
formatToParts#Using_formatToParts).\n     */\n    interface RelativeTimeFormatPart
{\n        type: string;\n        value: string;\n        unit?:
RelativeTimeFormatUnit;\n    }\n\n    interface RelativeTimeFormat {\n        /
**\n         * Formats a value and a unit according to the locale\n         * and
formatting options of the given\n         * [`Intl.RelativeTimeFormat`](https://
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         *\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) to use in the relative time internationalized
message.\n         *\n         * @throws `RangeError` if `unit` was given something
other than `unit` possible values\n         *\n         * @returns {string}
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        format(value: number, unit:
RelativeTimeFormatUnit): string;\n\n        /**\n         *  Returns an array of objects
representing the relative time format in parts that can be used for custom locale-aware
formatting.\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) to use in the relative time
internationalized message.\n         *\n         *  @throws `RangeError` if `unit` was
given something other than `unit` possible values\n         *\n         *  [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/formatToParts).\n         */\n        formatToParts(value: number,
unit: RelativeTimeFormatUnit): RelativeTimeFormatPart[];\n\n        /**\n         *
Provides access to the locale and options computed during initialization of this
`Intl.RelativeTimeFormat` object.\n         *\n         * [MDN](https://
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developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/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     * [Compatibility]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat#Browser_compatibility).\n     */\n    const RelativeTimeFormat:
{\n        /**\n         * Creates [Intl.RelativeTimeFormat](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
RelativeTimeFormat) 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 `RelativeTimeFormatOptions`.\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        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         *\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        supportedLocalesOf(\n            locales?:
UnicodeBCP47LocaleIdentifier | UnicodeBCP47LocaleIdentifier[],\n            options?:
RelativeTimeFormatOptions,\n        ): UnicodeBCP47LocaleIdentifier[];\n    };\n\n
interface NumberFormatOptions {\n        compactDisplay?: "short" | "long" |
undefined;\n        notation?: "standard" | "scientific" | "engineering" | "compact" |
undefined;\n        signDisplay?: "auto" | "never" | "always" | undefined;\n
unit?: string | undefined;\n        unitDisplay?: "short" | "long" | "narrow" |
undefined;\n    }\n\n    interface ResolvedNumberFormatOptions {\n
compactDisplay?: "short" | "long";\n        notation?: "standard" | "scientific" |
"engineering" | "compact";\n        signDisplay?: "auto" | "never" | "always";\n
unit?: string;\n        unitDisplay?: "short" | "long" | "narrow";\n    }\n\n
interface DateTimeFormatOptions {\n        calendar?: string | undefined;\n
dayPeriod?: "narrow" | "short" | "long" | undefined;\n        numberingSystem?: string |
undefined;\n\n        dateStyle?: "full" | "long" | "medium" | "short" |
undefined;\n        timeStyle?: "full" | "long" | "medium" | "short" |
undefined;\n        hourCycle?: "h11" | "h12" | "h23" | "h24" | undefined;\n    }\n\n
type LocaleHourCycleKey = "h12" | "h23" | "h11" | "h24";\n    type
LocaleCollationCaseFirst = "upper" | "lower" | "false";\n\n    interface LocaleOptions
{\n        /** A string containing the language, and the script and region if available.
*/\n        baseName?: string;\n        /** The part of the Locale that indicates the
locale\'s calendar era. */\n        calendar?: string;\n        /** Flag that defines
whether case is taken into account for the locale\'s collation rules. */\n
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caseFirst?: LocaleCollationCaseFirst;\n        /** The collation type used for sorting
*/\n        collation?: string;\n        /** The time keeping format convention used by
the locale. */\n        hourCycle?: LocaleHourCycleKey;\n        /** The primary
language subtag associated with the locale. */\n        language?: string;\n        /**
The numeral system used by the locale. */\n        numberingSystem?:
string;\n        /** Flag that defines whether the locale has special collation handling
for numeric characters. */\n        numeric?: boolean;\n        /** The region of the
world (usually a country) associated with the locale. Possible values are region codes
as defined by ISO 3166-1. */\n        region?: string;\n        /** The script used for
writing the particular language used in the locale. Possible values are script codes as
defined by ISO 15924. */\n        script?: string;\n    }\n\n    interface Locale
extends LocaleOptions {\n        /** Gets the most likely values for the language,
script, and region of the locale based on existing values. */\n        maximize():
Locale;\n        /** Attempts to remove information about the locale that would be added
by calling `Locale.maximize()`. */\n        minimize(): Locale;\n        /** Returns the
locale\'s full locale identifier string. */\n        toString(): BCP47LanguageTag;\n    }
\n\n    /**\n     * Constructor creates [Intl.Locale](https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/Intl/Locale)\n     * objects\n
*\n     * @param tag - A string with a [BCP 47 language tag](http://tools.ietf.org/html/
rfc5646).\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/Locale/Locale#Parameters) with some or all of
options of the locale.\n     *\n     * @returns [Intl.Locale](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/Locale)
object.\n     *\n     * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/Intl/Locale).\n     */\n    const Locale: {\n        new (tag?:
BCP47LanguageTag, options?: LocaleOptions): Locale;\n    };\n\n    interface
DisplayNamesOptions {\n        localeMatcher: RelativeTimeFormatLocaleMatcher;\n
style: RelativeTimeFormatStyle;\n        type: "language" | "region" | "script" |
"currency";\n        fallback: "code" | "none";\n    }\n\n    interface DisplayNames
{\n        /**\n         * Receives a code and returns a string based on the locale and
options provided when instantiating\n         * [`Intl.DisplayNames()`](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
DisplayNames)\n         *\n         * @param code The `code` to provide depends on the
`type` passed to display name during creation:\n         *  - If the type is `"region"`,
code should be either an [ISO-3166 two letters region code](https://www.iso.org/iso-3166-
country-codes.html),\n         *    or a [three digits UN M49 Geographic Regions]
(https://unstats.un.org/unsd/methodology/m49/).\n         *  - If the type is
`"script"`, code should be an [ISO-15924 four letters script code](https://unicode.org/
iso15924/iso15924-codes.html).\n         *  - If the type is `"language"`, code should
be a `languageCode` ["-" `scriptCode`] ["-" `regionCode` ] *("-" `variant` )\n
*    subsequence of the unicode_language_id grammar in [UTS 35\'s Unicode Language and
Locale Identifiers grammar](https://unicode.org/reports/tr35/
#Unicode_language_identifier).\n         *    `languageCode` is either a two letters ISO
639-1 language code or a three letters ISO 639-2 language code.\n         *  - If the
type is `"currency"`, code should be a [3-letter ISO 4217 currency code](https://
www.iso.org/iso-4217-currency-codes.html).\n         *\n         * [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
DisplayNames/of).\n         */\n        of(code: string): string;\n        /**\n
* Returns a new object with properties reflecting the locale and style formatting
options computed during the construction of the current\n         * [`Intl/DisplayNames`]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
DisplayNames) object.\n         *\n         * [MDN](https://developer.mozilla.org/en-US/
docs/Web/JavaScript/Reference/Global_Objects/Intl/DisplayNames/
resolvedOptions).\n         */\n        resolvedOptions(): DisplayNamesOptions;\n    }
\n\n    /**\n     * The [`Intl.DisplayNames()`](https://developer.mozilla.org/en-US/
docs/Web/JavaScript/Reference/Global_Objects/Intl/DisplayNames)\n     * object enables
the consistent translation of language, region and script display names.\n     *\n     *
[Compatibility](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Intl/DisplayNames#browser_compatibility).\n     */\n    const
```

```
DisplayNames: {\n        prototype: DisplayNames;\n\n        /**\n         * @param
locales A string with a BCP 47 language tag, or an array of such strings.\n         *
For the general form and interpretation of the `locales` argument, see the [Intl]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
Intl#locale_identification_and_negotiation)\n         *   page.\n         *\n         *
@param options An object for setting up a display name.\n         *\n         * [MDN]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
DisplayNames/DisplayNames).\n         */\n        new(locales?: BCP47LanguageTag |
BCP47LanguageTag[], options?: Partial<DisplayNamesOptions>): DisplayNames;\n\n        /
**\n         * Returns an array containing those of the provided locales that are
supported in display names without having to fall back to the runtime\'s default
locale.\n         *\n         * @param locales A string with a BCP 47 language tag, or
an array of such strings.\n         *   For the general form and interpretation of the
`locales` argument, see the [Intl](https://developer.mozilla.org/en-US/docs/Web/
JavaScript/Reference/Global_Objects/Intl#locale_identification_and_negotiation)
\n         *   page.\n         *\n         * @param options An object with a locale
matcher.\n         *\n         * @returns An array of strings representing a subset of
the given locale tags that are supported in display names 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/
DisplayNames/supportedLocalesOf).\n         */\n        supportedLocalesOf(locales:
BCP47LanguageTag | BCP47LanguageTag[], options?: {localeMatcher:
RelativeTimeFormatLocaleMatcher}): BCP47LanguageTag[];\n    };\n\n}\n';
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specific language governing permissions\nand limitations under the
License.\n*****************************************************************************
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ndeclare namespace Intl {\n\n
interface DateTimeFormatOptions {\n        formatMatcher?: "basic" | "best fit" | "best
fit" | undefined;\n        dateStyle?: "full" | "long" | "medium" | "short" |
undefined;\n        timeStyle?: "full" | "long" | "medium" | "short" |
undefined;\n        dayPeriod?: "narrow" | "short" | "long" | undefined;\n
fractionalSecondDigits?: 0 | 1 | 2 | 3 | undefined;\n    }\n\n    interface
ResolvedDateTimeFormatOptions {\n        formatMatcher?: "basic" | "best fit" | "best
fit";\n        dateStyle?: "full" | "long" | "medium" | "short";\n        timeStyle?:
"full" | "long" | "medium" | "short";\n        hourCycle?: "h11" | "h12" | "h23" |
"h24";\n        dayPeriod?: "narrow" | "short" | "long";\n
fractionalSecondDigits?: 0 | 1 | 2 | 3;\n    }\n\n    interface NumberFormat {\n
formatRange(startDate: number | bigint, endDate: number | bigint): string;\n
formatRangeToParts(startDate: number | bigint, endDate: number | bigint):
NumberFormatPart[];\n    }\n}';
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specific language governing permissions\nand limitations under the
License.\n*****************************************************************************
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ndeclare namespace Reflect {\n    /
**\n     * Calls the function with the specified object as the this value\n     * and
the elements of specified array as the arguments.\n     * @param target The function to
call.\n     * @param thisArgument The object to be used as the this object.\n     *
@param argumentsList An array of argument values to be passed to the function.\n
*/\n    function apply(target: Function, thisArgument: any, argumentsList:
ArrayLike<any>): any;\n\n    /**\n     * Constructs the target with the elements of
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specified array as the arguments\n     * and the specified constructor as the
`new.target` value.\n     * @param target The constructor to invoke.\n     * @param
argumentsList An array of argument values to be passed to the constructor.\n     *
@param newTarget The constructor to be used as the `new.target` object.\n     */\n
function construct(target: Function, argumentsList: ArrayLike<any>, newTarget?:
Function): any;\n\n    /**\n     * Adds a property to an object, or modifies attributes
of an existing property.\n     * @param target Object on which to add or modify the
property. This can be a native JavaScript object\n     *        (that is, a user-defined
object or a built in object) or a DOM object.\n     * @param propertyKey The property
name.\n     * @param attributes Descriptor for the property. It can be for a data
property or an accessor property.\n     */\n    function defineProperty(target: object,
propertyKey: PropertyKey, attributes: PropertyDescriptor): boolean;\n\n    /**\n     *
Removes a property from an object, equivalent to `delete target[propertyKey]`,\n     *
except it won\'t throw if `target[propertyKey]` is non-configurable.\n     * @param
target Object from which to remove the own property.\n     * @param propertyKey The
property name.\n     */\n    function deleteProperty(target: object, propertyKey:
PropertyKey): boolean;\n\n    /**\n     * Gets the property of target, equivalent to
`target[propertyKey]` when `receiver === target`.\n     * @param target Object that
contains the property on itself 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 function,\n     *        if `target[propertyKey]` is an accessor
property.\n     */\n    function get(target: object, propertyKey: PropertyKey,
receiver?: any): any;\n\n    /**\n     * Gets the own property descriptor of the
specified object.\n     * An own property descriptor is one that is defined directly on
the object and is not inherited from the object\'s prototype.\n     * @param target
Object that contains the property.\n     * @param propertyKey The property name.\n
*/\n    function getOwnPropertyDescriptor(target: object, propertyKey: PropertyKey):
PropertyDescriptor | undefined;\n\n    /**\n     * Returns the prototype of an
object.\n     * @param target The object that references the prototype.\n     */\n
function getPrototypeOf(target: object): object | null;\n\n    /**\n     * Equivalent to
`propertyKey in target`.\n     * @param target Object that contains the property on
itself or in its prototype chain.\n     * @param propertyKey Name of the property.\n
*/\n    function has(target: object, propertyKey: PropertyKey): boolean;\n\n    /
**\n     * Returns a value that indicates whether new properties can be added to an
object.\n     * @param target Object to test.\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 properties of an object\n     * are
those that are defined directly on that object, and are not inherited from the object\'s
prototype.\n     * @param target Object that contains the own properties.\n     */\n
function ownKeys(target: object): (string | symbol)[];\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 been made non-extensible.\n
*/\n    function preventExtensions(target: object): boolean;\n\n    /**\n     * Sets the
property of target, equivalent to `target[propertyKey] = value` when `receiver ===
target`.\n     * @param target Object that contains the property on itself or in its
prototype chain.\n     * @param propertyKey Name of the property.\n     * @param
receiver The reference to use as the `this` value in the setter function,\n     *
if `target[propertyKey]` is an accessor property.\n     */\n    function set(target:
object, propertyKey: PropertyKey, value: any, receiver?: any): boolean;\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 the new
prototype or null.\n     * @return Whether setting the prototype was successful.\n
*/\n    function setPrototypeOf(target: object, proto: object | null): boolean;\n}\n';
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specific language governing permissions\nand limitations under the
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*/\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 extends readonly unknown[]
| []>(values: T): Promise<Awaited<T[number]>>;\n\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: Iterable<T | PromiseLike<T>>):
Promise<Awaited<T>>\n}\n';
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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\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
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
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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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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 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
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*/\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
```

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*/\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 \u2212(9007199254740991
(\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, 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
*\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     * 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 "NFC"\n     */\n
normalize(form: "NFC" | "NFD" | "NFKC" | "NFKD"): string;\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     * Returns a String value that is made from count copies appended together. If
count is 0,\n     * the empty string is returned.\n     * @param count number of copies
to append\n     */\n    repeat(count: number): string;\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     *
position. Otherwise returns false.\n     */\n    startsWith(searchString: string,
position?: number): boolean;\n\n    /**\n     * Returns an `<a>` HTML anchor element and
sets the name attribute to the text value\n     * @deprecated A legacy feature for
browser compatibility\n     * @param name\n     */\n    anchor(name: string):
string;\n\n    /**\n     * Returns a `<big>` HTML element\n     * @deprecated A legacy
feature for browser compatibility\n     */\n    big(): string;\n\n    /**\n     *
Returns a `<blink>` HTML element\n     * @deprecated A legacy feature for browser
compatibility\n     */\n    blink(): string;\n\n    /**\n     * Returns a `<b>` HTML
element\n     * @deprecated A legacy feature for browser compatibility\n     */\n
bold(): string;\n\n    /**\n     * Returns a `<tt>` HTML element\n     * @deprecated A
legacy feature for browser compatibility\n     */\n    fixed(): string;\n\n    /**\n
* Returns a `<font>` HTML element and sets the color attribute value\n     * @deprecated
A legacy feature for browser compatibility\n     */\n    fontcolor(color: string):
string;\n\n    /**\n     * Returns a `<font>` HTML element and sets the size attribute
value\n     * @deprecated A legacy feature for browser compatibility\n     */\n
fontsize(size: number): string;\n\n    /**\n     * Returns a `<font>` HTML element and
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sets the size attribute value\n     * @deprecated A legacy feature for browser
compatibility\n     */\n    fontsize(size: string): string;\n\n    /**\n     * Returns
an `<i>` HTML element\n     * @deprecated A legacy feature for browser
compatibility\n     */\n    italics(): string;\n\n    /**\n     * Returns an `<a>` HTML
element and sets the href attribute value\n     * @deprecated A legacy feature for
browser compatibility\n     */\n    link(url: string): string;\n\n    /**\n     *
Returns a `<small>` HTML element\n     * @deprecated A legacy feature for browser
compatibility\n     */\n    small(): string;\n\n    /**\n     * Returns a `<strike>`
HTML element\n     * @deprecated A legacy feature for browser compatibility\n
*/\n    strike(): string;\n\n    /**\n     * Returns a `<sub>` HTML element\n     *
@deprecated A legacy feature for browser compatibility\n     */\n    sub():
string;\n\n    /**\n     * Returns a `<sup>` HTML element\n     * @deprecated A legacy
feature for browser compatibility\n     */\n    sup(): string;\n}\n\ninterface
StringConstructor {\n    /**\n     * Return the String value whose elements are, in
order, the elements in the List elements.\n     * If length is 0, the empty string is
returned.\n     */\n    fromCodePoint(...codePoints: number[]): string;\n\n    /**\n
* String.raw is usually used as a tag function of a Tagged Template String. When called
as\n     * such, the first argument will be a well formed template call site object and
the rest\n     * parameter will contain the substitution values. It can also be called
directly, for example,\n     * to interleave strings and values from your own tag
function, and in this case the only thing\n     * it needs from the first argument is
the raw property.\n     * @param template A well-formed template string call site
representation.\n     * @param substitutions A set of substitution values.\n     */\n
raw(template: { raw: readonly string[] | ArrayLike<string>}, ...substitutions: any[]):
string;\n}\n';
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PURPOSE,\nMERCHANTABLITY 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 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: BigInt64Array |
BigUint64Array, index: number, value: bigint): bigint;\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:
BigInt64Array | BigUint64Array, index: number, value: bigint): bigint;\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: 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:
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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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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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PURPOSE,\nMERCHANTABLITY 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}\ndeclare 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}\ndeclare var WeakMap:
WeakMapConstructor;\n\ninterface Set<T> {\n    add(value: T): this;\n    clear():
```

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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}\ndeclare 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}\ndeclare
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 };\n}\n';
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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<T extends
readonly unknown[] | []>(values: T): Promise<{ -readonly [P in keyof T]:
Awaited<T[P]> }>;\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 extends readonly unknown[] | []>(values: T):
Promise<Awaited<T[number]>>;\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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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface
PromiseFulfilledResult<T> {\n    status: "fulfilled";\n    value: T;\n}\n\ninterface
PromiseRejectedResult {\n    status: "rejected";\n    reason: any;\n}\n\ntype
PromiseSettledResult<T> = PromiseFulfilledResult<T> |
PromiseRejectedResult;\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     * @returns
A new Promise.\n     */\n    allSettled<T extends readonly unknown[] | []>(values: T):
Promise<{ -readonly [P in keyof T]: PromiseSettledResult<Awaited<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
| PromiseLike<T>>): Promise<PromiseSettledResult<Awaited<T>>[]>;\n}\n\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\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\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}\ndeclare var Proxy: ProxyConstructor;\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface RegExpMatchArray {\n
groups?: {\n        [key: string]: string\n    }\n}\n\ninterface RegExpExecArray {\n
groups?: {\n        [key: string]: string\n    }\n}\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\n    /** Removes the leading white space and line terminator
characters from a string. */\n    trimStart(): string;\n\n    /**\n     * Removes the
leading white space and line terminator characters from a string.\n     * @deprecated A
legacy feature for browser compatibility. Use `trimStart` instead\n     */\n
trimLeft(): string;\n\n    /**\n     * Removes the trailing white space and line
terminator characters from a string.\n     * @deprecated A legacy feature for browser
compatibility. Use `trimEnd` instead\n     */\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    /**\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\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\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     * 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\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     * 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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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';
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```

```
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference
lib="es2015" />\n/// <reference lib="es2016.array.include" />';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference
lib="es2015.iterable" />\n/// <reference lib="es2015.symbol" />\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/// <reference no-default-lib="true"/>\n\n\n/// <reference
lib="es2015.iterable" />\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';
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specific language governing permissions\nand limitations under the
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference
lib="es2015.iterable" />\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/// <reference lib="es2015.symbol.wellknown" />\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\ninterface SharedArrayBufferConstructor
{\n    readonly prototype: SharedArrayBuffer;\n    new (byteLength: number):
SharedArrayBuffer;\n}\ndeclare var SharedArrayBuffer:
SharedArrayBufferConstructor;\n\ninterface ArrayBufferTypes {\n    SharedArrayBuffer:
SharedArrayBuffer;\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\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: 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/// <reference
lib="es2016" />\n/// <reference lib="dom" />\n/// <reference
lib="webworker.importscripts" />\n/// <reference lib="scripthost" />\n/// <reference
lib="dom.iterable" />';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference
lib="es2016" />\n/// <reference lib="es2017.object" />\n/// <reference
lib="es2017.sharedmemory" />\n/// <reference lib="es2017.string" />\n/// <reference
lib="es2017.intl" />\n/// <reference lib="es2017.typedarrays" />\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference
lib="es2017" />\n/// <reference lib="dom" />\n/// <reference
lib="webworker.importscripts" />\n/// <reference lib="scripthost" />\n/// <reference
lib="dom.iterable" />';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference
lib="es2017" />\n/// <reference lib="es2018.asynciterable" />\n/// <reference
lib="es2018.asyncgenerator" />\n/// <reference lib="es2018.promise" />\n/// <reference
lib="es2018.regexp" />\n/// <reference lib="es2018.intl" />\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference
lib="es2018" />\n/// <reference lib="dom" />\n/// <reference
lib="webworker.importscripts" />\n/// <reference lib="scripthost" />\n/// <reference
lib="dom.iterable" />';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference
lib="es2018" />\n/// <reference lib="es2019.array" />\n/// <reference
lib="es2019.object" />\n/// <reference lib="es2019.string" />\n/// <reference
lib="es2019.symbol" />\n';
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lib="es2019" />\n/// <reference lib="dom" />\n/// <reference
lib="webworker.importscripts" />\n/// <reference lib="scripthost" />\n/// <reference
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lib="es2019" />\n/// <reference lib="es2020.bigint" />\n/// <reference
lib="es2020.promise" />\n/// <reference lib="es2020.sharedmemory" />\n/// <reference
lib="es2020.string" />\n/// <reference lib="es2020.symbol.wellknown" />\n/// <reference
lib="es2020.intl" />\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference
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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="es2020" />\n/// <reference lib="es2021.promise" />\n/// <reference
lib="es2021.string" />\n/// <reference lib="es2021.weakref" />\n/// <reference
lib="es2021.intl" />\n';
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lib="es2021" />\n/// <reference lib="dom" />\n/// <reference
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lib="dom.iterable" />\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference lib="es5" />\n///
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference lib="es5" />\n///
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<reference lib="es2015.promise" />\n/// <reference lib="es2015.proxy" />\n/// <reference
lib="es2015.reflect" />\n/// <reference lib="es2015.symbol" />\n/// <reference
lib="es2015.symbol.wellknown" />\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/////////////////////////////\n///
Window Iterable APIs\n/////////////////////////////\n\ninterface AudioParam {\n
```

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setValueCurveAtTime(values: Iterable<number>, startTime: number, duration: number):
AudioParam;\n}\n\ninterface AudioParamMap extends ReadonlyMap<string, AudioParam> {\n}
\n\ninterface BaseAudioContext {\n    createIIRFilter(feedforward: Iterable<number>,
feedback: Iterable<number>): IIRFilterNode;\n    createPeriodicWave(real:
Iterable<number>, imag: Iterable<number>, constraints?: PeriodicWaveConstraints):
PeriodicWave;\n}\n\ninterface CSSRuleList {\n    [Symbol.iterator]():
IterableIterator<CSSRule>;\n}\n\ninterface CSSStyleDeclaration {\n    [Symbol.iterator]
(): IterableIterator<string>;\n}\n\ninterface Cache {\n    addAll(requests:
Iterable<RequestInfo>): Promise<void>;\n}\n\ninterface CanvasPathDrawingStyles {\n
setLineDash(segments: Iterable<number>): void;\n}\n\ninterface DOMRectList {\n
[Symbol.iterator](): IterableIterator<DOMRect>;\n}\n\ninterface DOMStringList {\n
[Symbol.iterator](): IterableIterator<string>;\n}\n\ninterface DOMTokenList {\n
[Symbol.iterator](): IterableIterator<string>;\n    entries(): IterableIterator<[number,
string]>;\n    keys(): IterableIterator<number>;\n    values():
IterableIterator<string>;\n}\n\ninterface DataTransferItemList {\n    [Symbol.iterator]
(): IterableIterator<DataTransferItem>;\n}\n\ninterface FileList {\n    [Symbol.iterator]
(): IterableIterator<File>;\n}\n\ninterface FontFaceSet extends Set<FontFace> {\n}
\n\ninterface FormData {\n    [Symbol.iterator](): IterableIterator<[string,
FormDataEntryValue]>;\n    /** Returns an array of key, value pairs for every entry in
the list. */\n    entries(): IterableIterator<[string, FormDataEntryValue]>;\n    /**
Returns a list of keys in the list. */\n    keys(): IterableIterator<string>;\n    /**
Returns a list of values in the list. */\n    values():
IterableIterator<FormDataEntryValue>;\n}\n\ninterface HTMLAllCollection {\n
[Symbol.iterator](): IterableIterator<Element>;\n}\n\ninterface HTMLCollectionBase
{\n    [Symbol.iterator](): IterableIterator<Element>;\n}\n\ninterface
HTMLCollectionOf<T extends Element> {\n    [Symbol.iterator](): IterableIterator<T>;\n}
\n\ninterface HTMLFormElement {\n    [Symbol.iterator](): IterableIterator<Element>;\n}
\n\ninterface HTMLSelectElement {\n    [Symbol.iterator]():
IterableIterator<HTMLOptionElement>;\n}\n\ninterface Headers {\n    [Symbol.iterator]():
IterableIterator<[string, string]>;\n    /** Returns an iterator allowing to go through
all key/value pairs contained in this object. */\n    entries():
IterableIterator<[string, string]>;\n    /** Returns an iterator allowing to go through
all keys of the key/value pairs contained in this object. */\n    keys():
IterableIterator<string>;\n    /** Returns an iterator allowing to go through all values
of the key/value pairs contained in this object. */\n    values():
IterableIterator<string>;\n}\n\ninterface IDBDatabase {\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    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 MimeTypeArray {\n    [Symbol.iterator]():
IterableIterator<MimeType>;\n}\n\ninterface NamedNodeMap {\n    [Symbol.iterator]():
IterableIterator<Attr>;\n}\n\ninterface Navigator {\n    /** Available only in secure
contexts. */\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    /**
Returns an array of key, value pairs for every entry in the list. */\n    entries():
IterableIterator<[number, Node]>;\n    /** Returns an list of keys in the list. */\n
```

```
keys(): IterableIterator<number>;\n    /** Returns an list of values in the list.
*/\n    values(): IterableIterator<Node>;\n}\n\ninterface NodeListOf<TNode extends Node>
{\n    [Symbol.iterator](): IterableIterator<TNode>;\n    /** Returns an array of key,
value pairs for every entry in the list. */\n    entries(): IterableIterator<[number,
TNode]>;\n    /** Returns an list of keys in the list. */\n    keys():
IterableIterator<number>;\n    /** Returns an list of values in the list. */\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 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
[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    /** Returns an array of key, value pairs for
every entry in the search params. */\n    entries(): IterableIterator<[string,
string]>;\n    /** Returns a list of keys in the search params. */\n    keys():
IterableIterator<string>;\n    /** Returns a list of values in the search params.
*/\n    values(): IterableIterator<string>;\n}\n\ninterface WEBGL_draw_buffers {\n
drawBuffersWEBGL(buffers: 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(buffers: 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: 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';
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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
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PURPOSE,\nMERCHANTABLITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License for
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specific language governing permissions\nand limitations under the
License.\n*****************************************************************************
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ndeclare namespace 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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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
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IMPLIED\nWARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR
PURPOSE,\nMERCHANTABLITY 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\ndeclare namespace Intl {\n\n    /
**\n     * [Unicode BCP 47 Locale Identifiers](https://unicode.org/reports/tr35/
#Unicode_Language_and_Locale_Identifiers) definition.\n     *\n     * [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
Intl#locales_argument).\n     */\n    type UnicodeBCP47LocaleIdentifier =
string;\n\n    /**\n     * Unit to use in the relative time internationalized
message.\n     *\n     * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/Intl/RelativeTimeFormat/format#Parameters).\n     */\n    type
RelativeTimeFormatUnit =\n        | "year"\n        | "years"\n        |
"quarter"\n        | "quarters"\n        | "month"\n        | "months"\n        |
"week"\n        | "weeks"\n        | "day"\n        | "days"\n        | "hour"\n
| "hours"\n        | "minute"\n        | "minutes"\n        | "second"\n        |
"seconds";\n\n    /**\n     * The locale matching algorithm to use.\n     *\n     * [MDN]
(https://developer.mozilla.org/docs/Web/JavaScript/Reference/Global_Objects/
Intl#Locale_negotiation).\n     */\n    type RelativeTimeFormatLocaleMatcher = "lookup"
| "best fit";\n\n    /**\n     * The format of output message.\n     *\n     * [MDN]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/RelativeTimeFormat#Parameters).\n     */\n    type
RelativeTimeFormatNumeric = "always" | "auto";\n\n    /**\n     * The length of the
internationalized message.\n     *\n     * [MDN](https://developer.mozilla.org/en-US/
docs/Web/JavaScript/Reference/Global_Objects/Intl/RelativeTimeFormat/
RelativeTimeFormat#Parameters).\n     */\n    type RelativeTimeFormatStyle = "long" |
"short" | "narrow";\n\n    /**\n     * [BCP 47 language tag](http://tools.ietf.org/html/
rfc5646) definition.\n     *\n     * [MDN](https://developer.mozilla.org/en-US/docs/Web/
JavaScript/Reference/Global_Objects/Intl#locales_argument).\n     */\n    type
BCP47LanguageTag = string;\n\n    /**\n     * An object with some or all of properties
of `options` parameter\n     * of `Intl.RelativeTimeFormat` constructor.\n     *\n     *
[MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters).\n     */\n    interface
RelativeTimeFormatOptions {\n        /** The locale matching algorithm to use. For
information about this option, see [Intl page](https://developer.mozilla.org/docs/Web/
JavaScript/Reference/Global_Objects/Intl#Locale_negotiation). */\n
localeMatcher?: RelativeTimeFormatLocaleMatcher;\n        /** The format of output
message. */\n        numeric?: RelativeTimeFormatNumeric;\n        /** The length of the
internationalized message. */\n        style?: RelativeTimeFormatStyle;\n    }\n\n    /
**\n     * An 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#Description).\n
*/\n    interface ResolvedRelativeTimeFormatOptions {\n        locale:
UnicodeBCP47LocaleIdentifier;\n        style: RelativeTimeFormatStyle;\n        numeric:
RelativeTimeFormatNumeric;\n        numberingSystem: string;\n    }\n\n    /**\n     *
An object representing the relative time format in parts\n     * that can be used for
custom locale-aware formatting.\n     *\n     * [MDN](https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/Intl/RelativeTimeFormat/
```

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formatToParts#Using_formatToParts).\n     */\n    interface RelativeTimeFormatPart
{\n        type: string;\n        value: string;\n        unit?:
RelativeTimeFormatUnit;\n    }\n\n    interface RelativeTimeFormat {\n        /
**\n         * Formats a value and a unit according to the locale\n         * and
formatting options of the given\n         * [`Intl.RelativeTimeFormat`](https://
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         *\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) to use in the relative time internationalized
message.\n         *\n         * @throws `RangeError` if `unit` was given something
other than `unit` possible values\n         *\n         * @returns {string}
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        format(value: number, unit:
RelativeTimeFormatUnit): string;\n\n        /**\n         *  Returns an array of objects
representing the relative time format in parts that can be used for custom locale-aware
formatting.\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) to use in the relative time
internationalized message.\n         *\n         *  @throws `RangeError` if `unit` was
given something other than `unit` possible values\n         *\n         *  [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/formatToParts).\n         */\n        formatToParts(value: number,
unit: RelativeTimeFormatUnit): RelativeTimeFormatPart[];\n\n        /**\n         *
Provides access to the locale and options computed during initialization of this
`Intl.RelativeTimeFormat` object.\n         *\n         * [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/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     * [Compatibility]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat#Browser_compatibility).\n     */\n    const RelativeTimeFormat:
{\n        /**\n         * Creates [Intl.RelativeTimeFormat](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
RelativeTimeFormat) 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 `RelativeTimeFormatOptions`.\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        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         *\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        supportedLocalesOf(\n            locales?:
UnicodeBCP47LocaleIdentifier | UnicodeBCP47LocaleIdentifier[],\n            options?:
RelativeTimeFormatOptions,\n        ): UnicodeBCP47LocaleIdentifier[];\n    };\n\n
interface NumberFormatOptions {\n        compactDisplay?: "short" | "long" |
undefined;\n        notation?: "standard" | "scientific" | "engineering" | "compact" |
undefined;\n        signDisplay?: "auto" | "never" | "always" | undefined;\n
unit?: string | undefined;\n        unitDisplay?: "short" | "long" | "narrow" |
undefined;\n    }\n\n    interface ResolvedNumberFormatOptions {\n
compactDisplay?: "short" | "long";\n        notation?: "standard" | "scientific" |
"engineering" | "compact";\n        signDisplay?: "auto" | "never" | "always";\n
unit?: string;\n        unitDisplay?: "short" | "long" | "narrow";\n    }\n\n
interface DateTimeFormatOptions {\n        calendar?: string | undefined;\n
dayPeriod?: "narrow" | "short" | "long" | undefined;\n        numberingSystem?: string |
undefined;\n\n        dateStyle?: "full" | "long" | "medium" | "short" |
undefined;\n        timeStyle?: "full" | "long" | "medium" | "short" |
undefined;\n        hourCycle?: "h11" | "h12" | "h23" | "h24" | undefined;\n    }\n\n
type LocaleHourCycleKey = "h12" | "h23" | "h11" | "h24";\n    type
LocaleCollationCaseFirst = "upper" | "lower" | "false";\n\n    interface LocaleOptions
{\n        /** A string containing the language, and the script and region if available.
*/\n        baseName?: string;\n        /** The part of the Locale that indicates the
locale\'s calendar era. */\n        calendar?: string;\n        /** Flag that defines
whether case is taken into account for the locale\'s collation rules. */\n
caseFirst?: LocaleCollationCaseFirst;\n        /** The collation type used for sorting
*/\n        collation?: string;\n        /** The time keeping format convention used by
the locale. */\n        hourCycle?: LocaleHourCycleKey;\n        /** The primary
language subtag associated with the locale. */\n        language?: string;\n        /**
The numeral system used by the locale. */\n        numberingSystem?:
string;\n        /** Flag that defines whether the locale has special collation handling
for numeric characters. */\n        numeric?: boolean;\n        /** The region of the
world (usually a country) associated with the locale. Possible values are region codes
as defined by ISO 3166-1. */\n        region?: string;\n        /** The script used for
writing the particular language used in the locale. Possible values are script codes as
defined by ISO 15924. */\n        script?: string;\n    }\n\n    interface Locale
extends LocaleOptions {\n        /** Gets the most likely values for the language,
script, and region of the locale based on existing values. */\n        maximize():
Locale;\n        /** Attempts to remove information about the locale that would be added
by calling `Locale.maximize()`. */\n        minimize(): Locale;\n        /** Returns the
locale\'s full locale identifier string. */\n        toString(): BCP47LanguageTag;\n    }
\n\n    /**\n     * Constructor creates [Intl.Locale](https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/Intl/Locale)\n     * objects\n
*\n     * @param tag - A string with a [BCP 47 language tag](http://tools.ietf.org/html/
rfc5646).\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/Locale/Locale#Parameters) with some or all of
options of the locale.\n     *\n     * @returns [Intl.Locale](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/Locale)
object.\n     *\n     * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/Intl/Locale).\n     */\n    const Locale: {\n        new (tag?:
BCP47LanguageTag, options?: LocaleOptions): Locale;\n    };\n\n    interface
DisplayNamesOptions {\n        localeMatcher: RelativeTimeFormatLocaleMatcher;\n
```

```
style: RelativeTimeFormatStyle;\n        type: "language" | "region" | "script" |
"currency";\n        fallback: "code" | "none";\n    }\n\n    interface DisplayNames
{\n        /**\n         * Receives a code and returns a string based on the locale and
options provided when instantiating\n         * [`Intl.DisplayNames()`](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
DisplayNames)\n         *\n         * @param code The `code` to provide depends on the
`type` passed to display name during creation:\n         *  - If the type is `"region"`,
code should be either an [ISO-3166 two letters region code](https://www.iso.org/iso-3166-
country-codes.html),\n         *    or a [three digits UN M49 Geographic Regions]
(https://unstats.un.org/unsd/methodology/m49/).\n         *  - If the type is
`"script"`, code should be an [ISO-15924 four letters script code](https://unicode.org/
iso15924/iso15924-codes.html).\n         *  - If the type is `"language"`, code should
be a `languageCode` ["-" `scriptCode`] ["-" `regionCode` ] *("-" `variant` )\n
*    subsequence of the unicode_language_id grammar in [UTS 35\'s Unicode Language and
Locale Identifiers grammar](https://unicode.org/reports/tr35/
#Unicode_language_identifier).\n         *    `languageCode` is either a two letters ISO
639-1 language code or a three letters ISO 639-2 language code.\n         *  - If the
type is `"currency"`, code should be a [3-letter ISO 4217 currency code](https://
www.iso.org/iso-4217-currency-codes.html).\n         *\n         * [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
DisplayNames/of).\n         */\n        of(code: string): string;\n        /**\n
* Returns a new object with properties reflecting the locale and style formatting
options computed during the construction of the current\n         * [`Intl/DisplayNames`]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
DisplayNames) object.\n         *\n         * [MDN](https://developer.mozilla.org/en-US/
docs/Web/JavaScript/Reference/Global_Objects/Intl/DisplayNames/
resolvedOptions).\n         */\n        resolvedOptions(): DisplayNamesOptions;\n    }
\n\n    /**\n     * The [`Intl.DisplayNames()`](https://developer.mozilla.org/en-US/
docs/Web/JavaScript/Reference/Global_Objects/Intl/DisplayNames)\n     * object enables
the consistent translation of language, region and script display names.\n     *\n     *
[Compatibility](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Intl/DisplayNames#browser_compatibility).\n     */\n    const
DisplayNames: {\n        prototype: DisplayNames;\n\n        /**\n         * @param
locales A string with a BCP 47 language tag, or an array of such strings.\n         *
For the general form and interpretation of the `locales` argument, see the [Intl]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
Intl#locale_identification_and_negotiation)\n         *   page.\n         *\n         *
@param options An object for setting up a display name.\n         *\n         * [MDN]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
DisplayNames/DisplayNames).\n         */\n        new(locales?: BCP47LanguageTag |
BCP47LanguageTag[], options?: Partial<DisplayNamesOptions>): DisplayNames;\n\n        /
**\n         * Returns an array containing those of the provided locales that are
supported in display names without having to fall back to the runtime\'s default
locale.\n         *\n         * @param locales A string with a BCP 47 language tag, or
an array of such strings.\n         *   For the general form and interpretation of the
`locales` argument, see the [Intl](https://developer.mozilla.org/en-US/docs/Web/
JavaScript/Reference/Global_Objects/Intl#locale_identification_and_negotiation)
\n         *   page.\n         *\n         * @param options An object with a locale
matcher.\n         *\n         * @returns An array of strings representing a subset of
the given locale tags that are supported in display names 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/
DisplayNames/supportedLocalesOf).\n         */\n        supportedLocalesOf(locales:
BCP47LanguageTag | BCP47LanguageTag[], options?: {localeMatcher:
RelativeTimeFormatLocaleMatcher}): BCP47LanguageTag[];\n    };\n\n}\n';
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licenses/LICENSE-2.0\n\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR
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IMPLIED\nWARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR
PURPOSE,\nMERCHANTABLITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License for
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specific language governing permissions\nand limitations under the
License.\n*****************************************************************************
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ndeclare namespace Intl {\n\n
interface DateTimeFormatOptions {\n        formatMatcher?: "basic" | "best fit" | "best
fit" | undefined;\n        dateStyle?: "full" | "long" | "medium" | "short" |
undefined;\n        timeStyle?: "full" | "long" | "medium" | "short" |
undefined;\n        dayPeriod?: "narrow" | "short" | "long" | undefined;\n
fractionalSecondDigits?: 0 | 1 | 2 | 3 | undefined;\n    }\n\n    interface
ResolvedDateTimeFormatOptions {\n        formatMatcher?: "basic" | "best fit" | "best
fit";\n        dateStyle?: "full" | "long" | "medium" | "short";\n        timeStyle?:
"full" | "long" | "medium" | "short";\n        hourCycle?: "h11" | "h12" | "h23" |
"h24";\n        dayPeriod?: "narrow" | "short" | "long";\n
fractionalSecondDigits?: 0 | 1 | 2 | 3;\n    }\n\n    interface NumberFormat {\n
formatRange(startDate: number | bigint, endDate: number | bigint): string;\n
formatRangeToParts(startDate: number | bigint, endDate: number | bigint):
NumberFormatPart[];\n    }\n}';
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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
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PURPOSE,\nMERCHANTABLITY 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\ndeclare namespace Reflect {\n    /
**\n     * Calls the function with the specified object as the this value\n     * and
the elements of specified array as the arguments.\n     * @param target The function to
call.\n     * @param thisArgument The object to be used as the this object.\n     *
@param argumentsList An array of argument values to be passed to the function.\n
*/\n    function apply(target: Function, thisArgument: any, argumentsList:
ArrayLike<any>): any;\n\n    /**\n     * Constructs the target with the elements of
specified array as the arguments\n     * and the specified constructor as the
`new.target` value.\n     * @param target The constructor to invoke.\n     * @param
argumentsList An array of argument values to be passed to the constructor.\n     *
@param newTarget The constructor to be used as the `new.target` object.\n     */\n
function construct(target: Function, argumentsList: ArrayLike<any>, newTarget?:
Function): any;\n\n    /**\n     * Adds a property to an object, or modifies attributes
of an existing property.\n     * @param target Object on which to add or modify the
property. This can be a native JavaScript object\n     *        (that is, a user-defined
object or a built in object) or a DOM object.\n     * @param propertyKey The property
name.\n     * @param attributes Descriptor for the property. It can be for a data
property or an accessor property.\n     */\n    function defineProperty(target: object,
propertyKey: PropertyKey, attributes: PropertyDescriptor): boolean;\n\n    /**\n     *
Removes a property from an object, equivalent to `delete target[propertyKey]`,\n     *
except it won\'t throw if `target[propertyKey]` is non-configurable.\n     * @param
target Object from which to remove the own property.\n     * @param propertyKey The
property name.\n     */\n    function deleteProperty(target: object, propertyKey:
PropertyKey): boolean;\n\n    /**\n     * Gets the property of target, equivalent to
`target[propertyKey]` when `receiver === target`.\n     * @param target Object that
contains the property on itself 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 function,\n     *        if `target[propertyKey]` is an accessor
property.\n     */\n    function get(target: object, propertyKey: PropertyKey,
receiver?: any): any;\n\n    /**\n     * Gets the own property descriptor of the
specified object.\n     * An own property descriptor is one that is defined directly on
the object and is not inherited from the object\'s prototype.\n     * @param target
Object that contains the property.\n     * @param propertyKey The property name.\n
*/\n    function getOwnPropertyDescriptor(target: object, propertyKey: PropertyKey):
PropertyDescriptor | undefined;\n\n    /**\n     * Returns the prototype of an
object.\n     * @param target The object that references the prototype.\n     */\n
function getPrototypeOf(target: object): object | null;\n\n    /**\n     * Equivalent to
```

`propertyKey in target`.\n   * @param target Object that contains the property on itself or in its prototype chain.\n   * @param propertyKey Name of the property.\n */\n   function has(target: object, propertyKey: PropertyKey): boolean;\n\n   /**\n   * Returns a value that indicates whether new properties can be added to an object.\n   * @param target Object to test.\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 properties of an object\n   * are those that are defined directly on that object, and are not inherited from the object\'s prototype.\n   * @param target Object that contains the own properties.\n   */\n   function ownKeys(target: object): (string | symbol)[];\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 been made non-extensible.\n */\n   function preventExtensions(target: object): boolean;\n\n   /**\n   * Sets the property of target, equivalent to `target[propertyKey] = value` when `receiver === target`.\n   * @param target Object that contains the property on itself or in its prototype chain.\n   * @param propertyKey Name of the property.\n   * @param receiver The reference to use as the `this` value in the setter function,\n   * if `target[propertyKey]` is an accessor property.\n   */\n   function set(target: object, propertyKey: PropertyKey, value: any, receiver?: any): boolean;\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 the new prototype or null.\n   * @return Whether setting the prototype was successful.\n */\n   function setPrototypeOf(target: object, proto: object | null): boolean;\n}\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,\nMERCHANTABLITY 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 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 extends readonly unknown[] | []>(values: T): Promise<Awaited<T[number]>>;\n\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: Iterable<T | PromiseLike<T>>): Promise<Awaited<T>>\n}\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,\nMERCHANTABLITY 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 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   *

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@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
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}';
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PURPOSE,\nMERCHANTABLITY 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 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
```

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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
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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, 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
*\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     * 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
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(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 "NFC"\n     */\n
normalize(form: "NFC" | "NFD" | "NFKC" | "NFKD"): string;\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     * Returns a String value that is made from count copies appended together. If
count is 0,\n     * the empty string is returned.\n     * @param count number of copies
to append\n     */\n    repeat(count: number): string;\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     *
position. Otherwise returns false.\n     */\n    startsWith(searchString: string,
position?: number): boolean;\n\n    /**\n     * Returns an `<a>` HTML anchor element and
sets the name attribute to the text value\n     * @deprecated A legacy feature for
browser compatibility\n     * @param name\n     */\n    anchor(name: string):
string;\n\n    /**\n     * Returns a `<big>` HTML element\n     * @deprecated A legacy
feature for browser compatibility\n     */\n    big(): string;\n\n    /**\n     *
Returns a `<blink>` HTML element\n     * @deprecated A legacy feature for browser
compatibility\n     */\n    blink(): string;\n\n    /**\n     * Returns a `<b>` HTML
element\n     * @deprecated A legacy feature for browser compatibility\n     */\n
bold(): string;\n\n    /**\n     * Returns a `<tt>` HTML element\n     * @deprecated A
legacy feature for browser compatibility\n     */\n    fixed(): string;\n\n    /**\n
* Returns a `<font>` HTML element and sets the color attribute value\n     * @deprecated
A legacy feature for browser compatibility\n     */\n    fontcolor(color: string):
string;\n\n    /**\n     * Returns a `<font>` HTML element and sets the size attribute
value\n     * @deprecated A legacy feature for browser compatibility\n     */\n
fontsize(size: number): string;\n\n    /**\n     * Returns a `<font>` HTML element and
sets the size attribute value\n     * @deprecated A legacy feature for browser
compatibility\n     */\n    fontsize(size: string): string;\n\n    /**\n     * Returns
an `<i>` HTML element\n     * @deprecated A legacy feature for browser
compatibility\n     */\n    italics(): string;\n\n    /**\n     * Returns an `<a>` HTML
element and sets the href attribute value\n     * @deprecated A legacy feature for
browser compatibility\n     */\n    link(url: string): string;\n\n    /**\n     *
Returns a `<small>` HTML element\n     * @deprecated A legacy feature for browser
compatibility\n     */\n    small(): string;\n\n    /**\n     * Returns a `<strike>`
HTML element\n     * @deprecated A legacy feature for browser compatibility\n
*/\n    strike(): string;\n\n    /**\n     * Returns a `<sub>` HTML element\n     *
@deprecated A legacy feature for browser compatibility\n     */\n    sub():
string;\n\n    /**\n     * Returns a `<sup>` HTML element\n     * @deprecated A legacy
feature for browser compatibility\n     */\n    sup(): string;\n}\n\ninterface
StringConstructor {\n    /**\n     * Return the String value whose elements are, in
order, the elements in the List elements.\n     * If length is 0, the empty string is
returned.\n     */\n    fromCodePoint(...codePoints: number[]): string;\n\n    /**\n
* String.raw is usually used as a tag function of a Tagged Template String. When called
as\n     * such, the first argument will be a well formed template call site object and
the rest\n     * parameter will contain the substitution values. It can also be called
directly, for example,\n     * to interleave strings and values from your own tag
function, and in this case the only thing\n     * it needs from the first argument is
the raw property.\n     * @param template A well-formed template string call site
representation.\n     * @param substitutions A set of substitution values.\n     */\n
raw(template: { raw: readonly string[] | ArrayLike<string>}, ...substitutions: any[]):
string;\n}\n';
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specific language governing permissions\nand limitations under the
License.\n*****************************************************************************
*/\n\n\n\n/// <reference no-default-lib="true"/>\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: BigInt64Array |
BigUint64Array, index: number, value: bigint): bigint;\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:
BigInt64Array | BigUint64Array, index: number, value: bigint): bigint;\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: 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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specific language governing permissions\nand limitations under the
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*/\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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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}\ndeclare 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}\ndeclare 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}\ndeclare 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}\ndeclare
var WeakSet: WeakSetConstructor;\n';
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specific language governing permissions\nand limitations under the
License.\n*****************************************************************************
*/\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
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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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*/\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<T extends
readonly unknown[] | []>(values: T): Promise<{ -readonly [P in keyof T]:
Awaited<T[P]> }>;\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 extends readonly unknown[] | []>(values: T):
Promise<Awaited<T[number]>>;\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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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface
PromiseFulfilledResult<T> {\n    status: "fulfilled";\n    value: T;\n}\n\ninterface
PromiseRejectedResult {\n    status: "rejected";\n    reason: any;\n}\n\ntype
PromiseSettledResult<T> = PromiseFulfilledResult<T> |
PromiseRejectedResult;\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     * @returns
```

```
A new Promise.\n     */\n    allSettled<T extends readonly unknown[] | []>(values: T):
Promise<{ -readonly [P in keyof T]: PromiseSettledResult<Awaited<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
| PromiseLike<T>>): Promise<PromiseSettledResult<Awaited<T>>[]>;\n}\n\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\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\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}\ndeclare var Proxy: ProxyConstructor;\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface RegExpMatchArray {\n
groups?: {\n        [key: string]: string\n    }\n}\n\ninterface RegExpExecArray {\n
groups?: {\n        [key: string]: string\n    }\n}\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\n    /** Removes the leading white space and line terminator
characters from a string. */\n    trimStart(): string;\n\n    /**\n     * Removes the
leading white space and line terminator characters from a string.\n     * @deprecated A
legacy feature for browser compatibility. Use `trimStart` instead\n     */\n
trimLeft(): string;\n\n    /**\n     * Removes the trailing white space and line
terminator characters from a string.\n     * @deprecated A legacy feature for browser
compatibility. Use `trimEnd` instead\n     */\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    /**\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\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\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\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     * 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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