Oracle® Enterprise Manager

Oracle Enterprise Manager App for Grafana Licensing Information User Manual

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Oracle Enterprise Manager Oracle Enterprise Manager App for Grafana Licensing Information User Manual, 24ai Release 1 (24.1)

F97229-01

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- xxhash - v 2.2.0
- grafana-plugin-sdk-go - v 0.140.0
- @grafana/runtime - v 9.1.8
- @grafana/data - v 9.1.8
- @grafana/ui - v 9.1.8

uuid - v 1.3.0

Provider: Google Inc.

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github.com/apache/arrow/go/arrow

== License Type
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=== Apache-2.0

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src/plasma/fling.cc and src/plasma/fling.h: Apache 2.0

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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/**\n * Represents the completion
of an asynchronous operation\n */\ninterface Promise<T> {\n   /**\n   * Attaches a
callback that is invoked when the Promise is settled (fulfilled or rejected). The\n
* resolved value cannot be modified from the callback.\n   * @param onfinally The
callback to execute when the Promise is settled (fulfilled or rejected).\n   *
@returns A Promise for the completion of the callback.\n   */\n   finally(onfinally?:
(() => void) | undefined | null): Promise<T>\n}\n';
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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"`);\n   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';

```
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="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
lib="dom.iterable" />\n';

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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference
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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License.\n***
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference
lib="es2020" />\n/// <reference lib="dom" />\n/// <reference
lib="webworker.importscripts" />\n/// <reference lib="scripthost" />\n/// <reference
lib="dom.iterable" />\n';

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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference
lib="es2020" />\n/// <reference lib="es2021.promise" />\n/// <reference
lib="es2021.string" />\n/// <reference lib="es2021.weakref" />\n';

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*/\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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IterableIterator<HTMLOptionElement>;\n}\n\ninterface Headers {\n   [Symbol.iterator]():
IterableIterator<[string, string]>;\n   /**\n   * Returns an iterator allowing to go
through all key/value pairs contained in this object.\n   */\n   entries():
IterableIterator<[string, string]>;\n   /**\n   * Returns an iterator allowing to go
through all keys of the key/value pairs contained in this object.\n   */\n   keys():
IterableIterator<string>;\n   /**\n   * Returns an iterator allowing to go through
all values of the key/value pairs contained in this object.\n   */\n   values():
IterableIterator<string>;\n}\n\ninterface IDBDatabase {\n   /**\n   * Returns a new
transaction with the given mode ("readonly" or "readwrite") and scope which can be a
single object store name or an array of names.\n   */\n   transaction(storeNames:
string | Iterable<string>, mode?: IDBTransactionMode): IDBTransaction;\n}\n\ninterface
IDBObjectStore {\n   /**\n   * Creates a new index in store with the given name,
keyPath and options and returns a new IDBIndex. If the keyPath and options define
constraints that cannot be satisfied with the data already in store the upgrade
transaction will abort with a "ConstraintError" DOMException.\n   *\n   * Throws an
"InvalidStateError" DOMException if not called within an upgrade transaction.\n
*/\n   createIndex(name: string, keyPath: string | Iterable<string>, options?:
IDBIndexParameters): IDBIndex;\n}\n\ninterface MediaKeyStatusMap {\n   [Symbol.iterator]
(): IterableIterator<[BufferSource, MediaKeyStatus]>;\n   entries():
IterableIterator<[BufferSource, MediaKeyStatus]>;\n   keys():
IterableIterator<BufferSource>;\n   values(): IterableIterator<MediaKeyStatus>;\n}
\n\ninterface MediaList {\n   [Symbol.iterator](): IterableIterator<string>;\n}
\n\ninterface MessageEvent<T = any> {\n   /** @deprecated */\n
initMessageEvent(type: string, bubbles?: boolean, cancelable?: boolean, data?: any,
origin?: string, lastEventId?: string, source?: MessageEventSource | null, ports?:
Iterable<MessagePort>): void;\n}\n\ninterface MimeTypeArray {\n   [Symbol.iterator]():
IterableIterator<MimeType>;\n}\n\ninterface NamedNodeMap {\n   [Symbol.iterator]():
IterableIterator<Attr>;\n}\n\ninterface Navigator {\n
requestMediaKeySystemAccess(keySystem: string, supportedConfigurations:
Iterable<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>;\n
vibrate(pattern: Iterable<number>): boolean;\n}\n\ninterface NodeList {\n
[Symbol.iterator](): IterableIterator<Node>;\n   /**\n   * Returns an array of key,
value pairs for every entry in the list.\n   */\n   entries():
IterableIterator<[number, Node]>;\n   /**\n   * Returns an list of keys in the
list.\n   */\n   keys(): IterableIterator<number>;\n   /**\n   * Returns an list
of values in the list.\n   */\n   values(): IterableIterator<Node>;\n}\n\ninterface
NodeListOf<TNode extends Node> {\n   [Symbol.iterator]():
IterableIterator<TNode>;\n   /**\n   * Returns an array of key, value pairs for every
entry in the list.\n   */\n   entries(): IterableIterator<[number, TNode]>;\n   /
**\n   * Returns an list of keys in the list.\n   */\n   keys():
IterableIterator<number>;\n   /**\n   * Returns an list of values in the list.\n
*/\n   values(): IterableIterator<TNode>;\n}\n\ninterface Plugin {\n
[Symbol.iterator](): IterableIterator<MimeType>;\n}\n\ninterface PluginArray {\n
[Symbol.iterator](): IterableIterator<Plugin>;\n}\n\ninterface RTCStatsReport extends
ReadonlyMap<string, any> {\n}\n\ninterface ReadableStream<R = any> {\n
[Symbol.iterator](): IterableIterator<any>;\n   entries(): IterableIterator<[number,
any]>;\n   keys(): IterableIterator<number>;\n   values(): IterableIterator<any>;\n}
\n\ninterface SVGLengthList {\n   [Symbol.iterator](): IterableIterator<SVGLength>;\n}
\n\ninterface SVGNumberList {\n   [Symbol.iterator](): IterableIterator<SVGNumber>;\n}
\n\ninterface SVGPointList {\n   [Symbol.iterator](): IterableIterator<DOMPoint>;\n}
\n\ninterface SVGStringList {\n   [Symbol.iterator](): IterableIterator<string>;\n}
\n\ninterface SVGTransformList {\n   [Symbol.iterator]():
IterableIterator<SVGTransform>;\n}\n\ninterface SourceBufferList {\n   [Symbol.iterator]
(): IterableIterator<SourceBuffer>;\n}\n\ninterface SpeechRecognitionResult {\n
[Symbol.iterator](): IterableIterator<SpeechRecognitionAlternative>;\n}\n\ninterface
SpeechRecognitionResultList {\n   [Symbol.iterator]():
IterableIterator<SpeechRecognitionResult>;\n}\n\ninterface StyleSheetList {\n
[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\n\ninterface TextTrackCueList {\n   [Symbol.iterator]():
IterableIterator<TextTrackCue>;\n}\n\n\ninterface TextTrackList {\n   [Symbol.iterator]
(): IterableIterator<TextTrack>;\n}\n\n\ninterface TouchList {\n   [Symbol.iterator]():
IterableIterator<Touch>;\n}\n\n\ninterface URLSearchParams {\n   [Symbol.iterator]():
IterableIterator<[string, string]>;\n   /**\n   * Returns an array of key, value
pairs for every entry in the search params.\n   */\n   entries():
IterableIterator<[string, string]>;\n   /**\n   * Returns a list of keys in the
search params.\n   */\n   keys(): IterableIterator<string>;\n   /**\n   * Returns
a list of values in the search params.\n   */\n   values():
IterableIterator<string>;\n}\n\n\ninterface WEBGL_draw_buffers {\n
drawBuffersWEBGL(buffers: Iterable<GLenum>): void;\n}\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\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?:

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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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*/\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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*/\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   */\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   *
[Specification](https://tc39.es/ecma402/#sec-singularrelativetimeunit).\n   */\n
type RelativeTimeFormatUnit =\n | "year" | "years"\n | "quarter" |
"quarters"\n | "month" | "months"\n | "week" | "weeks"\n | "day" |
"days"\n | "hour" | "hours"\n | "minute" | "minutes"\n | "second" |
"seconds"\n   ;\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   * [Specification](https://tc39.es/
ecma402/#sec-InitializeRelativeTimeFormat).\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   * [Specification](https://tc39.es/ecma402/
#sec-InitializeRelativeTimeFormat).\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   *
[Specification](https://tc39.es/ecma402/#sec-InitializeRelativeTimeFormat).\n
*/\n   type RelativeTimeFormatStyle = "long" | "short" | "narrow";\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   * [Specification]
(https://tc39.es/ecma402/#sec-InitializeRelativeTimeFormat).\n   */\n   interface
RelativeTimeFormatOptions {\n   localeMatcher?:
RelativeTimeFormatLocaleMatcher;\n   numeric?: RelativeTimeFormatNumeric;\n
style?: RelativeTimeFormatStyle;\n   }\n\n   /**\n   * An object with properties
reflecting the locale\n   * and formatting options computed during
initialization\n   * of the `Intel.RelativeTimeFormat` object\n   *\n   * [MDN]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/resolvedOptions#Description).\n   *\n   * [Specification](https://
tc39.es/ecma402/#table-relativetimeformat-resolvedoptions-properties)\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   * [Specification](https://tc39.es/
ecma402/#sec-FormatRelativeTimeToParts).\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   * It is the caller\'s responsibility to handle cut-off
logic\n   * such as deciding between displaying "in 7 days" or "in 1
week".\n   * This API does not support relative dates involving compound
units.\n   * e.g "in 5 days and 4 hours".\n   *\n   * @param value -
Numeric value to use in the internationalized relative time message\n
*\n   * @param unit - [Unit](https://tc39.es/ecma402/#sec-singularrelativetimeunit)
\n   * to use in the relative time internationalized message.\n   *
Possible values are: `"year"`, `"quarter"`, `"month"`, `"week"`,\n   * `"day"`,
`"hour"`, `"minute"`, `"second"`.\n   * Plural forms are also
permitted.\n   *\n   * @throws `RangeError` if `unit` was given something
other than `unit` possible values\n   *\n   * @returns Internationalized
relative time message as string\n   *\n   * [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/format).\n   *\n   * [Specification](https://tc39.es/

ecma402/#sec-Intl.RelativeTimeFormat.prototype.format).\n   */\n
format(\n   value: number,\n   unit:
RelativeTimeFormatUnit,\n   ): string;\n\n   /**\n   * A version of the
format method which it returns an array of objects\n   * which represent "parts"
of the object,\n   * separating the formatted number into its constituent
parts\n   * and separating it from other surrounding text.\n   * These
objects have two properties:\n   * `type` a NumberFormat formatToParts type, and
`value`,\n   * which is the String which is the component of the
output.\n   * If a "part" came from NumberFormat,\n   * it will have a
unit property which indicates the `unit` being formatted;\n   * literals which
are part of the larger frame will not have this property.\n   *\n   *
@param value - Numeric value to use in the internationalized relative time
message\n   *\n   * @param unit - [Unit](https://tc39.es/ecma402/#sec-
singularrelativetimeunit)\n   *   to use in the relative time internationalized
message.\n   *   Possible values are: `"year"`, `"quarter"`, `"month"`,
`"week"`,\n   *   `"day"`, `"hour"`, `"minute"`, `"second"`.\n   *   Plural
forms are also permitted.\n   *\n   * @throws `RangeError` if `unit` was
given something other than `unit` possible values\n   *\n   * @returns
Array of [FormatRelativeTimeToParts](https://tc39.es/ecma402/#sec-
FormatRelativeTimeToParts)\n   *\n   * [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/formatToParts).\n   *\n   * [Specification](https://
tc39.es/ecma402/#sec-Intl.RelativeTimeFormat.prototype.formatToParts).\n
*/\n   formatToParts(\n   value: number,\n   unit:
RelativeTimeFormatUnit,\n   ): RelativeTimeFormatPart[];\n\n   /**\n   *
Provides access to the locale and options computed during initialization of this
`Intl.RelativeTimeFormat` object.\n   *\n   * @returns A new object with
properties reflecting the locale\n   * and formatting options computed during
initialization\n   * of the `Intel.RelativeTimeFormat` object.\n
*\n   * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Intl/RelativeTimeFormat/resolvedOptions).\n   *\n   *
[Specification](https://tc39.es/ecma402/#sec-
intl.relativetimeformat.prototype.resolvedoptions)\n   */\n
resolvedOptions(): ResolvedRelativeTimeFormatOptions;\n   }\n\n   /**\n   * The
[`Intl.RelativeTimeFormat`](https://developer.mozilla.org/docs/Web/JavaScript/Reference/
Global_Objects/RelativeTimeFormat)\n   * object is a constructor for objects that
enable language-sensitive relative time formatting.\n   *\n   * Part of [Intl object]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl)
\n   * namespace and the [ECMAScript Internationalization API](https://www.ecma-
international.org/publications/standards/Ecma-402.htm).\n   *\n   * [Compatibility]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat#Browser_compatibility).\n   *\n   * [Polyfills](https://
github.com/tc39/proposal-intl-relative-time#polyfills).\n   */\n   const
RelativeTimeFormat: {\n   /**\n   * Constructor creates
[Intl.RelativeTimeFormat](https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/RelativeTimeFormat)\n   * objects\n   *\n   *
@param locales - A string with a [BCP 47 language tag](http://tools.ietf.org/html/
rfc5646), or an array of such strings.\n   * For the general form and
interpretation of the locales argument,\n   * see the [`Intl` page](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
Intl#Locale_identification_and_negotiation).\n   *\n   * @param options - An
[object](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters)\n   * with
some or all of options of the formatting.\n   * An object with some or all of the
following properties:\n   * - `localeMatcher` - The locale matching algorithm to
use.\n   *   Possible values are `"lookup"` and `"best fit"`; the default is
`"best fit"`.\n   *   For information about this option, see [Intl page](https://
developer.mozilla.org/docs/Web/JavaScript/Reference/Global_Objects/
Intl#Locale_negotiation).\n   * - `numeric` - The format of output
message.\n   *   Possible values are: `"always"` (default, e.g., `1 day ago`) or
`"auto"` (e.g., `yesterday`).\n   *   The `"auto"` value allows to not always
have to use numeric values in the output.\n   * - `style` - The length of the

internationalized message. Possible values are:\n   *   `"long"` (default, e.g., in 1 month),\n   *   `"short"` (e.g., in 1 mo.)\n   *   or `"narrow"` (e.g., in 1 mo.). The narrow style could be similar to the short style for some locales.\n   *\n   * @returns [Intl.RelativeTimeFormat](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RelativeTimeFormat) object.\n   *\n   * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat).\n   *\n   * [Specification](https://tc39.es/ecma402/#sec-intl-relativetimeformat-constructor).\n   */\n new(\n   locales?: UnicodeBCP47LocaleIdentifier | UnicodeBCP47LocaleIdentifier[],\n   options?: RelativeTimeFormatOptions,\n   ): RelativeTimeFormat;\n\n   /**\n   * Returns an array containing those of the provided locales\n   * that are supported in date and time formatting\n   * without having to fall back to the runtime\'s default locale.\n   *\n   * @param locales - A string with a [BCP 47 language tag](http://tools.ietf.org/html/rfc5646), or an array of such strings.\n   * For the general form and interpretation of the locales argument,\n   * see the [`Intl` page](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl#Locale_identification_and_negotiation).\n   *\n   * @param options - An [object](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters)\n   * with some or all of options of the formatting.\n   * An object with some or all of the following properties:\n   * - `localeMatcher` - The locale matching algorithm to use.\n   *   Possible values are `"lookup"` and `"best fit"`; the default is `"best fit"`.\n   *   For information about this option, see [Intl page](https://developer.mozilla.org/docs/Web/JavaScript/Reference/Global_Objects/Intl#Locale_negotiation).\n   * - `numeric` - The format of output message.\n   *   Possible values are: `"always"` (default, e.g., `1 day ago`) or `"auto"` (e.g., `yesterday`).\n   *   The `"auto"` value allows to not always have to use numeric values in the output.\n   * - `style` - The length of the internationalized message. Possible values are:\n   *   `"long"` (default, e.g., in 1 month),\n   *   `"short"` (e.g., in 1 mo.)\n   *   or `"narrow"` (e.g., in 1 mo.). The narrow style could be similar to the short style for some locales.\n   *\n   * @returns An array containing those of the provided locales\n   * that are supported in date and time formatting\n   * without having to fall back to the runtime\'s default locale.\n   *\n   * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/RelativeTimeFormat/supportedLocalesOf).\n   *\n   * [Specification](https://tc39.es/ecma402/#sec-Intl.RelativeTimeFormat.supportedLocalesOf).\n   */\n supportedLocalesOf(\n   locales?: UnicodeBCP47LocaleIdentifier | UnicodeBCP47LocaleIdentifier[],\n   options?: RelativeTimeFormatOptions,\n   ): UnicodeBCP47LocaleIdentifier[];\n   };\n\n interface NumberFormatOptions {\n   compactDisplay?: string;\n   notation?: string;\n   signDisplay?: string;\n   unit?: string;\n   unitDisplay?: string;\n   }\n\n   interface ResolvedNumberFormatOptions {\n   compactDisplay?: string;\n   notation?: string;\n   signDisplay?: string;\n   unit?: string;\n   unitDisplay?: string;\n   }\n\n   interface DateTimeFormatOptions {\n   dateStyle?: "full" | "long" | "medium" | "short";\n   timeStyle?: "full" | "long" | "medium" | "short";\n   calendar?: string;\n   dayPeriod?: "narrow" | "short" | "long";\n   numberingSystem?: string;\n   hourCycle?: "h11" | "h12" | "h23" | "h24";\n   fractionalSecondDigits?: 0 | 1 | 2 | 3;\n   }\n}\n';

*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ndeclare namespace Intl {\n\n   //

http://cldr.unicode.org/index/cldr-spec/plural-rules#TOC-Determining-Plural-Categories\n   type LDMLPluralRule = "zero" | "one" | "two" | "few" | "many" | "other";\n   type PluralRuleType = "cardinal" | "ordinal";\n\n   interface PluralRulesOptions {\n   localeMatcher?: "lookup" | "best fit";\n   type?: PluralRuleType;\n   minimumIntegerDigits?: number;\n   minimumFractionDigits?: number;\n   maximumFractionDigits?: number;\n   minimumSignificantDigits?: number;\n   maximumSignificantDigits?: number;\n   }\n\n   interface ResolvedPluralRulesOptions {\n   locale: string;\n   pluralCategories: LDMLPluralRule[];\n   type: PluralRuleType;\n   minimumIntegerDigits: number;\n   minimumFractionDigits: number;   maximumFractionDigits: number;\n   minimumSignificantDigits?: number;   maximumSignificantDigits?: number;\n   }\n\n   interface PluralRules {\n   resolvedOptions(): ResolvedPluralRulesOptions;\n   select(n: number): LDMLPluralRule;\n   }\n\n   const PluralRules: {\n   new (locales?: string | string[], options?: PluralRulesOptions): PluralRules;\n   (locales?: string | string[], options?: PluralRulesOptions): PluralRules;\n   supportedLocalesOf(\n   locales: string | string[],\n   options?: PluralRulesOptions,\n   ): string[];\n   };\n}\n';

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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License.\n***
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface AggregateError extends
Error {\n   errors: any[]\n}\n\ninterface AggregateErrorConstructor {\n   new(errors:
Iterable<any>, message?: string): AggregateError;\n   (errors: Iterable<any>, message?:
string): AggregateError;\n   readonly prototype: AggregateError;\n}\n\ndeclare var
AggregateError: AggregateErrorConstructor;\n\n/**\n * Represents the completion of an
asynchronous operation\n */\ninterface PromiseConstructor {\n   /**\n   * The any
function returns a promise that is fulfilled by the first given promise to be fulfilled,
or rejected with an AggregateError containing an array of rejection reasons if all of
the given promises are rejected. It resolves all elements of the passed iterable to
promises as it runs this algorithm.\n   * @param values An array or iterable of
Promises.\n   * @returns A new Promise.\n   */\n   any<T>(values: (T |
PromiseLike<T>)[] | Iterable<T | PromiseLike<T>>): Promise<T>\n}\n';
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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
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/// <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
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\n   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   * @param name\n   */\n   anchor(name:
string): string;\n\n   /** Returns a `<big>` HTML element */\n   big():
string;\n\n   /** Returns a `<blink>` HTML element */\n   blink(): string;\n\n   /**
Returns a `<b>` HTML element */\n   bold(): string;\n\n   /** Returns a `<tt>` HTML
element */\n   fixed(): string;\n\n   /** Returns a `<font>` HTML element and sets the
color attribute value */\n   fontcolor(color: string): string;\n\n   /** Returns a
`<font>` HTML element and sets the size attribute value */\n   fontsize(size: number):
string;\n\n   /** Returns a `<font>` HTML element and sets the size attribute value
*/\n   fontsize(size: string): string;\n\n   /** Returns an `<i>` HTML element */\n
italics(): string;\n\n   /** Returns an `<a>` HTML element and sets the href attribute
value */\n   link(url: string): string;\n\n   /** Returns a `<small>` HTML element
*/\n   small(): string;\n\n   /** Returns a `<strike>` HTML element */\n   strike():
string;\n\n   /** Returns a `<sub>` HTML element */\n   sub(): string;\n\n   /**
Returns a `<sup>` HTML element */\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';

* 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';

\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface BigIntToLocaleStringOptions {\n   /**\n   * The locale matching algorithm to use.The default is "best fit". For information about this option, see the {@link https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl#Locale_negotiation Intl page}.\n   */\n   localeMatcher?: string;\n   /**\n   * The formatting style to use , the default is "decimal".\n   */\n   style?: string;\n\n   numberingSystem?: string;\n   /**\n   * The unit to use in unit formatting, Possible values are core unit identifiers, defined in UTS #35, Part 2, Section 6. A subset of units from the full list was selected for use in ECMAScript. Pairs of simple units can be concatenated with "-per-" to make a compound unit. There is no default value; if the style is "unit", the unit property must be provided.\n   */\n   unit?: string;\n\n   /**\n   * The unit formatting style to use in unit formatting, the defaults is "short".\n   */\n   unitDisplay?: string;\n   /**\n   * The currency to use in currency formatting. Possible values are the ISO 4217 currency codes, such as "USD" for the US dollar, "EUR" for the euro, or "CNY" for the Chinese RMB \u2014 see the Current currency & funds code list. There is no default value; if the style is "currency", the currency property must be provided. It is only used when [[Style]] has the value "currency".\n   */\n   currency?: string;\n\n   /

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

is treated as length+start. If end is negative, it\n   * is treated as
length+end.\n   * @param end If not specified, length of the this object is used as
its default value.\n   */\n   copyWithin(target: number, start: number, end?:
number): this;\n\n   /** Yields index, value pairs for every entry in the array.
*/\n   entries(): IterableIterator<[number, bigint]>;\n\n   /**\n   * Determines
whether all the members of an array satisfy the specified test.\n   * @param predicate
A function that accepts up to three arguments. The every method calls\n   * the
predicate function for each element in the array until the predicate returns
false,\n   * or until the end of the array.\n   * @param thisArg An object to which
the this keyword can refer in the predicate function.\n   * If thisArg is omitted,
undefined is used as the this value.\n   */\n   every(predicate: (value: bigint,
index: number, array: BigInt64Array) => boolean, thisArg?: any): boolean;\n\n   /
**\n   * Changes all array elements from `start` to `end` index to a static `value`
and returns the modified array\n   * @param value value to fill array section
with\n   * @param start index to start filling the array at. If start is negative, it
is treated as\n   * length+start where length is the length of the array.\n   *
@param end index to stop filling the array at. If end is negative, it is treated
as\n   * length+end.\n   */\n   fill(value: bigint, start?: number, end?: number):
this;\n\n   /**\n   * Returns the elements of an array that meet the condition
specified in a callback function.\n   * @param predicate A function that accepts up to
three arguments. The filter method calls\n   * the predicate function one time for
each element in the array.\n   * @param thisArg An object to which the this keyword
can refer in the predicate function.\n   * If thisArg is omitted, undefined is used as
the this value.\n   */\n   filter(predicate: (value: bigint, index: number, array:
BigInt64Array) => any, thisArg?: any): BigInt64Array;\n\n   /**\n   * Returns the
value of the first element in the array where predicate is true, and undefined\n   *
otherwise.\n   * @param predicate find calls predicate once for each element of the
array, in ascending\n   * order, until it finds one where predicate returns true. If
such an element is found, find\n   * immediately returns that element value.
Otherwise, find returns undefined.\n   * @param thisArg If provided, it will be used
as the this value for each invocation of\n   * predicate. If it is not provided,
undefined is used instead.\n   */\n   find(predicate: (value: bigint, index: number,
array: BigInt64Array) => boolean, thisArg?: any): bigint | undefined;\n\n   /**\n   *
Returns the index of the first element in the array where predicate is true, and
-1\n   * otherwise.\n   * @param predicate find calls predicate once for each
element of the array, in ascending\n   * order, until it finds one where predicate
returns true. If such an element is found,\n   * findIndex immediately returns that
element index. Otherwise, findIndex returns -1.\n   * @param thisArg If provided, it
will be used as the this value for each invocation of\n   * predicate. If it is not
provided, undefined is used instead.\n   */\n   findIndex(predicate: (value: bigint,
index: number, array: BigInt64Array) => boolean, thisArg?: any): number;\n\n   /
**\n   * Performs the specified action for each element in an array.\n   * @param
callbackfn A function that accepts up to three arguments. forEach calls the\n   *
callbackfn function one time for each element in the array.\n   * @param thisArg An
object to which the this keyword can refer in the callbackfn function.\n   * If
thisArg is omitted, undefined is used as the this value.\n   */\n
forEach(callbackfn: (value: bigint, index: number, array: BigInt64Array) => void,
thisArg?: any): void;\n\n   /**\n   * Determines whether an array includes a certain
element, returning true or false as appropriate.\n   * @param searchElement The
element to search for.\n   * @param fromIndex The position in this array at which to
begin searching for searchElement.\n   */\n   includes(searchElement: bigint,
fromIndex?: number): boolean;\n\n   /**\n   * Returns the index of the first
occurrence of a value in an array.\n   * @param searchElement The value to locate in
the array.\n   * @param fromIndex The array index at which to begin the search. If
fromIndex is omitted, the\n   * search starts at index 0.\n   */\n
indexOf(searchElement: bigint, fromIndex?: number): number;\n\n   /**\n   * Adds all
the elements of an array separated by the specified separator string.\n   * @param
separator A string used to separate one element of an array from the next in the\n   *
resulting String. If omitted, the array elements are separated with a comma.\n
*/\n   join(separator?: string): string;\n\n   /** Yields each index in the array.
*/\n   keys(): IterableIterator<number>;\n\n   /**\n   * Returns the index of the
last occurrence of a value in an array.\n   * @param searchElement The value to locate

in the array.\n   * @param fromIndex The array index at which to begin the search. If fromIndex is omitted, the\n   * search starts at index 0.\n   */\n   lastIndexOf(searchElement: bigint, fromIndex?: number): number;\n\n   /** The length of the array. */\n   readonly length: number;\n\n   /**\n   * Calls a defined callback function on each element of an array, and returns an array that\n   * contains the results.\n   * @param callbackfn A function that accepts up to three arguments. The map method calls the\n   * callbackfn function one time for each element in the array.\n   * @param thisArg An object to which the this keyword can refer in the callbackfn function.\n   * If thisArg is omitted, undefined is used as the this value.\n   */\n   map(callbackfn: (value: bigint, index: number, array: BigInt64Array) => bigint, thisArg?: any): BigInt64Array;\n\n   /**\n   * Calls the specified callback function for all the elements in an array. The return value of\n   * the callback function is the accumulated result, and is provided as an argument in the next\n   * call to the callback function.\n   * @param callbackfn A function that accepts up to four arguments. The reduce method calls the\n   * callbackfn function one time for each element in the array.\n   * @param initialValue If initialValue is specified, it is used as the initial value to start\n   * the accumulation. The first call to the callbackfn function provides this value as an argument\n   * instead of an array value.\n   */\n   reduce(callbackfn: (previousValue: bigint, currentValue: bigint, currentIndex: number, array: BigInt64Array) => bigint): bigint;\n\n   /**\n   * Calls the specified callback function for all the elements in an array. The return value of\n   * the callback function is the accumulated result, and is provided as an argument in the next\n   * call to the callback function.\n   * @param callbackfn A function that accepts up to four arguments. The reduce method calls the\n   * callbackfn function one time for each element in the array.\n   * @param initialValue If initialValue is specified, it is used as the initial value to start\n   * the accumulation. The first call to the callbackfn function provides this value as an argument\n   * instead of an array value.\n   */\n   reduce<U>(callbackfn: (previousValue: U, currentValue: bigint, currentIndex: number, array: BigInt64Array) => U, initialValue: U): U;\n\n   /**\n   * Calls the specified callback function for all the elements in an array, in descending order.\n   * The return value of the callback function is the accumulated result, and is provided as an\n   * argument in the next call to the callback function.\n   * @param callbackfn A function that accepts up to four arguments. The reduceRight method calls\n   * the callbackfn function one time for each element in the array.\n   * @param initialValue If initialValue is specified, it is used as the initial value to start\n   * the accumulation. The first call to the callbackfn function provides this value as an\n   * argument instead of an array value.\n   */\n   reduceRight(callbackfn: (previousValue: bigint, currentValue: bigint, currentIndex: number, array: BigInt64Array) => bigint): bigint;\n\n   /**\n   * Calls the specified callback function for all the elements in an array, in descending order.\n   * The return value of the callback function is the accumulated result, and is provided as an\n   * argument in the next call to the callback function.\n   * @param callbackfn A function that accepts up to four arguments. The reduceRight method calls\n   * the callbackfn function one time for each element in the array.\n   * @param initialValue If initialValue is specified, it is used as the initial value to start\n   * the accumulation. The first call to the callbackfn function provides this value as an argument\n   * instead of an array value.\n   */\n   reduceRight<U>(callbackfn: (previousValue: U, currentValue: bigint, currentIndex: number, array: BigInt64Array) => U, initialValue: U): U;\n\n   /** Reverses the elements in the array. */\n   reverse(): this;\n\n   /**\n   * Sets a value or an array of values.\n   * @param array A typed or untyped array of values to set.\n   * @param offset The index in the current array at which the values are to be written.\n   */\n   set(array: ArrayLike<bigint>, offset?: number): void;\n\n   /**\n   * Returns a section of an array.\n   * @param start The beginning of the specified portion of the array.\n   * @param end The end of the specified portion of the array.\n   */\n   slice(start?: number, end?: number): BigInt64Array;\n\n   /**\n   * Determines whether the specified callback function returns true for any element of an array.\n   * @param predicate A function that accepts up to three arguments. The some method calls the\n   * predicate function for each element in the array until the predicate returns true, or until\n   * the end of the array.\n   * @param thisArg An object to which the this keyword can refer in the predicate function.\n   * If thisArg is omitted, undefined is used as the this value.\n

*/\n   some(predicate: (value: bigint, index: number, array: BigInt64Array) => boolean, thisArg?: any): boolean;\n\n   /**\n   * Sorts the array.\n   * @param compareFn The function used to determine the order of the elements. If omitted, the elements are sorted in ascending order.\n   */\n   sort(compareFn?: (a: bigint, b: bigint) => number | bigint): this;\n\n   /**\n   * Gets a new BigInt64Array view of the ArrayBuffer store for this array, referencing the elements\n   * at begin, inclusive, up to end, exclusive.\n   * @param begin The index of the beginning of the array.\n   * @param end The index of the end of the array.\n   */\n   subarray(begin?: number, end?: number): BigInt64Array;\n\n   /** Converts the array to a string by using the current locale. */\n   toLocaleString(): string;\n\n   /** Returns a string representation of the array. */\n   toString(): string;\n\n   /** Returns the primitive value of the specified object. */\n   valueOf(): BigInt64Array;\n\n   /** Yields each value in the array. */\n   values(): IterableIterator<bigint>;\n\n   [Symbol.iterator](): IterableIterator<bigint>;\n\n   readonly [Symbol.toStringTag]: "BigInt64Array";\n\n   [index: number]: bigint;\n}\n\ninterface BigInt64ArrayConstructor {\n   readonly prototype: BigInt64Array;\n   new(length?: number): BigInt64Array;\n   new(array: Iterable<bigint>): BigInt64Array;\n   new(buffer: ArrayBufferLike, byteOffset?: number, length?: number): BigInt64Array;\n\n   /** The size in bytes of each element in the array. */\n   readonly BYTES_PER_ELEMENT: number;\n\n   /**\n   * Returns a new array from a set of elements.\n   * @param items A set of elements to include in the new array object.\n   */\n   of(...items: bigint[]): BigInt64Array;\n\n   /**\n   * Creates an array from an array-like or iterable object.\n   * @param arrayLike An array-like or iterable object to convert to an array.\n   * @param mapfn A mapping function to call on every element of the array.\n   * @param thisArg Value of \'this\' used to invoke the mapfn.\n   */\n   from(arrayLike: ArrayLike<bigint>): BigInt64Array;\n   from<U>(arrayLike: ArrayLike<U>, mapfn: (v: U, k: number) => bigint, thisArg?: any): BigInt64Array;\n}\n\ndeclare var BigInt64Array: BigInt64ArrayConstructor;\n\n/**\n * A typed array of 64-bit unsigned integer values. The contents are initialized to 0. If the\n * requested number of bytes could not be allocated, an exception is raised.\n */\n\ninterface BigUint64Array {\n   /** The size in bytes of each element in the array. */\n   readonly BYTES_PER_ELEMENT: number;\n\n   /** The ArrayBuffer instance referenced by the array. */\n   readonly buffer: ArrayBufferLike;\n\n   /** The length in bytes of the array. */\n   readonly byteLength: number;\n\n   /** The offset in bytes of the array. */\n   readonly byteOffset: number;\n\n   /**\n   * Returns the this object after copying a section of the array identified by start and end\n   * to the same array starting at position target\n   * @param target If target is negative, it is treated as length+target where length is the\n   * length of the array.\n   * @param start If start is negative, it is treated as length+start. If end is negative, it\n   * is treated as length+end.\n   * @param end If not specified, length of the this object is used as its default value.\n   */\n   copyWithin(target: number, start: number, end?: number): this;\n\n   /** Yields index, value pairs for every entry in the array. */\n   entries(): IterableIterator<[number, bigint]>;\n\n   /**\n   * Determines whether all the members of an array satisfy the specified test.\n   * @param predicate A function that accepts up to three arguments. The every method calls\n   * the predicate function for each element in the array until the predicate returns false,\n   * or until the end of the array.\n   * @param thisArg An object to which the this keyword can refer in the predicate function.\n   * If thisArg is omitted, undefined is used as the this value.\n   */\n   every(predicate: (value: bigint, index: number, array: BigUint64Array) => boolean, thisArg?: any): boolean;\n\n   /**\n   * Changes all array elements from `start` to `end` index to a static `value` and returns the modified array\n   * @param value value to fill array section with\n   * @param start index to start filling the array at. If start is negative, it is treated as\n   * length+start where length is the length of the array.\n   * @param end index to stop filling the array at. If end is negative, it is treated as\n   * length+end.\n   */\n   fill(value: bigint, start?: number, end?: number): this;\n\n   /**\n   * Returns the elements of an array that meet the condition specified in a callback function.\n   * @param predicate A function that accepts up to three arguments. The filter method calls\n   * the predicate function one time for each element in the array.\n   * @param thisArg An object to which the this keyword can refer in the predicate function.\n   * If thisArg is omitted, undefined is used as the this value.\n   */\n   filter(predicate: (value: bigint,

index: number, array: BigUint64Array) => any, thisArg?: any): BigUint64Array;\n\n   /
**\n   * Returns the value of the first element in the array where predicate is true,
and undefined\n   * otherwise.\n   * @param predicate find calls predicate once for
each element of the array, in ascending\n   * order, until it finds one where
predicate returns true. If such an element is found, find\n   * immediately returns
that element value. Otherwise, find returns undefined.\n   * @param thisArg If
provided, it will be used as the this value for each invocation of\n   * predicate. If
it is not provided, undefined is used instead.\n   */\n   find(predicate: (value:
bigint, index: number, array: BigUint64Array) => boolean, thisArg?: any): bigint |
undefined;\n\n   /**\n   * Returns the index of the first element in the array where
predicate is true, and -1\n   * otherwise.\n   * @param predicate find calls
predicate once for each element of the array, in ascending\n   * order, until it finds
one where predicate returns true. If such an element is found,\n   * findIndex
immediately returns that element index. Otherwise, findIndex returns -1.\n   * @param
thisArg If provided, it will be used as the this value for each invocation of\n   *
predicate. If it is not provided, undefined is used instead.\n   */\n
findIndex(predicate: (value: bigint, index: number, array: BigUint64Array) => boolean,
thisArg?: any): number;\n\n   /**\n   * Performs the specified action for each
element in an array.\n   * @param callbackfn A function that accepts up to three
arguments. forEach calls the\n   * callbackfn function one time for each element in
the array.\n   * @param thisArg An object to which the this keyword can refer in the
callbackfn function.\n   * If thisArg is omitted, undefined is used as the this
value.\n   */\n   forEach(callbackfn: (value: bigint, index: number, array:
BigUint64Array) => void, thisArg?: any): void;\n\n   /**\n   * Determines whether an
array includes a certain element, returning true or false as appropriate.\n   * @param
searchElement The element to search for.\n   * @param fromIndex The position in this
array at which to begin searching for searchElement.\n   */\n
includes(searchElement: bigint, fromIndex?: number): boolean;\n\n   /**\n   * Returns
the index of the first occurrence of a value in an array.\n   * @param searchElement
The value to locate in the array.\n   * @param fromIndex The array index at which to
begin the search. If fromIndex is omitted, the\n   * search starts at index 0.\n   *
*/\n   indexOf(searchElement: bigint, fromIndex?: number): number;\n\n   /**\n   *
Adds all the elements of an array separated by the specified separator string.\n   *
@param separator A string used to separate one element of an array from the next in
the\n   * resulting String. If omitted, the array elements are separated with a
comma.\n   */\n   join(separator?: string): string;\n\n   /** Yields each index in
the array. */\n   keys(): IterableIterator<number>;\n\n   /**\n   * Returns the
index of the last occurrence of a value in an array.\n   * @param searchElement The
value to locate in the array.\n   * @param fromIndex The array index at which to begin
the search. If fromIndex is omitted, the\n   * search starts at index 0.\n   */\n
lastIndexOf(searchElement: bigint, fromIndex?: number): number;\n\n   /** The length of
the array. */\n   readonly length: number;\n\n   /**\n   * Calls a defined callback
function on each element of an array, and returns an array that\n   * contains the
results.\n   * @param callbackfn A function that accepts up to three arguments. The
map method calls the\n   * callbackfn function one time for each element in the
array.\n   * @param thisArg An object to which the this keyword can refer in the
callbackfn function.\n   * If thisArg is omitted, undefined is used as the this
value.\n   */\n   map(callbackfn: (value: bigint, index: number, array:
BigUint64Array) => bigint, thisArg?: any): BigUint64Array;\n\n   /**\n   * Calls the
specified callback function for all the elements in an array. The return value of\n
* the callback function is the accumulated result, and is provided as an argument in the
next\n   * call to the callback function.\n   * @param callbackfn A function that
accepts up to four arguments. The reduce method calls the\n   * callbackfn function
one time for each element in the array.\n   * @param initialValue If initialValue is
specified, it is used as the initial value to start\n   * the accumulation. The first
call to the callbackfn function provides this value as an argument\n   * instead of an
array value.\n   */\n   reduce(callbackfn: (previousValue: bigint, currentValue:
bigint, currentIndex: number, array: BigUint64Array) => bigint): bigint;\n\n   /
**\n   * Calls the specified callback function for all the elements in an array. The
return value of\n   * the callback function is the accumulated result, and is provided
as an argument in the next\n   * call to the callback function.\n   * @param
callbackfn A function that accepts up to four arguments. The reduce method calls

the\n   * callbackfn function one time for each element in the array.\n   * @param
initialValue If initialValue is specified, it is used as the initial value to
start\n   * the accumulation. The first call to the callbackfn function provides this
value as an argument\n   * instead of an array value.\n   */\n
reduce<U>(callbackfn: (previousValue: U, currentValue: bigint, currentIndex: number,
array: BigUint64Array) => U, initialValue: U): U;\n\n   /**\n   * Calls the specified
callback function for all the elements in an array, in descending order.\n   * The
return value of the callback function is the accumulated result, and is provided as
an\n   * argument in the next call to the callback function.\n   * @param callbackfn
A function that accepts up to four arguments. The reduceRight method calls\n   * the
callbackfn function one time for each element in the array.\n   * @param initialValue
If initialValue is specified, it is used as the initial value to start\n   * the
accumulation. The first call to the callbackfn function provides this value as an\n
* argument instead of an array value.\n   */\n   reduceRight(callbackfn:
(previousValue: bigint, currentValue: bigint, currentIndex: number, array:
BigUint64Array) => bigint): bigint;\n\n   /**\n   * Calls the specified callback
function for all the elements in an array, in descending order.\n   * The return value
of the callback function is the accumulated result, and is provided as an\n   *
argument in the next call to the callback function.\n   * @param callbackfn A function
that accepts up to four arguments. The reduceRight method calls\n   * the callbackfn
function one time for each element in the array.\n   * @param initialValue If
initialValue is specified, it is used as the initial value to start\n   * the
accumulation. The first call to the callbackfn function provides this value as an
argument\n   * instead of an array value.\n   */\n   reduceRight<U>(callbackfn:
(previousValue: U, currentValue: bigint, currentIndex: number, array: BigUint64Array) =>
U, initialValue: U): U;\n\n   /** Reverses the elements in the array. */\n
reverse(): this;\n\n   /**\n   * Sets a value or an array of values.\n   * @param
array A typed or untyped array of values to set.\n   * @param offset The index in the
current array at which the values are to be written.\n   */\n   set(array:
ArrayLike<bigint>, offset?: number): void;\n\n   /**\n   * Returns a section of an
array.\n   * @param start The beginning of the specified portion of the array.\n   *
@param end The end of the specified portion of the array.\n   */\n   slice(start?:
number, end?: number): BigUint64Array;\n\n   /**\n   * Determines whether the
specified callback function returns true for any element of an array.\n   * @param
predicate A function that accepts up to three arguments. The some method calls the\n
* predicate function for each element in the array until the predicate returns true, or
until\n   * the end of the array.\n   * @param thisArg An object to which the this
keyword can refer in the predicate function.\n   * If thisArg is omitted, undefined is
used as the this value.\n   */\n   some(predicate: (value: bigint, index: number,
array: BigUint64Array) => boolean, thisArg?: any): boolean;\n\n   /**\n   * Sorts the
array.\n   * @param compareFn The function used to determine the order of the
elements. If omitted, the elements are sorted in ascending order.\n   */\n
sort(compareFn?: (a: bigint, b: bigint) => number | bigint): this;\n\n   /**\n   *
Gets a new BigUint64Array view of the ArrayBuffer store for this array, referencing the
elements\n   * at begin, inclusive, up to end, exclusive.\n   * @param begin The
index of the beginning of the array.\n   * @param end The index of the end of the
array.\n   */\n   subarray(begin?: number, end?: number): BigUint64Array;\n\n   /**
Converts the array to a string by using the current locale. */\n   toLocaleString():
string;\n\n   /** Returns a string representation of the array. */\n   toString():
string;\n\n   /** Returns the primitive value of the specified object. */\n
valueOf(): BigUint64Array;\n\n   /** Yields each value in the array. */\n   values():
IterableIterator<bigint>;\n\n   [Symbol.iterator](): IterableIterator<bigint>;\n\n
readonly [Symbol.toStringTag]: "BigUint64Array";\n\n   [index: number]: bigint;\n}
\n\ninterface BigUint64ArrayConstructor {\n   readonly prototype: BigUint64Array;\n
new(length?: number): BigUint64Array;\n   new(array: Iterable<bigint>):
BigUint64Array;\n   new(buffer: ArrayBufferLike, byteOffset?: number, length?: number):
BigUint64Array;\n\n   /** The size in bytes of each element in the array. */\n
readonly BYTES_PER_ELEMENT: number;\n\n   /**\n   * Returns a new array from a set of
elements.\n   * @param items A set of elements to include in the new array
object.\n   */\n   of(...items: bigint[]): BigUint64Array;\n\n   /**\n   * Creates
an array from an array-like or iterable object.\n   * @param arrayLike An array-like
or iterable object to convert to an array.\n   * @param mapfn A mapping function to

call on every element of the array.\n   * @param thisArg Value of \'this\' used to invoke the mapfn.\n   */\n   from(arrayLike: ArrayLike<bigint>): BigUint64Array;\n from<U>(arrayLike: ArrayLike<U>, mapfn: (v: U, k: number) => bigint, thisArg?: any): BigUint64Array;\n}\n\ndeclare var BigUint64Array: BigUint64ArrayConstructor;\n\ninterface DataView {\n   /**\n   * Gets the BigInt64 value at the specified byte offset from the start of the view. There is\n   * no alignment constraint; multi-byte values may be fetched from any offset.\n   * @param byteOffset The place in the buffer at which the value should be retrieved.\n   */\n   getBigInt64(byteOffset: number, littleEndian?: boolean): bigint;\n\n   /**\n   * Gets the BigUint64 value at the specified byte offset from the start of the view. There is\n   * no alignment constraint; multi-byte values may be fetched from any offset.\n   * @param byteOffset The place in the buffer at which the value should be retrieved.\n   */\n   getBigUint64(byteOffset: number, littleEndian?: boolean): bigint;\n\n   /**\n   * Stores a BigInt64 value at the specified byte offset from the start of the view.\n   * @param byteOffset The place in the buffer at which the value should be set.\n   * @param value The value to set.\n   * @param littleEndian If false or undefined, a big-endian value should be written,\n   * otherwise a little-endian value should be written.\n   */\n   setBigInt64(byteOffset: number, value: bigint, littleEndian?: boolean): void;\n\n   /**\n   * Stores a BigUint64 value at the specified byte offset from the start of the view.\n   * @param byteOffset The place in the buffer at which the value should be set.\n   * @param value The value to set.\n   * @param littleEndian If false or undefined, a big-endian value should be written,\n   * otherwise a little-endian value should be written.\n   */\n   setBigUint64(byteOffset: number, value: bigint, littleEndian?: boolean): void;\n}\n\ndeclare namespace Intl{\n   interface NumberFormat {\n   format(value: number | bigint): string;\n   resolvedOptions(): ResolvedNumberFormatOptions;\n   }\n}\n';
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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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*/\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';

*/\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';

*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface PromiseConstructor {\n   /**\n   * A reference to the prototype.\n   */\n   readonly prototype: Promise<any>;\n\n   /**\n   * Creates a new Promise.\n   * @param executor A callback used to initialize the promise. This callback is passed two arguments:\n   * a resolve callback used to resolve the promise with a value or the result of another promise,\n   * and a reject callback used to reject the promise with a provided reason or error.\n   */\n   new <T>(executor: (resolve: (value: T | PromiseLike<T>) => void, reject: (reason?: any) => void) => void): Promise<T>;\n\n   /**\n   * Creates a

Promise that is resolved with an array of results when all of the provided
Promises\n   * resolve, or rejected when any Promise is rejected.\n   * @param
values An array of Promises.\n   * @returns A new Promise.\n   */\n   all<T1, T2,
T3, T4, T5, T6, T7, T8, T9, T10>(values: readonly [T1 | PromiseLike<T1>, T2 |
PromiseLike<T2>, T3 | PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 |
PromiseLike<T6>, T7 | PromiseLike<T7>, T8 | PromiseLike<T8>, T9 | PromiseLike<T9>, T10 |
PromiseLike<T10>]): Promise<[T1, T2, T3, T4, T5, T6, T7, T8, T9, T10]>;\n\n   /**\n
* Creates a Promise that is resolved with an array of results when all of the provided
Promises\n   * resolve, or rejected when any Promise is rejected.\n   * @param
values An array of Promises.\n   * @returns A new Promise.\n   */\n   all<T1, T2,
T3, T4, T5, T6, T7, T8, T9>(values: readonly [T1 | PromiseLike<T1>, T2 |
PromiseLike<T2>, T3 | PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 |
PromiseLike<T6>, T7 | PromiseLike<T7>, T8 | PromiseLike<T8>, T9 | PromiseLike<T9>]):
Promise<[T1, T2, T3, T4, T5, T6, T7, T8, T9]>;\n\n   /**\n   * Creates a Promise that
is resolved with an array of results when all of the provided Promises\n   * resolve,
or rejected when any Promise is rejected.\n   * @param values An array of
Promises.\n   * @returns A new Promise.\n   */\n   all<T1, T2, T3, T4, T5, T6, T7,
T8>(values: readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>,
T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>, T7 | PromiseLike<T7>,
T8 | PromiseLike<T8>]): Promise<[T1, T2, T3, T4, T5, T6, T7, T8]>;\n\n   /**\n   *
Creates a Promise that is resolved with an array of results when all of the provided
Promises\n   * resolve, or rejected when any Promise is rejected.\n   * @param
values An array of Promises.\n   * @returns A new Promise.\n   */\n   all<T1, T2,
T3, T4, T5, T6, T7>(values: readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 |
PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>, T7 |
PromiseLike<T7>]): Promise<[T1, T2, T3, T4, T5, T6, T7]>;\n\n   /**\n   * Creates a
Promise that is resolved with an array of results when all of the provided
Promises\n   * resolve, or rejected when any Promise is rejected.\n   * @param
values An array of Promises.\n   * @returns A new Promise.\n   */\n   all<T1, T2,
T3, T4, T5, T6>(values: readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 |
PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>]):
Promise<[T1, T2, T3, T4, T5, T6]>;\n\n   /**\n   * Creates a Promise that is resolved
with an array of results when all of the provided Promises\n   * resolve, or rejected
when any Promise is rejected.\n   * @param values An array of Promises.\n   *
@returns A new Promise.\n   */\n   all<T1, T2, T3, T4, T5>(values: readonly [T1 |
PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>, T4 | PromiseLike<T4>, T5 |
PromiseLike<T5>]): Promise<[T1, T2, T3, T4, T5]>;\n\n   /**\n   * Creates a Promise
that is resolved with an array of results when all of the provided Promises\n   *
resolve, or rejected when any Promise is rejected.\n   * @param values An array of
Promises.\n   * @returns A new Promise.\n   */\n   all<T1, T2, T3, T4>(values:
readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>, T4 |
PromiseLike<T4>]): Promise<[T1, T2, T3, T4]>;\n\n   /**\n   * Creates a Promise that
is resolved with an array of results when all of the provided Promises\n   * resolve,
or rejected when any Promise is rejected.\n   * @param values An array of
Promises.\n   * @returns A new Promise.\n   */\n   all<T1, T2, T3>(values: readonly
[T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>]): Promise<[T1, T2,
T3]>;\n\n   /**\n   * Creates a Promise that is resolved with an array of results
when all of the provided Promises\n   * resolve, or rejected when any Promise is
rejected.\n   * @param values An array of Promises.\n   * @returns A new
Promise.\n   */\n   all<T1, T2>(values: readonly [T1 | PromiseLike<T1>, T2 |
PromiseLike<T2>]): Promise<[T1, T2]>;\n\n   /**\n   * Creates a Promise that is
resolved with an array of results when all of the provided Promises\n   * resolve, or
rejected when any Promise is rejected.\n   * @param values An array of Promises.\n
* @returns A new Promise.\n   */\n   all<T>(values: readonly (T | PromiseLike<T>)[]):
Promise<T[]>;\n\n   // see: lib.es2015.iterable.d.ts\n   // all<T>(values: Iterable<T
| PromiseLike<T>>): Promise<T[]>;\n\n   /**\n   * Creates a Promise that is resolved
or rejected when any of the provided Promises are resolved\n   * or rejected.\n   *
@param values An array of Promises.\n   * @returns A new Promise.\n   */\n
race<T>(values: readonly T[]): Promise<T extends PromiseLike<infer U> ? U :
T>;\n\n   // see: lib.es2015.iterable.d.ts\n   // race<T>(values: Iterable<T>):
Promise<T extends PromiseLike<infer U> ? U : T>;\n\n   /**\n   * Creates a new
rejected promise for the provided reason.\n   * @param reason The reason the promise

was rejected.\n   * @returns A new rejected Promise.\n   */\n   reject<T =
never>(reason?: any): Promise<T>;\n\n   /**\n   * Creates a new resolved
promise.\n   * @returns A resolved promise.\n   */\n   resolve():
Promise<void>;\n\n   /**\n   * Creates a new resolved promise for the provided
value.\n   * @param value A promise.\n   * @returns A promise whose internal state
matches the provided promise.\n   */\n   resolve<T>(value: T | PromiseLike<T>):
Promise<T>;\n}\n\ndeclare var Promise: PromiseConstructor;\n';
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*/\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[] | readonly
[unknown]>(values: T):\n   Promise<{ -readonly [P in keyof T]:
PromiseSettledResult<T[P] extends PromiseLike<infer U> ? U : T[P]> }>;\n\n   /**\n
* Creates a Promise that is resolved with an array of results when all\n   * of the
provided Promises resolve or reject.\n   * @param values An array of Promises.\n   *
@returns A new Promise.\n   */\n   allSettled<T>(values: Iterable<T>):
Promise<PromiseSettledResult<T extends PromiseLike<infer U> ? U : T>[]>;\n}\n';
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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    /** Removes the leading
white space and line terminator characters from a string. */\n    trimLeft():
string;\n\n    /** Removes the trailing white space and line terminator characters from
a string. */\n    trimRight(): string;\n}\n';
```

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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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*/\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
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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="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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specific language governing permissions\nand limitations under the
License.\n**
*/\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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specific language governing permissions\nand limitations under the
License.\n**
*/\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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specific language governing permissions\nand limitations under the
License.\n**
*/\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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*/\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   /**\n   * Returns an array of key, value pairs for every
entry in the list.\n   */\n   entries(): IterableIterator<[string,
FormDataEntryValue]>;\n   /**\n   * Returns a list of keys in the list.\n   */\n
keys(): IterableIterator<string>;\n   /**\n   * Returns a list of values in the
list.\n   */\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   /**\n   * Returns an iterator allowing to go through all key/value pairs contained in this object.\n   */\n   entries(): IterableIterator<[string, string]>;\n   /**\n   * Returns an iterator allowing to go through all keys of the key/value pairs contained in this object.\n   */\n   keys(): IterableIterator<string>;\n   /**\n   * Returns an iterator allowing to go through all values of the key/value pairs contained in this object.\n   */\n   values(): IterableIterator<string>;\n}\n\ninterface IDBDatabase {\n   /**\n   * Returns a new transaction with the given mode ("readonly" or "readwrite") and scope which can be a single object store name or an array of names.\n   */\n   transaction(storeNames: string | Iterable<string>, mode?: IDBTransactionMode): IDBTransaction;\n}\n\ninterface IDBObjectStore {\n   /**\n   * Creates a new index in store with the given name, keyPath and options and returns a new IDBIndex. If the keyPath and options define constraints that cannot be satisfied with the data already in store the upgrade transaction will abort with a "ConstraintError" DOMException.\n   *\n   * Throws an "InvalidStateError" DOMException if not called within an upgrade transaction.\n   */\n   createIndex(name: string, keyPath: string | Iterable<string>, options?: IDBIndexParameters): IDBIndex;\n}\n\ninterface MediaKeyStatusMap {\n   [Symbol.iterator](): IterableIterator<[BufferSource, MediaKeyStatus]>;\n   entries(): IterableIterator<[BufferSource, MediaKeyStatus]>;\n   keys(): IterableIterator<BufferSource>;\n   values(): IterableIterator<MediaKeyStatus>;\n}\n\ninterface MediaList {\n   [Symbol.iterator](): IterableIterator<string>;\n}\n\ninterface MessageEvent<T = any> {\n   /** @deprecated */\n   initMessageEvent(type: string, bubbles?: boolean, cancelable?: boolean, data?: any, origin?: string, lastEventId?: string, source?: MessageEventSource | null, ports?: Iterable<MessagePort>): void;\n}\n\ninterface MimeTypeArray {\n   [Symbol.iterator](): IterableIterator<MimeType>;\n}\n\ninterface NamedNodeMap {\n   [Symbol.iterator](): IterableIterator<Attr>;\n}\n\ninterface Navigator {\n   requestMediaKeySystemAccess(keySystem: string, supportedConfigurations: Iterable<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>;\n   vibrate(pattern: Iterable<number>): boolean;\n}\n\ninterface NodeList {\n   [Symbol.iterator](): IterableIterator<Node>;\n   /**\n   * Returns an array of key, value pairs for every entry in the list.\n   */\n   entries(): IterableIterator<[number, Node]>;\n   /**\n   * Returns an list of keys in the list.\n   */\n   keys(): IterableIterator<number>;\n   /**\n   * Returns an list of values in the list.\n   */\n   values(): IterableIterator<Node>;\n}\n\ninterface NodeListOf<TNode extends Node> {\n   [Symbol.iterator](): IterableIterator<TNode>;\n   /**\n   * Returns an array of key, value pairs for every entry in the list.\n   */\n   entries(): IterableIterator<[number, TNode]>;\n   /**\n   * Returns an list of keys in the list.\n   */\n   keys(): IterableIterator<number>;\n   /**\n   * Returns an list of values in the list.\n   */\n   values(): IterableIterator<TNode>;\n}\n\ninterface Plugin {\n   [Symbol.iterator](): IterableIterator<MimeType>;\n}\n\ninterface PluginArray {\n   [Symbol.iterator](): IterableIterator<Plugin>;\n}\n\ninterface RTCStatsReport extends ReadonlyMap<string, any> {\n}\n\ninterface ReadableStream<R = any> {\n   [Symbol.iterator](): IterableIterator<any>;\n   entries(): IterableIterator<[number, any]>;\n   keys(): IterableIterator<number>;\n   values(): IterableIterator<any>;\n}\n\ninterface SVGLengthList {\n   [Symbol.iterator](): IterableIterator<SVGLength>;\n}\n\ninterface SVGNumberList {\n   [Symbol.iterator](): IterableIterator<SVGNumber>;\n}\n\ninterface SVGPointList {\n   [Symbol.iterator](): IterableIterator<DOMPoint>;\n}\n\ninterface SVGStringList {\n   [Symbol.iterator](): IterableIterator<string>;\n}\n\ninterface SVGTransformList {\n   [Symbol.iterator](): IterableIterator<SVGTransform>;\n}\n\ninterface SourceBufferList {\n   [Symbol.iterator](): IterableIterator<SourceBuffer>;\n}\n\ninterface SpeechRecognitionResult {\n   [Symbol.iterator](): IterableIterator<SpeechRecognitionAlternative>;\n}\n\ninterface SpeechRecognitionResultList {\n   [Symbol.iterator](): IterableIterator<SpeechRecognitionResult>;\n}\n\ninterface StyleSheetList {\n   [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\n\ninterface TextTrackCueList {\n   [Symbol.iterator]():
IterableIterator<TextTrackCue>;\n}\n\n\ninterface TextTrackList {\n   [Symbol.iterator]
(): IterableIterator<TextTrack>;\n}\n\n\ninterface TouchList {\n   [Symbol.iterator]():
IterableIterator<Touch>;\n}\n\n\ninterface URLSearchParams {\n   [Symbol.iterator]():
IterableIterator<[string, string]>;\n   /**\n   * Returns an array of key, value
pairs for every entry in the search params.\n   */\n   entries():
IterableIterator<[string, string]>;\n   /**\n   * Returns a list of keys in the
search params.\n   */\n   keys(): IterableIterator<string>;\n   /**\n   * Returns
a list of values in the search params.\n   */\n   values():
IterableIterator<string>;\n}\n\n\ninterface WEBGL_draw_buffers {\n
drawBuffersWEBGL(buffers: Iterable<GLenum>): void;\n}\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\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\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\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';

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';

developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
Intl#locales_argument).\n   *\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   *
[Specification](https://tc39.es/ecma402/#sec-singularrelativetimeunit).\n   */\n
type RelativeTimeFormatUnit =\n | "year" | "years"\n | "quarter" |
"quarters"\n | "month" | "months"\n | "week" | "weeks"\n | "day" |
"days"\n | "hour" | "hours"\n | "minute" | "minutes"\n | "second" |
"seconds"\n   ;\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   * [Specification](https://tc39.es/
ecma402/#sec-InitializeRelativeTimeFormat).\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   * [Specification](https://tc39.es/ecma402/
#sec-InitializeRelativeTimeFormat).\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   *
[Specification](https://tc39.es/ecma402/#sec-InitializeRelativeTimeFormat).\n
*/\n   type RelativeTimeFormatStyle = "long" | "short" | "narrow";\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   * [Specification]
(https://tc39.es/ecma402/#sec-InitializeRelativeTimeFormat).\n   */\n   interface
RelativeTimeFormatOptions {\n   localeMatcher?:
RelativeTimeFormatLocaleMatcher;\n   numeric?: RelativeTimeFormatNumeric;\n
style?: RelativeTimeFormatStyle;\n   }\n\n   /**\n   * An object with properties
reflecting the locale\n   * and formatting options computed during
initialization\n   * of the `Intel.RelativeTimeFormat` object\n   *\n   * [MDN]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/resolvedOptions#Description).\n   *\n   * [Specification](https://
tc39.es/ecma402/#table-relativetimeformat-resolvedoptions-properties)\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   * [Specification](https://tc39.es/
ecma402/#sec-FormatRelativeTimeToParts).\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   * It is the caller\'s responsibility to handle cut-off
logic\n   * such as deciding between displaying "in 7 days" or "in 1
week".\n   * This API does not support relative dates involving compound
units.\n   * e.g "in 5 days and 4 hours".\n   *\n   * @param value -
Numeric value to use in the internationalized relative time message\n
*\n   * @param unit - [Unit](https://tc39.es/ecma402/#sec-singularrelativetimeunit)
\n   * to use in the relative time internationalized message.\n   *
Possible values are: `"year"`, `"quarter"`, `"month"`, `"week"`,\n   * `"day"`,
`"hour"`, `"minute"`, `"second"`.\n   * Plural forms are also
permitted.\n   *\n   * @throws `RangeError` if `unit` was given something
other than `unit` possible values\n   *\n   * @returns Internationalized

relative time message as string\n   *\n   * [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/format).\n   *\n   * [Specification](https://tc39.es/
ecma402/#sec-Intl.RelativeTimeFormat.prototype.format).\n   */\n
format(\n   value: number,\n   unit:
RelativeTimeFormatUnit,\n   ): string;\n\n   /**\n   * A version of the
format method which it returns an array of objects\n   * which represent "parts"
of the object,\n   * separating the formatted number into its constituent
parts\n   * and separating it from other surrounding text.\n   * These
objects have two properties:\n   * `type` a NumberFormat formatToParts type, and
`value`,\n   * which is the String which is the component of the
output.\n   * If a "part" came from NumberFormat,\n   * it will have a
unit property which indicates the `unit` being formatted;\n   * literals which
are part of the larger frame will not have this property.\n   *\n   *
@param value - Numeric value to use in the internationalized relative time
message\n   *\n   * @param unit - [Unit](https://tc39.es/ecma402/#sec-
singularrelativetimeunit)\n   * to use in the relative time internationalized
message.\n   *   Possible values are: `"year"`, `"quarter"`, `"month"`,
`"week"`,\n   * `"day"`, `"hour"`, `"minute"`, `"second"`.\n   *   Plural
forms are also permitted.\n   *\n   * @throws `RangeError` if `unit` was
given something other than `unit` possible values\n   *\n   * @returns
Array of [FormatRelativeTimeToParts](https://tc39.es/ecma402/#sec-
FormatRelativeTimeToParts)\n   *\n   * [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/formatToParts).\n   *\n   * [Specification](https://
tc39.es/ecma402/#sec-Intl.RelativeTimeFormat.prototype.formatToParts).\n
*/\n   formatToParts(\n   value: number,\n   unit:
RelativeTimeFormatUnit,\n   ): RelativeTimeFormatPart[];\n\n   /**\n   *
Provides access to the locale and options computed during initialization of this
`Intl.RelativeTimeFormat` object.\n   *\n   * @returns A new object with
properties reflecting the locale\n   * and formatting options computed during
initialization\n   * of the `Intel.RelativeTimeFormat` object.\n
*\n   * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Intl/RelativeTimeFormat/resolvedOptions).\n   *\n   *
[Specification](https://tc39.es/ecma402/#sec-
intl.relativetimeformat.prototype.resolvedoptions)\n   */\n
resolvedOptions(): ResolvedRelativeTimeFormatOptions;\n   }\n\n   /**\n   * The
[`Intl.RelativeTimeFormat`](https://developer.mozilla.org/docs/Web/JavaScript/Reference/
Global_Objects/RelativeTimeFormat)\n   * object is a constructor for objects that
enable language-sensitive relative time formatting.\n   *\n   * Part of [Intl object]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl)
\n   * namespace and the [ECMAScript Internationalization API](https://www.ecma-
international.org/publications/standards/Ecma-402.htm).\n   *\n   * [Compatibility]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat#Browser_compatibility).\n   *\n   * [Polyfills](https://
github.com/tc39/proposal-intl-relative-time#polyfills).\n   */\n   const
RelativeTimeFormat: {\n   /**\n   * Constructor creates
[Intl.RelativeTimeFormat](https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/RelativeTimeFormat)\n   * objects\n   *\n   *
@param locales - A string with a [BCP 47 language tag](http://tools.ietf.org/html/
rfc5646), or an array of such strings.\n   * For the general form and
interpretation of the locales argument,\n   * see the [`Intl` page](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
Intl#Locale_identification_and_negotiation).\n   *\n   * @param options - An
[object](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters)\n   * with
some or all of options of the formatting.\n   * An object with some or all of the
following properties:\n   * - `localeMatcher` - The locale matching algorithm to
use.\n   * Possible values are `"lookup"` and `"best fit"`; the default is
`"best fit"`.\n   * For information about this option, see [Intl page](https://
developer.mozilla.org/docs/Web/JavaScript/Reference/Global_Objects/
Intl#Locale_negotiation).\n   * - `numeric` - The format of output

message.\n   *   Possible values are: `"always"` (default, e.g., `1 day ago`) or
`"auto"` (e.g., `yesterday`).\n   *   The `"auto"` value allows to not always
have to use numeric values in the output.\n   * - `style` - The length of the
internationalized message. Possible values are:\n   *   `"long"` (default, e.g.,
in 1 month),\n   *   `"short"` (e.g., in 1 mo.)\n   *   or `"narrow"`
(e.g., in 1 mo.). The narrow style could be similar to the short style for some
locales.\n   *\n   * @returns [Intl.RelativeTimeFormat](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
RelativeTimeFormat) object.\n   *\n   * [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/RelativeTimeFormat).\n   *\n   * [Specification](https://
tc39.es/ecma402/#sec-intl-relativetimeformat-constructor).\n   */\n
new(\n   locales?: UnicodeBCP47LocaleIdentifier |
UnicodeBCP47LocaleIdentifier[],\n   options?:
RelativeTimeFormatOptions,\n   ): RelativeTimeFormat;\n\n   /**\n   *
Returns an array containing those of the provided locales\n   * that are supported
in date and time formatting\n   * without having to fall back to the runtime\'s
default locale.\n   *\n   * @param locales - A string with a [BCP 47
language tag](http://tools.ietf.org/html/rfc5646), or an array of such
strings.\n   * For the general form and interpretation of the locales
argument,\n   * see the [`Intl` page](https://developer.mozilla.org/en-US/
docs/Web/JavaScript/Reference/Global_Objects/
Intl#Locale_identification_and_negotiation).\n   *\n   * @param options - An
[object](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters)\n   * with
some or all of options of the formatting.\n   * An object with some or all of the
following properties:\n   * - `localeMatcher` - The locale matching algorithm to
use.\n   *   Possible values are `"lookup"` and `"best fit"`; the default is
`"best fit"`.\n   *   For information about this option, see [Intl page](https://
developer.mozilla.org/docs/Web/JavaScript/Reference/Global_Objects/
Intl#Locale_negotiation).\n   * - `numeric` - The format of output
message.\n   *   Possible values are: `"always"` (default, e.g., `1 day ago`) or
`"auto"` (e.g., `yesterday`).\n   *   The `"auto"` value allows to not always
have to use numeric values in the output.\n   * - `style` - The length of the
internationalized message. Possible values are:\n   *   `"long"` (default, e.g.,
in 1 month),\n   *   `"short"` (e.g., in 1 mo.)\n   *   or `"narrow"`
(e.g., in 1 mo.). The narrow style could be similar to the short style for some
locales.\n   *\n   * @returns An array containing those of the provided
locales\n   * that are supported in date and time formatting\n   * without
having to fall back to the runtime\'s default locale.\n   *\n   * [MDN]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/supportedLocalesOf).\n   *\n   * [Specification](https://
tc39.es/ecma402/#sec-Intl.RelativeTimeFormat.supportedLocalesOf).\n   */\n
supportedLocalesOf(\n   locales?: UnicodeBCP47LocaleIdentifier |
UnicodeBCP47LocaleIdentifier[],\n   options?:
RelativeTimeFormatOptions,\n   ): UnicodeBCP47LocaleIdentifier[];\n   };\n\n
interface NumberFormatOptions {\n   compactDisplay?: string;\n   notation?:
string;\n   signDisplay?: string;\n   unit?: string;\n   unitDisplay?:
string;\n   }\n\n   interface ResolvedNumberFormatOptions {\n   compactDisplay?:
string;\n   notation?: string;\n   signDisplay?: string;\n   unit?:
string;\n   unitDisplay?: string;\n   }\n\n   interface DateTimeFormatOptions
{\n   dateStyle?: "full" | "long" | "medium" | "short";\n   timeStyle?: "full"
| "long" | "medium" | "short";\n   calendar?: string;\n   dayPeriod?: "narrow"
| "short" | "long";\n   numberingSystem?: string;\n   hourCycle?: "h11" |
"h12" | "h23" | "h24";\n   fractionalSecondDigits?: 0 | 1 | 2 | 3;\n   }\n}\n';
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License.\n***
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ndeclare namespace Intl {\n\n   //
http://cldr.unicode.org/index/cldr-spec/plural-rules#TOC-Determining-Plural-
Categories\n   type LDMLPluralRule = "zero" | "one" | "two" | "few" | "many" |
"other";\n   type PluralRuleType = "cardinal" | "ordinal";\n\n   interface
PluralRulesOptions {\n   localeMatcher?: "lookup" | "best fit";\n   type?:
PluralRuleType;\n   minimumIntegerDigits?: number;\n   minimumFractionDigits?:
number;\n   maximumFractionDigits?: number;\n   minimumSignificantDigits?:
number;\n   maximumSignificantDigits?: number;\n   }\n\n   interface
ResolvedPluralRulesOptions {\n   locale: string;\n   pluralCategories:
LDMLPluralRule[];\n   type: PluralRuleType;\n   minimumIntegerDigits:
number;\n   minimumFractionDigits: number;\n   maximumFractionDigits:
number;\n   minimumSignificantDigits?: number;\n   maximumSignificantDigits?:
number;\n   }\n\n   interface PluralRules {\n   resolvedOptions():
ResolvedPluralRulesOptions;\n   select(n: number): LDMLPluralRule;\n   }\n\n
const PluralRules: {\n   new (locales?: string | string[], options?:
PluralRulesOptions): PluralRules;\n   (locales?: string | string[], options?:
PluralRulesOptions): PluralRules;\n   supportedLocalesOf(\n   locales:
string | string[],\n   options?: PluralRulesOptions,\n   ):
string[];\n   };\n}\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';
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License.\n***
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface AggregateError extends
Error {\n   errors: any[]\n}\n\ninterface AggregateErrorConstructor {\n   new(errors:
Iterable<any>, message?: string): AggregateError;\n   (errors: Iterable<any>, message?:
string): AggregateError;\n   readonly prototype: AggregateError;\n}\n\ndeclare var
AggregateError: AggregateErrorConstructor;\n\n/**\n * Represents the completion of an
asynchronous operation\n */\ninterface PromiseConstructor {\n   /**\n   * The any
function returns a promise that is fulfilled by the first given promise to be fulfilled,
or rejected with an AggregateError containing an array of rejection reasons if all of
the given promises are rejected. It resolves all elements of the passed iterable to
promises as it runs this algorithm.\n   * @param values An array or iterable of
Promises.\n   * @returns A new Promise.\n   */\n   any<T>(values: (T |
PromiseLike<T>)[] | Iterable<T | PromiseLike<T>>): Promise<T>\n}\n';
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*/\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
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}';

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
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()\n   doesn\'t forcefully convert the parameter\n   * to a number. Only values of the type number, that are also NaN, result in true.\n   * @param number A numeric value.\n   */\n   isNaN(number: unknown): boolean;\n\n   /**\n   * Returns true if the value passed is a safe integer.\n   * @param number A numeric value.\n   */\n   isSafeInteger(number: unknown): boolean;\n\n   /**\n   * The value of the largest integer n such that n and n + 1 are both exactly representable as\n   * a Number value.\n   * The value of Number.MAX_SAFE_INTEGER is 9007199254740991 2^53 \u2212 1.\n   */\n   readonly MAX_SAFE_INTEGER: number;\n\n   /**\n   * The value of the smallest integer n such that n and n \u2212 1 are both exactly representable as\n   a Number value.\n   * The value of Number.MIN_SAFE_INTEGER is \u22129007199254740991 (\u2212(2^53 \u2212 1)).\n   */\n   readonly MIN_SAFE_INTEGER: number;\n\n   /**\n   * Converts a string to a floating-point number.\n   * @param string A string that contains a floating-point number.\n   */\n   parseFloat(string: string): number;\n\n   /**\n   * Converts A string to an integer.\n   * @param string A string to convert into a number.\n   * @param radix A value between 2 and 36 that specifies the base of the number in `string`.\n   * If this argument is not supplied, strings with a prefix of \'0x\' are considered hexadecimal.\n   * All other strings are considered decimal.\n   */\n   parseInt(string: string, radix?: number): number;\n}\n\ninterface ObjectConstructor {\n   /**\n   * Copy the values of all of the enumerable own properties from one or more source objects to a\n   * target object. Returns the target object.\n   * @param target The target object to copy to.\n   * @param source The source object from which to copy properties.\n   */\n   assign<T, U>(target: T, source: U): T & U;\n\n   /**\n   * Copy the values of all of the enumerable own properties from one or more source objects to a\n   * target object. Returns the target object.\n   * @param target The target object to copy to.\n   * @param source1 The first source object from which to copy properties.\n   * @param source2 The second source object from which to copy properties.\n   */\n   assign<T, U, V>(target: T, source1: U, source2: V): T & U & V;\n\n   /**\n   * Copy the values of all of the enumerable own properties from one or more source objects to a\n   * target object. Returns the target object.\n   * @param target The target object to copy to.\n   * @param source1 The first source object from which to copy properties.\n   * @param source2 The second source object from which to copy properties.\n   * @param source3 The third source object from which to copy

properties.\n   */\n   assign<T, U, V, W>(target: T, source1: U, source2: V, source3: W): T & U & V & W;\n\n   /**\n   * Copy the values of all of the enumerable own properties from one or more source objects to a\n   * target object. Returns the target object.\n   * @param target The target object to copy to.\n   * @param sources One or more source objects from which to copy properties\n   */\n   assign(target: object, ...sources: any[]): any;\n\n   /**\n   * Returns an array of all symbol properties found directly on object o.\n   * @param o Object to retrieve the symbols from.\n   */\n   getOwnPropertySymbols(o: any): symbol[];\n\n   /**\n   * Returns the names of the enumerable string properties and methods of an object.\n   * @param o Object that contains the properties and methods. This can be an object that you created or an existing Document Object Model (DOM) object.\n   */\n   keys(o: {}): string[];\n\n   /**\n   * Returns true if the values are the same value, false otherwise.\n   * @param value1 The first value.\n   * @param value2 The second value.\n   */\n   is(value1: any, value2: any): boolean;\n\n   /**\n   * Sets the prototype of a specified object o to object proto or null. Returns the object o.\n   * @param o The object to change its prototype.\n   * @param proto The value of the new prototype or null.\n   */\n   setPrototypeOf(o: any, 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,\n   * 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   * @param name\n   */\n   anchor(name:
string): string;\n\n   /** Returns a `<big>` HTML element */\n   big():
string;\n\n   /** Returns a `<blink>` HTML element */\n   blink(): string;\n\n   /**
Returns a `<b>` HTML element */\n   bold(): string;\n\n   /** Returns a `<tt>` HTML
element */\n   fixed(): string;\n\n   /** Returns a `<font>` HTML element and sets the
color attribute value */\n   fontcolor(color: string): string;\n\n   /** Returns a
`<font>` HTML element and sets the size attribute value */\n   fontsize(size: number):
string;\n\n   /** Returns a `<font>` HTML element and sets the size attribute value
*/\n   fontsize(size: string): string;\n\n   /** Returns an `<i>` HTML element */\n
italics(): string;\n\n   /** Returns an `<a>` HTML element and sets the href attribute
value */\n   link(url: string): string;\n\n   /** Returns a `<small>` HTML element
*/\n   small(): string;\n\n   /** Returns a `<strike>` HTML element */\n   strike():
string;\n\n   /** Returns a `<sub>` HTML element */\n   sub(): string;\n\n   /**
Returns a `<sup>` HTML element */\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';

* 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';

Chinese RMB \u2014 see the Current currency & funds code list. There is no default value; if the style is "currency", the currency property must be provided. It is only used when [[Style]] has the value "currency".\n   */\n   currency?: string;\n\n   /**\n   * How to display the currency in currency formatting. It is only used when [[Style]] has the value "currency". The default is "symbol".\n   *\n   * "symbol" to use a localized currency symbol such as \u20AC,\n   *\n   * "code" to use the ISO currency code,\n   *\n   * "name" to use a localized currency name such as "dollar"\n   */\n   currencyDisplay?: string;\n\n   /**\n   * Whether to use grouping separators, such as thousands separators or thousand/lakh/crore separators. The default is true.\n   */\n   useGrouping?: boolean;\n\n   /**\n   * The minimum number of integer digits to use. Possible values are from 1 to 21; the default is 1.\n   */\n   minimumIntegerDigits?: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21;\n\n   /**\n   * The minimum number of fraction digits to use. Possible values are from 0 to 20; the default for plain number and percent formatting is 0; the default for currency formatting is the number of minor unit digits provided by the {@link http://www.currency-iso.org/en/home/tables/table-a1.html ISO 4217 currency codes list} (2 if the list doesn\'t provide that information).\n   */\n   minimumFractionDigits?: 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20;\n\n   /**\n   * The maximum number of fraction digits to use. Possible values are from 0 to 20; the default for plain number formatting is the larger of minimumFractionDigits and 3; the default for currency formatting is the larger of minimumFractionDigits and the number of minor unit digits provided by the {@link http://www.currency-iso.org/en/home/tables/table-a1.html ISO 4217 currency codes list} (2 if the list doesn\'t provide that information); the default for percent formatting is the larger of minimumFractionDigits and 0.\n   */\n   maximumFractionDigits?: 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20;\n\n   /**\n   * The minimum number of significant digits to use. Possible values are from 1 to 21; the default is 1.\n   */\n   minimumSignificantDigits?: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21;\n\n   /**\n   * The maximum number of significant digits to use. Possible values are from 1 to 21; the default is 21.\n   */\n   maximumSignificantDigits?: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21;\n\n   /**\n   * The formatting that should be displayed for the number, the defaults is "standard"\n   *\n   * "standard" plain number formatting\n   *\n   * "scientific" return the order-of-magnitude for formatted number.\n   *\n   * "engineering" return the exponent of ten when divisible by three\n   *\n   * "compact" string representing exponent, defaults is using the "short" form\n   */\n   notation?: string;\n\n   /**\n   * used only when notation is "compact"\n   */\n   compactDisplay?: string;\n}\n\ninterface BigInt {\n   /**\n   * Returns a string representation of an object.\n   * @param radix Specifies a radix for converting numeric values to strings.\n   */\n   toString(radix?: number): string;\n\n   /** Returns a string representation appropriate to the host environment\'s current locale. */\n   toLocaleString(locales?: string, options?: BigIntToLocaleStringOptions): string;\n\n   /** Returns the primitive value of the specified object. */\n   valueOf(): bigint;\n\n   readonly [Symbol.toStringTag]: "BigInt";\n}\n\ninterface BigIntConstructor {\n   (value: bigint | boolean | number | string): bigint;\n   readonly prototype: BigInt;\n\n   /**\n   * Interprets the low bits of a BigInt as a 2\'s-complement signed integer.\n   * All higher bits are discarded.\n   * @param bits The number of low bits to use\n   * @param int The BigInt whose bits to extract\n   */\n   asIntN(bits: number, int: bigint): bigint;\n   /**\n   * Interprets the low bits of a BigInt as an unsigned integer.\n   * All higher bits are discarded.\n   * @param bits The number of low bits to use\n   * @param int The BigInt whose bits to extract\n   */\n   asUintN(bits: number, int: bigint): bigint;\n}\n\ndeclare var BigInt: BigIntConstructor;\n\n/**\n * A typed array of 64-bit signed integer values. The contents are initialized to 0. If the\n * requested number of bytes could not be allocated, an exception is raised.\n */\ninterface BigInt64Array {\n   /** The size in bytes of each element in the array. */\n   readonly BYTES_PER_ELEMENT: number;\n\n   /** The ArrayBuffer instance referenced by the array. */\n   readonly buffer: ArrayBufferLike;\n\n   /** The length in bytes of the array. */\n   readonly byteLength: number;\n\n   /** The offset in bytes of the array. */\n   readonly byteOffset: number;\n\n   /**\n   * Returns the this object after copying a section

of the array identified by start and end\n   * to the same array starting at position
target\n   * @param target If target is negative, it is treated as length+target where
length is the\n   * length of the array.\n   * @param start If start is negative, it
is treated as length+start. If end is negative, it\n   * is treated as
length+end.\n   * @param end If not specified, length of the this object is used as
its default value.\n   */\n   copyWithin(target: number, start: number, end?:
number): this;\n\n   /** Yields index, value pairs for every entry in the array.
*/\n   entries(): IterableIterator<[number, bigint]>;\n\n   /**\n   * Determines
whether all the members of an array satisfy the specified test.\n   * @param predicate
A function that accepts up to three arguments. The every method calls\n   * the
predicate function for each element in the array until the predicate returns
false,\n   * or until the end of the array.\n   * @param thisArg An object to which
the this keyword can refer in the predicate function.\n   * If thisArg is omitted,
undefined is used as the this value.\n   */\n   every(predicate: (value: bigint,
index: number, array: BigInt64Array) => boolean, thisArg?: any): boolean;\n\n   /
**\n   * Changes all array elements from `start` to `end` index to a static `value`
and returns the modified array\n   * @param value value to fill array section
with\n   * @param start index to start filling the array at. If start is negative, it
is treated as\n   * length+start where length is the length of the array.\n   *
@param end index to stop filling the array at. If end is negative, it is treated
as\n   * length+end.\n   */\n   fill(value: bigint, start?: number, end?: number):
this;\n\n   /**\n   * Returns the elements of an array that meet the condition
specified in a callback function.\n   * @param predicate A function that accepts up to
three arguments. The filter method calls\n   * the predicate function one time for
each element in the array.\n   * @param thisArg An object to which the this keyword
can refer in the predicate function.\n   * If thisArg is omitted, undefined is used as
the this value.\n   */\n   filter(predicate: (value: bigint, index: number, array:
BigInt64Array) => any, thisArg?: any): BigInt64Array;\n\n   /**\n   * Returns the
value of the first element in the array where predicate is true, and undefined\n   *
otherwise.\n   * @param predicate find calls predicate once for each element of the
array, in ascending\n   * order, until it finds one where predicate returns true. If
such an element is found, find\n   * immediately returns that element value.
Otherwise, find returns undefined.\n   * @param thisArg If provided, it will be used
as the this value for each invocation of\n   * predicate. If it is not provided,
undefined is used instead.\n   */\n   find(predicate: (value: bigint, index: number,
array: BigInt64Array) => boolean, thisArg?: any): bigint | undefined;\n\n   /**\n   *
Returns the index of the first element in the array where predicate is true, and
-1\n   * otherwise.\n   * @param predicate find calls predicate once for each
element of the array, in ascending\n   * order, until it finds one where predicate
returns true. If such an element is found,\n   * findIndex immediately returns that
element index. Otherwise, findIndex returns -1.\n   * @param thisArg If provided, it
will be used as the this value for each invocation of\n   * predicate. If it is not
provided, undefined is used instead.\n   */\n   findIndex(predicate: (value: bigint,
index: number, array: BigInt64Array) => boolean, thisArg?: any): number;\n\n   /
**\n   * Performs the specified action for each element in an array.\n   * @param
callbackfn A function that accepts up to three arguments. forEach calls the\n   *
callbackfn function one time for each element in the array.\n   * @param thisArg An
object to which the this keyword can refer in the callbackfn function.\n   * If
thisArg is omitted, undefined is used as the this value.\n   */\n
forEach(callbackfn: (value: bigint, index: number, array: BigInt64Array) => void,
thisArg?: any): void;\n\n   /**\n   * Determines whether an array includes a certain
element, returning true or false as appropriate.\n   * @param searchElement The
element to search for.\n   * @param fromIndex The position in this array at which to
begin searching for searchElement.\n   */\n   includes(searchElement: bigint,
fromIndex?: number): boolean;\n\n   /**\n   * Returns the index of the first
occurrence of a value in an array.\n   * @param searchElement The value to locate in
the array.\n   * @param fromIndex The array index at which to begin the search. If
fromIndex is omitted, the\n   * search starts at index 0.\n   */\n
indexOf(searchElement: bigint, fromIndex?: number): number;\n\n   /**\n   * Adds all
the elements of an array separated by the specified separator string.\n   * @param
separator A string used to separate one element of an array from the next in the\n   *
resulting String. If omitted, the array elements are separated with a comma.\n

*/\n   join(separator?: string): string;\n\n   /** Yields each index in the array. */\n   keys(): IterableIterator<number>;\n\n   /**\n   * Returns the index of the last occurrence of a value in an array.\n   * @param searchElement The value to locate in the array.\n   * @param fromIndex The array index at which to begin the search. If fromIndex is omitted, the\n   * search starts at index 0.\n   */\n   lastIndexOf(searchElement: bigint, fromIndex?: number): number;\n\n   /** The length of the array. */\n   readonly length: number;\n\n   /**\n   * Calls a defined callback function on each element of an array, and returns an array that\n   * contains the results.\n   * @param callbackfn A function that accepts up to three arguments. The map method calls the\n   * callbackfn function one time for each element in the array.\n   * @param thisArg An object to which the this keyword can refer in the callbackfn function.\n   * If thisArg is omitted, undefined is used as the this value.\n   */\n   map(callbackfn: (value: bigint, index: number, array: BigInt64Array) => bigint, thisArg?: any): BigInt64Array;\n\n   /**\n   * Calls the specified callback function for all the elements in an array. The return value of\n   * the callback function is the accumulated result, and is provided as an argument in the next\n   * call to the callback function.\n   * @param callbackfn A function that accepts up to four arguments. The reduce method calls the\n   * callbackfn function one time for each element in the array.\n   * @param initialValue If initialValue is specified, it is used as the initial value to start\n   * the accumulation. The first call to the callbackfn function provides this value as an argument\n   * instead of an array value.\n   */\n   reduce(callbackfn: (previousValue: bigint, currentValue: bigint, currentIndex: number, array: BigInt64Array) => bigint): bigint;\n\n   /**\n   * Calls the specified callback function for all the elements in an array. The return value of\n   * the callback function is the accumulated result, and is provided as an argument in the next\n   * call to the callback function.\n   * @param callbackfn A function that accepts up to four arguments. The reduce method calls the\n   * callbackfn function one time for each element in the array.\n   * @param initialValue If initialValue is specified, it is used as the initial value to start\n   * the accumulation. The first call to the callbackfn function provides this value as an argument\n   * instead of an array value.\n   */\n   reduce<U>(callbackfn: (previousValue: U, currentValue: bigint, currentIndex: number, array: BigInt64Array) => U, initialValue: U): U;\n\n   /**\n   * Calls the specified callback function for all the elements in an array, in descending order.\n   * The return value of the callback function is the accumulated result, and is provided as an\n   * argument in the next call to the callback function.\n   * @param callbackfn A function that accepts up to four arguments. The reduceRight method calls\n   * the callbackfn function one time for each element in the array.\n   * @param initialValue If initialValue is specified, it is used as the initial value to start\n   * the accumulation. The first call to the callbackfn function provides this value as an\n   * argument instead of an array value.\n   */\n   reduceRight(callbackfn: (previousValue: bigint, currentValue: bigint, currentIndex: number, array: BigInt64Array) => bigint): bigint;\n\n   /**\n   * Calls the specified callback function for all the elements in an array, in descending order.\n   * The return value of the callback function is the accumulated result, and is provided as an\n   * argument in the next call to the callback function.\n   * @param callbackfn A function that accepts up to four arguments. The reduceRight method calls\n   * the callbackfn function one time for each element in the array.\n   * @param initialValue If initialValue is specified, it is used as the initial value to start\n   * the accumulation. The first call to the callbackfn function provides this value as an argument\n   * instead of an array value.\n   */\n   reduceRight<U>(callbackfn: (previousValue: U, currentValue: bigint, currentIndex: number, array: BigInt64Array) => U, initialValue: U): U;\n\n   /** Reverses the elements in the array. */\n   reverse(): this;\n\n   /**\n   * Sets a value or an array of values.\n   * @param array A typed or untyped array of values to set.\n   * @param offset The index in the current array at which the values are to be written.\n   */\n   set(array: ArrayLike<bigint>, offset?: number): void;\n\n   /**\n   * Returns a section of an array.\n   * @param start The beginning of the specified portion of the array.\n   * @param end The end of the specified portion of the array.\n   */\n   slice(start?: number, end?: number): BigInt64Array;\n\n   /**\n   * Determines whether the specified callback function returns true for any element of an array.\n   * @param predicate A function that accepts up to three arguments. The some method calls the\n   * * predicate function for each element in the

array until the predicate returns true, or until\n   * the end of the array.\n   *
@param thisArg An object to which the this keyword can refer in the predicate
function.\n   * If thisArg is omitted, undefined is used as the this value.\n
*/\n   some(predicate: (value: bigint, index: number, array: BigInt64Array) => boolean,
thisArg?: any): boolean;\n\n   /**\n   * Sorts the array.\n   * @param compareFn
The function used to determine the order of the elements. If omitted, the elements are
sorted in ascending order.\n   */\n   sort(compareFn?: (a: bigint, b: bigint) =>
number | bigint): this;\n\n   /**\n   * Gets a new BigInt64Array view of the
ArrayBuffer store for this array, referencing the elements\n   * at begin, inclusive,
up to end, exclusive.\n   * @param begin The index of the beginning of the
array.\n   * @param end The index of the end of the array.\n   */\n
subarray(begin?: number, end?: number): BigInt64Array;\n\n   /** Converts the array to
a string by using the current locale. */\n   toLocaleString(): string;\n\n   /**
Returns a string representation of the array. */\n   toString(): string;\n\n   /**
Returns the primitive value of the specified object. */\n   valueOf():
BigInt64Array;\n\n   /** Yields each value in the array. */\n   values():
IterableIterator<bigint>;\n\n   [Symbol.iterator](): IterableIterator<bigint>;\n\n
readonly [Symbol.toStringTag]: "BigInt64Array";\n\n   [index: number]: bigint;\n}
\n\ninterface BigInt64ArrayConstructor {\n   readonly prototype: BigInt64Array;\n
new(length?: number): BigInt64Array;\n   new(array: Iterable<bigint>):
BigInt64Array;\n   new(buffer: ArrayBufferLike, byteOffset?: number, length?: number):
BigInt64Array;\n\n   /** The size in bytes of each element in the array. */\n
readonly BYTES_PER_ELEMENT: number;\n\n   /**\n   * Returns a new array from a set of
elements.\n   * @param items A set of elements to include in the new array
object.\n   */\n   of(...items: bigint[]): BigInt64Array;\n\n   /**\n   * Creates
an array from an array-like or iterable object.\n   * @param arrayLike An array-like
or iterable object to convert to an array.\n   * @param mapfn A mapping function to
call on every element of the array.\n   * @param thisArg Value of \'this\' used to
invoke the mapfn.\n   */\n   from(arrayLike: ArrayLike<bigint>): BigInt64Array;\n
from<U>(arrayLike: ArrayLike<U>, mapfn: (v: U, k: number) => bigint, thisArg?: any):
BigInt64Array;\n}\n\ndeclare var BigInt64Array: BigInt64ArrayConstructor;\n\n/**\n * A
typed array of 64-bit unsigned integer values. The contents are initialized to 0. If
the\n * requested number of bytes could not be allocated, an exception is raised.\n */
\ninterface BigUint64Array {\n   /** The size in bytes of each element in the array.
*/\n   readonly BYTES_PER_ELEMENT: number;\n\n   /** The ArrayBuffer instance
referenced by the array. */\n   readonly buffer: ArrayBufferLike;\n\n   /** The length
in bytes of the array. */\n   readonly byteLength: number;\n\n   /** The offset in
bytes of the array. */\n   readonly byteOffset: number;\n\n   /**\n   * Returns the
this object after copying a section of the array identified by start and end\n   * to
the same array starting at position target\n   * @param target If target is negative,
it is treated as length+target where length is the\n   * length of the array.\n   *
@param start If start is negative, it is treated as length+start. If end is negative,
it\n   * is treated as length+end.\n   * @param end If not specified, length of the
this object is used as its default value.\n   */\n   copyWithin(target: number,
start: number, end?: number): this;\n\n   /** Yields index, value pairs for every entry
in the array. */\n   entries(): IterableIterator<[number, bigint]>;\n\n   /**\n   *
Determines whether all the members of an array satisfy the specified test.\n   *
@param predicate A function that accepts up to three arguments. The every method
calls\n   * the predicate function for each element in the array until the predicate
returns false,\n   * or until the end of the array.\n   * @param thisArg An object
to which the this keyword can refer in the predicate function.\n   * If thisArg is
omitted, undefined is used as the this value.\n   */\n   every(predicate: (value:
bigint, index: number, array: BigUint64Array) => boolean, thisArg?: any):
boolean;\n\n   /**\n   * Changes all array elements from `start` to `end` index to a
static `value` and returns the modified array\n   * @param value value to fill array
section with\n   * @param start index to start filling the array at. If start is
negative, it is treated as\n   * length+start where length is the length of the
array.\n   * @param end index to stop filling the array at. If end is negative, it is
treated as\n   * length+end.\n   */\n   fill(value: bigint, start?: number, end?:
number): this;\n\n   /**\n   * Returns the elements of an array that meet the
condition specified in a callback function.\n   * @param predicate A function that
accepts up to three arguments. The filter method calls\n   * the predicate function

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

return value of\n   * the callback function is the accumulated result, and is provided as an argument in the next\n   * call to the callback function.\n   * @param callbackfn A function that accepts up to four arguments. The reduce method calls the\n   * callbackfn function one time for each element in the array.\n   * @param initialValue If initialValue is specified, it is used as the initial value to start\n   * the accumulation. The first call to the callbackfn function provides this value as an argument\n   * instead of an array value.\n   */\n   reduce<U>(callbackfn: (previousValue: U, currentValue: bigint, currentIndex: number, array: BigUint64Array) => U, initialValue: U): U;\n\n   /**\n   * Calls the specified callback function for all the elements in an array, in descending order.\n   * The return value of the callback function is the accumulated result, and is provided as an\n   * argument in the next call to the callback function.\n   * @param callbackfn A function that accepts up to four arguments. The reduceRight method calls\n   * the callbackfn function one time for each element in the array.\n   * @param initialValue If initialValue is specified, it is used as the initial value to start\n   * the accumulation. The first call to the callbackfn function provides this value as an\n   * argument instead of an array value.\n   */\n   reduceRight(callbackfn: (previousValue: bigint, currentValue: bigint, currentIndex: number, array: BigUint64Array) => bigint): bigint;\n\n   /**\n   * Calls the specified callback function for all the elements in an array, in descending order.\n   * The return value of the callback function is the accumulated result, and is provided as an\n   * argument in the next call to the callback function.\n   * @param callbackfn A function that accepts up to four arguments. The reduceRight method calls\n   * the callbackfn function one time for each element in the array.\n   * @param initialValue If initialValue is specified, it is used as the initial value to start\n   * the accumulation. The first call to the callbackfn function provides this value as an argument\n   * instead of an array value.\n   */\n   reduceRight<U>(callbackfn: (previousValue: U, currentValue: bigint, currentIndex: number, array: BigUint64Array) => U, initialValue: U): U;\n\n   /** Reverses the elements in the array. */\n   reverse(): this;\n\n   /**\n   * Sets a value or an array of values.\n   * @param array A typed or untyped array of values to set.\n   * @param offset The index in the current array at which the values are to be written.\n   */\n   set(array: ArrayLike<bigint>, offset?: number): void;\n\n   /**\n   * Returns a section of an array.\n   * @param start The beginning of the specified portion of the array.\n   * @param end The end of the specified portion of the array.\n   */\n   slice(start?: number, end?: number): BigUint64Array;\n\n   /**\n   * Determines whether the specified callback function returns true for any element of an array.\n   * @param predicate A function that accepts up to three arguments. The some method calls the\n   * predicate function for each element in the array until the predicate returns true, or until\n   * the end of the array.\n   * @param thisArg An object to which the this keyword can refer in the predicate function.\n   * If thisArg is omitted, undefined is used as the this value.\n   */\n   some(predicate: (value: bigint, index: number, array: BigUint64Array) => boolean, thisArg?: any): boolean;\n\n   /**\n   * Sorts the array.\n   * @param compareFn The function used to determine the order of the elements. If omitted, the elements are sorted in ascending order.\n   */\n   sort(compareFn?: (a: bigint, b: bigint) => number | bigint): this;\n\n   /**\n   * Gets a new BigUint64Array view of the ArrayBuffer store for this array, referencing the elements\n   * at begin, inclusive, up to end, exclusive.\n   * @param begin The index of the beginning of the array.\n   * @param end The index of the end of the array.\n   */\n   subarray(begin?: number, end?: number): BigUint64Array;\n\n   /** Converts the array to a string by using the current locale. */\n   toLocaleString(): string;\n\n   /** Returns a string representation of the array. */\n   toString(): string;\n\n   /** Returns the primitive value of the specified object. */\n   valueOf(): BigUint64Array;\n\n   /** Yields each value in the array. */\n   values(): IterableIterator<bigint>;\n\n   [Symbol.iterator](): IterableIterator<bigint>;\n\n   readonly [Symbol.toStringTag]: "BigUint64Array";\n\n   [index: number]: bigint;\n}\n\n\ninterface BigUint64ArrayConstructor {\n   readonly prototype: BigUint64Array;\n   new(length?: number): BigUint64Array;\n   new(array: Iterable<bigint>): BigUint64Array;\n   new(buffer: ArrayBufferLike, byteOffset?: number, length?: number): BigUint64Array;\n\n   /** The size in bytes of each element in the array. */\n   readonly BYTES_PER_ELEMENT: number;\n\n   /**\n   * Returns a new array from a set of elements.\n   * @param items A set of elements to include in the new array

object.\n   */\n   of(...items: bigint[]): BigUint64Array;\n\n   /**\n   * Creates
an array from an array-like or iterable object.\n   * @param arrayLike An array-like
or iterable object to convert to an array.\n   * @param mapfn A mapping function to
call on every element of the array.\n   * @param thisArg Value of \'this\' used to
invoke the mapfn.\n   */\n   from(arrayLike: ArrayLike<bigint>): BigUint64Array;\n
from<U>(arrayLike: ArrayLike<U>, mapfn: (v: U, k: number) => bigint, thisArg?: any):
BigUint64Array;\n}\n\ndeclare var BigUint64Array:
BigUint64ArrayConstructor;\n\ninterface DataView {\n   /**\n   * Gets the BigInt64
value at the specified byte offset from the start of the view. There is\n   * no
alignment constraint; multi-byte values may be fetched from any offset.\n   * @param
byteOffset The place in the buffer at which the value should be retrieved.\n   */\n
getBigInt64(byteOffset: number, littleEndian?: boolean): bigint;\n\n   /**\n   * Gets
the BigUint64 value at the specified byte offset from the start of the view. There
is\n   * no alignment constraint; multi-byte values may be fetched from any
offset.\n   * @param byteOffset The place in the buffer at which the value should be
retrieved.\n   */\n   getBigUint64(byteOffset: number, littleEndian?: boolean):
bigint;\n\n   /**\n   * Stores a BigInt64 value at the specified byte offset from the
start of the view.\n   * @param byteOffset The place in the buffer at which the value
should be set.\n   * @param value The value to set.\n   * @param littleEndian If
false or undefined, a big-endian value should be written,\n   * otherwise a little-
endian value should be written.\n   */\n   setBigInt64(byteOffset: number, value:
bigint, littleEndian?: boolean): void;\n\n   /**\n   * Stores a BigUint64 value at
the specified byte offset from the start of the view.\n   * @param byteOffset The
place in the buffer at which the value should be set.\n   * @param value The value to
set.\n   * @param littleEndian If false or undefined, a big-endian value should be
written,\n   * otherwise a little-endian value should be written.\n   */\n
setBigUint64(byteOffset: number, value: bigint, littleEndian?: boolean): void;\n}
\n\ndeclare namespace Intl{\n   interface NumberFormat {\n   format(value: number
| bigint): string;\n   resolvedOptions(): ResolvedNumberFormatOptions;\n   }\n}\n';
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License.\n***
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface Int8ArrayConstructor
{\n   new (): Int8Array;\n}\n\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
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<T1, T2,
T3, T4, T5, T6, T7, T8, T9, T10>(values: readonly [T1 | PromiseLike<T1>, T2 |
PromiseLike<T2>, T3 | PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 |
PromiseLike<T6>, T7 | PromiseLike<T7>, T8 | PromiseLike<T8>, T9 | PromiseLike<T9>, T10 |
PromiseLike<T10>]): Promise<[T1, T2, T3, T4, T5, T6, T7, T8, T9, T10]>;\n\n   /**\n
* Creates a Promise that is resolved with an array of results when all of the provided
Promises\n   * resolve, or rejected when any Promise is rejected.\n   * @param
values An array of Promises.\n   * @returns A new Promise.\n   */\n   all<T1, T2,
T3, T4, T5, T6, T7, T8, T9>(values: readonly [T1 | PromiseLike<T1>, T2 |
PromiseLike<T2>, T3 | PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 |
PromiseLike<T6>, T7 | PromiseLike<T7>, T8 | PromiseLike<T8>, T9 | PromiseLike<T9>]):
Promise<[T1, T2, T3, T4, T5, T6, T7, T8, T9]>;\n\n   /**\n   * Creates a Promise that
is resolved with an array of results when all of the provided Promises\n   * resolve,
or rejected when any Promise is rejected.\n   * @param values An array of
Promises.\n   * @returns A new Promise.\n   */\n   all<T1, T2, T3, T4, T5, T6, T7,
T8>(values: readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>,
T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>, T7 | PromiseLike<T7>,
T8 | PromiseLike<T8>]): Promise<[T1, T2, T3, T4, T5, T6, T7, T8]>;\n\n   /**\n   *
Creates a Promise that is resolved with an array of results when all of the provided
Promises\n   * resolve, or rejected when any Promise is rejected.\n   * @param
values An array of Promises.\n   * @returns A new Promise.\n   */\n   all<T1, T2,
T3, T4, T5, T6, T7>(values: readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 |
PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>, T7 |
PromiseLike<T7>]): Promise<[T1, T2, T3, T4, T5, T6, T7]>;\n\n   /**\n   * Creates a
Promise that is resolved with an array of results when all of the provided
Promises\n   * resolve, or rejected when any Promise is rejected.\n   * @param
values An array of Promises.\n   * @returns A new Promise.\n   */\n   all<T1, T2,
T3, T4, T5, T6>(values: readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 |
PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>]):
Promise<[T1, T2, T3, T4, T5, T6]>;\n\n   /**\n   * Creates a Promise that is resolved
with an array of results when all of the provided Promises\n   * resolve, or rejected
when any Promise is rejected.\n   * @param values An array of Promises.\n   *
@returns A new Promise.\n   */\n   all<T1, T2, T3, T4, T5>(values: readonly [T1 |
PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>, T4 | PromiseLike<T4>, T5 |
PromiseLike<T5>]): Promise<[T1, T2, T3, T4, T5]>;\n\n   /**\n   * Creates a Promise
that is resolved with an array of results when all of the provided Promises\n   *
resolve, or rejected when any Promise is rejected.\n   * @param values An array of
Promises.\n   * @returns A new Promise.\n   */\n   all<T1, T2, T3, T4>(values:
readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>, T4 |
PromiseLike<T4>]): Promise<[T1, T2, T3, T4]>;\n\n   /**\n   * Creates a Promise that
is resolved with an array of results when all of the provided Promises\n   * resolve,
or rejected when any Promise is rejected.\n   * @param values An array of
Promises.\n   * @returns A new Promise.\n   */\n   all<T1, T2, T3>(values: readonly
[T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>]): Promise<[T1, T2,
T3]>;\n\n   /**\n   * Creates a Promise that is resolved with an array of results
when all of the provided Promises\n   * resolve, or rejected when any Promise is
rejected.\n   * @param values An array of Promises.\n   * @returns A new
Promise.\n   */\n   all<T1, T2>(values: readonly [T1 | PromiseLike<T1>, T2 |
PromiseLike<T2>]): Promise<[T1, T2]>;\n\n   /**\n   * Creates a Promise that is
resolved with an array of results when all of the provided Promises\n   * resolve, or
rejected when any Promise is rejected.\n   * @param values An array of Promises.\n
* @returns A new Promise.\n   */\n   all<T>(values: readonly (T | PromiseLike<T>)[]):
Promise<T[]>;\n\n   // see: lib.es2015.iterable.d.ts\n   // all<T>(values: Iterable<T
| PromiseLike<T>>): Promise<T[]>;\n\n   /**\n   * Creates a Promise that is resolved
or rejected when any of the provided Promises are resolved\n   * or rejected.\n   *
@param values An array of Promises.\n   * @returns A new Promise.\n   */\n
race<T>(values: readonly T[]): Promise<T extends PromiseLike<infer U> ? U :

T>;\n\n   // see: lib.es2015.iterable.d.ts\n   // race<T>(values: Iterable<T>):
Promise<T extends PromiseLike<infer U> ? U : T>;\n\n   /**\n   * Creates a new
rejected promise for the provided reason.\n   * @param reason The reason the promise
was rejected.\n   * @returns A new rejected Promise.\n   */\n   reject<T =
never>(reason?: any): Promise<T>;\n\n   /**\n   * Creates a new resolved
promise.\n   * @returns A resolved promise.\n   */\n   resolve():
Promise<void>;\n\n   /**\n   * Creates a new resolved promise for the provided
value.\n   * @param value A promise.\n   * @returns A promise whose internal state
matches the provided promise.\n   */\n   resolve<T>(value: T | PromiseLike<T>):
Promise<T>;\n}\n\ndeclare var Promise: PromiseConstructor;\n';
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*/\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[] | readonly
[unknown]>(values: T):\n   Promise<{ -readonly [P in keyof T]:
PromiseSettledResult<T[P] extends PromiseLike<infer U> ? U : T[P]> }>;\n\n   /**\n
* Creates a Promise that is resolved with an array of results when all\n   * of the
provided Promises resolve or reject.\n   * @param values An array of Promises.\n   *
@returns A new Promise.\n   */\n   allSettled<T>(values: Iterable<T>):
Promise<PromiseSettledResult<T extends PromiseLike<infer U> ? U : T>[]>;\n}\n';
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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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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 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}';

*/\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   /** Removes the leading white space and line terminator characters from a string. */\n   trimLeft(): string;\n\n   /** Removes the trailing white space and line terminator characters from a string. */\n   trimRight(): string;\n}\n';

*/\n\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';

*/\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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