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Generated
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Revision
863dd3332ce17560f16dee01da5434ef02f5a970

Dependencies

@angular-devkit/core (17.1.2)

npm+@angular-devkit/core

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- Package Download URL: https://registry.npmjs.org/@angular-devkit/core/-/core-17.1.2.tgz

@angular-devkit/schematics (17.1.2)

npm+@angular-devkit/schematics

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@angular/animations (17.1.2)

npm+@angular/animations

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@angular/cdk (17.1.2)

npm+@angular/cdk

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@angular/common (17.1.2)

npm+@angular/common

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@angular/compiler (17.1.2)

npm+@angular/compiler

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@angular/core (17.1.2)

npm+@angular/core

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@angular/forms (17.1.2)

npm+@angular/forms

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@angular/google-maps (17.1.2)

npm+@angular/google-maps

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@angular/platform-browser (17.1.2)

npm+@angular/platform-browser

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@angular/platform-browser-dynamic (17.1.2)

npm+@angular/platform-browser-dynamic

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@angular/router (17.1.2)

npm+@angular/router

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@angular/service-worker (17.1.2)

npm+@angular/service-worker

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@angular/youtube-player (17.1.2)

npm+@angular/youtube-player

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@ant-design/colors (7.2.0)

npm+@ant-design/colors

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@ant-design/fast-color (2.0.6)

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@ant-design/icons-angular (17.0.0)

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@babel/runtime (7.26.7)

npm+@babel/runtime

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@braintree/sanitize-url (6.0.4)

npm+@braintree/sanitize-url

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@ctrl/tinycolor (3.6.1)

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@datorama/akita (8.0.0)

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@fortawesome/angular-fontawesome (0.14.1)

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@fortawesome/fontawesome-common-types (6.2.0)

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@jridgewell/sourcemap-codec (1.5.0) npm+@jridgewell/sourcemap-codec

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@microsoft/applicationinsights-analytics-js (2.5.5)

npm+@microsoft/applicationinsights-analytics-js

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@microsoft/applicationinsights-channel-js (2.5.5)

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@microsoft/applicationinsights-common (2.5.5)

npm+@microsoft/applicationinsights-common

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@microsoft/applicationinsights-core-js (2.5.5)

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@microsoft/applicationinsights-dependencies-js (2.5.5)

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@microsoft/applicationinsights-properties-js (2.5.5)

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@microsoft/applicationinsights-shims (1.0.0)

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@microsoft/applicationinsights-web (2.5.5)

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@microsoft/dynamicproto-js (0.5.3)

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@microsoft/signalr (8.0.0)

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@ngx-loading-bar/core (6.0.2)

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@types/d3-scale (4.0.9)

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@types/d3-scale-chromatic (3.1.0) npm+@types/d3-scale-chromatic

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@types/d3-time (3.0.4) npm+@types/d3-time

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@types/debug (4.1.12)

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@types/google.maps (3.58.1)

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@types/mdast (3.0.15)

npm+@types/mdast

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@types/ms (2.1.0)

npm+@types/ms

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@types/unist (2.0.11)

npm+@types/unist

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@types/youtube (0.0.42)

npm+@types/youtube

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abort-controller (3.0.0)

npm+abort-controller

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ag-charts-community (11.0.4)

npm+ag-charts-community

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ag-charts-enterprise (11.0.4)

npm+ag-charts-enterprise

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ag-charts-locale (11.0.4)

npm+ag-charts-locale

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ag-charts-types (11.0.4)

npm+ag-charts-types

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ag-grid-angular (33.0.4)

npm+ag-grid-angular

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ag-grid-community (33.0.4)

npm+ag-grid-community

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ag-grid-enterprise (33.0.4)

npm+ag-grid-enterprise

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ajv (8.12.0) npm+ajv

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ajv-formats (2.1.1) npm+ajv-formats

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angular-animations (0.11.0) npm+angular-animations

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angular-oauth2-oidc (17.0.0)

npm+angular-oauth2-oidc

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angular-oauth2-oidc-jwks (17.0.2)

npm+angular-oauth2-oidc-jwks

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ansi-regex (5.0.1)

npm+ansi-regex

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ansi-styles (4.3.0)

npm+ansi-styles

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anymatch (3.1.3) npm+anymatch

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base64-js (1.5.1) npm+base64-js

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binary-extensions (2.3.0) npm+binary-extensions

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bl (4.1.0)

npm+bl

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braces (3.0.3)

npm+braces

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buffer (5.7.1)

npm+buffer

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Package Info

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- Package Download URL: https://registry.npmjs.org/buffer/-/buffer-5.7.1.tgz

chalk (4.1.2)

npm+chalk

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character-entities (2.0.2)

npm+character-entities

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chokidar (3.6.0)

npm+chokidar

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cli-cursor (3.1.0)

npm+cli-cursor

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cli-spinners (2.9.2)

npm+cli-spinners

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clipboard (2.0.11)

npm+clipboard

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clone (1.0.4)

npm+clone

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color-convert (2.0.1)

npm+color-convert

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color-name (1.1.4)

npm+color-name

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commander (7.2.0) npm+commander

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commander (8.3.0) npm+commander

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cose-base (1.0.3) npm+cose-base

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- Authors: ivisatbilkent@gmail.com
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cytoscape (3.31.0)

npm+cytoscape

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cytoscape-cose-bilkent (4.1.0)

npm+cytoscape-cose-bilkent

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d3 (7.9.0)

npm+d3

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d3-array (2.12.1)

npm+d3-array

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d3-array (3.2.4)

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d3-axis (3.0.0)

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d3-brush (3.0.0)

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d3-chord (3.0.1)

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d3-color (3.1.0)

npm+d3-color

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d3-contour (4.0.2)

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d3-delaunay (6.0.4)

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d3-dispatch (3.0.1)

npm+d3-dispatch

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d3-drag (3.0.0)

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Package Info

- Authors: mike@ocks.org, fil@rezo.net
- Package Download URL: https://registry.npmjs.org/d3-drag/-/d3-drag-3.0.0.tgz

d3-dsv (3.0.1)

npm+d3-dsv

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- Authors: mike@ocks.org, fil@rezo.net
- Package Download URL: https://registry.npmjs.org/d3-dsv/-/d3-dsv-3.0.1.tgz

d3-ease (3.0.1)

npm+d3-ease

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d3-fetch (3.0.1) npm+d3-fetch

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d3-force (3.0.0) npm+d3-force

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d3-format (3.1.0) npm+d3-format

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d3-geo (3.1.1)

npm+d3-geo

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d3-hierarchy (3.1.2)

npm+d3-hierarchy

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d3-interpolate (3.0.1)

npm+d3-interpolate

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d3-path (1.0.9)

npm+d3-path

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d3-path (3.1.0) npm+d3-path

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d3-polygon (3.0.1) npm+d3-polygon

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d3-quadtree (3.0.1) npm+d3-quadtree

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d3-random (3.0.1)

npm+d3-random

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d3-sankey (0.12.3)

npm+d3-sankey

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- Package Download URL: https://registry.npmjs.org/d3-sankey/-/d3-sankey-0.12.3.tgz

d3-scale (4.0.2)

npm+d3-scale

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d3-scale-chromatic (3.1.0)

npm+d3-scale-chromatic

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d3-selection (3.0.0)

npm+d3-selection

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d3-shape (1.3.7)

npm+d3-shape

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d3-shape (3.2.0)

npm+d3-shape

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d3-time (3.1.0) npm+d3-time

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d3-time-format (4.1.0) npm+d3-time-format

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d3-timer (3.0.1) npm+d3-timer

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d3-transition (3.0.1)

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d3-zoom (3.0.0)

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dagre-d3-es (7.0.10)

npm+dagre-d3-es

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- Authors: thibaut.lassalle@gmail.com
- Package Download URL: https://registry.npmjs.org/dagre-d3-es/-/dagre-d3-es-7.0.10.tgz

date-fns (2.28.0)

npm+date-fns

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dayjs (1.11.13)

npm+dayjs

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- Authors: kunhello@outlook.com
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debug (4.4.0)

npm+debug

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- Authors: npm@josh.junon.me, nathan@tootallnate.net
- Package Download URL: https://registry.npmjs.org/debug/-/debug-4.4.0.tgz

decimal.js (10.4.3)

npm+decimal.js

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decode-named-character-reference (1.0.2)

npm+decode-named-character-reference

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defaults (1.0.4)

npm+defaults

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delaunator (5.0.1)

npm+delaunator

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delegate (3.2.0)

npm+delegate

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- Authors: zno.rocha@gmail.com
- Package Download URL: https://registry.npmjs.org/delegate/-/delegate-3.2.0.tgz

dequal (2.0.3)

npm+dequal

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diff (5.2.0) npm+diff

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dompurify (3.1.6) npm+dompurify

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echarts (5.6.0)

npm+echarts

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elkjs (0.9.3)

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emoji-toolkit (8.0.0)

npm+emoji-toolkit

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encoding (0.1.13) npm+encoding

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es6-promise (3.3.1) npm+es6-promise

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event-target-shim (5.0.1) npm+event-target-shim

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eventemitter3 (5.0.1)

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- Package Download URL: https://registry.npmjs.org/eventsource/-/eventsource-2.0.2.tgz

fast-deep-equal (3.1.3)

npm+fast-deep-equal

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- Package Download URL: https://registry.npmjs.org/fast-deep-equal/-/fast-deep-equal-3.1.3.tgz

fast-diff (1.3.0)

npm+fast-diff

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fetch-cookie (2.2.0) npm+fetch-cookie

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file-saver (2.0.2) npm+file-saver

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fill-range (7.1.1) npm+fill-range

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fuse.js (3.4.6) npm+fuse.js

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glob-parent (5.1.2)

npm+glob-parent

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good-listener (1.2.2)

npm+good-listener

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has-flag (4.0.0)

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http-post-message (0.2.3)

npm+http-post-message

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iconv-lite (0.6.3)

npm+iconv-lite

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ieee754 (1.2.1)

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immer (9.0.7)

npm+immer

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inherits (2.0.4)

npm+inherits

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internmap (1.0.1)

npm+internmap

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internmap (2.0.3) npm+internmap

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is-binary-path (2.1.0) npm+is-binary-path

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is-extglob (2.1.1) npm+is-extglob

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is-glob (4.0.3)

npm+is-glob

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is-interactive (1.0.0)

npm+is-interactive

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is-number (7.0.0) npm+is-number

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is-unicode-supported (0.1.0) npm+is-unicode-supported

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json-schema-traverse (1.0.0) npm+json-schema-traverse

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- Package Download URL: https://registry.npmjs.org/json-schema-traverse/-/json-schema-traverse-1.0.0.tgz

jsonc-parser (3.2.0)

npm+jsonc-parser

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jsrsasign (11.1.0)

npm+jsrsasign

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katex (0.16.21) npm+katex

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khroma (2.1.0)

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kleur (4.1.5)

npm+kleur

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layout-base (1.0.2)

npm+layout-base

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lodash (4.17.21)

npm+lodash

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lodash-es (4.17.21) npm+lodash-es

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lodash.clonedeep (4.5.0) npm+lodash.clonedeep

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lodash.isequal (4.5.0) npm+lodash.isequal

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log-symbols (4.1.0)

npm+log-symbols

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magic-string (0.30.5)

npm+magic-string

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marked (9.1.6)

npm+marked

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material-colors (1.2.6) npm+material-colors

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mdast-util-from-markdown (1.3.1)

npm+mdast-util-from-markdown

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mdast-util-to-string (3.2.0)

npm+mdast-util-to-string

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mermaid (10.9.3)

npm+mermaid

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micromark (3.2.0)

npm+micromark

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micromark-core-commonmark (1.1.0)

npm+micromark-core-commonmark

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micromark-factory-destination (1.1.0)

npm+micromark-factory-destination

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micromark-factory-title (1.1.0) npm+micromark-factory-title

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micromark-factory-whitespace (1.1.0) npm+micromark-factory-whitespace

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micromark-util-character (1.2.0)

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micromark-util-chunked (1.1.0)

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Package Info

- Authors: tituswormer@gmail.com
- Package Download URL: https://registry.npmjs.org/micromark-util-classify-character/-/micromark-util-classify-character-1.1.0.tgz

micromark-util-combine-extensions (1.1.0)

npm+micromark-util-combine-extensions

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- Authors: tituswormer@gmail.com
- Package Download URL: https://registry.npmjs.org/micromark-util-combine-extensions/-/micromark-util-combine-extensions-1.1.0.tgz

micromark-util-decode-numeric-character-reference (1.1.0)

npm+micromark-util-decode-numeric-character-reference

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- Authors: tituswormer@gmail.com
- Package Download URL: https://registry.npmjs.org/micromark-util-decode-numeric-character-reference/-/micromark-util-decode-numeric-character-reference-1.1.0.tgz

micromark-util-decode-string (1.1.0) npm+micromark-util-decode-string

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- Package Download URL: https://registry.npmjs.org/micromark-util-decode-string/-/micromark-util-decode-string-1.1.0.tgz

micromark-util-encode (1.1.0) npm+micromark-util-encode

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Package Info

- Authors: tituswormer@gmail.com
- Package Download URL: https://registry.npmjs.org/micromark-util-encode/-/micromark-util-encode-1.1.0.tgz

micromark-util-html-tag-name (1.2.0) npm+micromark-util-html-tag-name

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Package Info

- Authors: tituswormer@gmail.com
- Package Download URL: https://registry.npmjs.org/micromark-util-html-tag-name/-/micromark-util-html-tag-name-1.2.0.tgz

micromark-util-normalize-identifier (1.1.0)

npm+micromark-util-normalize-identifier

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- Package Download URL: https://registry.npmjs.org/micromark-util-normalize-identifier/-/micromark-util-normalize-identifier-1.1.0.tgz

micromark-util-resolve-all (1.1.0)

npm+micromark-util-resolve-all

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- Package Download URL: https://registry.npmjs.org/micromark-util-resolve-all/-/micromark-util-resolve-all-1.1.0.tgz

micromark-util-sanitize-uri (1.2.0) npm+micromark-util-sanitize-uri

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micromark-util-subtokenize (1.1.0) npm+micromark-util-subtokenize

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micromark-util-symbol (1.1.0) npm+micromark-util-symbol

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- Package Download URL: https://registry.npmjs.org/micromark-util-symbol/-/micromark-util-symbol-1.1.0.tgz

micromark-util-types (1.1.0)

npm+micromark-util-types

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Package Info

- Authors: tituswormer@gmail.com
- Package Download URL: https://registry.npmjs.org/micromark-util-types/-/micromark-util-types-1.1.0.tgz

mimic-fn (2.1.0)

npm+mimic-fn

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- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/mimic-fn/-/mimic-fn-2.1.0.tgz

mri (1.2.0) npm+mri

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- Authors: luke@lukeed.com
- Package Download URL: https://registry.npmjs.org/mri/-/mri-1.2.0.tgz

ms (2.1.3) npm+ms

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ng-zorro-antd (17.4.1) npm+ng-zorro-antd

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ngx-color (9.0.0)

npm+ngx-color

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- Authors: scttcper@gmail.com
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ngx-currency (17.0.0)

npm+ngx-currency

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- Authors: nerifontana@gmail.com
- Package Download URL: https://registry.npmjs.org/ngx-currency/-/ngx-currency-17.0.0.tgz

ngx-echarts (17.1.0)

npm+ngx-echarts

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- Authors: rainnyxzy@gmail.com
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ngx-markdown (17.2.1)

npm+ngx-markdown

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- Authors: jfcere@sherweb.com
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ngx-papaparse (4.0.4)

npm+ngx-papaparse

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ngx-quill (25.3.3)

npm+ngx-quill

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node-fetch (2.7.0)

npm+node-fetch

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non-layered-tidy-tree-layout (2.0.2)

npm+non-layered-tidy-tree-layout

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- Package Download URL: https://registry.npmjs.org/non-layered-tidy-tree-layout/-/non-layered-tidy-tree-layout-2.0.2.tgz

normalize-path (3.0.0)

npm+normalize-path

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normalizr (3.6.0)

npm+normalizr

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onetime (5.1.2)

npm+onetime

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ora (5.4.1)

npm+ora

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papaparse (5.5.2)

npm+papaparse

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parchment (3.0.0)

npm+parchment

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parse5 (7.2.1)

npm+parse5

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picomatch (2.3.1)

npm+picomatch

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picomatch (3.0.1)

npm+picomatch

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powerbi-client (2.15.1)

npm+powerbi-client

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- Authors: nugetpowerbi@microsoft.com
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powerbi-models (1.15.2) npm+powerbi-models

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powerbi-models

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powerbi-router (0.1.5) npm+powerbi-router

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prismjs (1.29.0) npm+prismjs

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psl (1.15.0)

npm+psl

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punycode (2.3.1)

npm+punycode

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querystringify (2.2.0) npm+querystringify

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quill (2.0.3) npm+quill

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quill-delta (5.1.0) npm+quill-delta

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readable-stream (3.6.2) npm+readable-stream

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readdirp (3.6.0)

npm+readdirp

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regenerator-runtime (0.14.1)

npm+regenerator-runtime

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- Authors: ben@benjamn.com
- Package Download URL: https://registry.npmjs.org/regenerator-runtime/-/regenerator-runtime-0.14.1.tgz

require-from-string (2.0.2)

npm+require-from-string

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- Authors: floatdrop@gmail.com
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requires-port (1.0.0)

npm+requires-port

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- Authors: info@3rd-Eden.com, npm@3rd-Eden.com
- Package Download URL: https://registry.npmjs.org/requires-port/-/requires-port-1.0.0.tgz

restore-cursor (3.1.0)

npm+restore-cursor

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- Authors: sindresorhus@gmail.com
- Package Download URL: https://registry.npmjs.org/restore-cursor/-/restore-cursor-3.1.0.tgz

robust-predicates (3.0.2)

npm+robust-predicates

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- Authors: agafonkin@gmail.com
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route-recognizer (0.1.11) npm+route-recognizer

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- Package Download URL: https://registry.npmjs.org/route-recognizer/-/route-recognizer-0.1.11.tgz

rw (1.3.3) npm+rw

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rxjs (7.8.1) npm+rxjs

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- Authors: nicholas@cartant.com, ben@benlesh.com, kwon.ohjoong@gmail.com
- Package Download URL: https://registry.npmjs.org/rxjs/-/rxjs-7.8.1.tgz

sade (1.8.1) npm+sade

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safe-buffer (5.2.1) npm+safe-buffer

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- Authors: feross@feross.org, mathiasbuus@gmail.com
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safer-buffer (2.1.2)

npm+safer-buffer

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select (1.1.2)

npm+select

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Package Info

- Authors: zno.rocha@gmail.com

- Package Download URL: https://registry.npmjs.org/select/-/select-1.1.2.tgz

set-cookie-parser (2.7.1)

npm+set-cookie-parser

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- Authors: nathan@nfriedly.com
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signal-exit (3.0.7)

npm+signal-exit

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snazzy-info-window (1.1.1)

npm+snazzy-info-window

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source-map (0.7.4)

npm+source-map

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string_decoder (1.3.0)

npm+string_decoder

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"""

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- Package Download URL: https://registry.npmjs.org/string_decoder/-/string_decoder-1.3.0.tgz

strip-ansi (6.0.1)

npm+strip-ansi

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- Package Download URL: https://registry.npmjs.org/strip-ansi/-/strip-ansi-6.0.1.tgz

stylis (4.3.6)

npm+stylis

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- Package Download URL: https://registry.npmjs.org/stylis/-/stylis-4.3.6.tgz

subsink (1.0.2)

npm+subsink

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- Package Download URL: https://registry.npmjs.org/subsink/-/subsink-1.0.2.tgz

supports-color (7.2.0)

npm+supports-color

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- Authors: sindresorhus@gmail.com, npm@josh.junon.me
- Package Download URL: https://registry.npmjs.org/supports-color/-/supports-color-7.2.0.tgz

tiny-emitter (2.1.0)

npm+tiny-emitter

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- Package Download URL: https://registry.npmjs.org/tiny-emitter/-/tiny-emitter-2.1.0.tgz

to-regex-range (5.0.1)

npm+to-regex-range

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- Package Download URL: https://registry.npmjs.org/to-regex-range/-/to-regex-range-5.0.1.tgz

tough-cookie (4.1.4)

npm+tough-cookie

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tr46 (0.0.3)

npm+tr46

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ts-dedent (2.2.0)

npm+ts-dedent

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tslib (2.4.1)

npm+tslib

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tslib (1.14.1)

npm+tslib

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tslib (2.3.0)

npm+tslib

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tslib (2.8.1)

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unist-util-stringify-position (3.0.3)

npm+unist-util-stringify-position

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- Package Download URL: https://registry.npmjs.org/unist-util-stringify-position/-/unist-util-stringify-position-3.0.3.tgz

universalify (0.2.0)

npm+universalify

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uri-js (4.4.1)

npm+uri-js

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- Package Download URL: https://registry.npmjs.org/uri-js/-/uri-js-4.4.1.tgz

url-parse (1.5.10)

npm+url-parse

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util-deprecate (1.0.2)

npm+util-deprecate

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- Authors: nathan@tootallnate.net
- Package Download URL: https://registry.npmjs.org/util-deprecate/-/util-deprecate-1.0.2.tgz

uuid (9.0.1)

npm+uuid

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uvu (0.5.6)

npm+uvu

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wcwidth (1.0.1) npm+wcwidth

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wcwidth.js: JavaScript Portng of Markus Kuhn's wcwidth() Implementation
===

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web-worker (1.5.0) npm+web-worker

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- Package Download URL: https://registry.npmjs.org/web-worker/-/web-worker-1.5.0.tgz

webidl-conversions (3.0.1)

npm+webidl-conversions

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whatwg-url (5.0.0)

npm+whatwg-url

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- Package Download URL: https://registry.npmjs.org/whatwg-url/-/whatwg-url-5.0.0.tgz

window-post-message-proxy (0.2.9)

npm+window-post-message-proxy

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- Package Download URL: https://registry.npmjs.org/window-post-message-proxy/-/window-post-message-proxy-0.2.9.tgz

ws (7.5.10)

npm+ws

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zone.js (0.14.3)

npm+zone.js

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zrender (5.6.1)

npm+zrender

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mit-synopsys

wcwidth.js: JavaScript Portng of Markus Kuhn's wcwidth() Implementation
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This package is a JavaScript porting of `wcwidth()` implementation
[by Markus Kuhn](http://www.cl.cam.ac.uk/~mgk25/ucs/wcwidth.c).

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All rights reserved.\r\n// Licensed under the MIT License.\r\n/\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Constructor = 'constructor';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Prototype = 'prototype';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar strFunction = 'function';\r\n/**\r\n * Used to define the name of the instance function lookup table\r\n * @ignore\r\n */\r\nvar DynInstFuncTable = '_dynInstFuncs';\r\n/**\r\n * Name used to tag the dynamic prototype function\r\n * @ignore\r\n */\r\nvar DynProxyTag = '_isDynProxy';\r\n/**\r\n * Name added to a prototype to define the dynamic prototype \"class\" name used to lookup the function table\r\n * @ignore\r\n */\r\nvar DynClassName = '_dynClass';\r\n/**\r\n * Prefix added to the classname to avoid any name clashes with other instance level properties\r\n * @ignore\r\n */\r\nvar DynClassNamePrefix = '_dynCls$';\r\n/**\r\n * Value used as the name of a class when it cannot be determined\r\n * @ignore\r\n */\r\nvar UnknownValue = '_unknown_';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar str__Proto = \"__proto__\";\r\n/**\r\n * Pre-lookup to check if we are running on a modern browser (i.e. not IE8)\r\n * @ignore\r\n */\r\nvar _objGetPrototypeOf = Object[\"getPrototypeOf\"];\r\n/**\r\n * Internal Global used to generate a unique dynamic class name, every new class will increase this value\r\n * @ignore\r\n */\r\nvar _dynamicNames = 0;\r\n/**\r\n * Helper to check if the object contains a property of the name\r\n * @ignore\r\n */\r\nfunction _hasOwnProperty(obj, prop) {\r\n return obj && Object[Prototype].hasOwnProperty.call(obj, prop);\r\n}\r\n/**\r\n * Checks if the passed of value is a function.\r\n * @param {any} value - Value to be checked.\r\n * @return {boolean} True if the value is a boolean, false otherwise.\r\n * @ignore\r\n */\r\nfunction _isFunction(value) {\r\n return typeof value === strFunction;\r\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype or Array prototype\r\n * @ignore\r\n */\r\nfunction _isObjectOrArrayPrototype(target) {\r\n return target && (target === Object[Prototype] || target === Array[Prototype]);\r\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype, Array prototype or Function prototype\r\n * @ignore\r\n */\r\nfunction _isObjectArrayOrFunctionPrototype(target) {\r\n return _isObjectOrArrayPrototype(target) || target === Function[Prototype];\r\n}\r\n/**\r\n * Helper used to get the prototype of the target object as getPrototypeOf is not available in an ES3 environment.\r\n * @ignore\r\n */\r\nfunction _getObjProto(target) {\r\n if (target) {\r\n // This method doesn't existing in older browsers (e.g. IE8)\r\n if (_objGetPrototypeOf) {\r\n return _objGetPrototypeOf(target);\r\n }\r\n // target[Constructor] May break if the constructor has been changed or removed\r\n var newProto = target[str__Proto] || target[Prototype] || target[Constructor];\r\n if (newProto) {\r\n return newProto;\r\n }\r\n }\r\n return null;\r\n}\r\n/**\r\n * Helper function to check whether the provided function name is a potential candidate for dynamic\r\n * callback and prototype generation.\r\n * @param target The target object, may be a prototpe or class object\r\n * @param funcName The function name\r\n * @param skipOwn Skips the check for own property\r\n * @ignore\r\n */\r\nfunction _isDynamicCandidate(target, funcName, skipOwn) {\r\n return (funcName !== Constructor && _isFunction(target[funcName]) && (skipOwn || _hasOwnProperty(target, funcName)));\r\n}\r\n/**\r\n * Helper to throw a TypeError exception\r\n * @param message the message\r\n * @ignore\r\n */\r\nfunction _throwTypeError(message) {\r\n throw new TypeError(\"DynamicProto: \" + message);\r\n}\r\n/**\r\n * Returns a collection of the instance functions that are defined directly on the thisTarget object, it does\r\n * not return any inherited functions\r\n * @param thisTarget The object to get the instance functions from\r\n * @ignore\r\n */\r\nfunction _getInstanceFuncs(thisTarget) {\r\n // Get the base proto\r\n var instFuncs = {};\r\n // Save any existing instance functions\r\n for (var name in thisTarget) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n if (!instFuncs[name] && _isDynamicCandidate(thisTarget, name, false)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n instFuncs[name] = thisTarget[name];\r\n }\r\n }\r\n return instFuncs;\r\n}\r\n/**\r\n * Returns whether the value is included in the array\r\n * @param values The array of values\r\n * @param value The value\r\n */\r\nfunction _hasVisited(values, value) {\r\n for (var lp = values.length - 1; lp >= 0; lp--) {\r\n if (values[lp] === value) {\r\n return true;\r\n }\r\n }\r\n return false;\r\n}\r\n/**\r\n * Returns an object that contains callback functions for all \"base/super\" functions, this is used to \"save\"\r\n * enabling calling super.xxx() functions without requiring that the base \"class\" has defined a prototype references\r\n * @param target The current instance\r\n * @ignore\r\n */\r\nfunction _getBaseFuncs(classProto, thisTarget, instFuncs) {\r\n function _instFuncProxy(target, theFunc) {\r\n return function () {\r\n return theFunc.apply(target, arguments);\r\n };\r\n }\r\n // Start creating a new baseFuncs by creating proxies for the instance functions (as they may get replaced)\r\n var baseFuncs = {};\r\n for (var name in instFuncs) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, instFuncs[name]);\r\n }\r\n // Get the base prototype functions\r\n var baseProto = _getObjProto(classProto);\r\n var visited = [];\r\n // Don't include base object functions for Object, Array or Function\r\n while (baseProto && !_isObjectArrayOrFunctionPrototype(baseProto) && !_hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] =**

_instFuncProxy(thisTarget, baseProto[name]);\r\n }\r\n }\r\n // We need to find all possible functions that might be overloaded by walking the entire prototype chain\r\n // This avoids the caller from needing to check whether it's direct base class implements the function or not\r\n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes.\r\n visited.push(baseProto);\r\n baseProto = _getObjProto(baseProto);\r\n }\r\n return baseFuncs;\r\n}\r\n/**\r\n * Add the required dynamic prototype methods to the the class prototype\r\n * @param proto The class prototype\r\n * @param className The instance classname\r\n * @param target The target instance\r\n * @param baseInstFuncs The base instance functions\r\n * @ignore\r\n */\r\nfunction _populatePrototype(proto, className, target, baseInstFuncs) {\r\n function _createDynamicPrototype(proto, funcName) {\r\n var dynProtoProxy = function () {\r\n var _this = this;\r\n // We need to check whether the class name is defined directly on this prototype otherwise\r\n // it will walk the proto chain and return any parent proto classname.\r\n if (_this && _hasOwnProperty(proto, DynClassName)) {\r\n var instFunc = ((_this[DynInstFuncTable] || {})[proto[DynClassName]] || {})[funcName];\r\n if (instFunc) {\r\n // Used the instance function property\r\n return instFunc.apply(_this, arguments);\r\n }\r\n // Avoid stack overflow from recursive calling the same function\r\n _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction);\r\n }\r\n var protoFunc = proto[funcName];\r\n // Check that the prototype function is not a self reference -- try to avoid stack overflow!\r\n if (protoFunc === dynProtoProxy) {\r\n // It is so lookup the base prototype\r\n protoFunc = _getObjProto(proto)[funcName];\r\n }\r\n if (!_isFunction(protoFunc)) {\r\n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);\r\n }\r\n return protoFunc.apply(_this, arguments);\r\n };\r\n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing\r\n // via which can dynamically replace the prototype function reference)\r\n dynProtoProxy[DynProxyTag] = 1;\r\n return dynProtoProxy;\r\n }\r\n if (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncs = instFuncTable[className] = (instFuncTable[className] || {}); // fetch and assign if as it may not exist yet\r\n for (var name in target) {\r\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\r\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function\r\n instFuncs[name] = target[name];\r\n delete target[name];\r\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one\r\n if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {\r\n proto[name] = _createDynamicPrototype(proto, name);\r\n }\r\n }\r\n }\r\n }\r\n}\r\n/**\r\n * Checks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instance\r\n * @param classProto The class prototype instance\r\n * @param thisTarget The current instance that will be checked whther the passed prototype instance is in the heirarchy\r\n * @ignore\r\n */\r\nfunction _checkPrototype(classProto, thisTarget) {\r\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {\r\n if (thisProto === classProto) {\r\n return true;\r\n }\r\n thisProto = _getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name.\r\n * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.\r\n * @param target\r\n * @param unknownValue\r\n * @ignore\r\n */\r\nfunction _getObjName(target, unknownValue) {\r\n if (_hasOwnProperty(target, Prototype)) {\r\n // Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n/**\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-\r\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.\r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance.\r\n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place of\r\n * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions\r\n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r\n * ### Usage\r\n * ```typescript\r\n * import dynamicProto from \"@microsoft/dynamicproto-js\";\r\n * class ExampleClass extends BaseClass {\r\n * constructor() {\r\n * dynamicProto(ExampleClass, this, (_self, base) => {\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.newFunc = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * ...\r\n * }\r\n * }\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.myFunction = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Call the base version of the function that we are overriding\r\n * base.myFunction();\r\n * }\r\n * ...\r\n * }\r\n * _self.initialize = () => {\r\n * ...\r\n * }\r\n * // Warnings: While the following will work as _self is simply a reference to\r\n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined\r\n * // _self.initialize() function is actually gets removed from the instance and\r\n * // a proxy prototype version is created to reference the created method.\r\n * _self.initialize();\r\n * });\r\n * }\r\n * }\r\n * ```\r\n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid\r\n * @typeparam DPCls The type that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class\r\n * @param target The current \"this\" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */\r\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed theClass argument looks correct (this is a common copy/paste error)\r\n var classProto = theClass[Prototype];\r\n if (!_checkPrototype(classProto, target)) {\r\n _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As not all browser support name on the prototype creating a unique dynamic one if we have not already\r\n // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n // Get the current instance functions\r\n var instFuncs = _getInstanceFuncs(target);\r\n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support\r\n delegateFunc(target, baseFuncs);\r\n // Populate the Prototype for any overidden instance functions\r\n _populatePrototype(classProto, className, target, instFuncs);\r\n}\r\n//# sourceMappingURL=DynamicProto.js.map"],"names":[],"mappings":";;;;;;IAEA;IACA;IACA;IACA;IACA;IAAI,WAAW,GAAG,aAAa,CAAC;IAChC;IACA;IACA;IACA;IACA;IAAI,SAAS,GAAG,WAAW,CAAC;IAC5B;IACA;IACA;IACA;IACA;IAAI,WAAW,GAAG,UAAU,CAAC;IAC7B;IACA;IACA;IACA;IACA;IAAI,gBAAgB,GAAG,eAAe,CAAC;IACvC;IACA;IACA;IACA;IACA;IAAI,WAAW,GAAG,aAAa,CAAC;IAChC;IACA;IACA;IACA;IACA;IAAI,YAAY,GAAG,WAAW,CAAC;IAC/B;IACA;IACA;IACA;IACA;IAAI,kBAAkB,GAAG,UAAU,CAAC;IACpC;IACA;IACA;IACA;IACA;IAAI,YAAY,GAAG,WAAW,CAAC;IAC/B;IACA;IACA;IACA;IACA;IAAI,UAAU,GAAG,WAAW,CAAC;IAC7B;IACA;IACA;IACA;IACA;IAAI,kBAAkB,GAAG,WAAW,CAAC;IACrC;IACA;IACA;IACA;IACA;IAAI,aAAa,GAAG,WAAW,CAAC;IAChC;IACA;IACA;IACA;IACA;IAAI,SAAS,eAAe,CAAC;IAC7B,eAAe,CAAC;IAChB,cAAc,CAAC;IAC/B,eAAe,CAAC;IAChB,eAAe,CAAC;IAChB,eAAe,CAAC;IAChB

AAC,kBAAkB,CAAC,EAAE;IAC/F;IACA,gBAAgB,SAAS,CAAC,IAAI,CAAC,GAAG,cAAc,CAAC,UAAU,EAAE,SAAS,CAAC,IAAI,CAAC,CAAC,CAAC;IAC9E,aAAa;IACb,SAAS;IACT;IACA;IACA;IACA,QAAQ,OAAO,CAAC,IAAI,CAAC,SAAS,CAAC,CAAC;IAChC,QAAQ,SAAS,GAAG,YAAY,CAAC,SAAS,CAAC,CAAC;IAC5C,KAAK;IACL,IAAI,OAAO,SAAS,CAAC;IACrB,CAAC;IACD;IACA;IACA;IACA;IACA;IACA;IACA;IACA;IACA,SAAS,kBAAkB,CAAC,KAAK,EAAE,SAAS,EAAE,MAAM,EAAE,aAAa,EAAE;IACrE,IAAI,SAAS,uBAAuB,CAAC,KAAK,EAAE,QAAQ,EAAE;IACtD,QAAQ,IAAI,aAAa,GAAG,YAAY,IAAI,KAAK,GAAG,IAAI,CAAC;IAC7B,IAAI,CAAC,IAAI,CAAC,CAAC,CAAC;IAC/C,IAAI,QAAQ,GAAG,CAAC,CAAC;IACjB,IAAI,QAAQ,GAAG,CAAC,CAAC,KAAK,CAAC,gBAAgB,CAAC,CAAC,IAAI,EAAE,EAAE,KAAK,CAAC,YAAY,CAAC,CAAC,IAAI,EAAE,EAAE,QAAQ,CAAC,CAAC;IACtG,QAAQ,EAAE;IAC9B;IACA,oBAAoB,OAAO,QAAQ,CAAC,KAAK,CAAC,KAAK,EAAE,SAAS,CAAC,CAAC;IAC5D,iBAAiB;IACjB;IACA,gBAAgB,eAAe,CAAC,WAAW,GAAG,QAAQ,GAAG,IAAI,GAAG,WAAW,CAAC,CAAC;IAC7E,aAAa;IACb,YAAY,IAAI,SAAS,GAAG,KAAK,CAAC,CAAC;IAC5C;IACA,YAAY,IAAI,SAAS,KAAK,aAAa,EAAE;IAC7C,gBAAgB,eAAe,CAAC,GAAG,KAAK,CAAC,KAAK,CAAC,KAAK,EAAE,SAAS,CAAC,CAAC;IACrD,SAAS,CAAC;IACV;IACA;IACA,QAAQ,aAAa,CAAC,WAAW,CAAC,GAAG,CAAC,KAAK,CAAC,KAAK,CAAC,CAAC;IACvC,QAAQ,OAAO,aAAa,CAAC;IAC7B,KAAK;IACL,IAAI,IAAI,CAAC,yBAAyB,CAAC,KAAK,EAAE,IAAI,CAAC,IAAI,CAAC,IAAI,CAAC,SAAS,CAAC,CAAC,IAAI,CAAC,IAAI,CAAC,IAAI

// We need to check whether the class name is defined directly on this prototype otherwise\r\n // it will walk the proto chain and return any parent proto classname.\r\n if (_this && _hasOwnProperty(proto, DynClassName)) {\r\n var instFunc = ((_this[DynInstFuncTable] || {})[proto[DynClassName]] || {})[funcName];\r\n if (instFunc) {\r\n // Used the instance function property\r\n return instFunc.apply(_this, arguments);\r\n }\r\n // Avoid stack overflow from recursive calling the same function\r\n _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction);\r\n }\r\n var protoFunc = proto[funcName];\r\n // Check that the prototype function is not a self reference -- try to avoid stack overflow!\r\n if (protoFunc === dynProtoProxy) {\r\n // It is so lookup the base prototype\r\n protoFunc = _getObjProto(proto)[funcName];\r\n }\r\n if (!_isFunction(protoFunc)) {\r\n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);\r\n }\r\n return protoFunc.apply(_this, arguments);\r\n };\r\n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing\r\n // via which can dynamically replace the prototype function reference)\r\n dynProtoProxy[DynProxyTag] = 1;\r\n return dynProtoProxy;\r\n }\r\n if (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncs = instFuncTable[className] = (instFuncTable[className] || {}); // fetch and assign if as it may not exist yet\r\n for (var name in target) {\r\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\r\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function\r\n instFuncs[name] = target[name];\r\n delete target[name];\r\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one\r\n if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {\r\n proto[name] = _createDynamicPrototype(proto, name);\r\n }\r\n }\r\n }\r\n }\r\n}\r\n/**\r\n * Checks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instance\r\n * @param classProto The class prototype instance\r\n * @param thisTarget The current instance that will be checked whther the passed prototype instance is in the heirarchy\r\n * @ignore\r\n */\r\nfunction _checkPrototype(classProto, thisTarget) {\r\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {\r\n if (thisProto === classProto) {\r\n return true;\r\n }\r\n thisProto = _getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name.\r\n * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.\r\n * @param target\r\n * @param unknownValue\r\n * @ignore\r\n */\r\nfunction _getObjName(target, unknownValue) {\r\n if (_hasOwnProperty(target, Prototype)) {\r\n // Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n\r\n/**\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-\r\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.\r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance.\r\n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place of\r\n * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions\r\n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r\n * ### Usage\r\n * ```typescript\r\n * import dynamicProto from \"@microsoft/dynamicproto-js\";\r\n * class ExampleClass extends BaseClass {\r\n * constructor() {\r\n * dynamicProto(ExampleClass, this, (_self, base) => {\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.newFunc = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * ...\r\n * }\r\n * }\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.myFunction = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Call the base version of the function that we are overriding\r\n * base.myFunction();\r\n * }\r\n * ...\r\n * }\r\n * _self.initialize = () => {\r\n * ...\r\n * }\r\n * // Warnings: While the following will work as _self is simply a reference to\r\n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined\r\n * // _self.initialize() function is actually gets removed from the instance and\r\n * // a proxy prototype version is created to reference the created method.\r\n * _self.initialize();\r\n * });\r\n * }\r\n * }\r\n * ```\r\n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid\r\n * @typeparam DPCls The type that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class\r\n * @param target The current \"this\" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */\r\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed theClass argument looks correct (this is a common copy/paste error)\r\n var classProto = theClass[Prototype];\r\n if (!_checkPrototype(classProto, target)) {\r\n _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As not all browser support name on the prototype creating a unique dynamic one if we have not already\r\n // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n // Get the current instance functions\r\n var instFuncs = _getInstanceFuncs(target);\r\n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support\r\n delegateFunc(target, baseFuncs);\r\n // Populate the Prototype for any overidden instance functions\r\n _populatePrototype(classProto, className, target, instFuncs);\r\n}\r\n//# sourceMappingURL=DynamicProto.js.map"],"names":["Constructor","Prototype","strFunction","DynInstFuncTable","DynProxyTag","DynClassName","UnknownValue","str__Proto","_objGetPrototypeOf","Object","_dynamicNames","_hasOwnProperty","obj","prop","hasOwnProperty","call","_isFunction","value","_isObjectOrArrayPrototype","target","Array","_isObjectArrayOrFunctionPrototype","Function","_getObjProto","newProto","_isDynamicCandidate","funcName","skipOwn","_throwTypeError","message","TypeError","_hasVisited","values","lp","length","_getObjName","unknownValue","name","theClass","delegateFunc","classProto","thisTarget","thisProto","_checkPrototype","className","instFuncs","_getInstanceFuncs","_instFuncProxy","theFunc","apply","arguments","baseFuncs","baseProto","visited","push","_getBaseFuncs","proto","baseInstFuncs","_createDynamicPrototype","dynProtoProxy","this","instFunc","protoFunc","instFuncTable","_populatePrototype"],"mappings":";;;;+BAMA,IAAIA,EAAAc,cAAKC,KAAKC,EAAAC,YAAAC,EAAAC,EAAAC,cAAAC,EAAAC,EAAAC,E

Copyright © Microsoft Corporation. All rights reserved.\r\n// Licensed under the MIT License.\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Constructor = 'constructor';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Prototype = 'prototype';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar strFunction = 'function';\r\n/**\r\n * Used to define the name of the instance function lookup table\r\n * @ignore\r\n */\r\nvar DynInstFuncTable = '_dynInstFuncs';\r\n/**\r\n * Name used to tag the dynamic prototype function\r\n * @ignore\r\n */\r\nvar DynProxyTag = '_isDynProxy';\r\n/**\r\n * Name added to a prototype to define the dynamic prototype \"class\" name used to lookup the function table\r\n * @ignore\r\n */\r\nvar DynClassName = '_dynClass';\r\n/**\r\n * Prefix added to the classname to avoid any name clashes with other instance level properties\r\n * @ignore\r\n */\r\nvar DynClassNamePrefix = '_dynCls$';\r\n/**\r\n * Value used as the name of a class when it cannot be determined\r\n * @ignore\r\n */\r\nvar UnknownValue = '_unknown_';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar str__Proto = \"__proto__\";\r\n/**\r\n * Pre-lookup to check if we are running on a modern browser (i.e. not IE8)\r\n * @ignore\r\n */\r\nvar _objGetPrototypeOf = Object[\"getPrototypeOf\"];\r\n/**\r\n * Internal Global used to generate a unique dynamic class name, every new class will increase this value\r\n * @ignore\r\n */\r\nvar _dynamicNames = 0;\r\n/**\r\n * Helper to check if the object contains a property of the name\r\n * @ignore\r\n */\r\nfunction _hasOwnProperty(obj, prop) {\r\n return obj && Object[Prototype].hasOwnProperty.call(obj, prop);\r\n}\r\n/**\r\n * Checks if the passed of value is a function.\r\n * @param {any} value - Value to be checked.\r\n * @return {boolean} True if the value is a boolean, false otherwise.\r\n * @ignore\r\n */\r\nfunction _isFunction(value) {\r\n return typeof value === strFunction;\r\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype or Array prototype\r\n * @ignore\r\n */\r\nfunction _isObjectOrArrayPrototype(target) {\r\n return target && (target === Object[Prototype] || target === Array[Prototype]);\r\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype, Array prototype or Function prototype\r\n * @ignore\r\n */\r\nfunction _isObjectArrayOrFunctionPrototype(target) {\r\n return _isObjectOrArrayPrototype(target) || target === Function[Prototype];\r\n}\r\n/**\r\n * Helper used to get the prototype of the target object as getPrototypeOf is not available in an ES3 environment.\r\n * @ignore\r\n */\r\nfunction _getObjProto(target) {\r\n if (target) {\r\n // This method doesn't existing in older browsers (e.g. IE8)\r\n if (_objGetPrototypeOf) {\r\n return _objGetPrototypeOf(target);\r\n }\r\n // target[Constructor] May break if the constructor has been changed or removed\r\n var newProto = target[str__Proto] || target[Prototype] || target[Constructor];\r\n if (newProto) {\r\n return newProto;\r\n }\r\n }\r\n return null;\r\n}\r\n/**\r\n * Helper function to check whether the provided function name is a potential candidate for dynamic\r\n * callback and prototype generation.\r\n * @param target The target object, may be a prototpe or class object\r\n * @param funcName The function name\r\n * @param skipOwn Skips the check for own property\r\n * @ignore\r\n */\r\nfunction _isDynamicCandidate(target, funcName, skipOwn) {\r\n return (funcName !== Constructor && _isFunction(target[funcName]) && (skipOwn || _hasOwnProperty(target, funcName)));\r\n}\r\n/**\r\n * Helper to throw a TypeError exception\r\n * @param message the message\r\n * @ignore\r\n */\r\nfunction _throwTypeError(message) {\r\n throw new TypeError(\"DynamicProto: \" + message);\r\n}\r\n/**\r\n * Returns a collection of the instance functions that are defined directly on the thisTarget object, it does\r\n * not return any inherited functions\r\n * @param thisTarget The object to get the instance functions from\r\n * @ignore\r\n */\r\nfunction _getInstanceFuncs(thisTarget) {\r\n // Get the base proto\r\n var instFuncs = {};\r\n // Save any existing instance functions\r\n for (var name in thisTarget) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n if (!instFuncs[name] && _isDynamicCandidate(thisTarget, name, false)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n instFuncs[name] = thisTarget[name];\r\n }\r\n }\r\n return instFuncs;\r\n}\r\n/**\r\n * Returns whether the value is included in the array\r\n * @param values The array of values\r\n * @param value The value\r\n */\r\nfunction _hasVisited(values, value) {\r\n for (var lp = values.length - 1; lp >= 0; lp--) {\r\n if (values[lp] === value) {\r\n return true;\r\n }\r\n }\r\n return false;\r\n}\r\n/**\r\n * Returns an object that contains callback functions for all \"base/super\" functions, this is used to \"save\"\r\n * enabling calling super.xxx() functions without requiring that the base \"class\" has defined a prototype references\r\n * @param target The current instance\r\n * @ignore\r\n */\r\nfunction _getBaseFuncs(classProto, thisTarget, instFuncs) {\r\n function _instFuncProxy(target, theFunc) {\r\n return function () {\r\n return theFunc.apply(target, arguments);\r\n };\r\n }\r\n // Start creating a new baseFuncs by creating proxies for the instance functions (as they may get replaced)\r\n var baseFuncs = {};\r\n for (var name in instFuncs) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, instFuncs[name]);\r\n }\r\n // Get the base prototype functions\r\n var baseProto = _getObjProto(classProto);\r\n var visited = [];\r\n // Don't include base object functions for Object, Array or Function\r\n while (baseProto && !_isObjectArrayOrFunctionPrototype(baseProto) && !_hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, baseProto[name]);\r\n }\r\n }\r\n // We need to find all possible functions that might be overloaded by walking the entire prototype chain\r\n // This avoids the caller from needing to check whether it's direct base class implements the function or not\r\n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes.\r\n visited.push(baseProto);\r\n baseProto = _getObjProto(baseProto);\r\n }\r\n return baseFuncs;\r\n}\r\n/**\r\n * Add the required dynamic prototype methods to the the class prototype\r\n * @param proto The class prototype\r\n * @param className The instance classname\r\n * @param target The target instance\r\n * @param baseInstFuncs The base instance functions\r\n * @ignore\r\n */\r\nfunction _populatePrototype(proto, className, target, baseInstFuncs) {\r\n function _createDynamicPrototype(proto, funcName) {\r\n var dynProtoProxy = function () {\r\n var _this = this;\r\n // We need to check whether the class name is defined directly on this prototype otherwise\r\n // it will walk the proto chain and return any parent proto classname.\r\n if (_this && _hasOwnProperty(proto, DynClassName)) {\r\n var instFunc = ((_this[DynInstFuncTable] || {})[proto[DynClassName]] || {})[funcName];\r\n if (instFunc) {\r\n // Used the instance function property\r\n return instFunc.apply(_this, arguments);\r\n }\r\n // Avoid stack overflow from recursive calling the same function\r\n _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction);\r\n }\r\n var protoFunc = proto[funcName];\r\n // Check that the prototype function is not a self reference -- try to avoid stack overflow!\r\n if (protoFunc === dynProtoProxy) {\r\n // It is so lookup the base prototype\r\n protoFunc = _getObjProto(proto)[funcName];\r\n }\r\n if (!_isFunction(protoFunc)) {\r\n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);\r\n }\r\n return protoFunc.apply(_this, arguments);\r\n };\r\n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing\r\n // via which can dynamically replace the prototype function reference)\r\n dynProtoProxy[DynProxyTag] = 1;\r\n return dynProtoProxy;\r\n }\r\n if (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncs = instFuncTable[className] = (instFuncTable[className] || {}); // fetch and assign if as it may not exist yet\r\n for (var name in target) {\r\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\r\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function\r\n instFuncs[name] = target[name];\r\n delete target[name];\r\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one\r\n if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {\r\n proto[name] = _createDynamicPrototype(proto, name);\r\n }\r\n }\r\n }\r\n }\r\n}\r\n/**\r\n * Checks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instance\r\n * @param classProto The class prototype instance\r\n * @param thisTarget The current instance that will be checked whther the passed prototype instance is in the heirarchy\r\n * @ignore\r\n */\r\nfunction _checkPrototype(classProto, thisTarget) {\r\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {\r\n if (thisProto === classProto) {\r\n return true;\r\n }\r\n thisProto = _getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name.\r\n * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.\r\n * @param target\r\n * @param unknownValue\r\n * @ignore\r\n */\r\nfunction _getObjName(target, unknownValue) {\r\n if (_hasOwnProperty(target, Prototype)) {\r\n // Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n/**\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-\r\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.\r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance.\r\n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place of\r\n * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions\r\n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r\n * ### Usage\r\n * ```typescript\r\n * import dynamicProto from \"@microsoft/dynamicproto-js\";\r\n * class ExampleClass extends BaseClass {\r\n * constructor() {\r\n * dynamicProto(ExampleClass, this, (_self, base) => {\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.newFunc = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * ...\r\n * }\r\n * }\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.myFunction = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Call the base version of the function that we are overriding\r\n * base.myFunction();\r\n * }\r\n * ...\r\n * }\r\n * _self.initialize = () => {\r\n * ...\r\n * }\r\n * //

Warnings: While the following will work as _self is simply a reference to\r\n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined\r\n * // _self.initialize() function is actually gets removed from the instance and\r\n * // a proxy prototype version is created to reference the created method.\r\n * _self.initialize();\r\n * });\r\n * }\r\n * }\r\n * ```\r\n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid\r\n * @typeparam DPCls The type that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class\r\n * @param target The current \"this\" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */\r\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed theClass argument looks correct (this is a common copy/paste error)\r\n var classProto = theClass[Prototype];\r\n if (!_checkPrototype(classProto, target)) {\r\n _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As not all browser support name on the prototype creating a unique dynamic one if we have not already\r\n // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n // Get the current instance functions\r\n var instFuncs = _getInstanceFuncs(target);\r\n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support\r\n delegateFunc(target, baseFuncs);\r\n // Populate the Prototype for any overidden instance functions\r\n _populatePrototype(classProto, className, target, instFuncs);\r\n}\r\n//# sourceMappingURL=DynamicProto.js.map"],"names":[],"mappings":";;;;;;AAEA;AACA;AACA;AACA;AACA,IAAI,WAAW,GAAG,aAAa,CAAC;AAChC;AACA;AACA;AACA;AACA,IAAI,SAAS,GAAG,WAAW,CAAC;AAC5B;AACA;AACA;AACA;AACA,IAAI,WAAW,GAAG,UAAU,CAAC;AAC7B;AACA;AACA;AACA;AACA,IAAI,gBAAgB,GAAG,eAAe,CAAC;AACvC;AACA;AACA;AACA,IAAI,WAAW,GAAG,aAAa,CAAC;AAChC;AACA;AACA;AACA,IAAI,YAAY,GAAG,WAAW,CAAC;AAC/B;AACA;AACA;AACA;AACA,IAAI,kBAAkB,GAAG,UAAU,CAAC;AACpC;AACA;AACA;AACA;AACA,IAAI,YAAY,GAAG,WAAW,CAAC;AAC/B;AACA;AACA;AACA;AACA,IAAI,UAAU,GAAG,WAAW,CAAC;AAC7B;AACA;AACA;AACA;AACA,IAAI,kBAAkB,GAAG,MAAM,CAAC,gBAAgB,CAAC,CAAC;AAClD;AACA;AACA;AACA;AACA,IAAI,aAAa,GAAG,CAAC,CAAC;AACtB;AACA;AACA;AACA;AACA,SAAS,eAAe,CAAC,GAAG,EAAE,IAAI,EAAE;AACpC,IAAI,OAAO,GAAG,IAAI,MAAM,CAAC,SAAS,CAAC,QAAQ,CAAC,IAAI,CAAC,GAAG,CAAC,CAAC,OAAO,CAAC,IAAI,EAAE,MAAM,CAAC,CAAC;AAC/E,IAAI,OAAO,OAAO,CAAC,IAAI,CAAC,GAAG,CAAC,CAAC;AAC7B;AACA;AACA;AACA;AACA,SAAS,WAAW,CAAC,KAAK,EAAE;AAC5B,IAAI,OAAO,OAAO,CAAC,KAAK,CAAC,KAAK,WAAW,CAAC;AAC1C;AACA;AACA;AACA;AACA,SAAS,yBAAyB,CAAC,MAAM,EAAE;AAC3C,IAAI,OAAO,MAAM,CAAC,KAAK,CAAC,MAAM,CAAC,KAAK,CAAC,MAAM,CAAC,KAAK,CAAC,MAAM,CAAC,CAAC,SAAS,CAAC,IAAI,CAAC,MAAM,CAAC,KAAK,CAAC,KAAK,CAAC,CAAC,SAAS,CAAC,CAAC,CAAC

'function';\r\n/**\r\n * Used to define the name of the instance function lookup table\r\n * @ignore\r\n */\r\nvar DynInstFuncTable = '_dynInstFuncs';\r\n/**\r\n * Name used to tag the dynamic prototype function\r\n * @ignore\r\n */\r\nvar DynProxyTag = '_isDynProxy';\r\n/**\r\n * Name added to a prototype to define the dynamic prototype \"class\" name used to lookup the function table\r\n * @ignore\r\n */\r\nvar DynClassName = '_dynClass';\r\n/**\r\n * Prefix added to the classname to avoid any name clashes with other instance level properties\r\n * @ignore\r\n */\r\nvar DynClassNamePrefix = '_dynCls$';\r\n/**\r\n * Value used as the name of a class when it cannot be determined\r\n * @ignore\r\n */\r\nvar UnknownValue = '_unknown_';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar str__Proto = \"__proto__\";\r\n/**\r\n * Pre-lookup to check if we are running on a modern browser (i.e. not IE8)\r\n * @ignore\r\n */\r\nvar _objGetPrototypeOf = Object[\"getPrototypeOf\"];\r\n/**\r\n * Internal Global used to generate a unique dynamic class name, every new class will increase this value\r\n * @ignore\r\n */\r\nvar _dynamicNames = 0;\r\n/**\r\n * Helper to check if the object contains a property of the name\r\n * @ignore\r\n */\r\nfunction _hasOwnProperty(obj, prop) {\r\n return obj && Object[Prototype].hasOwnProperty.call(obj, prop);\r\n}\r\n/**\r\n * Checks if the passed of value is a function.\r\n * @param {any} value - Value to be checked.\r\n * @return {boolean} True if the value is a boolean, false otherwise.\r\n * @ignore\r\n */\r\nfunction _isFunction(value) {\r\n return typeof value === strFunction;\r\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype or Array prototype\r\n * @ignore\r\n */\r\nfunction _isObjectOrArrayPrototype(target) {\r\n return target && (target === Object[Prototype] || target === Array[Prototype]);\r\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype, Array prototype or Function prototype\r\n * @ignore\r\n */\r\nfunction _isObjectArrayOrFunctionPrototype(target) {\r\n return _isObjectOrArrayPrototype(target) || target === Function[Prototype];\r\n}\r\n/**\r\n * Helper used to get the prototype of the target object as getPrototypeOf is not available in an ES3 environment.\r\n * @ignore\r\n */\r\nfunction _getObjProto(target) {\r\n if (target) {\r\n // This method doesn't existing in older browsers (e.g. IE8)\r\n if (_objGetPrototypeOf) {\r\n return _objGetPrototypeOf(target);\r\n }\r\n // target[Constructor] May break if the constructor has been changed or removed\r\n var newProto = target[str__Proto] || target[Prototype] || target[Constructor];\r\n if (newProto) {\r\n return newProto;\r\n }\r\n }\r\n return null;\r\n}\r\n/**\r\n * Helper function to check whether the provided function name is a potential candidate for dynamic\r\n * callback and prototype generation.\r\n * @param target The target object, may be a prototpe or class object\r\n * @param funcName The function name\r\n * @param skipOwn Skips the check for own property\r\n * @ignore\r\n */\r\nfunction _isDynamicCandidate(target, funcName, skipOwn) {\r\n return (funcName !== Constructor && _isFunction(target[funcName]) && (skipOwn || _hasOwnProperty(target, funcName)));\r\n}\r\n/**\r\n * Helper to throw a TypeError exception\r\n * @param message the message\r\n * @ignore\r\n */\r\nfunction _throwTypeError(message) {\r\n throw new TypeError(\"DynamicProto: \" + message);\r\n}\r\n/**\r\n * Returns a collection of the instance functions that are defined directly on the thisTarget object, it does\r\n * not return any inherited functions\r\n * @param thisTarget The object to get the instance functions from\r\n * @ignore\r\n */\r\nfunction _getInstanceFuncs(thisTarget) {\r\n // Get the base proto\r\n var instFuncs = {};\r\n // Save any existing instance functions\r\n for (var name in thisTarget) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n if (!instFuncs[name] && _isDynamicCandidate(thisTarget, name, false)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n instFuncs[name] = thisTarget[name];\r\n }\r\n }\r\n return instFuncs;\r\n}\r\n/**\r\n * Returns whether the value is included in the array\r\n * @param values The array of values\r\n * @param value The value\r\n */\r\nfunction _hasVisited(values, value) {\r\n for (var lp = values.length - 1; lp >= 0; lp--) {\r\n if (values[lp] === value) {\r\n return true;\r\n }\r\n }\r\n return false;\r\n}\r\n/**\r\n * Returns an object that contains callback functions for all \"base/super\" functions, this is used to \"save\"\r\n * enabling calling super.xxx() functions without requiring that the base \"class\" has defined a prototype references\r\n * @param target The current instance\r\n * @ignore\r\n */\r\nfunction _getBaseFuncs(classProto, thisTarget, instFuncs) {\r\n function _instFuncProxy(target, theFunc) {\r\n return function () {\r\n return theFunc.apply(target, arguments);\r\n };\r\n }\r\n // Start creating a new baseFuncs by creating proxies for the instance functions (as they may get replaced)\r\n var baseFuncs = {};\r\n for (var name in instFuncs) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, instFuncs[name]);\r\n }\r\n // Get the base prototype functions\r\n var baseProto = _getObjProto(classProto);\r\n var visited = [];\r\n // Don't include base object functions for Object, Array or Function\r\n while (baseProto && !_isObjectArrayOrFunctionPrototype(baseProto) && !_hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, baseProto[name]);\r\n }\r\n }\r\n // We need to find all possible functions that might be overloaded by walking the entire prototype chain\r\n // This avoids the caller from needing to check whether it's direct base class implements the function or not\r\n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes.\r\n visited.push(baseProto);\r\n baseProto = _getObjProto(baseProto);\r\n }\r\n return baseFuncs;\r\n}\r\n/**\r\n * Add the required dynamic prototype methods to the the class prototype\r\n * @param proto The class prototype\r\n * @param className The instance classname\r\n * @param target The target instance\r\n * @param baseInstFuncs The base instance functions\r\n * @ignore\r\n */\r\nfunction _populatePrototype(proto, className, target, baseInstFuncs) {\r\n function _createDynamicPrototype(proto, funcName) {\r\n var dynProtoProxy = function () {\r\n var _this = this;\r\n // We need to check whether the class name is defined directly on this prototype otherwise\r\n // it will walk the proto chain and return any parent proto classname.\r\n if (_this && _hasOwnProperty(proto, DynClassName)) {\r\n var instFunc = ((_this[DynInstFuncTable] || {})[proto[DynClassName]] || {})[funcName];\r\n if (instFunc) {\r\n // Used the instance function property\r\n return instFunc.apply(_this, arguments);\r\n }\r\n // Avoid stack overflow from recursive calling the same function\r\n _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction);\r\n }\r\n var protoFunc = proto[funcName];\r\n // Check that the prototype function is not a self reference -- try to avoid stack overflow!\r\n if (protoFunc === dynProtoProxy) {\r\n // It is so lookup the base prototype\r\n protoFunc = _getObjProto(proto)[funcName];\r\n }\r\n if (!_isFunction(protoFunc)) {\r\n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);\r\n }\r\n return protoFunc.apply(_this, arguments);\r\n };\r\n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing\r\n // via which can dynamically replace the prototype function reference)\r\n dynProtoProxy[DynProxyTag] = 1;\r\n return dynProtoProxy;\r\n }\r\n if (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncs = instFuncTable[className] = (instFuncTable[className] || {}); // fetch and assign if as it may not exist yet\r\n for (var name in target) {\r\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\r\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function\r\n instFuncs[name] = target[name];\r\n delete target[name];\r\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one\r\n if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {\r\n proto[name] = _createDynamicPrototype(proto, name);\r\n }\r\n }\r\n }\r\n }\r\n}\r\n/**\r\n * Checks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instance\r\n * @param classProto The class prototype instance\r\n * @param thisTarget The current instance that will be checked whther the passed prototype instance is in the heirarchy\r\n * @ignore\r\n */\r\nfunction _checkPrototype(classProto, thisTarget) {\r\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {\r\n if (thisProto === classProto) {\r\n return true;\r\n }\r\n thisProto = _getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name.\r\n * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.\r\n * @param target\r\n * @param unknownValue\r\n * @ignore\r\n */\r\nfunction _getObjName(target, unknownValue) {\r\n if (_hasOwnProperty(target, Prototype)) {\r\n // Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n/**\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-\r\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.\r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance.\r\n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place of\r\n * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions\r\n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r\n * ### Usage\r\n * ```typescript\r\n * import dynamicProto from \"@microsoft/dynamicproto-js\";\r\n * class ExampleClass extends BaseClass {\r\n * constructor() {\r\n * dynamicProto(ExampleClass, this, (_self, base) => {\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.newFunc = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * ...\r\n * }\r\n * }\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.myFunction = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Call the base version of the function that we are overriding\r\n * base.myFunction();\r\n * }\r\n * ...\r\n * }\r\n * _self.initialize = () => {\r\n * ...\r\n * }\r\n * // Warnings: While the following will work as _self is simply a reference to\r\n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined\r\n * // _self.initialize() function is actually gets removed from the instance and\r\n * // a proxy prototype version is created to reference the created method.\r\n * _self.initialize();\r\n * });\r\n * }\r\n * ```\r\n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid\r\n * @typeparam DPCls The type that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the

current class\r\n * @param target The current \"this\" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */\r\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed theClass argument looks correct (this is a common copy/paste error)\r\n var classProto = theClass[Prototype];\r\n if (!_checkPrototype(classProto, target)) {\r\n _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As not all browser support name on the prototype creating a unique dynamic one if we have not already\r\n // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n // Get the current instance functions\r\n var instFuncs = _getInstanceFuncs(target);\r\n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support\r\n delegateFunc(target, baseFuncs);\r\n // Populate the Prototype for any overidden instance functions\r\n _populatePrototype(classProto, className, target, instFuncs);\r\n}\r\n//# sourceMappingURL=DynamicProto.js.map"],"names":["Constructor","Prototype","strFunction","DynInstFuncTable","DynProxyTag","DynClassName","UnknownValue","str__Proto","_objGetPrototypeOf","Object","_dynamicNames","_hasOwnProperty","obj","prop","hasOwnProperty","call","_isFunction","value","_isObjectOrArrayPrototype","target","Array","_isObjectArrayOrFunctionPrototype","Function","_getObjProto","newProto","_isDynamicCandidate","funcName","skipOwn","_throwTypeError","message","TypeError","_hasVisited","values","lp","length","_getObjName","unknownValue","name","theClass","delegateFunc","classProto","thisTarget","thisProto","_checkPrototype","className","instFuncs","_getInstanceFuncs","_instFuncProxy","theFunc","apply","arguments","baseFuncs","baseProto","visited","push","_getBaseFuncs","proto","baseInstFuncs","_createDynamicPrototype","dynProtoProxy","this","instFunc","protoFunc","instFuncTable","_populatePrototype"],"mappings":";;;;aAMA,IAAIA,EAAIC,EAAIC,EAAIC

!_isObjectArrayOrFunctionPrototype(baseProto) && !_hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, baseProto[name]);\r\n }\r\n }\r\n // We need to find all possible functions that might be overloaded by walking the entire prototype chain\r\n // This avoids the caller from needing to check whether it's direct base class implements the function or not\r\n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes.\r\n visited.push(baseProto);\r\n baseProto = _getObjProto(baseProto);\r\n }\r\n return baseFuncs;\r\n}\r\n/**\r\n * Add the required dynamic prototype methods to the the class prototype\r\n * @param proto The class prototype\r\n * @param className The instance classname\r\n * @param target The target instance\r\n * @param baseInstFuncs The base instance functions\r\n * @ignore\r\n */\r\nfunction _populatePrototype(proto, className, target, baseInstFuncs) {\r\n function _createDynamicPrototype(proto, funcName) {\r\n var dynProtoProxy = function () {\r\n var _this = this;\r\n // We need to check whether the class name is defined directly on this prototype otherwise\r\n // it will walk the proto chain and return any parent proto classname.\r\n if (_this && _hasOwnProperty(proto, DynClassName)) {\r\n var instFunc = ((_this[DynInstFuncTable] || {})[proto[DynClassName]] || {})[funcName];\r\n if (instFunc) {\r\n // Used the instance function property\r\n return instFunc.apply(_this, arguments);\r\n }\r\n // Avoid stack overflow from recursive calling the same function\r\n _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction);\r\n }\r\n var protoFunc = proto[funcName];\r\n // Check that the prototype function is not a self reference -- try to avoid stack overflow!\r\n if (protoFunc === dynProtoProxy) {\r\n // It is so lookup the base prototype\r\n protoFunc = _getObjProto(proto)[funcName];\r\n }\r\n if (!_isFunction(protoFunc)) {\r\n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);\r\n }\r\n return protoFunc.apply(_this, arguments);\r\n };\r\n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing\r\n // via which can dynamically replace the prototype function reference)\r\n dynProtoProxy[DynProxyTag] = 1;\r\n return dynProtoProxy;\r\n }\r\n if (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncs = instFuncTable[className] = (instFuncTable[className] || {}); // fetch and assign if as it may not exist yet\r\n for (var name in target) {\r\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\r\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function\r\n instFuncs[name] = target[name];\r\n delete target[name];\r\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one\r\n if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {\r\n proto[name] = _createDynamicPrototype(proto, name);\r\n }\r\n }\r\n }\r\n}\r\n/**\r\n * Checks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instance\r\n * @param classProto The class prototype instance\r\n * @param thisTarget The current instance that will be checked whther the passed prototype instance is in the heirarchy\r\n * @ignore\r\n */\r\nfunction _checkPrototype(classProto, thisTarget) {\r\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {\r\n if (thisProto === classProto) {\r\n return true;\r\n }\r\n thisProto = _getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name.\r\n * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.\r\n * @param target\r\n * @param unknownValue\r\n * @ignore\r\n */\r\nfunction _getObjName(target, unknownValue) {\r\n if (_hasOwnProperty(target, Prototype)) {\r\n // Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n/**\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-\r\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.\r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance.\r\n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place of\r\n * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions\r\n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r\n * ### Usage\r\n * ```typescript\r\n * import dynamicProto from \"@microsoft/dynamicproto-js\";\r\n * class ExampleClass extends BaseClass {\r\n * constructor() {\r\n * dynamicProto(ExampleClass, this, (_self, base) => {\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.newFunc = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * ...\r\n * }\r\n * }\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.myFunction = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Call the base version of the function that we are overriding\r\n * base.myFunction();\r\n * }\r\n * ...\r\n * }\r\n * _self.initialize = () => {\r\n * ...\r\n * }\r\n * // Warnings: While the following will work as _self is simply a reference to\r\n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined\r\n * // _self.initialize() function is actually gets removed from the instance and\r\n * // a proxy prototype version is created to reference the created method.\r\n * _self.initialize();\r\n * });\r\n * }\r\n * }\r\n * ```\r\n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid\r\n * @typeparam DPCls The type that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class\r\n * @param target The current \"this\" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */\r\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed theClass argument looks correct (this is a common copy/paste error)\r\n var classProto = theClass[Prototype];\r\n if (!_checkPrototype(classProto, target)) {\r\n _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As not all browser support name on the prototype creating a unique dynamic one if we have not already\r\n // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n // Get the current instance functions\r\n var instFuncs = _getInstanceFuncs(target);\r\n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support\r\n delegateFunc(target, baseFuncs);\r\n // Populate the Prototype for any overidden instance functions\r\n _populatePrototype(classProto, className, target, instFuncs);\r\n}\r\n//# sourceMappingURL=DynamicProto.js.map"],"names":[],"mappings":";;;;AAEA;AACA;AACA;AACA;AACA,IAAI,WAAW,GAAG,aAAa,CAAC;AAChC;AACA;AACA;AACA;AACA,IAAI,SAAS,GAAG,WAAW,CAAC;AAC5B;AACA;AACA;AACA;AACA,IAAI,WAAW,GAAG,UAAU,CAAC;AAC7B;AACA;AACA;AACA;AACA,IAAI,gBAAgB,GAAG,eAAe,CAAC;AACvC;AACA;AACA;AACA;AACA,IAAI,WAAW,GAAG,aAAa,CAAC;AAChC;AACA;AACA;AACA;AACA,IAAI,YAAY,GAAG,WAAW,CAAC;AAC/B;AACA;AACA;AACA;AACA,IAAI,kBAAkB,GAAG,UAAU,CAAC;AACpC;AACA;AACA;AACA;AACA,IAAI,YAAY,GAAG,WAAW,CAAC;AAC/B;AACA;AACA;AACA;AACA,IAAI,UAAU,GAAG,WAAW,CAAC;AAC7B;AACA;AACA;AACA;AACA,IAAI,kBAAkB,GAAG,eAAe,CAAC;AACzC;AACA;AACA;AACA;AACA,IAAI,aAAa,GAAG,eAAe,CAAC;AACpC;AACA;AACA;AACA;AACA,SAAS,eAAe,CAAC;AACzB;AACA;AACA;AACA;AACA,IAAI,aAAa,GAAG,eAAe,CAAC;AACpC;AACA;AACA;AACA;AACA,IAAI,MAAM,CAAC;AACX

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_instFuncProxy(thisTarget, baseProto[name]);\r\n }\r\n }\r\n // We need to find all possible functions that might be overloaded by walking the entire prototype chain\r\n // This avoids the caller from needing to check whether it's direct base class implements the function or not\r\n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes.\r\n visited.push(baseProto);\r\n baseProto = _getObjProto(baseProto);\r\n }\r\n return baseFuncs;\r\n}\r\n/**\r\n * Add the required dynamic prototype methods to the the class prototype\r\n * @param proto The class prototype\r\n * @param className The instance classname\r\n * @param target The target instance\r\n * @param baseInstFuncs The base instance functions\r\n * @ignore\r\n */\r\nfunction _populatePrototype(proto, className, target, baseInstFuncs) {\r\n function _createDynamicPrototype(proto, funcName) {\r\n var dynProtoProxy = function () {\r\n var _this = this;\r\n // We need to check whether the class name is defined directly on this prototype otherwise\r\n // it will walk the proto chain and return any parent proto classname.\r\n if (_this && _hasOwnProperty(proto, DynClassName)) {\r\n var instFunc = ((_this[DynInstFuncTable] || {})[proto[DynClassName]] || {})[funcName];\r\n if (instFunc) {\r\n // Used the instance function property\r\n return instFunc.apply(_this, arguments);\r\n }\r\n // Avoid stack overflow from recursive calling the same function\r\n _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction);\r\n }\r\n var protoFunc = proto[funcName];\r\n // Check that the prototype function is not a self reference -- try to avoid stack overflow!\r\n if (protoFunc === dynProtoProxy) {\r\n // It is so lookup the base prototype\r\n protoFunc = _getObjProto(proto)[funcName];\r\n }\r\n if (!_isFunction(protoFunc)) {\r\n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);\r\n }\r\n return protoFunc.apply(_this, arguments);\r\n };\r\n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing\r\n // via which can dynamically replace the prototype function reference)\r\n dynProtoProxy[DynProxyTag] = 1;\r\n return dynProtoProxy;\r\n }\r\n if (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncs = instFuncTable[className] = (instFuncTable[className] || {}); // fetch and assign if as it may not exist yet\r\n for (var name in target) {\r\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\r\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function\r\n instFuncs[name] = target[name];\r\n delete target[name];\r\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one\r\n if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {\r\n proto[name] = _createDynamicPrototype(proto, name);\r\n }\r\n }\r\n }\r\n }\r\n}\r\n/**\r\n * Checks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instance\r\n * @param classProto The class prototype instance\r\n * @param thisTarget The current instance that will be checked whther the passed prototype instance is in the heirarchy\r\n * @ignore\r\n */\r\nfunction _checkPrototype(classProto, thisTarget) {\r\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {\r\n if (thisProto === classProto) {\r\n return true;\r\n }\r\n thisProto = _getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name.\r\n * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.\r\n * @param target\r\n * @param unknownValue\r\n * @ignore\r\n */\r\nfunction _getObjName(target, unknownValue) {\r\n if (_hasOwnProperty(target, Prototype)) {\r\n // Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n/**\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-\r\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.\r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance.\r\n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place of\r\n * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions\r\n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r\n * ### Usage\r\n * ```typescript\r\n * import dynamicProto from \"@microsoft/dynamicproto-js\";\r\n * class ExampleClass extends BaseClass {\r\n * constructor() {\r\n * dynamicProto(ExampleClass, this, (_self, base) => {\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.newFunc = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * ...\r\n * }\r\n * }\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.myFunction = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Call the base version of the function that we are overriding\r\n * base.myFunction();\r\n * }\r\n * ...\r\n * }\r\n * _self.initialize = () => {\r\n * ...\r\n * }\r\n * // Warnings: While the following will work as _self is simply a reference to\r\n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined\r\n * // _self.initialize() function is actually gets removed from the instance and\r\n * // a proxy prototype version is created to reference the created method.\r\n * _self.initialize();\r\n * });\r\n * }\r\n * }\r\n * ```\r\n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid\r\n * @typeparam DPCls The type that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class\r\n * @param target The current \"this\" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */\r\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed theClass argument looks correct (this is a common copy/paste error)\r\n var classProto = theClass[Prototype];\r\n if (!_checkPrototype(classProto, target)) {\r\n _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As not all browser support name on the prototype creating a unique dynamic one if we have not already\r\n // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n // Get the current instance functions\r\n var instFuncs = _getInstanceFuncs(target);\r\n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support\r\n delegateFunc(target, baseFuncs);\r\n // Populate the Prototype for any overidden instance functions\r\n _populatePrototype(classProto, className, target, instFuncs);\r\n}\r\n//# sourceMappingURL=DynamicProto.js.map"],"names":["Constructor","Prototype","strFunction","DynInstFuncTable","DynProxyTag","DynClassName","UnknownValue","str__Proto","_objGetPrototypeOf","Object","_dynamicNames","_hasOwnProperty","obj","prop","hasOwnProperty","call","_isFunction","value","_isObjectOrArrayPrototype","target","Array","_isObjectArrayOrFunctionPrototype","Function","_getObjProto","newProto","_isDynamicCandidate","funcName","skipOwn","_throwTypeError","message","TypeError","_hasVisited","values","lp","length","_getObjName","unknownValue","name","theClass","delegateFunc","classProto","thisTarget","thisProto","_checkPrototype","className","instFuncs","_getInstanceFuncs","_instFuncProxy","theFunc","apply","arguments","baseFuncs","baseProto","visited","push","_getBaseFuncs","proto","baseInstFuncs","_createDynamicPrototype","dynProtoProxy","this","instFunc","protoFunc","instFuncTable","_populatePrototype"],"mappings":";;;;AAMA,IAAIA,EAAEC,cAAcC,EAAEC,KAAKC,EAAEC,EAAEC,EAAE

AAQkB,GAAM,IAAUlB,EAAOkB,KAAUoB,EAAcpB,KAE3EQ,EAAUR,GAAQlB,EAAOkB,UAClBlB,EAAOkB,KAET1B,EAAgB6C,EAAOnB,IAAUmB,EAAMnB,KAAUmB,EAAMnB,GAAMjC,MAC9DoD,EAAMnB,GAAQqB,EAAwBF,EAAOnB,MAsH7D2B,CAAmBxB,EAAYI,EAAWzB,EAAQ0B"}

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All rights reserved.\r\n// Licensed under the MIT License.\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Constructor = 'constructor';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Prototype = 'prototype';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar strFunction = 'function';\r\n/**\r\n * Used to define the name of the instance function lookup table\r\n * @ignore\r\n */\r\nvar DynInstFuncTable = '_dynInstFuncs';\r\n/**\r\n * Name used to tag the dynamic prototype function\r\n * @ignore\r\n */\r\nvar DynProxyTag = '_isDynProxy';\r\n/**\r\n * Name added to a prototype to define the dynamic prototype \"class\" name used to lookup the function table\r\n * @ignore\r\n */\r\nvar DynClassName = '_dynClass';\r\n/**\r\n * Prefix added to the classname to avoid any name clashes with other instance level properties\r\n * @ignore\r\n */\r\nvar DynClassNamePrefix = '_dynCls$';\r\n/**\r\n * Value used as the name of a class when it cannot be determined\r\n * @ignore\r\n */\r\nvar UnknownValue = '_unknown_';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar str__Proto = \"__proto__\";\r\n/**\r\n * Pre-lookup to check if we are running on a modern browser (i.e. not IE8)\r\n * @ignore\r\n */\r\nvar _objGetPrototypeOf = Object[\"getPrototypeOf\"];\r\n/**\r\n * Internal Global used to generate a unique dynamic class name, every new class will increase this value\r\n * @ignore\r\n */\r\nvar _dynamicNames = 0;\r\n/**\r\n * Helper to check if the object contains a property of the name\r\n * @ignore\r\n */\r\nfunction _hasOwnProperty(obj, prop) {\r\n return obj && Object[Prototype].hasOwnProperty.call(obj, prop);\r\n}\r\n/**\r\n * Checks if the passed of value is a function.\r\n * @param {any} value - Value to be checked.\r\n * @return {boolean} True if the value is a boolean, false otherwise.\r\n * @ignore\r\n */\r\nfunction _isFunction(value) {\r\n return typeof value === strFunction;\r\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype or Array prototype\r\n * @ignore\r\n */\r\nfunction _isObjectOrArrayPrototype(target) {\r\n return target && (target === Object[Prototype] || target === Array[Prototype]);\r\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype, Array prototype or Function prototype\r\n * @ignore\r\n */\r\nfunction _isObjectArrayOrFunctionPrototype(target) {\r\n return _isObjectOrArrayPrototype(target) || target === Function[Prototype];\r\n}\r\n/**\r\n * Helper used to get the prototype of the target object as getPrototypeOf is not available in an ES3 environment.\r\n * @ignore\r\n */\r\nfunction _getObjProto(target) {\r\n if (target) {\r\n // This method doesn't existing in older browsers (e.g. IE8)\r\n if (_objGetPrototypeOf) {\r\n return _objGetPrototypeOf(target);\r\n }\r\n // target[Constructor] May break if the constructor has been changed or removed\r\n var newProto = target[str__Proto] || target[Prototype] || target[Constructor];\r\n if (newProto) {\r\n return newProto;\r\n }\r\n }\r\n return null;\r\n}\r\n/**\r\n * Helper function to check whether the provided function name is a potential candidate for dynamic\r\n * callback and prototype generation.\r\n * @param target The target object, may be a prototpe or class object\r\n * @param funcName The function name\r\n * @param skipOwn Skips the check for own property\r\n * @ignore\r\n */\r\nfunction _isDynamicCandidate(target, funcName, skipOwn) {\r\n return (funcName !== Constructor && _isFunction(target[funcName]) && (skipOwn || _hasOwnProperty(target, funcName)));\r\n}\r\n/**\r\n * Helper to throw a TypeError exception\r\n * @param message the message\r\n * @ignore\r\n */\r\nfunction _throwTypeError(message) {\r\n throw new TypeError(\"DynamicProto: \" + message);\r\n}\r\n/**\r\n * Returns a collection of the instance functions that are defined directly on the thisTarget object, it does\r\n * not return any inherited functions\r\n * @param thisTarget The object to get the instance functions from\r\n * @ignore\r\n */\r\nfunction _getInstanceFuncs(thisTarget) {\r\n // Get the base proto\r\n var instFuncs = {};\r\n // Save any existing instance functions\r\n for (var name in thisTarget) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n if (!instFuncs[name] && _isDynamicCandidate(thisTarget, name, false)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n instFuncs[name] = thisTarget[name];\r\n }\r\n }\r\n return instFuncs;\r\n}\r\n/**\r\n * Returns whether the value is included in the array\r\n * @param values The array of values\r\n * @param value The value\r\n */\r\nfunction _hasVisited(values, value) {\r\n for (var lp = values.length - 1; lp >= 0; lp--) {\r\n if (values[lp] === value) {\r\n return true;\r\n }\r\n }\r\n return false;\r\n}\r\n/**\r\n * Returns an object that contains callback functions for all \"base/super\" functions, this is used to \"save\"\r\n * enabling calling super.xxx() functions without requiring that the base \"class\" has defined a prototype references\r\n * @param target The current instance\r\n * @ignore\r\n */\r\nfunction _getBaseFuncs(classProto, thisTarget, instFuncs) {\r\n function _instFuncProxy(target, theFunc) {\r\n return function () {\r\n return theFunc.apply(target, arguments);\r\n };\r\n }\r\n // Start creating a new baseFuncs by creating proxies for the instance functions (as they may get replaced)\r\n var baseFuncs = {};\r\n for (var name in instFuncs) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, instFuncs[name]);\r\n }\r\n // Get the base prototype functions\r\n var baseProto = _getObjProto(classProto);\r\n var visited = [];\r\n // Don't include base object functions for Object, Array or Function\r\n while (baseProto && !_isObjectArrayOrFunctionPrototype(baseProto) && !_hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, baseProto[name]);\r\n }\r\n }\r\n // We need to find all possible functions that might be overloaded by walking the entire prototype chain\r\n // This avoids the caller from needing to check whether it's direct base class implements the function or not\r\n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes.\r\n visited.push(baseProto);\r\n baseProto = _getObjProto(baseProto);\r\n }\r\n return baseFuncs;\r\n}\r\n/**\r\n * Add the required dynamic prototype methods to the the class prototype\r\n * @param proto The class prototype\r\n * @param className The instance classname\r\n * @param target The target instance\r\n * @param baseInstFuncs The base instance functions\r\n * @ignore\r\n */\r\nfunction _populatePrototype(proto, className, target, baseInstFuncs) {\r\n function _createDynamicPrototype(proto, funcName) {\r\n var dynProtoProxy = function () {\r\n var _this = this;\r\n // We need to check whether the class name is defined directly on this prototype otherwise\r\n // it will walk the proto chain and return any parent proto classname.\r\n if (_this && _hasOwnProperty(proto, DynClassName)) {\r\n var instFunc = ((_this[DynInstFuncTable] || {})[proto[DynClassName]] || {})[funcName];\r\n if (instFunc) {\r\n // Used the instance function property\r\n return instFunc.apply(_this, arguments);\r\n }\r\n // Avoid stack overflow from recursive calling the same function\r\n _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction);\r\n }\r\n var protoFunc = proto[funcName];\r\n // Check that the prototype function is not a self reference -- try to avoid stack overflow!\r\n if (protoFunc === dynProtoProxy) {\r\n // It is so lookup the base prototype\r\n protoFunc = _getObjProto(proto)[funcName];\r\n }\r\n if (!_isFunction(protoFunc)) {\r\n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);\r\n }\r\n return protoFunc.apply(_this, arguments);\r\n };\r\n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing\r\n // via which can dynamically replace the prototype function reference)\r\n dynProtoProxy[DynProxyTag] = 1;\r\n return dynProtoProxy;\r\n }\r\n if (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncs = instFuncTable[className] = (instFuncTable[className] || {}); // fetch and assign if as it may not exist yet\r\n for (var name in target) {\r\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\r\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function\r\n instFuncs[name] = target[name];\r\n delete target[name];\r\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one\r\n if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {\r\n proto[name] = _createDynamicPrototype(proto, name);\r\n }\r\n }\r\n }\r\n }\r\n}\r\n/**\r\n * Checks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instance\r\n * @param classProto The class prototype instance\r\n * @param thisTarget The current instance that will be checked whther the passed prototype instance is in the heirarchy\r\n * @ignore\r\n */\r\nfunction _checkPrototype(classProto, thisTarget) {\r\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {\r\n if (thisProto === classProto) {\r\n return true;\r\n }\r\n thisProto = _getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name.\r\n * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.\r\n * @param target\r\n * @param unknownValue\r\n * @ignore\r\n */\r\nfunction _getObjName(target, unknownValue) {\r\n if (_hasOwnProperty(target, Prototype)) {\r\n // Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n/**\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-\r\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.\r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance.\r\n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place of\r\n * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions\r\n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r\n * ### Usage\r\n * ```typescript\r\n * import dynamicProto from \"@microsoft/dynamicproto-js\";\r\n * class ExampleClass extends BaseClass {\r\n * constructor() {\r\n * dynamicProto(ExampleClass, this,

(_self, base) => {\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.newFunc = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * ...\r\n * }\r\n * }\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.myFunction = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Call the base version of the function that we are overriding\r\n * base.myFunction();\r\n * }\r\n * ...\r\n * }\r\n * _self.initialize = () => {\r\n * ...\r\n * }\r\n * // Warnings: While the following will work as _self is simply a reference to\r\n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined\r\n * // _self.initialize() function is actually gets removed from the instance and\r\n * // a proxy prototype version is created to reference the created method.\r\n * _self.initialize();\r\n * });\r\n * }\r\n * }\r\n * ```\r\n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid\r\n * @typeparam DPCls The type that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class\r\n * @param target The current \"this\" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */\r\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed theClass argument looks correct (this is a common copy/paste error)\r\n var classProto = theClass[Prototype];\r\n if (!_checkPrototype(classProto, target)) {\r\n _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As not all browser support name on the prototype creating a unique dynamic one if we have not already\r\n // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n // Get the current instance functions\r\n var instFuncs = _getInstanceFuncs(target);\r\n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support\r\n delegateFunc(target, baseFuncs);\r\n // Populate the Prototype for any overidden instance functions\r\n _populatePrototype(classProto, className, target, instFuncs);\r\n}\r\n//# sourceMappingURL=DynamicProto.js.map"],"names":[],"mappings":";;;;;;;;IAEA;IACA;IACA;IACA;IACA;IAAI,WAAW,GAAG,aAAa,CAAC;IAChC;IACA;IACA;IACA;IACA;IAAI,SAAS,GAAG,WAAW,CAAC;IAC5B;IACA;IACA;IACA;IACA;IAAI,WAAW,GAAG,UAAU,CAAC;IAC7B;IACA;IACA;IACA;IACA;IAAI,gBAAgB,GAAG,eAAe,CAAC;IACvC;IACA;IACA;IACA;IACA;IAAI,WAAW,GAAG,aAAa,CAAC;IAChC;IACA;IACA;IACA;IAAI,YAAY,GAAG,WAAW,CAAC;IAC/B;IACA;IACA;IACA;IACA;IAAI,UAAU,GAAG,WAAW,CAAC;IAC7B;IACA;IACA;IACA;IACA;IAAI,kBAAkB,GAAG,MAAM,CAAC,gBAAgB,CAAC,CAAC;IAClD;IACA;IACA;IACA;IACA;IAAI,aAAa,GAAG,CAAC,CAAC;IACtB;IACA;IACA;IACA;IACA,SAAS,eAAe,CAAC,GAAG,EAAE;IACpC;IAAI,OAAO,GAAG,IAAI,EAAE;IACpC;IAAI,OAAO,GAAG,IAAI,MAAM,CAAC,WAAW,CAAC;IACrC;IACA;IACA;IACA;IACA;IACA;IACA,SAAS,WAAW,CAAC,KAAK,EAAE;IAC5B,IAAI,OAAO,OAAO,KAAK,KAAK,WAAW,CAAC;IACxC,CAAC;IACD;IACA;IACA;IACA;IACA;IACA;IACA,SAAS,yBAAyB,CAAC,MAAM,EAAE;IAC3C,IAAI,OAAO,MAAM,KAAK,MAAM,KAAK,KAAK,MAAM,CAAC,SAAS,CAAC,IAAI,MAAM,KAAK,KAAK,CAAC,SAAS,CAAC,CAAC,CAAC;IACnF,CAAC;IACD;IACA;IACA;IACA;IACA,SAAS,iCAAiC,CAAC,MAAM,EAAE;IACnD,IAAI,OAAO,yBAAyB,CAAC,MAAM,CAAC,IAAI,MAAM,KAAK,QAAQ,CAAC,CAAC,SAAS,CAAC,CAAC;IAC/E;IACA;IACD;IACA;IACA;IACA;IACA,SAAS,YAAY,CAAC,MAAM,EAAE;IAC9B,IAAI,IAAI,MAAM,EAAE;IAChB;IACA,QAAQ,IAAI,kBAAkB,EAAE;IAChC,YAAY,OAAO,kBAAkB,CAAC,MAAM,CAAC,CAAC;IAC9C,SAAS;IACT;IACA,QAAQ,IAAI,QAAQ,GAAG,MAAM,CAAC,IAAI,MAAM,CAAC,CAAC,WAAW,CAAC,CAAC,SAAS,CAAC,CAAC;IACpD,QAAQ,CAAC,SAAS,CAAC,CAAC;IAC5B;IAC/E;IACA;IACA;IACA;IACA,SAAS,YAAY,CAAC,MAAM,EAAE;IAC9B,IAAI,IAAI,MAAM,EAAE;IAChB;IACA,QAAQ,IAAI,kBAAkB,EAAE;IAChC,YAAY,OAAO,kBAAkB,CAAC,MAAM,CAAC,CAAC;IAC9C,SAAS;IACT,KAAK;IACL,IAAI,OAAO,IAAI,CAAC;IAChB;IACA,QAAQ,IAAI,kBAAkB,EAAE;IAChC,YAAY,OAAO,kBAAkB,CAAC,MAAM,CAAC,CAAC;IAC9C,SAAS;IACT,KAAK;IACL,IAAI,OAAO,IAAI,MAAM,CAAC,IAAI,MAAM,CAAC,CAAC,WAAW,CAAC,CAAC,SAAS,CAAC,CAAC;IAC1D,QAAQ,CAAC,SAAS,CAAC,CAAC;IAC5B;IAC/E;IACA;IACA;IACA;IACA,SAAS,YAAY,CAAC,MAAM,EAAE;IAC9B,IAAI,IAAI,MAAM,EAAE

Copyright © Microsoft Corporation. All rights reserved.\r\n// Licensed under the MIT License.\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Constructor = 'constructor';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Prototype = 'prototype';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar strFunction = 'function';\r\n/**\r\n * Used to define the name of the instance function lookup table\r\n * @ignore\r\n */\r\nvar DynInstFuncTable = '_dynInstFuncs';\r\n/**\r\n * Name used to tag the dynamic prototype function\r\n * @ignore\r\n */\r\nvar DynProxyTag = '_isDynProxy';\r\n/**\r\n * Name added to a prototype to define the dynamic prototype \"class\" name used to lookup the function table\r\n * @ignore\r\n */\r\nvar DynClassName = '_dynClass';\r\n/**\r\n * Prefix added to the classname to avoid any name clashes with other instance level properties\r\n * @ignore\r\n */\r\nvar DynClassNamePrefix = '_dynCls$';\r\n/**\r\n * Value used as the name of a class when it cannot be determined\r\n * @ignore\r\n */\r\nvar UnknownValue = '_unknown_';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar str__Proto = \"__proto__\";\r\n/**\r\n * Pre-lookup to check if we are running on a modern browser (i.e. not IE8)\r\n * @ignore\r\n */\r\nvar _objGetPrototypeOf = Object[\"getPrototypeOf\"];\r\n/**\r\n * Internal Global used to generate a unique dynamic class name, every new class will increase this value\r\n * @ignore\r\n */\r\nvar _dynamicNames = 0;\r\n/**\r\n * Helper to check if the object contains a property of the name\r\n * @ignore\r\n */\r\nfunction _hasOwnProperty(obj, prop) {\r\n return obj && Object[Prototype].hasOwnProperty.call(obj, prop);\r\n}\r\n/**\r\n * Checks if the passed of value is a function.\r\n * @param {any} value - Value to be checked.\r\n * @return {boolean} True if the value is a boolean, false otherwise.\r\n * @ignore\r\n */\r\nfunction _isFunction(value) {\r\n return typeof value === strFunction;\r\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype or Array prototype\r\n * @ignore\r\n */\r\nfunction _isObjectOrArrayPrototype(target) {\r\n return target && (target === Object[Prototype] || target === Array[Prototype]);\r\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype, Array prototype or Function prototype\r\n * @ignore\r\n */\r\nfunction _isObjectArrayOrFunctionPrototype(target) {\r\n return _isObjectOrArrayPrototype(target) || target === Function[Prototype];\r\n}\r\n/**\r\n * Helper used to get the prototype of the target object as getPrototypeOf is not available in an ES3 environment.\r\n * @ignore\r\n */\r\nfunction _getObjProto(target) {\r\n if (target) {\r\n // This method doesn't existing in older browsers (e.g. IE8)\r\n if (_objGetPrototypeOf) {\r\n return _objGetPrototypeOf(target);\r\n }\r\n // target[Constructor] May break if the constructor has been changed or removed\r\n var newProto = target[str__Proto] || target[Prototype] || target[Constructor];\r\n if (newProto) {\r\n return newProto;\r\n }\r\n }\r\n return null;\r\n}\r\n/**\r\n * Helper function to check whether the provided function name is a potential candidate for dynamic\r\n * callback and prototype generation.\r\n * @param target The target object, may be a prototpe or class object\r\n * @param funcName The function name\r\n * @param skipOwn Skips the check for own property\r\n * @ignore\r\n */\r\nfunction _isDynamicCandidate(target, funcName, skipOwn) {\r\n return (funcName !== Constructor && _isFunction(target[funcName]) && (skipOwn || _hasOwnProperty(target, funcName)));\r\n}\r\n/**\r\n * Helper to throw a TypeError exception\r\n * @param message the message\r\n * @ignore\r\n */\r\nfunction _throwTypeError(message) {\r\n throw new TypeError(\"DynamicProto: \" + message);\r\n}\r\n/**\r\n * Returns a collection of the instance functions that are defined directly on the thisTarget object, it does\r\n * not return any inherited functions\r\n * @param thisTarget The object to get the instance functions from\r\n * @ignore\r\n */\r\nfunction _getInstanceFuncs(thisTarget) {\r\n // Get the base proto\r\n var instFuncs = {};\r\n // Save any existing instance functions\r\n for (var name in thisTarget) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n if (!instFuncs[name] && _isDynamicCandidate(thisTarget, name, false)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n instFuncs[name] = thisTarget[name];\r\n }\r\n }\r\n return instFuncs;\r\n}\r\n/**\r\n * Returns whether the value is included in the array\r\n * @param values The array of values\r\n * @param value The value\r\n */\r\nfunction _hasVisited(values, value) {\r\n for (var lp = values.length - 1; lp >= 0; lp--) {\r\n if (values[lp] === value) {\r\n return true;\r\n }\r\n }\r\n return false;\r\n}\r\n/**\r\n * Returns an object that contains callback functions for all \"base/super\" functions, this is used to \"save\"\r\n * enabling calling super.xxx() functions without requiring that the base \"class\" has defined a prototype references\r\n * @param target The current instance\r\n * @ignore\r\n */\r\nfunction _getBaseFuncs(classProto, thisTarget, instFuncs) {\r\n function _instFuncProxy(target, theFunc) {\r\n return function () {\r\n return theFunc.apply(target, arguments);\r\n };\r\n }\r\n // Start creating a new baseFuncs by creating proxies for the instance functions (as they may get replaced)\r\n var baseFuncs = {};\r\n for (var name in instFuncs) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, instFuncs[name]);\r\n }\r\n // Get the base prototype functions\r\n var baseProto = _getObjProto(classProto);\r\n var visited = [];\r\n // Don't include base object functions for Object, Array or Function\r\n while (baseProto && !_isObjectArrayOrFunctionPrototype(baseProto) && !_hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, baseProto[name]);\r\n }\r\n }\r\n // We need to find all possible functions that might be overloaded by walking the entire prototype chain\r\n // This avoids the caller from needing to check whether it's direct base class implements the function or not\r\n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes.\r\n visited.push(baseProto);\r\n baseProto = _getObjProto(baseProto);\r\n }\r\n return baseFuncs;\r\n}\r\n/**\r\n * Add the required dynamic prototype methods to the the class prototype\r\n * @param proto The class prototype\r\n * @param className The instance classname\r\n * @param target The target instance\r\n * @param baseInstFuncs The base instance functions\r\n * @ignore\r\n */\r\nfunction _populatePrototype(proto, className, target, baseInstFuncs) {\r\n function _createDynamicPrototype(proto, funcName) {\r\n var dynProtoProxy = function () {\r\n var _this = this;\r\n // We need to check whether the class name is defined directly on this prototype otherwise\r\n // it will walk the proto chain and return any parent proto classname.\r\n if (_this && _hasOwnProperty(proto, DynClassName)) {\r\n var instFunc = ((_this[DynInstFuncTable] || {})[proto[DynClassName]] || {})[funcName];\r\n if (instFunc) {\r\n // Used the instance function property\r\n return instFunc.apply(_this, arguments);\r\n }\r\n // Avoid stack overflow from recursive calling the same function\r\n _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction);\r\n }\r\n var protoFunc = proto[funcName];\r\n // Check that the prototype function is not a self reference -- try to avoid stack overflow!\r\n if (protoFunc === dynProtoProxy) {\r\n // It is so lookup the base prototype\r\n protoFunc = _getObjProto(proto)[funcName];\r\n }\r\n if (!_isFunction(protoFunc)) {\r\n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);\r\n }\r\n return protoFunc.apply(_this, arguments);\r\n };\r\n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing\r\n // via which can dynamically replace the prototype function reference)\r\n dynProtoProxy[DynProxyTag] = 1;\r\n return dynProtoProxy;\r\n }\r\n if (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncs = instFuncTable[className] = (instFuncTable[className] || {}); // fetch and assign if as it may not exist yet\r\n for (var name in target) {\r\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\r\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function\r\n instFuncs[name] = target[name];\r\n delete target[name];\r\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one\r\n if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {\r\n proto[name] = _createDynamicPrototype(proto, name);\r\n }\r\n }\r\n }\r\n }\r\n}\r\n/**\r\n * Checks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instance\r\n * @param classProto The class prototype instance\r\n * @param thisTarget The current instance that will be checked whther the passed prototype instance is in the heirarchy\r\n * @ignore\r\n */\r\nfunction _checkPrototype(classProto, thisTarget) {\r\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {\r\n if (thisProto === classProto) {\r\n return true;\r\n }\r\n thisProto = _getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name.\r\n * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.\r\n * @param target\r\n * @param unknownValue\r\n * @ignore\r\n */\r\nfunction _getObjName(target, unknownValue) {\r\n if (_hasOwnProperty(target, Prototype)) {\r\n // Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n/**\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-\r\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.\r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance.\r\n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place of\r\n * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions\r\n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r\n * ### Usage\r\n * ```typescript\r\n * import dynamicProto from \"@microsoft/dynamicproto-js\";\r\n * class ExampleClass extends BaseClass {\r\n * constructor() {\r\n * dynamicProto(ExampleClass, this, (_self, base) => {\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.newFunc = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * ...\r\n * }\r\n * }\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.myFunction = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Call the base version of the function that we are overriding\r\n * base.myFunction();\r\n * }\r\n * ...\r\n * }\r\n * _self.initialize = () => {\r\n * ...\r\n * }\r\n * //

Warnings: While the following will work as _self is simply a reference to\r\n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined\r\n * // _self.initialize() function is actually gets removed from the instance and\r\n * // a proxy prototype version is created to reference the created method.\r\n * _self.initialize();\r\n * });\r\n * }\r\n * }\r\n * ```\r\n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid\r\n * @typeparam DPCls The type that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class\r\n * @param target The current \"this\" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */\r\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed theClass argument looks correct (this is a common copy/paste error)\r\n var classProto = theClass[Prototype];\r\n if (!_checkPrototype(classProto, target)) {\r\n _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As not all browser support name on the prototype creating a unique dynamic one if we have not already\r\n // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n // Get the current instance functions\r\n var instFuncs = _getInstanceFuncs(target);\r\n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support\r\n delegateFunc(target, baseFuncs);\r\n // Populate the Prototype for any overidden instance functions\r\n _populatePrototype(classProto, className, target, instFuncs);\r\n}\r\n//# sourceMappingURL=DynamicProto.js.map"],"names":["Constructor","Prototype","strFunction","DynInstFuncTable","DynProxyTag","DynClassName","UnknownValue","str__Proto","_objGetPrototypeOf","Object","_dynamicNames","_hasOwnProperty","obj","prop","hasOwnProperty","call","_isFunction","value","_isObjectOrArrayPrototype","target","Array","_isObjectArrayOrFunctionPrototype","Function","_getObjProto","newProto","_isDynamicCandidate","funcName","skipOwn","_throwTypeError","message","TypeError","_hasVisited","values","lp","length","_getObjName","unknownValue","name","theClass","delegateFunc","classProto","thisTarget","thisProto","_checkPrototype","className","instFuncs","_getInstanceFuncs","_instFuncProxy","theFunc","apply","arguments","baseFuncs","baseProto","visited","push","_getBaseFuncs","proto","baseInstFuncs","_createDynamicPrototype","dynProtoProxy","this","instFunc","protoFunc","instFuncTable","_populatePrototype"],"mappings":";;;;4FAMA,IAAIA,EAAc,cAKdC,EAAY,YAKZC,EAAc,WAKdC,EAAmB,gBAKnBC,EAAc,cAKdC,EAAe,YAKfC,EAAa,YAKbC,EAAqB,OAAuB,eAK5CC,EAAgB,EAKpB,SAASC,EAAgBC,EAAgBC,EAAgB

_getBaseFuncs(classProto, thisTarget, instFuncs) {\r\n function _instFuncProxy(target, theFunc) {\r\n return function () {\r\n return theFunc.apply(target, arguments);\r\n };\r\n }\r\n // Start creating a new baseFuncs by creating proxies for the instance functions (as they may get replaced)\r\n var baseFuncs = {};\r\n for (var name in instFuncs) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, instFuncs[name]);\r\n }\r\n // Get the base prototype functions\r\n var baseProto = _getObjProto(classProto);\r\n var visited = [];\r\n // Don't include base object functions for Object, Array or Function\r\n while (baseProto && !_isObjectArrayOrFunctionPrototype(baseProto) && !_hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, baseProto[name]);\r\n }\r\n }\r\n // We need to find all possible functions that might be overloaded by walking the entire prototype chain\r\n // This avoids the caller from needing to check whether it's direct base class implements the function or not\r\n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes.\r\n visited.push(baseProto);\r\n baseProto = _getObjProto(baseProto);\r\n }\r\n return baseFuncs;\r\n}\r\n/**\r\n * Add the required dynamic prototype methods to the the class prototype\r\n * @param proto The class prototype\r\n * @param className The instance classname\r\n * @param target The target instance\r\n * @param baseInstFuncs The base instance functions\r\n * @ignore\r\n */\r\nfunction _populatePrototype(proto, className, target, baseInstFuncs) {\r\n function _createDynamicPrototype(proto, funcName) {\r\n var dynProtoProxy = function () {\r\n var _this = this;\r\n // We need to check whether the class name is defined directly on this prototype otherwise\r\n // it will walk the proto chain and return any parent proto classname.\r\n if (_this && _hasOwnProperty(proto, DynClassName)) {\r\n var instFunc = ((_this[DynInstFuncTable] || {})[proto[DynClassName]] || {})[funcName];\r\n if (instFunc) {\r\n // Used the instance function property\r\n return instFunc.apply(_this, arguments);\r\n }\r\n // Avoid stack overflow from recursive calling the same function\r\n _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction);\r\n }\r\n var protoFunc = proto[funcName];\r\n // Check that the prototype function is not a self reference -- try to avoid stack overflow!\r\n if (protoFunc === dynProtoProxy) {\r\n // It is so lookup the base prototype\r\n protoFunc = _getObjProto(proto)[funcName];\r\n }\r\n if (!_isFunction(protoFunc)) {\r\n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);\r\n }\r\n return protoFunc.apply(_this, arguments);\r\n };\r\n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing\r\n // via which can dynamically replace the prototype function reference)\r\n dynProtoProxy[DynProxyTag] = 1;\r\n return dynProtoProxy;\r\n }\r\n if (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncs = instFuncTable[className] = (instFuncTable[className] || {}); // fetch and assign if as it may not exist yet\r\n for (var name in target) {\r\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\r\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function\r\n instFuncs[name] = target[name];\r\n delete target[name];\r\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one\r\n if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {\r\n proto[name] = _createDynamicPrototype(proto, name);\r\n }\r\n }\r\n }\r\n}\r\n/**\r\n * Checks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instance\r\n * @param classProto The class prototype instance\r\n * @param thisTarget The current instance that will be checked whther the passed prototype instance is in the heirarchy\r\n * @ignore\r\n */\r\nfunction _checkPrototype(classProto, thisTarget) {\r\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {\r\n if (thisProto === classProto) {\r\n return true;\r\n }\r\n thisProto = _getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name.\r\n * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.\r\n * @param target\r\n * @param unknownValue\r\n * @ignore\r\n */\r\nfunction _getObjName(target, unknownValue) {\r\n if (_hasOwnProperty(target, Prototype)) {\r\n // Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n/**\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-\r\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.\r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance.\r\n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place of\r\n * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions\r\n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r\n * ### Usage\r\n * ```typescript\r\n * import dynamicProto from \"@microsoft/dynamicproto-js\";\r\n * class ExampleClass extends BaseClass {\r\n * constructor() {\r\n * dynamicProto(ExampleClass, this, (_self, base) => {\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.newFunc = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * ...\r\n * }\r\n * }\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.myFunction = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Call the base version of the function that we are overriding\r\n * base.myFunction();\r\n * }\r\n * ...\r\n * }\r\n * _self.initialize = () => {\r\n * ...\r\n * }\r\n * // Warnings: While the following will work as _self is simply a reference to\r\n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined\r\n * // _self.initialize() function is actually gets removed from the instance and\r\n * // a proxy prototype version is created to reference the created method.\r\n * _self.initialize();\r\n * });\r\n * }\r\n * }\r\n * ```\r\n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid\r\n * @typeparam DPCls The type that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class\r\n * @param target The current \"this\" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */\r\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed theClass argument looks correct (this is a common copy/paste error)\r\n var classProto = theClass[Prototype];\r\n if (!_checkPrototype(classProto, target)) {\r\n _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As not all browser support name on the prototype creating a unique dynamic one if we have not already\r\n // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n // Get the current instance functions\r\n var instFuncs = _getInstanceFuncs(target);\r\n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support\r\n delegateFunc(target, baseFuncs);\r\n // Populate the Prototype for any overidden instance functions\r\n _populatePrototype(classProto, className, target, instFuncs);\r\n}\r\n//# 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doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, baseProto[name]);\r\n }\r\n }\r\n // We need to find all possible functions that might be overloaded by walking the entire prototype chain\r\n // This avoids the caller from needing to check whether it's direct base class implements the function or not\r\n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes.\r\n visited.push(baseProto);\r\n baseProto = _getObjProto(baseProto);\r\n }\r\n return baseFuncs;\r\n}\r\n/**\r\n * Add the required dynamic prototype methods to the the class prototype\r\n * @param proto The class prototype\r\n * @param className The instance classname\r\n * @param target The target instance\r\n * @param baseInstFuncs The base instance functions\r\n * @ignore\r\n */\r\nfunction _populatePrototype(proto, className, target, baseInstFuncs) {\r\n function _createDynamicPrototype(proto, funcName) {\r\n var dynProtoProxy = function () {\r\n var _this = this;\r\n // We need to check whether the class name is defined directly on this prototype otherwise\r\n // it will walk the proto chain and return any parent proto classname.\r\n if (_this && _hasOwnProperty(proto, DynClassName)) {\r\n var instFunc = ((_this[DynInstFuncTable] || {})[proto[DynClassName]] || {})[funcName];\r\n if (instFunc) {\r\n // Used the instance function property\r\n return instFunc.apply(_this, arguments);\r\n }\r\n // Avoid stack overflow from recursive calling the same function\r\n _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction);\r\n }\r\n var protoFunc = proto[funcName];\r\n // Check that the prototype function is not a self reference -- try to avoid stack overflow!\r\n if (protoFunc === dynProtoProxy) {\r\n // It is so lookup the base prototype\r\n protoFunc = _getObjProto(proto)[funcName];\r\n }\r\n if (!_isFunction(protoFunc)) {\r\n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);\r\n }\r\n return protoFunc.apply(_this, arguments);\r\n };\r\n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing\r\n // via which can dynamically replace the prototype function reference)\r\n dynProtoProxy[DynProxyTag] = 1;\r\n return dynProtoProxy;\r\n }\r\n if (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncs = instFuncTable[className] = (instFuncTable[className] || {}); // fetch and assign if as it may not exist yet\r\n for (var name in target) {\r\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\r\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function\r\n instFuncs[name] = target[name];\r\n delete target[name];\r\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one\r\n if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {\r\n proto[name] = _createDynamicPrototype(proto, name);\r\n }\r\n }\r\n }\r\n }\r\n}\r\n/**\r\n * Checks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instance\r\n * @param classProto The class prototype instance\r\n * @param thisTarget The current instance that will be checked whther the passed prototype instance is in the heirarchy\r\n * @ignore\r\n */\r\nfunction _checkPrototype(classProto, thisTarget) {\r\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {\r\n if (thisProto === classProto) {\r\n return true;\r\n }\r\n thisProto = _getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name.\r\n * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.\r\n * @param target\r\n * @param unknownValue\r\n * @ignore\r\n */\r\nfunction _getObjName(target, unknownValue) {\r\n if (_hasOwnProperty(target, Prototype)) {\r\n // Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n/**\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-\r\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.\r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance.\r\n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place of\r\n * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions\r\n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r\n * ### Usage\r\n * ```typescript\r\n * import dynamicProto from \"@microsoft/dynamicproto-js\";\r\n * class ExampleClass extends BaseClass {\r\n * constructor() {\r\n * dynamicProto(ExampleClass, this, (_self, base) => {\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.newFunc = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * ...\r\n * }\r\n * }\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.myFunction = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Call the base version of the function that we are overriding\r\n * base.myFunction();\r\n * }\r\n * ...\r\n * }\r\n * _self.initialize = () => {\r\n * ...\r\n * }\r\n * // Warnings: While the following will work as _self is simply a reference to\r\n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined\r\n * // _self.initialize() function is actually gets removed from the instance and\r\n * // a proxy prototype version is created to reference the created method.\r\n * _self.initialize();\r\n * });\r\n * }\r\n * ```\r\n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid\r\n * @typeparam DPCls The type that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class\r\n * @param target The current \"this\" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */\r\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed theClass argument looks correct (this is a common copy/paste error)\r\n var classProto = theClass[Prototype];\r\n if (!_checkPrototype(classProto, target)) {\r\n _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As not all browser support name on the prototype creating a unique dynamic one if we have not already\r\n // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n // Get the current instance functions\r\n var instFuncs = _getInstanceFuncs(target);\r\n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support\r\n delegateFunc(target, baseFuncs);\r\n // Populate the Prototype for any overidden instance functions\r\n _populatePrototype(classProto, className, target, instFuncs);\r\n}\r\n//# sourceMappingURL=DynamicProto.js.map"],"names":["Constructor","Prototype","strFunction","DynInstFuncTable","DynProxyTag","DynClassName","UnknownValue","str__Proto","_objGetPrototypeOf","Object","_dynamicNames","_hasOwnProperty","obj","prop","hasOwnProperty","call","_isFunction","value","_isObjectOrArrayPrototype","target","Array","_isObjectArrayOrFunctionPrototype","Function","_getObjProto","newProto","_isDynamicCandidate","funcName","skipOwn","_throwTypeError","message","TypeError","_hasVisited","values","lp","length","_getObjName","unknownValue","name","theClass","delegateFunc","classProto","thisTarget","thisProto","_checkPrototype","className","instFuncs","_getInstanceFuncs","_instFuncProxy","theFunc","apply","arguments","baseFuncs","baseProto","visited","push","_getBaseFuncs","proto","baseInstFuncs","_createDynamicPrototype","dynProtoProxy","this","instFunc","protoFunc","instFuncTable","_populatePrototype"],"mappings":";;;;yCAMA,IAAIA,EAAAC,cAAAC,EAAAF,cAAAG,EAAAH,cAAAI,EAAAJ,cAAAK,EAAAL,cAAAM,EAAAN,cAAAO,EAAAP,cAAAQ,EAAAR,cAAAS,EAAAT,cAAAU,EAAAV,cAAAW,EAAAX,cAAAY,EAAAZ,cAAAa,EAAAb,cAAAc,EAAAd,cAAAe,EAAAf,cAAAgB,EAAAhB,cAAAiB,EAAAjB,cAAAkB,EAAAlB,cAAAmB,EAAAnB,cAAAoB,EAAApB,cAAAqB,EAAArB,cAAAsB,EAAAtB,cAAAuB,EAAAvB,cAAAwB,EAAAxB,cAAAyB,EAAAzB,cAAA0B,EAAA1B,cAAA2B,EAAA3B,cAAA4B,EAAA5B,cAAA6B,EAAA7B,cAAA8B,EAAA9B,cAAA+B,EAAA/B,cAAAgC,EAAAhC,cAAAiC,EAAAjC,cAAAkC,EAAAlC,cAAAmC,EAAAnC,cAAAoC,EAAApC,cAAAqC,EAAArC,cAAAsC,EAAAtC,cAAAuC,EAAAvC,cAAAwC,EAAAxC,cAAAyC,EAAAzC,cAAA0C,EAAA1C,cAAA2C,EAAA3C,cAAA4C,EAAA5C,cAAA6C,EAAA7C,cAAA8C,EAAA9C,cAAA+C,EAAA/C,cAAAgD,EAAAhD,cAAAiD,EAAAjD,cAAAkD,EAAAlD,cAAAmD,EAAAnD,cAAAoD,EAAApD,cAAAqD,EAAArD,cAAAsD,EAAAtD,cAAAuD,EAAAvD,cAAAwD,EAAAxD,cAAAyD,EAAAzD,cAAA0D,EAAA1D,cAAA2D,EAAA3D,cAAA4D,EAAA5D,cAAA6D,EAAA7D,cAAA8D,EAAA9D,cAAA+D,EAAA/D,cAAAgE,EAAAhE,cAAAiE,EAAAjE,cAAAkE,EAAAlE,cAAAmE,EAAAnE,cAAAoE,EAAApE,cAAAqE,EAAArE,cAAAsE,EAAAtE,cAAAuE,EAAAvE,cAAAwE,EAAAxE,cAAAyE,EAAAzE,cAAA0E,EAAA1E,cAAA2E,EAAA3E,cAAA4E,EAAA5E,cAAA6E,EAAA7E,cAAA8E,EAAA9E,cAAA+E,EAAA/E,cAAAgF,EAAAhF,cAAAiF,EAAAjF,cAAAkF,EAAAlF,cAAAmF,EAAAnF,cAAAoF,EAAApF,cAAAqF,EAAArF,cAAAsF,EAAAtF,cAAAuF,EAAAvF,cAAAwF,EAAAxF,cAAAyF,EAAAzF,cAAA0F,EAAA1F,cAAA2F,EAAA3F,cAAA4F,EAAA5F,cAAA6F,EAAA7F,cAAA8F,EAAA9F,cAAA+F,EAAA/F,cAAAgG,EAAAhG,cAAAiG,EAAAjG,cAAAkG,EAAAlG,cAAAmG,EAAAnG,cAAAoG,EAAApG,cAAAqG,EAAArG,cAAAsG,EAAAtG,cAAAuG,EAAAvG,cAAAwG,EAAAxG,cAAAyG,EAAAzG,cAAA0G,EAAA1G,cAAA2G,EAAA3G,cAAA4G,EAAA5G,cAAA6G,EAAA7G,cAAA8G,EAAA9G,cAAA+G,EAAA/G,cAAAgH,EAAAhH,cAAAiH,EAAAjH,cAAAkH,EAAAlH,cAAAmH,EAAAnH,cAAAoH,EAAApH,cAAAqH,EAAArH,cAAAsH,EAAAtH,cAAAuH,EAAAvH,cAAAwH,EAAAxH,cAAAyH,EAAAzH,cAAA0H,EAAA1H,cAAA2H,EAAA3H,cAAA4H,EAAA5H,cAAA6H,EAAA7H,cAAA8H,EAAA9H,cAAA+H,EAAA/H,cAAAgI,EAAAhI,cAAAiI,EAAAjI,cAAAkI,EAAAlI,cAAAmI,EAAAnI,cAAAoI,EAAApI,cAAAqI,EAAArI,cAAAsI,EAAAtI,cAAAuI,EAAAvI,cAAAwI,EAAAxI,cAAAyI,EAAAzI,cAAA0I,EAAA1I,cAAA2I,EAAA3I,cAAA4I,EAAA5I,cAAA6I,EAAA7I,cAAA8I,EAAA9I,cAAA+I,EAAA/I,cAAAgJ,EAAAhJ,cAAAiJ,EAAAjJ,cAAAkJ,EAAAlJ,cAAAmJ,EAAAnJ,cAAAoJ,EAAApJ,cAAAqJ,EAAArJ,cAAAsJ,EAAAtJ,cAAAuJ,EAAAvJ,cAAAwJ,EAAAxJ,cAAAyJ,EAAAzJ,cAAA0J,EAAA1J,cAAA2J,EAAA3J,cAAA4J,EAAA5J,cAAA6J,EAAA7J,cAAA8J,EAAA9J,cAAA+J,EAAA/J,cAAAgK,EAAAhK,cAAAiK,EAAAjK,cAAAkK,EAAAlK,cAAAmK,EAAAnK,cAAAoK,EAAApK,cAAAqK,EAAArK,cAAAsK,EAAAtK,cAAAuK,EAAAvK,cAAAwK,EAAAxK,cAAAyK,EAAAzK,cAAA0K,EAAA1K,cAAA2K,EAAA3K,cAAA4K,EAAA5K,cAAA6K,EAAA7K,cAAA8K,EAAA9K,cAAA+K,EAAA/K,cAAAgL,EAAAhL,cAAAiL,EAAAjL,cAAAkL,EAAAlL,cAAAmL,EAAAnL,cAAAoL,EAAApL,cAAAqL,EAAArL,cAAAsL,EAAAtL,cAAAuL,EAAAvL,cAAAwL,EAAAxL,cAAAyL,EAAAzL,cAAA0L,EAAA1L,cAAA2L,EAAA3L,cAAA4L,EAAA5L,cAAA6L,EAAA7L,cAAA8L,EAAA9L,cAAA+L,EAAA/L,cAAAgM,EAAAhM,cAAAiM,EAAAjM,cAAAkM,EAAAlM,cAAAmM,EAAAnM,cAAAoM,EAAApM,cAAAqM,EAAArM,cAAAsM,EAAAtM,cAAAuM,EAAAvM,cAAAwM,EAAAxM,cAAAyM,EAAAzM,cAAA0M,EAAA1M,cAAA2M,EAAA3M,cAAA4M,EAAA5M,cAAA6M,EAAA7M,cAAA8M,EAAA9M,cAAA+M,EAAA/M,cAAAgN,EAAAhN,cAAAiN,EAAAjN,cAAAkN,EAAAlN,cAAAmN,EAAAnN,cAAAoN,EAAApN,cAAAqN,EAAArN,cAAAsN,EAAAtN,cAAAuN,EAAAvN,cAAAwN,EAAAxN,cAAAyN,EAAAzN,cAAA0N,EAAA1N,cAAA2N,EAAA3N,cAAA4N,EAAA5N,cAAA6N,EAAA7N,cAAA8N,EAAA9N,cAAA+N,EAAA/N,cAAAgO,EAAAhO,cAAAiO,EAAAjO,cAAAkO,EAAAlO,cAAAmO,EAAAnO,cAAAoO,EAAApO,cAAAqO,EAAArO,cAAAsO,EAAAtO,cAAAuO,EAAAvO,cAAAwO,EAAAxO,cAAAyO,EAAAzO,cAAA0O,EAAA1O,cAAA2O,EAAA3O,cAAA4O,EAAA5O,cAAA6O,EAAA7O,cAAA8O,EAAA9O,cAAA+O,EAAA/O,cAAAgP,EAAAhP,cAAAiP,EAAAjP,cAAAkP,EAAAlP,cAAAmP,EAAAnP,cAAAoP,EAAApP,cAAAqP,EAAArP,cAAAsP,EAAAtP,cAAAuP,EAAAvP,cAAAwP,EAAAxP,cAAAyP,EAAAzP,cAAA0P,EAAA1P,cAAA2P,EAAA3P,cAAA4P,EAAA5P,cAAA6P,EAAA7P,cAAA8P,EAAA9P,cAAA+P,EAAA/P,cAAAgQ,EAAAhQ,cAAAiQ,EAAAjQ,cAAAkQ,EAAAlQ,cAAAmQ,EAAAnQ,cAAAoQ,EAAApQ,cAAAqQ,EAAArQ,cAAAsQ,EAAAtQ,cAAAuQ,EAAAvQ,cAAAwQ,EAAAxQ,cAAAyQ,EAAAzQ,cAAA0Q,EAAA1Q,cAAA2Q,EAAA3Q,cAAA4Q,EAAA5Q,cAAA6Q,EAAA7Q,cAAA8Q,EAAA9Q,cAAA+Q,EAAA/Q,cAAAgR,EAAAhR,cAAAiR,EAAAjR,cAAAkR,EAAAlR,cAAAmR,EAAAnR,cAAAoR,EAAApR,cAAAqR,EAAArR,cAAAsR,EAAAtR,cAAAuR,EAAAvR,cAAAwR,EAAAxR,cAAAyR,EAAAzR,cAAA0R,EAAA1R,cAAA2R,EAAA3R,cAAA4R,EAAA5R,cAAA6R,EAAA7R,cAAA8R,EAAA9R,cAAA+R,EAAA/R,cAAAgS,EAAAhS,cAAAiS,EAAAjS,cAAAkS,EAAAlS,cAAAmS,EAAAnS,cAAAoS,EA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_super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions\r\n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r\n * ### Usage\r\n * ```typescript\r\n * import dynamicProto from \"@microsoft/dynamicproto-js\";\r\n * class ExampleClass extends BaseClass {\r\n * constructor() {\r\n * dynamicProto(ExampleClass, this, (_self, base) => {\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.newFunc = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * ...\r\n * }\r\n * }\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.myFunction = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Call the base version of the function that we are overriding\r\n * base.myFunction();\r\n * }\r\n * ...\r\n * }\r\n * _self.initialize = () => {\r\n * ...\r\n * }\r\n * // Warnings: While the following will work as _self is simply a reference to\r\n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined\r\n * // _self.initialize() function is actually gets removed from the instance and\r\n * // a proxy prototype version is created to reference the created method.\r\n * _self.initialize();\r\n * });\r\n * }\r\n * }\r\n * ```\r\n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid\r\n * @typeparam DPCls The type that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class\r\n * @param target The current \"this\" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */\r\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed theClass argument looks correct (this is a common copy/paste error)\r\n var classProto = theClass[Prototype];\r\n if (!_checkPrototype(classProto, target)) {\r\n _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As not all browser support name on the prototype creating a unique dynamic one if we have not already\r\n // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n // Get the current instance functions\r\n var instFuncs = _getInstanceFuncs(target);\r\n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support\r\n delegateFunc(target, baseFuncs);\r\n // Populate the Prototype for any overidden instance functions\r\n _populatePrototype(classProto, className, target, instFuncs);\r\n}\r\n\r\n//# sourceMappingURL=DynamicProto.js.map"],"names":[],"mappings":";;;;;;;;;;;YAEA;YACA;YACA;YACA;YACA,IAAI,WAAW,GAAG,aAAa,CAAC;YAChC;YACA;YACA;YACA;YACA,IAAI,SAAS,GAAG,WAAW,CAAC;YAC5B;YACA;YACA;YACA;YACA,IAAI,WAAW,GAAG,UAAU,CAAC;YAC7B;YACA;YACA;YACA;YACA,IAAI,gBAAgB,GAAG,eAAe,CAAC;YACvC;YACA;YACA;YACA;YACA,IAAI,WAAW,GAAG,aAAa,CAAC;YAChC;YACA;YACA;YACA;YACA,IAAI,YAAY,GAAG,WAAW,CAAC;YAC/B;YACA;YACA;YACA;YACA,IAAI,kBAAkB,GAAG,UAAU,CAAC;YACpC;YACA;YACA;YACA;YACA,IAAI,YAAY,GAAG,WAAW,CAAC;YAC/B;YACA;YACA;YACA;YACA,IAAI,UAAU,GAAG,WAAW,CAAC;YAC7B;YACA;YACA;YACA;YACA,IAAI,kBAAkB,GAAG,MAAM,CAAC,gBAAgB,CAAC,CAAC;YAClD;YACA;YACA;YACA;YACA,IAAI,aAAa,GAAG,CAAC,CAAC;YACtB;YACA;YACA;YACA;YACA,SAAS,eAAe,CAAC,GAAG,EAAE,IAAI,EAAE;YACpC,IAAI,OAAO,GAAG,IAAI,MAAM,CAAC,SAAS,CAAC,cAAc,CAAC,IAAI,EAAE,WAAW,CAAC,GAAG,GAAG

Copyright © Microsoft Corporation. All rights reserved.\r\n// Licensed under the MIT License.\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Constructor = 'constructor';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar Prototype = 'prototype';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar strFunction = 'function';\r\n/**\r\n * Used to define the name of the instance function lookup table\r\n * @ignore\r\n */\r\nvar DynInstFuncTable = '_dynInstFuncs';\r\n/**\r\n * Name used to tag the dynamic prototype function\r\n * @ignore\r\n */\r\nvar DynProxyTag = '_isDynProxy';\r\n/**\r\n * Name added to a prototype to define the dynamic prototype \"class\" name used to lookup the function table\r\n * @ignore\r\n */\r\nvar DynClassName = '_dynClass';\r\n/**\r\n * Prefix added to the classname to avoid any name clashes with other instance level properties\r\n * @ignore\r\n */\r\nvar DynClassNamePrefix = '_dynCls$';\r\n/**\r\n * Value used as the name of a class when it cannot be determined\r\n * @ignore\r\n */\r\nvar UnknownValue = '_unknown_';\r\n/**\r\n * Constant string defined to support minimization\r\n * @ignore\r\n */\r\nvar str__Proto = \"__proto__\";\r\n/**\r\n * Pre-lookup to check if we are running on a modern browser (i.e. not IE8)\r\n * @ignore\r\n */\r\nvar _objGetPrototypeOf = Object[\"getPrototypeOf\"];\r\n/**\r\n * Internal Global used to generate a unique dynamic class name, every new class will increase this value\r\n * @ignore\r\n */\r\nvar _dynamicNames = 0;\r\n/**\r\n * Helper to check if the object contains a property of the name\r\n * @ignore\r\n */\r\nfunction _hasOwnProperty(obj, prop) {\r\n return obj && Object[Prototype].hasOwnProperty.call(obj, prop);\r\n}\r\n/**\r\n * Checks if the passed of value is a function.\r\n * @param {any} value - Value to be checked.\r\n * @return {boolean} True if the value is a boolean, false otherwise.\r\n * @ignore\r\n */\r\nfunction _isFunction(value) {\r\n return typeof value === strFunction;\r\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype or Array prototype\r\n * @ignore\r\n */\r\nfunction _isObjectOrArrayPrototype(target) {\r\n return target && (target === Object[Prototype] || target === Array[Prototype]);\r\n}\r\n/**\r\n * Helper used to check whether the target is an Object prototype, Array prototype or Function prototype\r\n * @ignore\r\n */\r\nfunction _isObjectArrayOrFunctionPrototype(target) {\r\n return _isObjectOrArrayPrototype(target) || target === Function[Prototype];\r\n}\r\n/**\r\n * Helper used to get the prototype of the target object as getPrototypeOf is not available in an ES3 environment.\r\n * @ignore\r\n */\r\nfunction _getObjProto(target) {\r\n if (target) {\r\n // This method doesn't existing in older browsers (e.g. IE8)\r\n if (_objGetPrototypeOf) {\r\n return _objGetPrototypeOf(target);\r\n }\r\n // target[Constructor] May break if the constructor has been changed or removed\r\n var newProto = target[str__Proto] || target[Prototype] || target[Constructor];\r\n if (newProto) {\r\n return newProto;\r\n }\r\n }\r\n return null;\r\n}\r\n/**\r\n * Helper function to check whether the provided function name is a potential candidate for dynamic\r\n * callback and prototype generation.\r\n * @param target The target object, may be a prototpe or class object\r\n * @param funcName The function name\r\n * @param skipOwn Skips the check for own property\r\n * @ignore\r\n */\r\nfunction _isDynamicCandidate(target, funcName, skipOwn) {\r\n return (funcName !== Constructor && _isFunction(target[funcName]) && (skipOwn || _hasOwnProperty(target, funcName)));\r\n}\r\n/**\r\n * Helper to throw a TypeError exception\r\n * @param message the message\r\n * @ignore\r\n */\r\nfunction _throwTypeError(message) {\r\n throw new TypeError(\"DynamicProto: \" + message);\r\n}\r\n/**\r\n * Returns a collection of the instance functions that are defined directly on the thisTarget object, it does\r\n * not return any inherited functions\r\n * @param thisTarget The object to get the instance functions from\r\n * @ignore\r\n */\r\nfunction _getInstanceFuncs(thisTarget) {\r\n // Get the base proto\r\n var instFuncs = {};\r\n // Save any existing instance functions\r\n for (var name in thisTarget) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n if (!instFuncs[name] && _isDynamicCandidate(thisTarget, name, false)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n instFuncs[name] = thisTarget[name];\r\n }\r\n }\r\n return instFuncs;\r\n}\r\n/**\r\n * Returns whether the value is included in the array\r\n * @param values The array of values\r\n * @param value The value\r\n */\r\nfunction _hasVisited(values, value) {\r\n for (var lp = values.length - 1; lp >= 0; lp--) {\r\n if (values[lp] === value) {\r\n return true;\r\n }\r\n }\r\n return false;\r\n}\r\n/**\r\n * Returns an object that contains callback functions for all \"base/super\" functions, this is used to \"save\"\r\n * enabling calling super.xxx() functions without requiring that the base \"class\" has defined a prototype references\r\n * @param target The current instance\r\n * @ignore\r\n */\r\nfunction _getBaseFuncs(classProto, thisTarget, instFuncs) {\r\n function _instFuncProxy(target, theFunc) {\r\n return function () {\r\n return theFunc.apply(target, arguments);\r\n };\r\n }\r\n // Start creating a new baseFuncs by creating proxies for the instance functions (as they may get replaced)\r\n var baseFuncs = {};\r\n for (var name in instFuncs) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, instFuncs[name]);\r\n }\r\n // Get the base prototype functions\r\n var baseProto = _getObjProto(classProto);\r\n var visited = [];\r\n // Don't include base object functions for Object, Array or Function\r\n while (baseProto && !_isObjectArrayOrFunctionPrototype(baseProto) && !_hasVisited(visited, baseProto)) {\r\n // look for prototype functions\r\n for (var name in baseProto) {\r\n // Don't include any dynamic prototype instances - as we only want the real functions\r\n // For IE 7/8 the prototype lookup doesn't provide the full chain so we need to bypass the \r\n // hasOwnProperty check we get all of the methods, main difference is that IE7/8 doesn't return\r\n // the Object prototype methods while bypassing the check\r\n if (!baseFuncs[name] && _isDynamicCandidate(baseProto, name, !_objGetPrototypeOf)) {\r\n // Create an instance callback for pasing the base function to the caller\r\n baseFuncs[name] = _instFuncProxy(thisTarget, baseProto[name]);\r\n }\r\n }\r\n // We need to find all possible functions that might be overloaded by walking the entire prototype chain\r\n // This avoids the caller from needing to check whether it's direct base class implements the function or not\r\n // by walking the entire chain it simplifies the usage and issues from upgrading any of the base classes.\r\n visited.push(baseProto);\r\n baseProto = _getObjProto(baseProto);\r\n }\r\n return baseFuncs;\r\n}\r\n/**\r\n * Add the required dynamic prototype methods to the the class prototype\r\n * @param proto The class prototype\r\n * @param className The instance classname\r\n * @param target The target instance\r\n * @param baseInstFuncs The base instance functions\r\n * @ignore\r\n */\r\nfunction _populatePrototype(proto, className, target, baseInstFuncs) {\r\n function _createDynamicPrototype(proto, funcName) {\r\n var dynProtoProxy = function () {\r\n var _this = this;\r\n // We need to check whether the class name is defined directly on this prototype otherwise\r\n // it will walk the proto chain and return any parent proto classname.\r\n if (_this && _hasOwnProperty(proto, DynClassName)) {\r\n var instFunc = ((_this[DynInstFuncTable] || {})[proto[DynClassName]] || {})[funcName];\r\n if (instFunc) {\r\n // Used the instance function property\r\n return instFunc.apply(_this, arguments);\r\n }\r\n // Avoid stack overflow from recursive calling the same function\r\n _throwTypeError(\"Missing [\" + funcName + \"] \" + strFunction);\r\n }\r\n var protoFunc = proto[funcName];\r\n // Check that the prototype function is not a self reference -- try to avoid stack overflow!\r\n if (protoFunc === dynProtoProxy) {\r\n // It is so lookup the base prototype\r\n protoFunc = _getObjProto(proto)[funcName];\r\n }\r\n if (!_isFunction(protoFunc)) {\r\n _throwTypeError(\"[\" + funcName + \"] is not a \" + strFunction);\r\n }\r\n return protoFunc.apply(_this, arguments);\r\n };\r\n // Tag this function as a proxy to support replacing dynamic proxy elements (primary use case is for unit testing\r\n // via which can dynamically replace the prototype function reference)\r\n dynProtoProxy[DynProxyTag] = 1;\r\n return dynProtoProxy;\r\n }\r\n if (!_isObjectOrArrayPrototype(proto)) {\r\n var instFuncTable = target[DynInstFuncTable] = target[DynInstFuncTable] || {};\r\n var instFuncs = instFuncTable[className] = (instFuncTable[className] || {}); // fetch and assign if as it may not exist yet\r\n for (var name in target) {\r\n // Only add overriden functions\r\n if (_isDynamicCandidate(target, name, false) && target[name] !== baseInstFuncs[name]) {\r\n // Save the instance Function to the lookup table and remove it from the instance as it's not a dynamic proto function\r\n instFuncs[name] = target[name];\r\n delete target[name];\r\n // Add a dynamic proto if one doesn't exist or if a prototype function exists and it's not a dynamic one\r\n if (!_hasOwnProperty(proto, name) || (proto[name] && !proto[name][DynProxyTag])) {\r\n proto[name] = _createDynamicPrototype(proto, name);\r\n }\r\n }\r\n }\r\n }\r\n}\r\n/**\r\n * Checks whether the passed prototype object appears to be correct by walking the prototype heirarchy of the instance\r\n * @param classProto The class prototype instance\r\n * @param thisTarget The current instance that will be checked whther the passed prototype instance is in the heirarchy\r\n * @ignore\r\n */\r\nfunction _checkPrototype(classProto, thisTarget) {\r\n var thisProto = _getObjProto(thisTarget);\r\n while (thisProto && !_isObjectArrayOrFunctionPrototype(thisProto)) {\r\n if (thisProto === classProto) {\r\n return true;\r\n }\r\n thisProto = _getObjProto(thisProto);\r\n }\r\n return false;\r\n}\r\n/**\r\n * Gets the current prototype name using the ES6 name if available otherwise falling back to a use unknown as the name.\r\n * It's not critical for this to return a name, it's used to decorate the generated unique name for easier debugging only.\r\n * @param target\r\n * @param unknownValue\r\n * @ignore\r\n */\r\nfunction _getObjName(target, unknownValue) {\r\n if (_hasOwnProperty(target, Prototype)) {\r\n // Look like a prototype\r\n return target.name || unknownValue || UnknownValue;\r\n }\r\n return (((target || {})[Constructor]) || {}).name || unknownValue || UnknownValue;\r\n}\r\n/**\r\n * Helper function when creating dynamic (inline) functions for classes, this helper performs the following tasks :-\r\n * - Saves references to all defined base class functions\r\n * - Calls the delegateFunc with the current target (this) and a base object reference that can be used to call all \"super\" functions.\r\n * - Will populate the class prototype for all overridden functions to support class extension that call the prototype instance.\r\n * Callers should use this helper when declaring all function within the constructor of a class, as mentioned above the delegateFunc is\r\n * passed both the target \"this\" and an object that can be used to call any base (super) functions, using this based object in place of\r\n * super.XXX() (which gets expanded to _super.prototype.XXX()) provides a better minification outcome and also ensures the correct \"this\"\r\n * context is maintained as TypeScript creates incorrect references using super.XXXX() for dynamically defined functions i.e. Functions\r\n * defined in the constructor or some other function (rather than declared as complete typescript functions).\r\n * ### Usage\r\n * ```typescript\r\n * import dynamicProto from \"@microsoft/dynamicproto-js\";\r\n * class ExampleClass extends BaseClass {\r\n * constructor() {\r\n * dynamicProto(ExampleClass, this, (_self, base) => {\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.newFunc = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * ...\r\n * }\r\n * }\r\n * // This will define a function that will be converted to a prototype function\r\n * _self.myFunction = () => {\r\n * // Access any \"this\" instance property\r\n * if (_self.someProperty) {\r\n * // Call the base version of the function that we are overriding\r\n * base.myFunction();\r\n * }\r\n * ...\r\n * }\r\n * _self.initialize = () => {\r\n * ...\r\n * }\r\n * //

Warnings: While the following will work as _self is simply a reference to\r\n * // this, if anyone overrides myFunction() the overridden will be called first\r\n * // as the normal JavaScript method resolution will occur and the defined\r\n * // _self.initialize() function is actually gets removed from the instance and\r\n * // a proxy prototype version is created to reference the created method.\r\n * _self.initialize();\r\n * });\r\n * }\r\n * }\r\n * ```\r\n * @typeparam DPType This is the generic type of the class, used to keep intellisense valid\r\n * @typeparam DPCls The type that contains the prototype of the current class\r\n * @param theClass This is the current class instance which contains the prototype for the current class\r\n * @param target The current \"this\" (target) reference, when the class has been extended this.prototype will not be the 'theClass' value.\r\n * @param delegateFunc The callback function (closure) that will create the dynamic function\r\n */\r\nexport default function dynamicProto(theClass, target, delegateFunc) {\r\n // Make sure that the passed theClass argument looks correct\r\n if (!_hasOwnProperty(theClass, Prototype)) {\r\n _throwTypeError(\"theClass is an invalid class definition.\");\r\n }\r\n // Quick check to make sure that the passed theClass argument looks correct (this is a common copy/paste error)\r\n var classProto = theClass[Prototype];\r\n if (!_checkPrototype(classProto, target)) {\r\n _throwTypeError(\"[\" + _getObjName(theClass) + \"] is not in class heirarchy of [\" + _getObjName(target) + \"]\");\r\n }\r\n var className = null;\r\n if (_hasOwnProperty(classProto, DynClassName)) {\r\n // Only grab the class name if it's defined on this prototype (i.e. don't walk the prototype chain)\r\n className = classProto[DynClassName];\r\n }\r\n else {\r\n // As not all browser support name on the prototype creating a unique dynamic one if we have not already\r\n // assigned one, so we can use a simple string as the lookup rather than an object for the dynamic instance\r\n // function table lookup.\r\n className = DynClassNamePrefix + _getObjName(theClass, \"_\") + \"$\" + _dynamicNames;\r\n _dynamicNames++;\r\n classProto[DynClassName] = className;\r\n }\r\n // Get the current instance functions\r\n var instFuncs = _getInstanceFuncs(target);\r\n // Get all of the functions for any base instance (before they are potentially overriden)\r\n var baseFuncs = _getBaseFuncs(classProto, target, instFuncs);\r\n // Execute the delegate passing in both the current target \"this\" and \"base\" function references\r\n // Note casting the same type as we don't actually have the base class here and this will provide some intellisense support\r\n delegateFunc(target, baseFuncs);\r\n // Populate the Prototype for any overidden instance functions\r\n _populatePrototype(classProto, className, target, instFuncs);\r\n}\r\n//# sourceMappingURL=DynamicProto.js.map"],"names":["theClass","target","delegateFunc","_hasOwnProperty","Prototype","_throwTypeError","classProto","thisTarget","thisProto","_getObjProto","_isObjectArrayOrFunctionPrototype","_checkPrototype","_getObjName","className","DynClassName","DynClassNamePrefix","_dynamicNames","instFuncs","name","_isDynamicCandidate","_getInstanceFuncs","_instFuncProxy","theFunc","apply","arguments","baseFuncs","baseProto","visited","_hasVisited","_objGetPrototypeOf","push","_getBaseFuncs","proto","baseInstFuncs","_createDynamicPrototype","funcName","dynProtoProxy","this","instFunc","DynInstFuncTable","strFunction","protoFunc","_isFunction","DynProxyTag","_isObjectOrArrayPrototype","instFuncTable","_populatePrototype","Constructor","UnknownValue","str__Proto","Object","obj","prop","hasOwnProperty","call","value","Array","Function","newProto","skipOwn","message","TypeError","values","lp","length","unknownValue"],"mappings":";;;;8GA+Ue,SAAsBA,EAAUC,EAAQC,EAAcC,GAAc,IAAIC,EAAiBC,EAAaC,EAAcC,EAAaC,EAAcC,EAAaC,EAAc

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Copyright © Copyright (c) 2014 Yehuda Katz, Tom Dale, Stefan Penner and contributors (Conversion to ES6 API by Jake Archibald)\n * @license Licensed under MIT license\n * See https://raw.githubusercontent.com/stefanpenner/es6-promise/master/LICENSE\n * @version 3.3.1\n */\n","'use strict';\n\nexport { objectOrFunction };\nexport { isFunction };\nexport { isMaybeThenable };\n\nfunction objectOrFunction(x) {\n return typeof x === 'function' || typeof x === 'object' && x !== null;\n}\n\nfunction isFunction(x) {\n return typeof x === 'function';\n}\n\nfunction isMaybeThenable(x) {\n return typeof x === 'object' && x !== null;\n}\n\nvar _isArray = undefined;\nif (!Array.isArray) {\n _isArray = function (x) {\n return Object.prototype.toString.call(x) === '[object Array]';\n };\n} else {\n _isArray = Array.isArray;\n}\n\nvar isArray = _isArray;\nexport { isArray };","'use strict';\n\nexport { setScheduler };\nexport { setAsap };\nvar len = 0;\nvar vertxNext = undefined;\nvar customSchedulerFn = undefined;\n\nvar asap = function asap(callback, arg) {\n queue[len] = callback;\n queue[len + 1] = arg;\n len += 2;\n if (len === 2) {\n // If len is 2, that means that we need to schedule an async flush.\n // If additional callbacks are queued before the queue is flushed, they\n // will be processed by this flush that we are scheduling.\n if (customSchedulerFn) {\n customSchedulerFn(flush);\n } else {\n scheduleFlush();\n }\n }\n};\n\nexport { asap };\n\nfunction setScheduler(scheduleFn) {\n customSchedulerFn = scheduleFn;\n}\n\nfunction setAsap(asapFn) {\n asap = asapFn;\n}\n\nvar browserWindow = typeof window !== 'undefined' ? window : undefined;\nvar browserGlobal = browserWindow || {};\nvar BrowserMutationObserver = browserGlobal.MutationObserver || browserGlobal.WebKitMutationObserver;\nvar isNode = typeof self === 'undefined' && typeof process !== 'undefined' && ({}).toString.call(process) === '[object process]';\n\n// test for web worker but not in IE10\nvar isWorker = typeof Uint8ClampedArray !== 'undefined' && typeof importScripts !== 'undefined' && typeof MessageChannel !== 'undefined';\n\n// node\nfunction useNextTick() {\n // node version 0.10.x displays a deprecation warning when nextTick is used recursively\n // see https://github.com/cujojs/when/issues/410 for details\n return function () {\n return process.nextTick(flush);\n };\n}\n\n// vertx\nfunction useVertxTimer() {\n return function () {\n vertxNext(flush);\n };\n}\n\nfunction useMutationObserver() {\n var iterations = 0;\n var observer = new BrowserMutationObserver(flush);\n var node = document.createTextNode('');\n observer.observe(node, { characterData: true });\n\n return function () {\n node.data = iterations = ++iterations % 2;\n };\n}\n\n// web worker\nfunction useMessageChannel() {\n var channel = new MessageChannel();\n channel.port1.onmessage = flush;\n return function () {\n return channel.port2.postMessage(0);\n };\n}\n\nfunction useSetTimeout() {\n // Store setTimeout reference so es6-promise will be unaffected by\n // other code modifying setTimeout (like sinon.useFakeTimers())\n var globalSetTimeout = setTimeout;\n return function () {\n return globalSetTimeout(flush, 1);\n };\n}\n\nvar queue = new Array(1000);\nfunction flush() {\n for (var i = 0; i < len; i += 2) {\n var callback = queue[i];\n var arg = queue[i + 1];\n\n callback(arg);\n\n queue[i] = undefined;\n queue[i + 1] = undefined;\n }\n\n len = 0;\n}\n\nfunction attemptVertx() {\n try {\n var r = require;\n var vertx = r('vertx');\n vertxNext = vertx.runOnLoop || vertx.runOnContext;\n return useVertxTimer();\n } catch (e) {\n return useSetTimeout();\n }\n}\n\nvar scheduleFlush = undefined;\n// Decide what async method to use to triggering processing of queued callbacks:\nif (isNode) {\n scheduleFlush = useNextTick();\n} else if (BrowserMutationObserver) {\n scheduleFlush = useMutationObserver();\n} else if (isWorker) {\n scheduleFlush = useMessageChannel();\n} else if (browserWindow === undefined && typeof require === 'function') {\n scheduleFlush = attemptVertx();\n} else {\n scheduleFlush = useSetTimeout();\n}","'use strict';\n\nexport default then;\nimport { invokeCallback, subscribe, FULFILLED, REJECTED, noop, makePromise, PROMISE_ID } from './-internal';\n\nimport { asap } from './asap';\n\nfunction then(onFulfillment, onRejection) {\n var _arguments = arguments;\n\n var parent = this;\n\n var child = new this.constructor(noop);\n\n if (child[PROMISE_ID] === undefined) {\n makePromise(child);\n }\n\n var _state = parent._state;\n\n if (_state) {\n (function () {\n var callback = _arguments[_state - 1];\n asap(function () {\n return invokeCallback(_state, child, callback, parent._result);\n });\n })();\n } else {\n subscribe(parent, child, onFulfillment, onRejection);\n }\n\n return child;\n}","'use strict';\n\nexport default resolve;\nimport { noop, resolve as _resolve } from '../-internal';\n\n/**\n `Promise.resolve` returns a promise that will become resolved with the\n passed `value`. It is shorthand for the following:\n\n ```javascript\n let promise = new Promise(function(resolve, reject){\n resolve(1);\n });\n\n promise.then(function(value){\n // value === 1\n });\n ```\n\n Instead of writing the above, your code now simply becomes the following:\n\n ```javascript\n let promise = Promise.resolve(1);\n\n promise.then(function(value){\n // value === 1\n });\n ```\n\n @method resolve\n @static\n @param {Any} value value that the returned promise will be resolved with\n Useful for tooling.\n @return {Promise} a promise that will become fulfilled with the given\n `value`\n*/\nfunction resolve(object) {\n /*jshint validthis:true */\n var Constructor = this;\n\n if (object && typeof object === 'object' && object.constructor === Constructor) {\n return object;\n }\n\n var promise = new Constructor(noop);\n _resolve(promise, object);\n return promise;\n}","'use strict';\n\nimport { objectOrFunction, isFunction } from './utils';\n\nimport { asap } from './asap';\n\nimport originalThen from './then';\nimport originalResolve from './promise/resolve';\n\nvar PROMISE_ID = Math.random().toString(36).substring(16);\n\nexport { PROMISE_ID };\n\nfunction noop() {}\n\nvar PENDING = void 0;\nvar FULFILLED = 1;\nvar REJECTED = 2;\n\nvar GET_THEN_ERROR = new ErrorObject();\n\nfunction selfFulfillment() {\n return new TypeError(\"You cannot resolve a promise with itself\");\n}\n\nfunction cannotReturnOwn() {\n return new TypeError('A promises callback cannot return that same promise.');\n}\n\nfunction getThen(promise) {\n try {\n return promise.then;\n } catch (error) {\n GET_THEN_ERROR.error = error;\n return GET_THEN_ERROR;\n }\n}\n\nfunction tryThen(then, value, fulfillmentHandler, rejectionHandler) {\n try {\n then.call(value, fulfillmentHandler, rejectionHandler);\n } catch (e) {\n return e;\n }\n}\n\nfunction handleForeignThenable(promise, thenable, then) {\n asap(function (promise) {\n var sealed = false;\n var error = tryThen(then, thenable, function (value) {\n if (sealed) {\n return;\n }\n sealed = true;\n if (thenable !== value) {\n resolve(promise, value);\n } else {\n fulfill(promise, value);\n }\n }, function (reason) {\n if (sealed) {\n return;\n }\n sealed = true;\n\n reject(promise, reason);\n }, 'Settle: ' + (promise._label || ' unknown promise'));\n\n if (!sealed && error) {\n sealed = true;\n reject(promise, error);\n }\n }, promise);\n}\n\nfunction handleOwnThenable(promise, thenable) {\n if (thenable._state === FULFILLED) {\n fulfill(promise, thenable._result);\n } else if (thenable._state === REJECTED) {\n reject(promise, thenable._result);\n } else {\n subscribe(thenable, undefined, function (value) {\n return resolve(promise, value);\n }, function (reason) {\n return reject(promise, reason);\n });\n }\n}\n\nfunction handleMaybeThenable(promise, maybeThenable, then) {\n if (maybeThenable.constructor === promise.constructor && then === originalThen && maybeThenable.constructor.resolve === originalResolve) {\n handleOwnThenable(promise, maybeThenable);\n } else {\n if (then === GET_THEN_ERROR) {\n reject(promise, GET_THEN_ERROR.error);\n } else if (then === undefined) {\n fulfill(promise, maybeThenable);\n } else if (isFunction(then)) {\n handleForeignThenable(promise, maybeThenable, then);\n } else {\n fulfill(promise, maybeThenable);\n }\n }\n}\n\nfunction resolve(promise, value) {\n if (promise === value) {\n reject(promise, selfFulfillment());\n } else if (objectOrFunction(value)) {\n handleMaybeThenable(promise, value, getThen(value));\n } else {\n fulfill(promise, value);\n }\n}\n\nfunction publishRejection(promise) {\n if (promise._onerror) {\n promise._onerror(promise._result);\n }\n\n publish(promise);\n}\n\nfunction fulfill(promise, value) {\n if (promise._state !== PENDING) {\n return;\n }\n\n promise._result = value;\n promise._state = FULFILLED;\n\n if (promise._subscribers.length !== 0) {\n asap(publish, promise);\n }\n}\n\nfunction reject(promise, reason) {\n if (promise._state !== PENDING) {\n return;\n }\n promise._state = REJECTED;\n promise._result = reason;\n\n asap(publishRejection, promise);\n}\n\nfunction subscribe(parent, child, onFulfillment, onRejection) {\n var _subscribers = parent._subscribers;\n var length = _subscribers.length;\n\n\n parent._onerror = null;\n\n _subscribers[length] = child;\n _subscribers[length + FULFILLED] = onFulfillment;\n _subscribers[length + REJECTED] = onRejection;\n\n if (length === 0 && parent._state) {\n asap(publish, parent);\n }\n}\n\nfunction

publish(promise) {\n var subscribers = promise._subscribers;\n var settled = promise._state;\n\n if (subscribers.length === 0) {\n return;\n }\n\n var child = undefined,\n callback = undefined,\n detail = promise._result;\n\n for (var i = 0; i < subscribers.length; i += 3) {\n child = subscribers[i];\n callback = subscribers[i + settled];\n\n if (child) {\n invokeCallback(settled, child, callback, detail);\n } else {\n callback(detail);\n }\n }\n\n promise._subscribers.length = 0;\n}\n\nfunction ErrorObject() {\n this.error = null;\n}\n\nvar TRY_CATCH_ERROR = new ErrorObject();\n\nfunction tryCatch(callback, detail) {\n try {\n return callback(detail);\n } catch (e) {\n TRY_CATCH_ERROR.error = e;\n return TRY_CATCH_ERROR;\n }\n}\n\nfunction invokeCallback(settled, promise, callback, detail) {\n var hasCallback = isFunction(callback),\n value = undefined,\n error = undefined,\n succeeded = undefined,\n failed = undefined;\n\n if (hasCallback) {\n value = tryCatch(callback, detail);\n\n if (value === TRY_CATCH_ERROR) {\n failed = true;\n error = value.error;\n value = null;\n } else {\n succeeded = true;\n }\n\n if (promise === value) {\n reject(promise, cannotReturnOwn());\n return;\n }\n } else {\n value = detail;\n succeeded = true;\n }\n\n if (promise._state !== PENDING) {\n // noop\n } else if (hasCallback && succeeded) {\n resolve(promise, value);\n } else if (failed) {\n reject(promise, error);\n } else if (settled === FULFILLED) {\n fulfill(promise, value);\n } else if (settled === REJECTED) {\n reject(promise, value);\n }\n}\n\nfunction initializePromise(promise, resolver) {\n try {\n resolver(function resolvePromise(value) {\n resolve(promise, value);\n }, function rejectPromise(reason) {\n reject(promise, reason);\n });\n } catch (e) {\n reject(promise, e);\n }\n}\n\nvar id = 0;\nfunction nextId() {\n return id++;\n}\n\nfunction makePromise(promise) {\n promise[PROMISE_ID] = id++;\n promise._state = undefined;\n promise._result = undefined;\n promise._subscribers = [];\n}\n\nexport { nextId, makePromise, getThen, noop, resolve, reject, fulfill, subscribe, publish, publishRejection, initializePromise, invokeCallback, FULFILLED, REJECTED, PENDING, handleMaybeThenable };","'use strict';\n\nimport { isArray, isMaybeThenable } from './utils';\n\nimport { noop, reject, fulfill, subscribe, FULFILLED, REJECTED, PENDING, getThen, handleMaybeThenable } from './-internal';\n\nimport then from './then';\nimport Promise from './promise';\nimport originalResolve from './promise/resolve';\nimport originalThen from './then';\nimport { makePromise, PROMISE_ID } from './-internal';\n\nexport default Enumerator;\nfunction Enumerator(Constructor, input) {\n this._instanceConstructor = Constructor;\n this.promise = new Constructor(noop);\n\n if (!this.promise[PROMISE_ID]) {\n makePromise(this.promise);\n }\n\n if (isArray(input)) {\n this._input = input;\n this.length = input.length;\n this._remaining = input.length;\n\n this._result = new Array(this.length);\n\n if (this.length === 0) {\n fulfill(this.promise, this._result);\n } else {\n this.length = this.length || 0;\n this._enumerate();\n if (this._remaining === 0) {\n fulfill(this.promise, this._result);\n }\n }\n } else {\n reject(this.promise, validationError());\n }\n}\n\nfunction validationError() {\n return new Error('Array Methods must be provided an Array');\n};\n\nEnumerator.prototype._enumerate = function () {\n var length = this.length;\n var _input = this._input;\n\n for (var i = 0; this._state === PENDING && i < length; i++) {\n this._eachEntry(_input[i], i);\n }\n};\n\nEnumerator.prototype._eachEntry = function (entry, i) {\n var c = this._instanceConstructor;\n var resolve = c.resolve;\n\n if (resolve === originalResolve) {\n var _then = getThen(entry);\n\n if (_then === originalThen && entry._state !== PENDING) {\n this._settledAt(entry._state, i, entry._result);\n } else if (typeof _then !== 'function') {\n this._remaining--;\n this._result[i] = entry;\n } else if (c === Promise) {\n var promise = new c(noop);\n handleMaybeThenable(promise, entry, _then);\n this._willSettleAt(promise, i);\n } else {\n this._willSettleAt(new c(function (resolve) {\n return resolve(entry);\n }), i);\n }\n } else {\n this._willSettleAt(resolve(entry), i);\n }\n};\n\nEnumerator.prototype._settledAt = function (state, i, value) {\n var promise = this.promise;\n\n if (promise._state === PENDING) {\n this._remaining--;\n\n if (state === REJECTED) {\n reject(promise, value);\n } else {\n this._result[i] = value;\n }\n }\n\n if (this._remaining === 0) {\n fulfill(promise, this._result);\n }\n};\n\nEnumerator.prototype._willSettleAt = function (promise, i) {\n var enumerator = this;\n\n subscribe(promise, undefined, function (value) {\n return enumerator._settledAt(FULFILLED, i, value);\n }, function (reason) {\n return enumerator._settledAt(REJECTED, i, reason);\n });\n};","'use strict';\n\nexport default all;\nimport Enumerator from '../enumerator';\n\n/**\n `Promise.all` accepts an array of promises, and returns a new promise which\n is fulfilled with an array of fulfillment values for the passed promises, or\n rejected with the reason of the first passed promise to be rejected. It casts all\n elements of the passed iterable to promises as it runs this algorithm.\n\n Example:\n\n ```javascript\n let promise1 = resolve(1);\n let promise2 = resolve(2);\n let promise3 = resolve(3);\n let promises = [promise1, promise2, promise3];\n\n Promise.all(promises).then(function(array){\n // The array here would be [1, 2, 3];\n });\n ```\n\n If any of the `promises` given to `all` are rejected, the first promise\n that is rejected will be given as an argument to the returned promises's\n rejection handler. For example:\n\n Example:\n\n ```javascript\n let promise1 = resolve(1);\n let promise2 = reject(new Error(\"2\"));\n let promise3 = reject(new Error(\"3\"));\n let promises = [promise1, promise2, promise3];\n\n Promise.all(promises).then(function(array){\n // Code here never runs because there are rejected promises!\n }, function(error) {\n // error.message === \"2\"\n });\n ```\n\n @method all\n @static\n @param {Array} entries array of promises\n @param {String} label optional string for labeling the promise.\n Useful for tooling.\n @return {Promise} promise that is fulfilled when all `promises` have been\n fulfilled, or rejected if any of them become rejected.\n @static\n*/\nfunction all(entries) {\n return new Enumerator(this, entries).promise;\n}","\"use strict\";\n\nexport default race;\nimport { isArray } from \"../utils\";\n\n/**\n `Promise.race` returns a new promise which is settled in the same way as the\n first passed promise to settle.\n\n Example:\n\n ```javascript\n let promise1 = new Promise(function(resolve, reject){\n setTimeout(function(){\n resolve('promise 1');\n }, 200);\n });\n\n let promise2 = new Promise(function(resolve, reject){\n setTimeout(function(){\n resolve('promise 2');\n }, 100);\n });\n\n Promise.race([promise1, promise2]).then(function(result){\n // result === 'promise 2' because it was resolved before promise1\n // was resolved.\n });\n ```\n\n `Promise.race` is deterministic in that only the state of the first\n settled promise matters. For example, even if other promises given to the\n `promises` array argument are resolved, but the first settled promise has\n become rejected before the other promises became fulfilled, the returned\n promise will become rejected:\n\n ```javascript\n let promise1 = new Promise(function(resolve, reject){\n setTimeout(function(){\n resolve('promise 1');\n }, 200);\n });\n\n let promise2 = new Promise(function(resolve, reject){\n setTimeout(function(){\n reject(new Error('promise 2'));\n }, 100);\n });\n\n Promise.race([promise1, promise2]).then(function(result){\n // Code here never runs\n }, function(reason){\n // reason.message === 'promise 2' because promise 2 became rejected before\n // promise 1 became fulfilled\n });\n ```\n\n An example real-world use case is implementing timeouts:\n\n ```javascript\n Promise.race([ajax('foo.json'), timeout(5000)])\n ```\n\n @method race\n @static\n @param {Array} promises array of promises to observe\n Useful for tooling.\n @return {Promise} a promise which settles in the same way as the first passed\n promise to settle.\n*/\nfunction race(entries) {\n /*jshint validthis:true */\n var Constructor = this;\n\n if (!isArray(entries)) {\n return new Constructor(function (_, reject) {\n return reject(new TypeError('You must pass an array to race.'));\n });\n } else {\n return new Constructor(function (resolve, reject) {\n var length = entries.length;\n for (var i = 0; i < length; i++) {\n Constructor.resolve(entries[i]).then(resolve, reject);\n }\n });\n }\n}","'use strict';\n\nexport default reject;\nimport { noop, reject as _reject } from '../-internal';\n\n/**\n `Promise.reject` returns a promise rejected with the passed `reason`.\n It is shorthand for the following:\n\n ```javascript\n let promise = new Promise(function(resolve, reject){\n reject(new Error('WHOOPS'));\n });\n\n promise.then(function(value){\n // Code here doesn't run because the promise is rejected!\n }, function(reason){\n // reason.message === 'WHOOPS'\n });\n ```\n\n Instead of writing the above, your code now simply becomes the following:\n\n ```javascript\n let promise = Promise.reject(new Error('WHOOPS'));\n\n promise.then(function(value){\n // Code here doesn't run because the promise is rejected!\n }, function(reason){\n // reason.message === 'WHOOPS'\n });\n ```\n\n @method reject\n @static\n @param {Any} reason value that the returned promise will be rejected with.\n Useful for tooling.\n @return {Promise} a promise rejected with the given `reason`.\n*/\nfunction reject(reason) {\n /*jshint validthis:true */\n var Constructor = this;\n var promise = new Constructor(noop);\n _reject(promise, reason);\n return promise;\n}","'use strict';\n\nexport default Promise;\n\nimport { isFunction } from './utils';\n\nimport { noop, nextId, PROMISE_ID, initializePromise } from './-internal';\n\nimport { asap, setAsap, setScheduler } from './asap';\n\nimport all from './promise/all';\nimport race from './promise/race';\nimport Resolve from './promise/resolve';\nimport Reject from './promise/reject';\nimport then from './then';\n\nfunction needsResolver() {\n throw new TypeError('You must pass a resolver function as the first argument to the promise constructor');\n}\n\nfunction needsNew() {\n throw new TypeError(\"Failed to construct 'Promise': Please use the 'new' operator, this object constructor cannot be called as a function.\");\n}\n\n/**\n Promise objects represent the eventual result of an asynchronous operation. The\n primary way of interacting with a promise is through its `then` method, which\n registers callbacks to receive either a promise's eventual value or the reason\n why the promise cannot be fulfilled.\n\n Terminology\n -----------\n\n - `promise` is an object or function with a `then` method whose behavior conforms to this specification.\n - `thenable` is an object or function that defines a `then` method.\n - `value` is any legal JavaScript value (including undefined, a thenable, or a promise).\n - `exception` is a value that is thrown using the throw statement.\n - `reason` is a value that indicates why a promise was rejected.\n - `settled` the final resting state of a promise, fulfilled or rejected.\n\n A promise can be in one of three states: pending, fulfilled, or rejected.\n\n Promises that are fulfilled have a fulfillment value and are in the fulfilled\n state. Promises that are rejected have a rejection reason and are in the\n rejected state. A fulfillment value is never a thenable.\n\n Promises can also be said to *resolve* a value. If this value is also a\n promise, then the original promise's settled state will match the value's\n settled state. So a promise that *resolves* a promise that rejects will\n itself reject, and a promise that *resolves* a promise that fulfills will\n itself fulfill.\n\n\n Basic Usage:\n ------------\n\n ```js\n let promise = new Promise(function(resolve, reject) {\n // on success\n resolve(value);\n\n // on failure\n reject(reason);\n });\n\n promise.then(function(value) {\n // on fulfillment\n }, function(reason) {\n // on rejection\n });\n ```\n\n Advanced Usage:\n ---------------\n\n Promises shine when abstracting away asynchronous interactions such as\n `XMLHttpRequest`s.\n\n ```js\n function getJSON(url) {\n return new Promise(function(resolve, reject){\n let xhr = new XMLHttpRequest();\n\n xhr.open('GET', url);\n xhr.onreadystatechange = handler;\n xhr.responseType = 'json';\n xhr.setRequestHeader('Accept', 'application/json');\n xhr.send();\n\n function handler() {\n if (this.readyState === this.DONE) {\n if (this.status === 200) {\n resolve(this.response);\n } else {\n reject(new Error('getJSON: `' + url + '` failed with status: [' + this.status + ']'));\n }\n }\n };\n });\n }\n\n getJSON('/posts.json').then(function(json) {\n // on fulfillment\n }, function(reason) {\n // on rejection\n });\n ```\n\n Unlike callbacks, promises are great composable primitives.\n\n ```js\n Promise.all([\n getJSON('/posts'),\n getJSON('/comments')\n]).then(function(values){\n values[0] // => postsJSON\n values[1] // => commentsJSON\n\n return values;\n });\n ```\n\n @class Promise\n @param {function} resolver\n

Useful for tooling.\n @constructor\n*/\nfunction Promise(resolver) {\n this[PROMISE_ID] = nextId();\n this._result = this._state = undefined;\n this._subscribers = [];\n\n if (noop !== resolver) {\n typeof resolver !== 'function' && needsResolver();\n this instanceof Promise ? initializePromise(this, resolver) : needsNew();\n }\n}\n\nPromise.all = all;\nPromise.race = race;\nPromise.resolve = Resolve;\nPromise.reject = Reject;\nPromise._setScheduler = setScheduler;\nPromise._setAsap = setAsap;\nPromise._asap = asap;\n\nPromise.prototype = {\n constructor: Promise,\n\n /**\n The primary way of interacting with a promise is through its `then` method,\n which registers callbacks to receive either a promise's eventual value or the\n reason why the promise cannot be fulfilled.\n \n ```js\n findUser().then(function(user){\n // user is available\n }, function(reason){\n // user is unavailable, and you are given the reason why\n });\n ```\n \n Chaining\n --------\n \n The return value of `then` is itself a promise. This second, 'downstream'\n promise is resolved with the return value of the first promise's fulfillment\n or rejection handler, or rejected if the handler throws an exception.\n \n ```js\n findUser().then(function (user) {\n return user.name;\n }, function (reason) {\n return 'default name';\n }).then(function (userName) {\n // If `findUser` fulfilled, `userName` will be the user's name, otherwise it\n // will be `'default name'`\n });\n \n findUser().then(function (user) {\n throw new Error('Found user, but still unhappy');\n }, function (reason) {\n throw new Error('`findUser` rejected and we're unhappy');\n }).then(function (value) {\n // never reached\n }, function (reason) {\n // if `findUser` fulfilled, `reason` will be 'Found user, but still unhappy'.\n // If `findUser` rejected, `reason` will be '`findUser` rejected and we're unhappy'.\n });\n ```\n If the downstream promise does not specify a rejection handler, rejection reasons will be propagated further downstream.\n \n ```js\n findUser().then(function (user) {\n throw new PedagogicalException('Upstream error');\n }).then(function (value) {\n // never reached\n }).then(function (value) {\n // never reached\n }, function (reason) {\n // The `PedgagocialException` is propagated all the way down to here\n });\n ```\n \n Assimilation\n ------------\n \n Sometimes the value you want to propagate to a downstream promise can only be\n retrieved asynchronously. This can be achieved by returning a promise in the\n fulfillment or rejection handler. The downstream promise will then be pending\n until the returned promise is settled. This is called *assimilation*.\n \n ```js\n findUser().then(function (user) {\n return findCommentsByAuthor(user);\n }).then(function (comments) {\n // The user's comments are now available\n });\n ```\n \n If the assimliated promise rejects, then the downstream promise will also reject.\n \n ```js\n findUser().then(function (user) {\n return findCommentsByAuthor(user);\n }).then(function (comments) {\n // If `findCommentsByAuthor` fulfills, we'll have the value here\n }, function (reason) {\n // If `findCommentsByAuthor` rejects, we'll have the reason here\n });\n ```\n \n Simple Example\n --------------\n \n Synchronous Example\n \n ```javascript\n let result;\n \n try {\n result = findResult();\n // success\n } catch(reason) {\n // failure\n }\n ```\n \n Errback Example\n \n ```js\n findResult(function(result, err){\n if (err) {\n // failure\n } else {\n // success\n }\n });\n ```\n \n Promise Example;\n \n ```javascript\n findResult().then(function(result){\n // success\n }, function(reason){\n // failure\n });\n ```\n \n Advanced Example\n --------------\n \n Synchronous Example\n \n ```javascript\n let author, books;\n \n try {\n author = findAuthor();\n books = findBooksByAuthor(author);\n // success\n } catch(reason) {\n // failure\n }\n ```\n \n Errback Example\n \n ```js\n \n function foundBooks(books) {\n \n }\n \n function failure(reason) {\n \n }\n \n findAuthor(function(author, err){\n if (err) {\n failure(err);\n // failure\n } else {\n try {\n findBoooksByAuthor(author, function(books, err) {\n if (err) {\n failure(err);\n } else {\n try {\n foundBooks(books);\n } catch(reason) {\n failure(reason);\n }\n }\n });\n } catch(error) {\n failure(err);\n }\n // success\n }\n });\n ```\n \n Promise Example;\n \n ```javascript\n findAuthor().\n then(findBooksByAuthor).\n then(function(books){\n // found books\n }).catch(function(reason){\n // something went wrong\n });\n ```\n \n @method then\n @param {Function} onFulfilled\n @param {Function} onRejected\n Useful for tooling.\n @return {Promise}\n */\n then: then,\n\n /**\n `catch` is simply sugar for `then(undefined, onRejection)` which makes it the same\n as the catch block of a try/catch statement.\n \n ```js\n function findAuthor(){\n throw new Error('couldn't find that author');\n }\n \n // synchronous\n try {\n findAuthor();\n } catch(reason) {\n // something went wrong\n }\n \n // async with promises\n findAuthor().catch(function(reason){\n // something went wrong\n });\n ```\n \n @method catch\n @param {Function} onRejection\n Useful for tooling.\n @return {Promise}\n */\n 'catch': function _catch(onRejection) {\n return this.then(null, onRejection);\n }\n};","/*global self*/\n'use strict';\n\nexport default polyfill;\nimport Promise from './promise';\nfunction polyfill() {\n var local = undefined;\n\n if (typeof global !== 'undefined') {\n local = global;\n } else if (typeof self !== 'undefined') {\n local = self;\n } else {\n try {\n local = Function('return this')();\n } catch (e) {\n throw new Error('polyfill failed because global object is unavailable in this environment');\n }\n }\n\n var P = local.Promise;\n\n if (P) {\n var promiseToString = null;\n try {\n promiseToString = Object.prototype.toString.call(P.resolve());\n } catch (e) {\n // silently ignored\n }\n\n if (promiseToString === '[object Promise]' && !P.cast) {\n return;\n }\n }\n\n local.Promise = Promise;\n}","'use strict';\n\nimport Promise from './es6-promise/promise';\nimport polyfill from './es6-promise/polyfill';\n\npolyfill();\n// Strange compat..\nPromise.polyfill = polyfill;\nPromise.Promise = Promise;\nexport default Promise;"],"names":
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Copyright © c) 2014 Yehuda Katz, Tom Dale, Stefan Penner and contributors (Conversion to ES6 API by Jake Archibald)\n * @license Licensed under MIT license\n * See https://raw.githubusercontent.com/stefanpenner/es6-promise/master/LICENSE\n * @version 3.3.1\n */\n","'use strict';\n\nexport { objectOrFunction };\nexport { isFunction };\nexport { isMaybeThenable };\n\nfunction objectOrFunction(x) {\n return typeof x === 'function' || typeof x === 'object' && x !== null;\n}\n\nfunction isFunction(x) {\n return typeof x === 'function';\n}\n\nfunction isMaybeThenable(x) {\n return typeof x === 'object' && x !== null;\n}\n\nvar _isArray = undefined;\nif (!Array.isArray) {\n _isArray = function (x) {\n return Object.prototype.toString.call(x) === '[object Array]';\n };\n} else {\n _isArray = Array.isArray;\n}\n\nvar isArray = _isArray;\nexport { isArray };","'use strict';\n\nexport { setScheduler };\nexport { setAsap };\nvar len = 0;\nvar vertxNext = undefined;\nvar customSchedulerFn = undefined;\n\nvar asap = function asap(callback, arg) {\n queue[len] = callback;\n queue[len + 1] = arg;\n len += 2;\n if (len === 2) {\n // If len is 2, that means that we need to schedule an async flush.\n // If additional callbacks are queued before the queue is flushed, they\n // will be processed by this flush that we are scheduling.\n if (customSchedulerFn) {\n customSchedulerFn(flush);\n } else {\n scheduleFlush();\n }\n }\n};\n\nexport { asap };\n\nfunction setScheduler(scheduleFn) {\n customSchedulerFn = scheduleFn;\n}\n\nfunction setAsap(asapFn) {\n asap = asapFn;\n}\n\nvar browserWindow = typeof window !== 'undefined' ? window : undefined;\nvar browserGlobal = browserWindow || {};\nvar BrowserMutationObserver = browserGlobal.MutationObserver || browserGlobal.WebKitMutationObserver;\nvar isNode = typeof self === 'undefined' && typeof process !== 'undefined' && ({}).toString.call(process) === '[object process]';\n\n// test for web worker but not in IE10\nvar isWorker = typeof Uint8ClampedArray !== 'undefined' && typeof importScripts !== 'undefined' && typeof MessageChannel !== 'undefined';\n\n// node\nfunction useNextTick() {\n // node version 0.10.x displays a deprecation warning when nextTick is used recursively\n // see https://github.com/cujojs/when/issues/410 for details\n return function () {\n return process.nextTick(flush);\n };\n}\n\n// vertx\nfunction useVertxTimer() {\n return function () {\n vertxNext(flush);\n };\n}\n\nfunction useMutationObserver() {\n var iterations = 0;\n var observer = new BrowserMutationObserver(flush);\n var node = document.createTextNode('');\n observer.observe(node, { characterData: true });\n\n return function () {\n node.data = iterations = ++iterations % 2;\n };\n}\n\n// web worker\nfunction useMessageChannel() {\n var channel = new MessageChannel();\n channel.port1.onmessage = flush;\n return function () {\n return channel.port2.postMessage(0);\n };\n}\n\nfunction useSetTimeout() {\n // Store setTimeout reference so es6-promise will be unaffected by\n // other code modifying setTimeout (like sinon.useFakeTimers())\n var globalSetTimeout = setTimeout;\n return function () {\n return globalSetTimeout(flush, 1);\n };\n}\n\nvar queue = new Array(1000);\nfunction flush() {\n for (var i = 0; i < len; i += 2) {\n var callback = queue[i];\n var arg = queue[i + 1];\n\n callback(arg);\n\n queue[i] = undefined;\n queue[i + 1] = undefined;\n }\n\n len = 0;\n}\n\nfunction attemptVertx() {\n try {\n var r = require;\n var vertx = r('vertx');\n vertxNext = vertx.runOnLoop || vertx.runOnContext;\n return useVertxTimer();\n } catch (e) {\n return useSetTimeout();\n }\n}\n\nvar scheduleFlush = undefined;\n// Decide what async method to use to triggering processing of queued callbacks:\nif (isNode) {\n scheduleFlush = useNextTick();\n} else if (BrowserMutationObserver) {\n scheduleFlush = useMutationObserver();\n} else if (isWorker) {\n scheduleFlush = useMessageChannel();\n} else if (browserWindow === undefined && typeof require === 'function') {\n scheduleFlush = attemptVertx();\n} else {\n scheduleFlush = useSetTimeout();\n}","'use strict';\n\nexport default then;\nimport { invokeCallback, subscribe, FULFILLED, REJECTED, noop, makePromise, PROMISE_ID } from './-internal';\n\nimport { asap } from './asap';\n\nfunction then(onFulfillment, onRejection) {\n var _arguments = arguments;\n\n var parent = this;\n\n var child = new this.constructor(noop);\n\n if (child[PROMISE_ID] === undefined) {\n makePromise(child);\n }\n\n var _state = parent._state;\n\n if (_state) {\n (function () {\n var callback = _arguments[_state - 1];\n asap(function () {\n return invokeCallback(_state, child, callback, parent._result);\n });\n })();\n } else {\n subscribe(parent, child, onFulfillment, onRejection);\n }\n\n return child;\n}","'use strict';\n\nexport default resolve;\nimport { noop, resolve as _resolve } from '../-internal';\n\n/**\n `Promise.resolve` returns a promise that will become resolved with the\n passed `value`. It is shorthand for the following:\n\n ```javascript\n let promise = new Promise(function(resolve, reject){\n resolve(1);\n });\n\n promise.then(function(value){\n // value === 1\n });\n ```\n\n Instead of writing the above, your code now simply becomes the following:\n\n ```javascript\n let promise = Promise.resolve(1);\n\n promise.then(function(value){\n // value === 1\n });\n ```\n\n @method resolve\n @static\n @param {Any} value value that the returned promise will be resolved with\n Useful for tooling.\n @return {Promise} a promise that will become fulfilled with the given\n `value`\n*/\nfunction resolve(object) {\n /*jshint validthis:true */\n var Constructor = this;\n\n if (object && typeof object === 'object' && object.constructor === Constructor) {\n return object;\n }\n\n var promise = new Constructor(noop);\n _resolve(promise, object);\n return promise;\n}","'use strict';\n\nimport { objectOrFunction, isFunction } from './utils';\n\nimport { asap } from './asap';\n\nimport originalThen from './then';\nimport originalResolve from './promise/resolve';\n\nvar PROMISE_ID = Math.random().toString(36).substring(16);\n\nexport { PROMISE_ID };\n\nfunction noop() {}\n\nvar PENDING = void 0;\nvar FULFILLED = 1;\nvar REJECTED = 2;\n\nvar GET_THEN_ERROR = new ErrorObject();\n\nfunction selfFulfillment() {\n return new TypeError(\"You cannot resolve a promise with itself\");\n}\n\nfunction cannotReturnOwn() {\n return new TypeError('A promises callback cannot return that same promise.');\n}\n\nfunction getThen(promise) {\n try {\n return promise.then;\n } catch (error) {\n GET_THEN_ERROR.error = error;\n return GET_THEN_ERROR;\n }\n}\n\nfunction tryThen(then, value, fulfillmentHandler, rejectionHandler) {\n try {\n then.call(value, fulfillmentHandler, rejectionHandler);\n } catch (e) {\n return e;\n }\n}\n\nfunction handleForeignThenable(promise, thenable, then) {\n asap(function (promise) {\n var sealed = false;\n var error = tryThen(then, thenable, function (value) {\n if (sealed) {\n return;\n }\n sealed = true;\n if (thenable !== value) {\n resolve(promise, value);\n } else {\n fulfill(promise, value);\n }\n }, function (reason) {\n if (sealed) {\n return;\n }\n sealed = true;\n\n reject(promise, reason);\n }, 'Settle: ' + (promise._label || ' unknown promise'));\n\n if (!sealed && error) {\n sealed = true;\n reject(promise, error);\n }\n }, promise);\n}\n\nfunction handleOwnThenable(promise, thenable) {\n if (thenable._state === FULFILLED) {\n fulfill(promise, thenable._result);\n } else if (thenable._state === REJECTED) {\n reject(promise, thenable._result);\n } else {\n subscribe(thenable, undefined, function (value) {\n return resolve(promise, value);\n }, function (reason) {\n return reject(promise, reason);\n });\n }\n}\n\nfunction handleMaybeThenable(promise, maybeThenable, then) {\n if (maybeThenable.constructor === promise.constructor && then === originalThen && maybeThenable.constructor.resolve === originalResolve) {\n handleOwnThenable(promise, maybeThenable);\n } else {\n if (then === GET_THEN_ERROR) {\n reject(promise, GET_THEN_ERROR.error);\n } else if (then === undefined) {\n fulfill(promise, maybeThenable);\n } else if (isFunction(then)) {\n handleForeignThenable(promise, maybeThenable, then);\n } else {\n fulfill(promise, maybeThenable);\n }\n }\n}\n\nfunction resolve(promise, value) {\n if (promise === value) {\n reject(promise, selfFulfillment());\n } else if (objectOrFunction(value)) {\n handleMaybeThenable(promise, value, getThen(value));\n } else {\n fulfill(promise, value);\n }\n}\n\nfunction publishRejection(promise) {\n if (promise._onerror) {\n promise._onerror(promise._result);\n }\n\n publish(promise);\n}\n\nfunction fulfill(promise, value) {\n if (promise._state !== PENDING) {\n return;\n }\n\n promise._result = value;\n promise._state = FULFILLED;\n\n if (promise._subscribers.length !== 0) {\n asap(publish, promise);\n }\n}\n\nfunction reject(promise, reason) {\n if (promise._state !== PENDING) {\n return;\n }\n promise._state = REJECTED;\n promise._result = reason;\n\n asap(publishRejection, promise);\n}\n\nfunction subscribe(parent, child, onFulfillment, onRejection) {\n var _subscribers = parent._subscribers;\n var length = _subscribers.length;\n\n\n parent._onerror = null;\n\n _subscribers[length] = child;\n _subscribers[length + FULFILLED] = onFulfillment;\n _subscribers[length + REJECTED] = onRejection;\n\n if (length === 0 && parent._state) {\n asap(publish, parent);\n }\n}\n\nfunction publish(promise) {\n var subscribers = promise._subscribers;\n var settled = promise._state;\n\n if (subscribers.length === 0) {\n return;\n }\n\n var child = undefined,\n callback = undefined,\n detail = promise._result;\n\n for (var i = 0; i < subscribers.length; i += 3) {\n child = subscribers[i];\n callback = subscribers[i + settled];\n\n if (child) {\n invokeCallback(settled, child, callback, detail);\n } else {\n callback(detail);\n }\n }\n\n promise._subscribers.length = 0;\n}\n\nfunction ErrorObject() {\n this.error = null;\n}\n\nvar TRY_CATCH_ERROR = new ErrorObject();\n\nfunction tryCatch(callback, detail) {\n try {\n return callback(detail);\n } catch (e) {\n TRY_CATCH_ERROR.error = e;\n return TRY_CATCH_ERROR;\n }\n}\n\nfunction invokeCallback(settled, promise, callback, detail) {\n var hasCallback = isFunction(callback),\n value = undefined,\n error = undefined,\n succeeded = undefined,\n failed = undefined;\n\n if (hasCallback) {\n value = tryCatch(callback, detail);\n\n if (value === TRY_CATCH_ERROR) {\n failed = true;\n error = value.error;\n value = null;\n } else {\n succeeded = true;\n }\n\n if (promise === value) {\n reject(promise, cannotReturnOwn());\n return;\n }\n } else {\n value = detail;\n succeeded = true;\n }\n\n if (promise._state !== PENDING) {\n // noop\n } else if (hasCallback && succeeded) {\n resolve(promise, value);\n } else if (failed) {\n reject(promise, error);\n } else if (settled === FULFILLED) {\n fulfill(promise, value);\n } else if (settled === REJECTED) {\n reject(promise, value);\n }\n}\n\nfunction initializePromise(promise, resolver) {\n try {\n resolver(function resolvePromise(value) {\n resolve(promise, value);\n }, function rejectPromise(reason) {\n reject(promise, reason);\n });\n } catch (e) {\n reject(promise, e);\n }\n}\n\nvar id = 0;\nfunction nextId() {\n return id++;\n}\n\nfunction makePromise(promise) {\n promise[PROMISE_ID] = id++;\n promise._state = undefined;\n promise._result = undefined;\n promise._subscribers = [];\n}\n\nexport { nextId, makePromise, getThen, noop, resolve, reject, fulfill, subscribe, publish, publishRejection, initializePromise, invokeCallback, FULFILLED, REJECTED, PENDING, handleMaybeThenable };","'use strict';\n\nimport { isArray, isMaybeThenable } from './utils';\n\nimport { noop, reject, fulfill, subscribe, FULFILLED, REJECTED, PENDING, getThen, handleMaybeThenable } from './-internal';\n\nimport then from './then';\nimport Promise from './promise';\nimport originalResolve from './promise/resolve';\nimport originalThen from './then';\nimport { makePromise, PROMISE_ID } from './-internal';\n\nexport default Enumerator;\nfunction Enumerator(Constructor, input) {\n this._instanceConstructor = Constructor;\n this.promise = new Constructor(noop);\n\n if (!this.promise[PROMISE_ID]) {\n makePromise(this.promise);\n }\n\n if (isArray(input)) {\n this._input = input;\n

this.length = input.length;\n this._remaining = input.length;\n\n this._result = new Array(this.length);\n\n if (this.length === 0) {\n fulfill(this.promise, this._result);\n } else {\n this.length = this.length || 0;\n this._enumerate();\n if (this._remaining === 0) {\n fulfill(this.promise, this._result);\n }\n }\n } else {\n reject(this.promise, validationError());\n }\n}\n\nfunction validationError() {\n return new Error('Array Methods must be provided an Array');\n};\n\nEnumerator.prototype._enumerate = function () {\n var length = this.length;\n var _input = this._input;\n\n for (var i = 0; this._state === PENDING && i < length; i++) {\n this._eachEntry(_input[i], i);\n }\n};\n\nEnumerator.prototype._eachEntry = function (entry, i) {\n var c = this._instanceConstructor;\n var resolve = c.resolve;\n\n if (resolve === originalResolve) {\n var _then = getThen(entry);\n\n if (_then === originalThen && entry._state !== PENDING) {\n this._settledAt(entry._state, i, entry._result);\n } else if (typeof _then !== 'function') {\n this._remaining--;\n this._result[i] = entry;\n } else if (c === Promise) {\n var promise = new c(noop);\n handleMaybeThenable(promise, entry, _then);\n this._willSettleAt(promise, i);\n } else {\n this._willSettleAt(new c(function (resolve) {\n return resolve(entry);\n }), i);\n }\n } else {\n this._willSettleAt(resolve(entry), i);\n }\n};\n\nEnumerator.prototype._settledAt = function (state, i, value) {\n var promise = this.promise;\n\n if (promise._state === PENDING) {\n this._remaining--;\n\n if (state === REJECTED) {\n reject(promise, value);\n } else {\n this._result[i] = value;\n }\n }\n\n if (this._remaining === 0) {\n fulfill(promise, this._result);\n }\n};\n\nEnumerator.prototype._willSettleAt = function (promise, i) {\n var enumerator = this;\n\n subscribe(promise, undefined, function (value) {\n return enumerator._settledAt(FULFILLED, i, value);\n }, function (reason) {\n return enumerator._settledAt(REJECTED, i, reason);\n });\n};","'use strict';\n\nexport default all;\nimport Enumerator from '../enumerator';\n\n/**\n `Promise.all` accepts an array of promises, and\n returns a new promise which\n is fulfilled with an array of fulfillment values for the passed promises, or\n rejected with the reason of the first passed promise to be rejected. It casts all\n elements of the passed iterable to promises as it runs this algorithm.\n\n Example:\n\n ```javascript\n let promise1 = resolve(1);\n let promise2 = resolve(2);\n let promise3 = resolve(3);\n let promises = [promise1, promise2, promise3];\n\n Promise.all(promises).then(function(array){\n // The array here would be [1, 2, 3];\n });\n ```\n\n If any of the `promises` given to `all` are rejected, the first promise\n that is rejected will be given as an argument to the returned promises's\n rejection handler. For example:\n\n Example:\n\n ```javascript\n let promise1 = resolve(1);\n let promise2 = reject(new Error(\"2\"));\n let promise3 = reject(new Error(\"3\"));\n let promises = [promise1, promise2, promise3];\n\n Promise.all(promises).then(function(array){\n // Code here never runs because there are rejected promises!\n }, function(error) {\n // error.message === \"2\"\n });\n ```\n\n @method all\n @static\n @param {Array} entries array of promises\n @param {String} label optional string for labeling the promise.\n Useful for tooling.\n @return {Promise} promise that is fulfilled when all `promises` have been\n fulfilled, or rejected if any of them become rejected.\n @static\n*/\nfunction all(entries) {\n return new Enumerator(this, entries).promise;\n}","\"use strict\";\n\nexport default race;\nimport { isArray } from \"../utils\";\n\n/**\n `Promise.race` returns a new promise which is settled in the same way as the\n first passed promise to settle.\n\n Example:\n\n ```javascript\n let promise1 = new Promise(function(resolve, reject){\n setTimeout(function(){\n resolve('promise 1');\n }, 200);\n });\n\n let promise2 = new Promise(function(resolve, reject){\n setTimeout(function(){\n resolve('promise 2');\n }, 100);\n });\n\n Promise.race([promise1, promise2]).then(function(result){\n // result === 'promise 2' because it was resolved before promise1\n // was resolved.\n });\n ```\n\n `Promise.race` is deterministic in that only the state of the first\n settled promise matters. For example, even if other promises given to the\n `promises` array argument are resolved, but the first settled promise has\n become rejected before the other promises became fulfilled, the returned\n promise will become rejected:\n\n ```javascript\n let promise1 = new Promise(function(resolve, reject){\n setTimeout(function(){\n resolve('promise 1');\n }, 200);\n });\n\n let promise2 = new Promise(function(resolve, reject){\n setTimeout(function(){\n reject(new Error('promise 2'));\n }, 100);\n });\n\n Promise.race([promise1, promise2]).then(function(result){\n // Code here never runs\n }, function(reason){\n // reason.message === 'promise 2' because promise 2 became rejected before\n // promise 1 became fulfilled\n });\n ```\n\n An example real-world use case is implementing timeouts:\n\n ```javascript\n Promise.race([ajax('foo.json'), timeout(5000)])\n ```\n\n @method race\n @static\n @param {Array} promises array of promises to observe\n Useful for tooling.\n @return {Promise} a promise which settles in the same way as the first passed\n promise to settle.\n*/\nfunction race(entries) {\n /*jshint validthis:true */\n var Constructor = this;\n\n if (!isArray(entries)) {\n return new Constructor(function (_, reject) {\n return reject(new TypeError('You must pass an array to race.'));\n });\n } else {\n return new Constructor(function (resolve, reject) {\n var length = entries.length;\n for (var i = 0; i < length; i++) {\n Constructor.resolve(entries[i]).then(resolve, reject);\n }\n });\n }\n}","'use strict';\n\nexport default reject;\nimport { noop, reject as _reject } from '../-internal';\n\n/**\n `Promise.reject` returns a promise rejected with the passed `reason`.\n It is shorthand for the following:\n\n ```javascript\n let promise = new Promise(function(resolve, reject){\n reject(new Error('WHOOPS'));\n });\n\n promise.then(function(value){\n // Code here doesn't run because the promise is rejected!\n }, function(reason){\n // reason.message === 'WHOOPS'\n });\n ```\n\n Instead of writing the above, your code now simply becomes the following:\n\n ```javascript\n let promise = Promise.reject(new Error('WHOOPS'));\n\n promise.then(function(value){\n // Code here doesn't run because the promise is rejected!\n }, function(reason){\n // reason.message === 'WHOOPS'\n });\n ```\n\n @method reject\n @static\n @param {Any} reason value that the returned promise will be rejected with.\n Useful for tooling.\n @return {Promise} a promise rejected with the given `reason`.\n*/\nfunction reject(reason) {\n /*jshint validthis:true */\n var Constructor = this;\n var promise = new Constructor(noop);\n _reject(promise, reason);\n return promise;\n}","'use strict';\n\nexport default Promise;\n\nimport { isFunction } from './utils';\n\nimport { noop, nextId, PROMISE_ID, initializePromise } from './-internal';\n\nimport { asap, setAsap, setScheduler } from './asap';\n\nimport all from './promise/all';\nimport race from './promise/race';\nimport Resolve from './promise/resolve';\nimport Reject from './promise/reject';\nimport then from './then';\n\nfunction needsResolver() {\n throw new TypeError('You must pass a resolver function as the first argument to the promise constructor');\n}\n\nfunction needsNew() {\n throw new TypeError(\"Failed to construct 'Promise': Please use the 'new' operator, this object constructor cannot be called as a function.\");\n}\n\n/**\n Promise objects represent the eventual result of an asynchronous operation. The\n primary way of interacting with a promise is through its `then` method, which\n registers callbacks to receive either a promise's eventual value or the reason\n why the promise cannot be fulfilled.\n\n Terminology\n -----------\n\n - `promise` is an object or function with a `then` method whose behavior conforms to this specification.\n - `thenable` is an object or function that defines a `then` method.\n - `value` is any legal JavaScript value (including undefined, a thenable, or a promise).\n - `exception` is a value that is thrown using the throw statement.\n - `reason` is a value that indicates why a promise was rejected.\n - `settled` the final resting state of a promise, fulfilled or rejected.\n\n A promise can be in one of three states: pending, fulfilled, or rejected.\n\n Promises that are fulfilled have a fulfillment value and are in the fulfilled\n state. Promises that are rejected have a rejection reason and are in the\n rejected state. A fulfillment value is never a thenable.\n\n Promises can also be said to *resolve* a value. If this value is also a\n promise, then the original promise's settled state will match the value's\n settled state. So a promise that *resolves* a promise that rejects will\n itself reject, and a promise that *resolves* a promise that fulfills will\n itself fulfill.\n\n\n Basic Usage:\n ------------\n\n ```js\n let promise = new Promise(function(resolve, reject) {\n // on success\n resolve(value);\n\n // on failure\n reject(reason);\n });\n\n promise.then(function(value) {\n // on fulfillment\n }, function(reason) {\n // on rejection\n });\n ```\n\n Advanced Usage:\n ---------------\n\n Promises shine when abstracting away asynchronous interactions such as\n `XMLHttpRequest`s.\n\n ```js\n function getJSON(url) {\n return new Promise(function(resolve, reject){\n let xhr = new XMLHttpRequest();\n\n xhr.open('GET', url);\n xhr.onreadystatechange = handler;\n xhr.responseType = 'json';\n xhr.setRequestHeader('Accept', 'application/json');\n xhr.send();\n\n function handler() {\n if (this.readyState === this.DONE) {\n if (this.status === 200) {\n resolve(this.response);\n } else {\n reject(new Error('getJSON: `' + url + '` failed with status: [' + this.status + ']'));\n }\n }\n };\n });\n }\n\n getJSON('/posts.json').then(function(json) {\n // on fulfillment\n }, function(reason) {\n // on rejection\n });\n ```\n\n Unlike callbacks, promises are great composable primitives.\n\n ```js\n Promise.all([\n getJSON('/posts'),\n getJSON('/comments')\n]).then(function(values){\n values[0] // => postsJSON\n values[1] // => commentsJSON\n\n return values;\n });\n ```\n\n @class Promise\n @param {function} resolver\n Useful for tooling.\n @constructor\n*/\nfunction Promise(resolver) {\n this[PROMISE_ID] = nextId();\n this._result = this._state = undefined;\n this._subscribers = [];\n\n if (noop !== resolver) {\n typeof resolver !== 'function' && needsResolver();\n this instanceof Promise ? initializePromise(this, resolver) : needsNew();\n }\n}\n\nPromise.all = all;\nPromise.race = race;\nPromise.resolve = Resolve;\nPromise.reject = Reject;\nPromise._setScheduler = setScheduler;\nPromise._setAsap = setAsap;\nPromise._asap = asap;\n\nPromise.prototype = {\n constructor: Promise,\n\n /**\n The primary way of interacting with a promise is through its `then` method,\n which registers callbacks to receive either a promise's eventual value or the\n reason why the promise cannot be fulfilled.\n\n ```js\n findUser().then(function(user){\n // user is available\n }, function(reason){\n // user is unavailable, and you are given the reason why\n });\n ```\n\n Chaining\n --------\n\n The return value of `then` is itself a promise. This second, 'downstream'\n promise is resolved with the return value of the first promise's fulfillment\n or rejection handler, or rejected if the handler throws an exception.\n\n ```js\n findUser().then(function (user) {\n return user.name;\n }, function (reason) {\n return 'default name';\n }).then(function (userName) {\n // If `findUser` fulfilled, `userName` will be the user's name, otherwise it\n // will be `'default name'`\n });\n\n findUser().then(function (user) {\n throw new Error('Found user, but still unhappy');\n }, function (reason) {\n throw new Error('`findUser` rejected and we're unhappy');\n }).then(function (value) {\n // never reached\n }, function (reason) {\n // if `findUser` fulfilled, `reason` will be 'Found user, but still unhappy'.\n // If `findUser` rejected, `reason` will be '`findUser` rejected and we're unhappy'.\n });\n ```\n If the downstream promise does not specify a rejection handler, rejection reasons will be propagated further downstream.\n\n ```js\n findUser().then(function (user) {\n throw new PedagogicalException('Upstream error');\n }).then(function (value) {\n // never reached\n }).then(function (value) {\n // never reached\n }, function (reason) {\n // The `PedgagocialException` is propagated all the way down to here\n });\n ```\n\n Assimilation\n ------------\n\n Sometimes the value you want to propagate to a downstream promise can only be\n retrieved asynchronously. This can be achieved by returning a promise in the\n fulfillment or rejection handler. The downstream promise will then be pending\n until the returned promise is settled. This is called *assimilation*.\n\n ```js\n findUser().then(function (user) {\n return findCommentsByAuthor(user);\n }).then(function (comments) {\n // The user's comments are now available\n });\n ```\n\n If the assimliated promise rejects, then the downstream promise will also reject.\n\n ```js\n findUser().then(function (user) {\n return

findCommentsByAuthor(user);\n }).then(function (comments) {\n // If `findCommentsByAuthor` fulfills, we'll have the value here\n }, function (reason) {\n // If `findCommentsByAuthor` rejects, we'll have the reason here\n });\n ```\n \n Simple Example\n --------------\n \n Synchronous Example\n \n ```javascript\n let result;\n \n try {\n result = findResult();\n // success\n } catch(reason) {\n // failure\n }\n ```\n \n Errback Example\n \n ```js\n findResult(function(result, err){\n if (err) {\n // failure\n } else {\n // success\n }\n });\n ```\n \n Promise Example;\n \n ```javascript\n findResult().then(function(result){\n // success\n }, function(reason){\n // failure\n });\n ```\n \n Advanced Example\n --------------\n \n Synchronous Example\n \n ```javascript\n let author, books;\n \n try {\n author = findAuthor();\n books = findBooksByAuthor(author);\n // success\n } catch(reason) {\n // failure\n }\n ```\n \n Errback Example\n \n ```js\n \n function foundBooks(books) {\n \n }\n \n function failure(reason) {\n \n }\n \n findAuthor(function(author, err){\n if (err) {\n failure(err);\n // failure\n } else {\n try {\n findBoooksByAuthor(author, function(books, err) {\n if (err) {\n failure(err);\n } else {\n try {\n foundBooks(books);\n } catch(reason) {\n failure(reason);\n }\n }\n });\n } catch(error) {\n failure(err);\n }\n // success\n }\n });\n ```\n \n Promise Example;\n \n ```javascript\n findAuthor().\n then(findBooksByAuthor).\n then(function(books){\n // found books\n }).catch(function(reason){\n // something went wrong\n });\n ```\n \n @method then\n @param {Function} onFulfilled\n @param {Function} onRejected\n Useful for tooling.\n @return {Promise}\n */\n then: then,\n\n /**\n `catch` is simply sugar for `then(undefined, onRejection)` which makes it the same\n as the catch block of a try/catch statement.\n \n ```js\n function findAuthor(){\n throw new Error('couldn't find that author');\n }\n \n // synchronous\n try {\n findAuthor();\n } catch(reason) {\n // something went wrong\n }\n \n // async with promises\n findAuthor().catch(function(reason){\n // something went wrong\n });\n ```\n \n @method catch\n @param {Function} onRejection\n Useful for tooling.\n @return {Promise}\n */\n 'catch': function _catch(onRejection) {\n return this.then(null, onRejection);\n }\n};","/*global self*/\n'use strict';\n\nexport default polyfill;\nimport Promise from './promise';\nfunction polyfill() {\n var local = undefined;\n\n if (typeof global !== 'undefined') {\n local = global;\n } else if (typeof self !== 'undefined') {\n local = self;\n } else {\n try {\n local = Function('return this')();\n } catch (e) {\n throw new Error('polyfill failed because global object is unavailable in this environment');\n }\n }\n\n var P = local.Promise;\n\n if (P) {\n var promiseToString = null;\n try {\n promiseToString = Object.prototype.toString.call(P.resolve());\n } catch (e) {\n // silently ignored\n }\n\n if (promiseToString === '[object Promise]' && !P.cast) {\n return;\n }\n }\n\n local.Promise = Promise;\n}","'use strict';\n\nimport Promise from './es6-promise/promise';\nimport polyfill from './es6-promise/polyfill';\n\npolyfill();\n// Strange compat..\nPromise.polyfill = polyfill;\nPromise.Promise = Promise;\nexport default Promise;"],"names":
["reject","resolve","originalResolve","originalThen","then","Resolve","Reject"],"mappings":"AAAA;AACA;AACA;AACA;AACA;AACA;AACA;;;;;;;;ACAA,SAAS,gBAAgB,CAAC,CAAC,EAAE;EAC3B,OAAO,OAAO,CAAC,KAAK,UAAU,IAAI,OAAO,CAAC,KAAK,QAAQ,IAAI,CAAC,KAAK,IAAI,CAAC;CACvE;;AAED,SAAS,UAAU,CAAC,CAAC,EAAE;EACrB,OAAO,OAAO,CAAC,KAAK,UAAU,CAAC;CAChC;;AAED,AAIA,IAAI,QAAQ,GAAG,SAAS,CAAC;AACzB,IAAI,CAAC,KAAK,CAAC,OAAO,EAAE;EAClB,QAAQ,EAAE,UAAU,CAAC,EAAE,CAAC,EAAE;IACxB,OAAO,MAAM,CAAC,SAAS,CAAC,QAAQ,CAAC,CAAC,CAAC,KAAK,iBAAiB,CAAC,CAAC,CAAC;GAC5D;CACF;;AAED,IAAI,OAAO,GAAG,QAAQ,CAAC,CAAC,EAAE,CAAC,EAAE;EAC3B,IAAI,GAAG,GAAG,EAAE,CAAC;EACb,KAAK,IAAI,CAAC,IAAI,CAAC,EAAE;IACf,IAAI,CAAC,CAAC,cAAc,CAAC,CAAC,CAAC,EAAE,GAAG,CAAC,IAAI,CAAC,CAAC,CAAC,CAAC,CAAC,CAAC,CAAC;GACzC;EACD,OAAO,GAAG,CAAC;CACZ;;AAED,IAAI,QAAQ,GAAG,SAAS,CAAC;AACzB,IAAI,CAAC,KAAK,CAAC,OAAO,EAAE;EAClB,QAAQ,EAAE,UAAU,CAAC,EAAE,CAAC,EAAE;IACxB,OAAO,MAAM,CAAC,SAAS,CAAC,QAAQ,CAAC,CAAC,CAAC,KAAK,iBAAiB,CAAC,CAAC,CAAC;GAC5D;CACF;;AAED,IAAI,OAAO,GAAG,QAAQ,CAAC,CAAC,EAAE,CAAC,EAAE;EAC3B,IAAI,GAAG,GAAG,EAAE,CAAC;EACb,KAAK,IAAI,CAAC,IAAI,CAAC,EAAE;IACf,IAAI,CAAC,CAAC,cAAc,CAAC,CAAC,CAAC,EAAE,GAAG,CAAC,IAAI,CAAC,CAAC,CAAC,CAAC,CAAC,CAAC,CAAC;GACzC;EACD,OAAO,GAAG,CAAC;CACZ;;AAED,IAAI,SAAS,GAAG,SAAS,CAAC;AAC1B,IAAI,CAAC,KAAK,CAAC,OAAO,EAAE;EAClB,SAAS,EAAE,UAAU,CAAC,EAAE,CAAC,EAAE;IACzB,OAAO,MAAM,CAAC,SAAS,CAAC,QAAQ,CAAC,CAAC,CAAC,KAAK,kBAAkB,CAAC,CAAC,CAAC;GAC7D;CACF

SAAS,CAAC,GAAG,aAAa,CAAC;EACjD,YAAY,CAAC,MAAM,GAAG,QAAQ,CAAC,GAAG,WAAW,CAAC;;EAE9C,IAAI,MAAM,KAAK,CAAC,IAAI,MAAM,CAAC,MAAM,EAAE;IACjC,IAAI,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;GACvB;CACF;;AAED,SAAS,OAAO,CAAC,OAAO,EAAE;EACxB,IAAI,WAAW,GAAG,OAAO,,CAAC,YAAY,CAAC;EACvC,IAAI,OAAO,GAAG,OAAO,CAAC,MAAM,CAAC;;EAE7B,IAAI,WAAW,CAAC,MAAM,KAAK,CAAC,OAAO,CAAC,MAAM,EAAE;IAC5C,MAAM,IAAI,KAAK,CAAC,+BAA+B,CAAC;GACjD;;EAED,IAAI,KAAK,GAAG,SAAS;MACjB,QAAQ,GAAG,SAAS;MACpB,MAAM,GAAG,SAAS,CAAC;;EAEvB,IAAI,WAAW,EAAE;IACf,KAAK,GAAG,QAAQ,CAAC,QAAQ,CAAC;MAClC,KAAK,GAAG,SAAS;MACjB,KAAK,GAAG,SAAS;MACjB,SAAS,GAAG,SAAS;MACrB,MAAM,GAAG,SAAS,CAAC;;EAEvB,IAAI,WAAW,EAAE;IACf,KAAK,GAAG,QAAQ,CAAC,QAAQ,CAAC;MAAC,KAAK,GAAG,SAAS;MAAE,MAAM,GAAG,SAAS,CAAC;;EAEpE,IAAI,KAAK,EAAE;IACT,IAAI,CAAC,KAAK,GAAG,QAAQ,CAAC,QAAQ,CAAC;MAAC,IAAI,CAAC,OAAO,EAAE,aAAa,CAAC,GAAG,CAAC,KAAK,CAAC,CAAC,CAAC

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Uint8ClampedArray !== 'undefined' && typeof importScripts !== 'undefined' && typeof MessageChannel !== 'undefined';\n\n// node\nfunction useNextTick() {\n // node version 0.10.x displays a deprecation warning when nextTick is used recursively\n // see https://github.com/cujojs/when/issues/410 for details\n return function () {\n return process.nextTick(flush);\n };\n}\n\n// vertx\nfunction useVertxTimer() {\n return function () {\n vertxNext(flush);\n };\n}\n\nfunction useMutationObserver() {\n var iterations = 0;\n var observer = new BrowserMutationObserver(flush);\n var node = document.createTextNode('');\n observer.observe(node, { characterData: true });\n\n return function () {\n node.data = iterations = ++iterations % 2;\n };\n}\n\n// web worker\nfunction useMessageChannel() {\n var channel = new MessageChannel();\n channel.port1.onmessage = flush;\n return function () {\n return channel.port2.postMessage(0);\n };\n}\n\nfunction useSetTimeout() {\n // Store setTimeout reference so es6-promise will be unaffected by\n // other code modifying setTimeout (like sinon.useFakeTimers())\n var globalSetTimeout = setTimeout;\n return function () {\n return globalSetTimeout(flush, 1);\n };\n}\n\nvar queue = new Array(1000);\nfunction flush() {\n for (var i = 0; i < len; i += 2) {\n var callback = queue[i];\n var arg = queue[i + 1];\n\n callback(arg);\n\n queue[i] = undefined;\n queue[i + 1] = undefined;\n }\n\n len = 0;\n}\n\nfunction attemptVertx() {\n try {\n var r = require;\n var vertx = r('vertx');\n vertxNext = vertx.runOnLoop || vertx.runOnContext;\n return useVertxTimer();\n } catch (e) {\n return useSetTimeout();\n }\n}\n\nvar scheduleFlush = undefined;\n// Decide what async method to use to triggering processing of queued callbacks:\nif (isNode) {\n scheduleFlush = useNextTick();\n} else if (BrowserMutationObserver) {\n scheduleFlush = useMutationObserver();\n} else if (isWorker) {\n scheduleFlush = useMessageChannel();\n} else if (browserWindow === undefined && typeof require === 'function') {\n scheduleFlush = attemptVertx();\n} else {\n scheduleFlush = useSetTimeout();\n}","'use strict';\n\nexport default then;\nimport { invokeCallback, subscribe, FULFILLED, REJECTED, noop, makePromise, PROMISE_ID } from './-internal';\n\nimport { asap } from './asap';\nfunction then(onFulfillment, onRejection) {\n var _arguments = arguments;\n\n var parent = this;\n\n var child = new this.constructor(noop);\n\n if (child[PROMISE_ID] === undefined) {\n makePromise(child);\n }\n\n var _state = parent._state;\n\n if (_state) {\n (function () {\n var callback = _arguments[_state - 1];\n asap(function () {\n return invokeCallback(_state, child, callback, parent._result);\n });\n })();\n } else {\n subscribe(parent, child, onFulfillment, onRejection);\n }\n\n return child;\n}","'use strict';\n\nexport default resolve;\nimport { noop, resolve as _resolve } from '../-internal';\n\n/**\n `Promise.resolve` returns a promise that will become resolved with the\n passed `value`. It is shorthand for the following:\n\n ```javascript\n let promise = new Promise(function(resolve, reject){\n resolve(1);\n });\n\n promise.then(function(value){\n // value === 1\n });\n ```\n\n Instead of writing the above, your code now simply becomes the following:\n\n ```javascript\n let promise = Promise.resolve(1);\n\n promise.then(function(value){\n // value === 1\n });\n ```\n\n @method resolve\n @static\n @param {Any} value value that the returned promise will be resolved with\n Useful for tooling.\n @return {Promise} a promise that will become fulfilled with the given\n `value`\n*/\nfunction resolve(object) {\n /*jshint validthis:true */\n var Constructor = this;\n\n if (object && typeof object === 'object' && object.constructor === Constructor) {\n return object;\n }\n\n var promise = new Constructor(noop);\n _resolve(promise, object);\n return promise;\n}","'use strict';\n\nimport { objectOrFunction, isFunction } from './utils';\n\nimport { asap } from './asap';\n\nimport originalThen from './then';\nimport originalResolve from './promise/resolve';\n\nvar PROMISE_ID = Math.random().toString(36).substring(16);\n\nexport { PROMISE_ID };\n\nfunction noop() {}\n\nvar PENDING = void 0;\nvar FULFILLED = 1;\nvar REJECTED = 2;\n\nvar GET_THEN_ERROR = new ErrorObject();\n\nfunction selfFulfillment() {\n return new TypeError(\"You cannot resolve a promise with itself\");\n}\n\nfunction cannotReturnOwn() {\n return new TypeError('A promises callback cannot return that same promise.');\n}\n\nfunction getThen(promise) {\n try {\n return promise.then;\n } catch (error) {\n GET_THEN_ERROR.error = error;\n return GET_THEN_ERROR;\n }\n}\n\nfunction tryThen(then, value, fulfillmentHandler, rejectionHandler) {\n try {\n then.call(value, fulfillmentHandler, rejectionHandler);\n } catch (e) {\n return e;\n }\n}\n\nfunction handleForeignThenable(promise, thenable, then) {\n asap(function (promise) {\n var sealed = false;\n var error = tryThen(then, thenable, function (value) {\n if (sealed) {\n return;\n }\n sealed = true;\n if (thenable !== value) {\n resolve(promise, value);\n } else {\n fulfill(promise, value);\n }\n }, function (reason) {\n if (sealed) {\n return;\n }\n sealed = true;\n\n reject(promise, reason);\n }, 'Settle: ' + (promise._label || ' unknown promise'));\n\n if (!sealed && error) {\n sealed = true;\n reject(promise, error);\n }\n }, promise);\n}\n\nfunction handleOwnThenable(promise, thenable) {\n if (thenable._state === FULFILLED) {\n fulfill(promise, thenable._result);\n } else if (thenable._state === REJECTED) {\n reject(promise, thenable._result);\n } else {\n subscribe(thenable, undefined, function (value) {\n return resolve(promise, value);\n }, function (reason) {\n return reject(promise, reason);\n });\n }\n}\n\nfunction handleMaybeThenable(promise, maybeThenable, then) {\n if (maybeThenable.constructor === promise.constructor && then === originalThen && maybeThenable.constructor.resolve === originalResolve) {\n handleOwnThenable(promise, maybeThenable);\n } else {\n if (then === GET_THEN_ERROR) {\n reject(promise, GET_THEN_ERROR.error);\n } else if (then === undefined) {\n fulfill(promise, maybeThenable);\n } else if (isFunction(then)) {\n handleForeignThenable(promise, maybeThenable, then);\n } else {\n fulfill(promise, maybeThenable);\n }\n }\n}\n\nfunction resolve(promise, value) {\n if (promise === value) {\n reject(promise, selfFulfillment());\n } else if (objectOrFunction(value)) {\n handleMaybeThenable(promise, value, getThen(value));\n } else {\n fulfill(promise, value);\n }\n}\n\nfunction publishRejection(promise) {\n if (promise._onerror) {\n promise._onerror(promise._result);\n }\n\n publish(promise);\n}\n\nfunction fulfill(promise, value) {\n if (promise._state !== PENDING) {\n return;\n }\n\n promise._result = value;\n promise._state = FULFILLED;\n\n if (promise._subscribers.length !== 0) {\n asap(publish, promise);\n }\n}\n\nfunction reject(promise, reason) {\n if (promise._state !== PENDING) {\n return;\n }\n promise._state = REJECTED;\n promise._result = reason;\n\n asap(publishRejection, promise);\n}\n\nfunction subscribe(parent, child, onFulfillment, onRejection) {\n var _subscribers = parent._subscribers;\n var length = _subscribers.length;\n\n\n parent._onerror = null;\n\n _subscribers[length] = child;\n _subscribers[length + FULFILLED] = onFulfillment;\n _subscribers[length + REJECTED] = onRejection;\n\n if (length === 0 && parent._state) {\n asap(publish, parent);\n }\n}\n\nfunction publish(promise) {\n var subscribers = promise._subscribers;\n var settled = promise._state;\n\n if (subscribers.length === 0) {\n return;\n }\n\n var child = undefined,\n callback = undefined,\n detail = promise._result;\n\n for (var i = 0; i < subscribers.length; i += 3) {\n child = subscribers[i];\n callback = subscribers[i + settled];\n\n if (child) {\n invokeCallback(settled, child, callback, detail);\n } else {\n callback(detail);\n }\n }\n\n promise._subscribers.length = 0;\n}\n\nfunction ErrorObject() {\n this.error = null;\n}\n\nvar TRY_CATCH_ERROR = new ErrorObject();\n\nfunction tryCatch(callback, detail) {\n try {\n return callback(detail);\n } catch (e) {\n TRY_CATCH_ERROR.error = e;\n return TRY_CATCH_ERROR;\n }\n}\n\nfunction invokeCallback(settled, promise, callback, detail) {\n var hasCallback = isFunction(callback),\n value = undefined,\n error = undefined,\n succeeded = undefined,\n failed = undefined;\n\n if (hasCallback) {\n value = tryCatch(callback, detail);\n\n if (value === TRY_CATCH_ERROR) {\n failed = true;\n error = value.error;\n value = null;\n } else {\n succeeded = true;\n }\n\n if (promise === value) {\n reject(promise, cannotReturnOwn());\n return;\n }\n } else {\n value = detail;\n succeeded = true;\n }\n\n if (promise._state !== PENDING) {\n // noop\n } else if (hasCallback && succeeded) {\n resolve(promise, value);\n } else if (failed) {\n reject(promise, error);\n } else if (settled === FULFILLED) {\n fulfill(promise, value);\n } else if (settled === REJECTED) {\n reject(promise, value);\n }\n}\n\nfunction initializePromise(promise, resolver) {\n try {\n resolver(function resolvePromise(value) {\n resolve(promise, value);\n }, function rejectPromise(reason) {\n reject(promise, reason);\n });\n } catch (e) {\n reject(promise, e);\n }\n}\n\nvar id = 0;\nfunction nextId() {\n return id++;\n}\n\nfunction makePromise(promise) {\n promise[PROMISE_ID] = id++;\n promise._state = undefined;\n promise._result = undefined;\n promise._subscribers = [];\n}\n\nexport { nextId, makePromise, getThen, noop, resolve, reject, fulfill, subscribe, publish, publishRejection, initializePromise, invokeCallback, FULFILLED, REJECTED, PENDING, handleMaybeThenable };","'use strict';\n\nimport { isArray, isMaybeThenable } from './utils';\n\nimport { noop, reject, fulfill, subscribe, FULFILLED, REJECTED, PENDING, getThen, handleMaybeThenable } from './-internal';\n\nimport then from './then';\nimport Promise from './promise';\nimport originalResolve from './promise/resolve';\nimport originalThen from './then';\nimport { makePromise, PROMISE_ID } from './-internal';\n\nexport default Enumerator;\nfunction Enumerator(Constructor, input) {\n this._instanceConstructor = Constructor;\n this.promise = new Constructor(noop);\n\n if (!this.promise[PROMISE_ID]) {\n makePromise(this.promise);\n }\n\n if (isArray(input)) {\n this._input = input;\n this.length = input.length;\n this._remaining = input.length;\n\n this._result = new Array(this.length);\n\n if (this.length === 0) {\n fulfill(this.promise, this._result);\n } else {\n this.length = this.length || 0;\n this._enumerate();\n if (this._remaining === 0) {\n fulfill(this.promise, this._result);\n }\n }\n } else {\n reject(this.promise, validationError());\n }\n}\n\nfunction validationError() {\n return new Error('Array Methods must be provided an Array');\n};\n\nEnumerator.prototype._enumerate = function () {\n var length = this.length;\n var _input = this._input;\n\n for (var i = 0; this._state === PENDING && i < length; i++) {\n this._eachEntry(_input[i], i);\n }\n};\n\nEnumerator.prototype._eachEntry = function (entry, i) {\n var c = this._instanceConstructor;\n var resolve = c.resolve;\n\n if (resolve === originalResolve) {\n var _then = getThen(entry);\n\n if (_then === originalThen && entry._state !== PENDING) {\n this._settledAt(entry._state, i, entry._result);\n } else if (typeof _then !== 'function') {\n this._remaining--;\n this._result[i] = entry;\n } else if (c === Promise) {\n var promise = new c(noop);\n handleMaybeThenable(promise, entry, _then);\n this._willSettleAt(promise, i);\n } else {\n this._willSettleAt(new c(function (resolve) {\n return resolve(entry);\n }), i);\n }\n } else {\n this._willSettleAt(resolve(entry), i);\n }\n};\n\nEnumerator.prototype._settledAt = function (state, i, value) {\n var promise = this.promise;\n\n if (promise._state === PENDING) {\n this._remaining--;\n\n if (state === REJECTED) {\n reject(promise, value);\n } else {\n this._result[i] = value;\n }\n }\n\n if (this._remaining === 0) {\n fulfill(promise, this._result);\n }\n};\n\nEnumerator.prototype._willSettleAt = function (promise, i) {\n var enumerator = this;\n\n subscribe(promise, undefined, function (value) {\n return enumerator._settledAt(FULFILLED, i, value);\n }, function (reason) {\n return enumerator._settledAt(REJECTED, i, reason);\n });\n};","'use strict';\n\nexport default all;\nimport Enumerator from '../enumerator';\n\n/**\n `Promise.all` accepts an array of promises, and\n returns a new promise which\n is fulfilled with an array of fulfillment values for the passed promises, or\n rejected with the reason of the first passed promise to be rejected. It casts all\n elements of the passed iterable to promises as it runs this algorithm.\n\n Example:\n\n ```javascript\n let promise1 = resolve(1);\n let promise2 = resolve(2);\n let promise3 = resolve(3);\n let promises = [ promise1, promise2, promise3 ];\n\n Promise.all(promises).then(function(array){\n // The array here would be [ 1, 2, 3 ];\n });\n ```\n\n If any of the `promises` given to `all` are rejected, the first promise\n that is rejected will be given as an argument to the returned promises's\n rejection handler. For
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example:\n\n Example:\n\n ```javascript\n let promise1 = resolve(1);\n let promise2 = reject(new Error(\"2\"));\n let promise3 = reject(new Error(\"3\"));\n let promises = [promise1, promise2, promise3];\n\n Promise.all(promises).then(function(array){\n // Code here never runs because there are rejected promises!\n }, function(error) {\n // error.message === \"2\"\n });\n ```\n\n @method all\n @static\n @param {Array} entries array of promises\n @param {String} label optional string for labeling the promise.\n Useful for tooling.\n @return {Promise} promise that is fulfilled when all `promises` have been\n fulfilled, or rejected if any of them become rejected.\n @static\n*/\nfunction all(entries) {\n return new Enumerator(this, entries).promise;\n}","\"use strict\";\n\nexport default race;\nimport { isArray } from \"../utils\";\n\n/**\n `Promise.race` returns a new promise which is settled in the same way as the\n first passed promise to settle.\n\n Example:\n\n ```javascript\n let promise1 = new Promise(function(resolve, reject){\n setTimeout(function(){\n resolve('promise 1');\n }, 200);\n });\n\n let promise2 = new Promise(function(resolve, reject){\n setTimeout(function(){\n resolve('promise 2');\n }, 100);\n });\n\n Promise.race([promise1, promise2]).then(function(result){\n // result === 'promise 2' because it was resolved before promise1\n // was resolved.\n });\n ```\n\n `Promise.race` is deterministic in that only the state of the first\n settled promise matters. For example, even if other promises given to the\n `promises` array argument are resolved, but the first settled promise has\n become rejected before the other promises became fulfilled, the returned\n promise will become rejected:\n\n ```javascript\n let promise1 = new Promise(function(resolve, reject){\n setTimeout(function(){\n resolve('promise 1');\n }, 200);\n });\n\n let promise2 = new Promise(function(resolve, reject){\n setTimeout(function(){\n reject(new Error('promise 2'));\n }, 100);\n });\n\n Promise.race([promise1, promise2]).then(function(result){\n // Code here never runs\n }, function(reason){\n // reason.message === 'promise 2' because promise 2 became rejected before\n // promise 1 became fulfilled\n });\n ```\n\n An example real-world use case is implementing timeouts:\n\n ```javascript\n Promise.race([ajax('foo.json'), timeout(5000)])\n ```\n\n @method race\n @static\n @param {Array} promises array of promises to observe\n Useful for tooling.\n @return {Promise} a promise which settles in the same way as the first passed\n promise to settle.\n*/\nfunction race(entries) {\n /*jshint validthis:true */\n var Constructor = this;\n\n if (!isArray(entries)) {\n return new Constructor(function (_, reject) {\n return reject(new TypeError('You must pass an array to race.'));\n });\n } else {\n return new Constructor(function (resolve, reject) {\n var length = entries.length;\n for (var i = 0; i < length; i++) {\n Constructor.resolve(entries[i]).then(resolve, reject);\n }\n });\n }\n}","'use strict';\n\nexport default reject;\nimport { noop, reject as _reject } from '../-internal';\n\n/**\n `Promise.reject` returns a promise rejected with the passed `reason`.\n It is shorthand for the following:\n\n ```javascript\n let promise = new Promise(function(resolve, reject){\n reject(new Error('WHOOPS'));\n });\n\n promise.then(function(value){\n // Code here doesn't run because the promise is rejected!\n }, function(reason){\n // reason.message === 'WHOOPS'\n });\n ```\n\n Instead of writing the above, your code now simply becomes the following:\n\n ```javascript\n let promise = Promise.reject(new Error('WHOOPS'));\n\n promise.then(function(value){\n // Code here doesn't run because the promise is rejected!\n }, function(reason){\n // reason.message === 'WHOOPS'\n });\n ```\n\n @method reject\n @static\n @param {Any} reason value that the returned promise will be rejected with.\n Useful for tooling.\n @return {Promise} a promise rejected with the given `reason`.\n*/\nfunction reject(reason) {\n /*jshint validthis:true */\n var Constructor = this;\n var promise = new Constructor(noop);\n _reject(promise, reason);\n return promise;\n}","'use strict';\n\nexport default Promise;\n\nimport { isFunction } from './utils';\n\nimport { noop, nextId, PROMISE_ID, initializePromise } from './-internal';\n\nimport { asap, setAsap, setScheduler } from './asap';\n\nimport all from './promise/all';\nimport race from './promise/race';\nimport Resolve from './promise/resolve';\nimport Reject from './promise/reject';\nimport then from './then';\n\nfunction needsResolver() {\n throw new TypeError('You must pass a resolver function as the first argument to the promise constructor');\n}\n\nfunction needsNew() {\n throw new TypeError(\"Failed to construct 'Promise': Please use the 'new' operator, this object constructor cannot be called as a function.\");\n}\n\n/**\n Promise objects represent the eventual result of an asynchronous operation. The\n primary way of interacting with a promise is through its `then` method, which\n registers callbacks to receive either a promise's eventual value or the reason\n why the promise cannot be fulfilled.\n\n Terminology\n -----------\n\n - `promise` is an object or function with a `then` method whose behavior conforms to this specification.\n - `thenable` is an object or function that defines a `then` method.\n - `value` is any legal JavaScript value (including undefined, a thenable, or a promise).\n - `exception` is a value that is thrown using the throw statement.\n - `reason` is a value that indicates why a promise was rejected.\n - `settled` the final resting state of a promise, fulfilled or rejected.\n\n A promise can be in one of three states: pending, fulfilled, or rejected.\n\n Promises that are fulfilled have a fulfillment value and are in the fulfilled\n state. Promises that are rejected have a rejection reason and are in the\n rejected state. A fulfillment value is never a thenable.\n\n Promises can also be said to *resolve* a value. If this value is also a\n promise, then the original promise's settled state will match the value's\n settled state. So a promise that *resolves* a promise that rejects will\n itself reject, and a promise that *resolves* a promise that fulfills will\n itself fulfill.\n\n\n Basic Usage:\n ------------\n\n ```js\n let promise = new Promise(function(resolve, reject) {\n // on success\n resolve(value);\n\n // on failure\n reject(reason);\n });\n\n promise.then(function(value) {\n // on fulfillment\n }, function(reason) {\n // on rejection\n });\n ```\n\n Advanced Usage:\n ---------------\n\n Promises shine when abstracting away asynchronous interactions such as\n `XMLHttpRequest`s.\n\n ```js\n function getJSON(url) {\n return new Promise(function(resolve, reject){\n let xhr = new XMLHttpRequest();\n\n xhr.open('GET', url);\n xhr.onreadystatechange = handler;\n xhr.responseType = 'json';\n xhr.setRequestHeader('Accept', 'application/json');\n xhr.send();\n\n function handler() {\n if (this.readyState === this.DONE) {\n if (this.status === 200) {\n resolve(this.response);\n } else {\n reject(new Error('getJSON: `' + url + '` failed with status: [' + this.status + ']'));\n }\n }\n };\n });\n }\n\n getJSON('/posts.json').then(function(json) {\n // on fulfillment\n }, function(reason) {\n // on rejection\n });\n ```\n\n Unlike callbacks, promises are great composable primitives.\n\n ```js\n Promise.all([\n getJSON('/posts'),\n getJSON('/comments')\n]).then(function(values){\n values[0] // => postsJSON\n values[1] // => commentsJSON\n\n return values;\n });\n ```\n\n @class Promise\n @param {function} resolver\n Useful for tooling.\n @constructor\n*/\nfunction Promise(resolver) {\n this[PROMISE_ID] = nextId();\n this._result = this._state = undefined;\n this._subscribers = [];\n\n if (noop !== resolver) {\n typeof resolver !== 'function' && needsResolver();\n this instanceof Promise ? initializePromise(this, resolver) : needsNew();\n }\n}\n\nPromise.all = all;\nPromise.race = race;\nPromise.resolve = Resolve;\nPromise.reject = Reject;\nPromise._setScheduler = setScheduler;\nPromise._setAsap = setAsap;\nPromise._asap = asap;\n\nPromise.prototype = {\n constructor: Promise,\n\n /**\n The primary way of interacting with a promise is through its `then` method,\n which registers callbacks to receive either a promise's eventual value or the\n reason why the promise cannot be fulfilled.\n\n ```js\n findUser().then(function(user){\n // user is available\n }, function(reason){\n // user is unavailable, and you are given the reason why\n });\n ```\n\n Chaining\n --------\n\n The return value of `then` is itself a promise. This second, 'downstream'\n promise is resolved with the return value of the first promise's fulfillment\n or rejection handler, or rejected if the handler throws an exception.\n\n ```js\n findUser().then(function (user) {\n return user.name;\n }, function (reason) {\n return 'default name';\n }).then(function (userName) {\n // If `findUser` fulfilled, `userName` will be the user's name, otherwise it\n // will be `'default name'`\n });\n\n findUser().then(function (user) {\n throw new Error('Found user, but still unhappy');\n }, function (reason) {\n throw new Error('`findUser` rejected and we're unhappy');\n }).then(function (value) {\n // never reached\n }, function (reason) {\n // if `findUser` fulfilled, `reason` will be 'Found user, but still unhappy'.\n // If `findUser` rejected, `reason` will be '`findUser` rejected and we're unhappy'.\n });\n ```\n If the downstream promise does not specify a rejection handler, rejection reasons will be propagated further downstream.\n\n ```js\n findUser().then(function (user) {\n throw new PedagogicalException('Upstream error');\n }).then(function (value) {\n // never reached\n }).then(function (value) {\n // never reached\n }, function (reason) {\n // The `PedgagocialException` is propagated all the way down to here\n });\n ```\n\n Assimilation\n ------------\n\n Sometimes the value you want to propagate to a downstream promise can only be\n retrieved asynchronously. This can be achieved by returning a promise in the\n fulfillment or rejection handler. The downstream promise will then be pending\n until the returned promise is settled. This is called *assimilation*.\n\n ```js\n findUser().then(function (user) {\n return findCommentsByAuthor(user);\n }).then(function (comments) {\n // The user's comments are now available\n });\n ```\n\n If the assimliated promise rejects, then the downstream promise will also reject.\n\n ```js\n findUser().then(function (user) {\n return findCommentsByAuthor(user);\n }).then(function (comments) {\n // If `findCommentsByAuthor` fulfills, we'll have the value here\n }, function (reason) {\n // If `findCommentsByAuthor` rejects, we'll have the reason here\n });\n ```\n\n Simple Example\n --------------\n\n Synchronous Example\n\n ```javascript\n let result;\n\n try {\n result = findResult();\n // success\n } catch(reason) {\n // failure\n }\n ```\n\n Errback Example\n\n ```js\n findResult(function(result, err){\n if (err) {\n // failure\n } else {\n // success\n }\n });\n ```\n\n Promise Example;\n\n ```javascript\n findResult().then(function(result){\n // success\n }, function(reason){\n // failure\n });\n ```\n\n Advanced Example\n --------------\n\n Synchronous Example\n\n ```javascript\n let author, books;\n\n try {\n author = findAuthor();\n books = findBooksByAuthor(author);\n // success\n } catch(reason) {\n // failure\n }\n ```\n\n Errback Example\n\n ```js\n\n function foundBooks(books) {\n\n }\n\n function failure(reason) {\n\n }\n\n findAuthor(function(author, err){\n if (err) {\n failure(err);\n // failure\n } else {\n try {\n findBoooksByAuthor(author, function(books, err) {\n if (err) {\n failure(err);\n } else {\n try {\n foundBooks(books);\n } catch(reason) {\n failure(reason);\n }\n }\n });\n } catch(error) {\n failure(err);\n }\n // success\n }\n });\n ```\n\n Promise Example;\n\n ```javascript\n findAuthor().\n then(findBooksByAuthor).\n then(function(books){\n // found books\n }).catch(function(reason){\n // something went wrong\n });\n ```\n\n @method then\n @param {Function} onFulfilled\n @param {Function} onRejected\n Useful for tooling.\n @return {Promise}\n */\n then: then,\n\n /**\n `catch` is simply sugar for `then(undefined, onRejection)` which makes it the same\n as the catch block of a try/catch statement.\n\n ```js\n function findAuthor(){\n throw new Error('couldn't find that author');\n }\n\n // synchronous\n try {\n findAuthor();\n } catch(reason) {\n // something went wrong\n }\n\n // async with promises\n findAuthor().catch(function(reason){\n // something went wrong\n });\n ```\n\n @method catch\n @param {Function} onRejection\n Useful for tooling.\n @return {Promise}\n */\n 'catch': function _catch(onRejection) {\n return this.then(null, onRejection);\n }\n};","/*global self*/\n\n'use strict';\n\nexport default polyfill;\nimport Promise from './promise';\n\nfunction polyfill() {\n var local = undefined;\n\n if (typeof global !== 'undefined') {\n local = global;\n } else if (typeof self !== 'undefined') {\n local = self;\n } else {\n try {\n local = Function('return this')();\n } catch (e) {\n throw new Error('polyfill failed because global object is unavailable in this environment');\n }\n }\n\n var P = local.Promise;\n\n if (P) {\n var promiseToString = null;\n try {\n promiseToString = Object.prototype.toString.call(P.resolve());\n } catch

(e) {\n // silently ignored\n }\n\n if (promiseToString === '[object Promise]' && !P.cast) {\n return;\n }\n }\n\n local.Promise = Promise;\n}","'use strict';\n\nimport Promise from './es6-promise/promise';\nimport polyfill from './es6-promise/polyfill';\n\npolyfill();\n// Strange compat..\nPromise.polyfill = polyfill;\nPromise.Promise = Promise;\nexport default Promise;"],"names":["reject","resolve","originalResolve","originalThen","then","Resolve","Reject"],"mappings":"AAAA;AACA;AACA;AACA;AACA;AACA;AACA;;;;;;;;ACAA,SAAS,gBAAgB,CAAC,CAAC,EAAE;EAC3B,OAAO,OAAO,CAAC,KAAK,UAAU,IAAI,OAAO,CAAC,KAAK,QAAQ,IAAI,CAAC,KAAK,IAAI,CAAC,CACvE;;AAED,SAAS,UAAU,CAAC,CAAC,EAAE;EACrB,OAAO,OAAO,CAAC,KAAK,UAAU,IAAI,OAAO,CAAC,KAAK,QAAQ,IAAI,CAAC,CAChC;;AAED,AAIA,IAAI,QAAQ,GAAG,SAAS,CAAC;AACzB,IAAI,CAAC,KAAK,CAAC,CAAC,OAAO,EAAE;EACnB,IAAI,gBAAgB,CAAC,GAAC,CAAC,KAAK,CAAC,CAAC,OAAO,EAAE;IACvC,QAAQ,GAAG,IAAI,CAAC;GACjB;CACF;AACD,IAAI,CAAC,KAAK,CAAC,CAAC,OAAO,EAAE;EACnB,IAAI,gBAAgB,CAAC,GAAC,CAAC,KAAK,CAAC,CAAC,OAAO,EAAE;IACvC,QAAQ,GAAG,IAAI,CAAC;GACjB;CACF;AACD,IAAI,QAAQ,KAAK,IAAI,EAAE;EACrB,IAAI,CAAC,KAAK,CAAC,CAAC,OAAO,EAAE;IACnB

MAChCD,OAAM,CAAC,OAAO,EAAE,MAAM,CAAC,CAAC;KACzB,CAAC,CAAC;GACJ,CAAC,OAAO,CAAC,EAAE;IACVA,OAAM,CAAC,OAAO,EAAE,CAAC,CAAC,CAAC;GACpB;CACF;;AAED,IAAI,EAAE,GAAG,CAAC,CAAC;AACX,SAAS,MAAM,GAAG;EAChB,OAAO,EAAE,EAAE,CAAC;CACb;;AAED,SAAS,WAAW,CAAC,OAAO,EAAE;EAC5B,OAAO,CAAC,UAAU,CAAC,GAAG,EAAE,EAAE,CAAC;EAC3B,OAAO,CAAC,MAAM,GAAG,SAAS,CAAC;EAC3B,OAAO,CAAC,OAAO,GAAG,SAAS,CAAC;EAC5B,OAAO,CAAC,YAAY,GAAG,EAAE,CAAC;CAC3B,AAED;;AC5PA,SAAS,UAAU,,CAAC,WAAW,,CAAC,OAAO,CAAC,EAAE;EACtC,IAAI,CAAC,oBAAoB,GAAG,WAAW,CAAC;EACxC,IAAI,CAAC,oBAAO,GAAG,IAAI,CAAC,MAAM,GAAG,CAAC;EAC9B

returns a promise that will become resolved with the\n passed `value`. It is shorthand for the following:\n\n ```javascript\n let promise = new Promise(function(resolve, reject){\n resolve(1);\n });\n\n promise.then(function(value){\n // value === 1\n });\n ```\n\n Instead of writing the above, your code now simply becomes the following:\n\n ```javascript\n let promise = Promise.resolve(1);\n\n promise.then(function(value){\n // value === 1\n });\n ```\n\n @method resolve\n @static\n @param {Any} value value that the returned promise will be resolved with\n Useful for tooling.\n @return {Promise} a promise that will become fulfilled with the given\n `value`\n*/\nfunction resolve(object) {\n /*jshint validthis:true */\n var Constructor = this;\n\n if (object && typeof object === 'object' && object.constructor === Constructor) {\n return object;\n }\n\n var promise = new Constructor(noop);\n _resolve(promise, object);\n return promise;\n}","'use strict';\n\nimport { objectOrFunction, isFunction } from './utils';\n\nimport { asap } from './asap';\n\nimport originalThen from './then';\nimport originalResolve from './promise/resolve';\n\nvar PROMISE_ID = Math.random().toString(36).substring(16);\n\nexport { PROMISE_ID };\nfunction noop() {}\n\nvar PENDING = void 0;\nvar FULFILLED = 1;\nvar REJECTED = 2;\n\nvar GET_THEN_ERROR = new ErrorObject();\n\nfunction selfFulfillment() {\n return new TypeError(\"You cannot resolve a promise with itself\");\n}\n\nfunction cannotReturnOwn() {\n return new TypeError('A promises callback cannot return that same promise.');\n}\n\nfunction getThen(promise) {\n try {\n return promise.then;\n } catch (error) {\n GET_THEN_ERROR.error = error;\n return GET_THEN_ERROR;\n }\n}\n\nfunction tryThen(then, value, fulfillmentHandler, rejectionHandler) {\n try {\n then.call(value, fulfillmentHandler, rejectionHandler);\n } catch (e) {\n return e;\n }\n}\n\nfunction handleForeignThenable(promise, thenable, then) {\n asap(function (promise) {\n var sealed = false;\n var error = tryThen(then, thenable, function (value) {\n if (sealed) {\n return;\n }\n sealed = true;\n if (thenable !== value) {\n resolve(promise, value);\n } else {\n fulfill(promise, value);\n }\n }, function (reason) {\n if (sealed) {\n return;\n }\n sealed = true;\n\n reject(promise, reason);\n }, 'Settle: ' + (promise._label || ' unknown promise'));\n\n if (!sealed && error) {\n sealed = true;\n reject(promise, error);\n }\n }, promise);\n}\n\nfunction handleOwnThenable(promise, thenable) {\n if (thenable._state === FULFILLED) {\n fulfill(promise, thenable._result);\n } else if (thenable._state === REJECTED) {\n reject(promise, thenable._result);\n } else {\n subscribe(thenable, undefined, function (value) {\n return resolve(promise, value);\n }, function (reason) {\n return reject(promise, reason);\n });\n }\n}\n\nfunction handleMaybeThenable(promise, maybeThenable, then) {\n if (maybeThenable.constructor === promise.constructor && then === originalThen && maybeThenable.constructor.resolve === originalResolve) {\n handleOwnThenable(promise, maybeThenable);\n } else {\n if (then === GET_THEN_ERROR) {\n reject(promise, GET_THEN_ERROR.error);\n } else if (then === undefined) {\n fulfill(promise, maybeThenable);\n } else if (isFunction(then)) {\n handleForeignThenable(promise, maybeThenable, then);\n } else {\n fulfill(promise, maybeThenable);\n }\n }\n}\n\nfunction resolve(promise, value) {\n if (promise === value) {\n reject(promise, selfFulfillment());\n } else if (objectOrFunction(value)) {\n handleMaybeThenable(promise, value, getThen(value));\n } else {\n fulfill(promise, value);\n }\n}\n\nfunction publishRejection(promise) {\n if (promise._onerror) {\n promise._onerror(promise._result);\n }\n\n publish(promise);\n}\n\nfunction fulfill(promise, value) {\n if (promise._state !== PENDING) {\n return;\n }\n\n promise._result = value;\n promise._state = FULFILLED;\n\n if (promise._subscribers.length !== 0) {\n asap(publish, promise);\n }\n}\n\nfunction reject(promise, reason) {\n if (promise._state !== PENDING) {\n return;\n }\n promise._state = REJECTED;\n promise._result = reason;\n\n asap(publishRejection, promise);\n}\n\nfunction subscribe(parent, child, onFulfillment, onRejection) {\n var _subscribers = parent._subscribers;\n var length = _subscribers.length;\n\n\n parent._onerror = null;\n\n _subscribers[length] = child;\n _subscribers[length + FULFILLED] = onFulfillment;\n _subscribers[length + REJECTED] = onRejection;\n\n if (length === 0 && parent._state) {\n asap(publish, parent);\n }\n}\n\nfunction publish(promise) {\n var subscribers = promise._subscribers;\n var settled = promise._state;\n\n if (subscribers.length === 0) {\n return;\n }\n\n var child = undefined,\n callback = undefined,\n detail = promise._result;\n\n for (var i = 0; i < subscribers.length; i += 3) {\n child = subscribers[i];\n callback = subscribers[i + settled];\n\n if (child) {\n invokeCallback(settled, child, callback, detail);\n } else {\n callback(detail);\n }\n }\n\n promise._subscribers.length = 0;\n}\n\nfunction ErrorObject() {\n this.error = null;\n}\n\nvar TRY_CATCH_ERROR = new ErrorObject();\n\nfunction tryCatch(callback, detail) {\n try {\n return callback(detail);\n } catch (e) {\n TRY_CATCH_ERROR.error = e;\n return TRY_CATCH_ERROR;\n }\n}\n\nfunction invokeCallback(settled, promise, callback, detail) {\n var hasCallback = isFunction(callback),\n value = undefined,\n error = undefined,\n succeeded = undefined,\n failed = undefined;\n\n if (hasCallback) {\n value = tryCatch(callback, detail);\n\n if (value === TRY_CATCH_ERROR) {\n failed = true;\n error = value.error;\n value = null;\n } else {\n succeeded = true;\n }\n\n if (promise === value) {\n reject(promise, cannotReturnOwn());\n return;\n }\n } else {\n value = detail;\n succeeded = true;\n }\n\n if (promise._state !== PENDING) {\n // noop\n } else if (hasCallback && succeeded) {\n resolve(promise, value);\n } else if (failed) {\n reject(promise, error);\n } else if (settled === FULFILLED) {\n fulfill(promise, value);\n } else if (settled === REJECTED) {\n reject(promise, value);\n }\n}\n\nfunction initializePromise(promise, resolver) {\n try {\n resolver(function resolvePromise(value) {\n resolve(promise, value);\n }, function rejectPromise(reason) {\n reject(promise, reason);\n });\n } catch (e) {\n reject(promise, e);\n }\n}\n\nvar id = 0;\nfunction nextId() {\n return id++;\n}\n\nfunction makePromise(promise) {\n promise[PROMISE_ID] = id++;\n promise._state = undefined;\n promise._result = undefined;\n promise._subscribers = [];\n}\n\nexport { nextId, makePromise, getThen, noop, resolve, reject, fulfill, subscribe, publish, publishRejection, initializePromise, invokeCallback, FULFILLED, REJECTED, PENDING, handleMaybeThenable };","'use strict';\n\nimport { isArray, isMaybeThenable } from './utils';\n\nimport { noop, reject, fulfill, subscribe, FULFILLED, REJECTED, PENDING, getThen, handleMaybeThenable } from './-internal';\n\nimport then from './then';\nimport Promise from './promise';\nimport originalResolve from './promise/resolve';\nimport originalThen from './then';\nimport { makePromise, PROMISE_ID } from './-internal';\n\nexport default Enumerator;\nfunction Enumerator(Constructor, input) {\n this._instanceConstructor = Constructor;\n this.promise = new Constructor(noop);\n\n if (!this.promise[PROMISE_ID]) {\n makePromise(this.promise);\n }\n\n if (isArray(input)) {\n this._input = input;\n this.length = input.length;\n this._remaining = input.length;\n\n this._result = new Array(this.length);\n\n if (this.length === 0) {\n fulfill(this.promise, this._result);\n } else {\n this.length = this.length || 0;\n this._enumerate();\n if (this._remaining === 0) {\n fulfill(this.promise, this._result);\n }\n }\n } else {\n reject(this.promise, validationError());\n }\n}\n\nfunction validationError() {\n return new Error('Array Methods must be provided an Array');\n}\n\nEnumerator.prototype._enumerate = function () {\n var length = this.length;\n var _input = this._input;\n\n for (var i = 0; this._state === PENDING && i < length; i++) {\n this._eachEntry(_input[i], i);\n }\n};\n\nEnumerator.prototype._eachEntry = function (entry, i) {\n var c = this._instanceConstructor;\n var resolve = c.resolve;\n\n if (resolve === originalResolve) {\n var _then = getThen(entry);\n\n if (_then === originalThen && entry._state !== PENDING) {\n this._settledAt(entry._state, i, entry._result);\n } else if (typeof _then !== 'function') {\n this._remaining--;\n this._result[i] = entry;\n } else if (c === Promise) {\n var promise = new c(noop);\n handleMaybeThenable(promise, entry, _then);\n this._willSettleAt(promise, i);\n } else {\n this._willSettleAt(new c(function (resolve) {\n return resolve(entry);\n }), i);\n }\n } else {\n this._willSettleAt(resolve(entry), i);\n }\n};\n\nEnumerator.prototype._settledAt = function (state, i, value) {\n var promise = this.promise;\n\n if (promise._state === PENDING) {\n this._remaining--;\n\n if (state === REJECTED) {\n reject(promise, value);\n } else {\n this._result[i] = value;\n }\n }\n\n if (this._remaining === 0) {\n fulfill(promise, this._result);\n }\n};\n\nEnumerator.prototype._willSettleAt = function (promise, i) {\n var enumerator = this;\n\n subscribe(promise, undefined, function (value) {\n return enumerator._settledAt(FULFILLED, i, value);\n }, function (reason) {\n return enumerator._settledAt(REJECTED, i, reason);\n });\n};","'use strict';\n\nexport default all;\nimport Enumerator from '../enumerator';\n\n/**\n `Promise.all` accepts an array of promises, and\n returns a new promise which\n is fulfilled with an array of fulfillment values for the passed promises, or\n rejected with the reason of the first passed promise to be rejected. It casts all\n elements of the passed iterable to promises as it runs this algorithm.\n\n Example:\n\n ```javascript\n let promise1 = resolve(1);\n let promise2 = resolve(2);\n let promise3 = resolve(3);\n let promises = [promise1, promise2, promise3];\n\n Promise.all(promises).then(function(array){\n // The array here would be [1, 2, 3];\n });\n ```\n\n If any of the `promises` given to `all` are rejected, the first promise\n that is rejected will be given as an argument to the returned promises's\n rejection handler. For example:\n\n Example:\n\n ```javascript\n let promise1 = resolve(1);\n let promise2 = reject(new Error(\"2\"));\n let promise3 = reject(new Error(\"3\"));\n let promises = [promise1, promise2, promise3];\n\n Promise.all(promises).then(function(array){\n // Code here never runs because there are rejected promises!\n }, function(error) {\n // error.message === \"2\"\n });\n ```\n\n @method all\n @static\n @param {Array} entries array of promises\n @param {String} label optional string for labeling the promise.\n Useful for tooling.\n @return {Promise} promise that is fulfilled when all `promises` have been\n fulfilled, or rejected if any of them become rejected.\n @static\n*/\nfunction all(entries) {\n return new Enumerator(this, entries).promise;\n}","\"use strict\";\n\nexport default race;\nimport { isArray } from \"../utils\";\n\n/**\n `Promise.race` returns a new promise which is settled in the same way as the\n first passed promise to settle.\n\n Example:\n\n ```javascript\n let promise1 = new Promise(function(resolve, reject){\n setTimeout(function(){\n resolve('promise 1');\n }, 200);\n });\n\n let promise2 = new Promise(function(resolve, reject){\n setTimeout(function(){\n resolve('promise 2');\n }, 100);\n });\n\n Promise.race([promise1, promise2]).then(function(result){\n // result === 'promise 2' because it was resolved before promise1\n // was resolved.\n });\n ```\n\n `Promise.race` is deterministic in that only the state of the first\n settled promise matters. For example, even if other promises given to the\n `promises` array argument are resolved, but the first settled promise has\n become rejected before the other promises became fulfilled, the returned\n promise will become rejected:\n\n ```javascript\n let promise1 = new Promise(function(resolve, reject){\n setTimeout(function(){\n resolve('promise 1');\n }, 200);\n });\n\n let promise2 = new Promise(function(resolve, reject){\n setTimeout(function(){\n reject(new Error('promise 2'));\n }, 100);\n });\n\n Promise.race([promise1, promise2]).then(function(result){\n // Code here never runs\n }, function(reason){\n // reason.message === 'promise 2' because promise 2 became rejected before\n // promise 1 became fulfilled\n });\n ```\n\n An example real-world use case is implementing timeouts:\n\n ```javascript\n Promise.race([ajax('foo.json'), timeout(5000)])\n ```\n\n @method race\n @static\n @param {Array} promises array of promises to observe\n Useful for tooling.\n @return {Promise} a promise which settles in the same way as the first passed\n promise to settle.\n*/\nfunction race(entries) {\n /*jshint validthis:true */\n var Constructor = this;\n\n if (!isArray(entries)) {\n return new Constructor(function (_, reject) {\n return reject(new TypeError('You must pass an array to race.'));\n });\n } else {\n return new Constructor(function (resolve, reject) {\n var length = entries.length;\n for (var i = 0; i < length; i++) {\n

Constructor.resolve(entries[i]).then(resolve, reject);\n }\n });\n }\n}","'use strict';\n\nexport default reject;\nimport { noop, reject as _reject } from '../-internal';\n\n/**\n `Promise.reject` returns a promise rejected with the passed `reason`.\n It is shorthand for the following:\n\n ```javascript\n let promise = new Promise(function(resolve, reject){\n reject(new Error('WHOOPS'));\n });\n\n promise.then(function(value){\n // Code here doesn't run because the promise is rejected!\n }, function(reason){\n // reason.message === 'WHOOPS'\n });\n ```\n\n Instead of writing the above, your code now simply becomes the following:\n\n ```javascript\n let promise = Promise.reject(new Error('WHOOPS'));\n\n promise.then(function(value){\n // Code here doesn't run because the promise is rejected!\n }, function(reason){\n // reason.message === 'WHOOPS'\n });\n ```\n\n @method reject\n @static\n @param {Any} reason value that the returned promise will be rejected with.\n Useful for tooling.\n @return {Promise} a promise rejected with the given `reason`.\n*/\nfunction reject(reason) {\n /*jshint validthis:true */\n var Constructor = this;\n var promise = new Constructor(noop);\n _reject(promise, reason);\n return promise;\n}","'use strict';\n\nexport default Promise;\n\nimport { isFunction } from './utils';\n\nimport { noop, nextId, PROMISE_ID, initializePromise } from './-internal';\n\nimport { asap, setAsap, setScheduler } from './asap';\n\nimport all from './promise/all';\nimport race from './promise/race';\nimport Resolve from './promise/resolve';\nimport Reject from './promise/reject';\nimport then from './then';\n\nfunction needsResolver() {\n throw new TypeError('You must pass a resolver function as the first argument to the promise constructor');\n}\n\nfunction needsNew() {\n throw new TypeError(\"Failed to construct 'Promise': Please use the 'new' operator, this object constructor cannot be called as a function.\");\n}\n\n/**\n Promise objects represent the eventual result of an asynchronous operation. The\n primary way of interacting with a promise is through its `then` method, which\n registers callbacks to receive either a promise's eventual value or the reason\n why the promise cannot be fulfilled.\n\n Terminology\n -----------\n\n - `promise` is an object or function with a `then` method whose behavior conforms to this specification.\n - `thenable` is an object or function that defines a `then` method.\n - `value` is any legal JavaScript value (including undefined, a thenable, or a promise).\n - `exception` is a value that is thrown using the throw statement.\n - `reason` is a value that indicates why a promise was rejected.\n - `settled` the final resting state of a promise, fulfilled or rejected.\n\n A promise can be in one of three states: pending, fulfilled, or rejected.\n\n Promises that are fulfilled have a fulfillment value and are in the fulfilled\n state. Promises that are rejected have a rejection reason and are in the\n rejected state. A fulfillment value is never a thenable.\n\n Promises can also be said to *resolve* a value. If this value is also a\n promise, then the original promise's settled state will match the value's\n settled state. So a promise that *resolves* a promise that rejects will\n itself reject, and a promise that *resolves* a promise that fulfills will\n itself fulfill.\n\n\n Basic Usage:\n ------------\n\n ```js\n let promise = new Promise(function(resolve, reject) {\n // on success\n resolve(value);\n\n // on failure\n reject(reason);\n });\n\n promise.then(function(value) {\n // on fulfillment\n }, function(reason) {\n // on rejection\n });\n ```\n\n Advanced Usage:\n ---------------\n\n Promises shine when abstracting away asynchronous interactions such as\n `XMLHttpRequest`s.\n\n ```js\n function getJSON(url) {\n return new Promise(function(resolve, reject){\n let xhr = new XMLHttpRequest();\n\n xhr.open('GET', url);\n xhr.onreadystatechange = handler;\n xhr.responseType = 'json';\n xhr.setRequestHeader('Accept', 'application/json');\n xhr.send();\n\n function handler() {\n if (this.readyState === this.DONE) {\n if (this.status === 200) {\n resolve(this.response);\n } else {\n reject(new Error('getJSON: `' + url + '` failed with status: [' + this.status + ']'));\n }\n }\n };\n });\n }\n\n getJSON('/posts.json').then(function(json) {\n // on fulfillment\n }, function(reason) {\n // on rejection\n });\n ```\n\n Unlike callbacks, promises are great composable primitives.\n\n ```js\n Promise.all([\n getJSON('/posts'),\n getJSON('/comments')\n]).then(function(values){\n values[0] // => postsJSON\n values[1] // => commentsJSON\n\n return values;\n });\n ```\n\n @class Promise\n @param {function} resolver\n Useful for tooling.\n @constructor\n*/\nfunction Promise(resolver) {\n this[PROMISE_ID] = nextId();\n this._result = this._state = undefined;\n this._subscribers = [];\n\n if (noop !== resolver) {\n typeof resolver !== 'function' && needsResolver();\n this instanceof Promise ? initializePromise(this, resolver) : needsNew();\n }\n}\n\nPromise.all = all;\nPromise.race = race;\nPromise.resolve = Resolve;\nPromise.reject = Reject;\nPromise._setScheduler = setScheduler;\nPromise._setAsap = setAsap;\nPromise._asap = asap;\n\nPromise.prototype = {\n constructor: Promise,\n\n /**\n The primary way of interacting with a promise is through its `then` method,\n which registers callbacks to receive either a promise's eventual value or the\n reason why the promise cannot be fulfilled.\n\n ```js\n findUser().then(function(user){\n // user is available\n }, function(reason){\n // user is unavailable, and you are given the reason why\n });\n ```\n\n Chaining\n --------\n\n The return value of `then` is itself a promise. This second, 'downstream'\n promise is resolved with the return value of the first promise's fulfillment\n or rejection handler, or rejected if the handler throws an exception.\n\n ```js\n findUser().then(function (user) {\n return user.name;\n }, function (reason) {\n return 'default name';\n }).then(function (userName) {\n // If `findUser` fulfilled, `userName` will be the user's name, otherwise it\n // will be `'default name'`\n });\n\n findUser().then(function (user) {\n throw new Error('Found user, but still unhappy');\n }, function (reason) {\n throw new Error('`findUser` rejected and we're unhappy');\n }).then(function (value) {\n // never reached\n }, function (reason) {\n // if `findUser` fulfilled, `reason` will be 'Found user, but still unhappy'.\n // If `findUser` rejected, `reason` will be '`findUser` rejected and we're unhappy'.\n });\n ```\n If the downstream promise does not specify a rejection handler, rejection reasons will be propagated further downstream.\n\n ```js\n findUser().then(function (user) {\n throw new PedagogicalException('Upstream error');\n }).then(function (value) {\n // never reached\n }).then(function (value) {\n // never reached\n }, function (reason) {\n // The `PedgagocialException` is propagated all the way down to here\n });\n ```\n\n Assimilation\n ------------\n\n Sometimes the value you want to propagate to a downstream promise can only be\n retrieved asynchronously. This can be achieved by returning a promise in the\n fulfillment or rejection handler. The downstream promise will then be pending\n until the returned promise is settled. This is called *assimilation*.\n\n ```js\n findUser().then(function (user) {\n return findCommentsByAuthor(user);\n }).then(function (comments) {\n // The user's comments are now available\n });\n ```\n\n If the assimliated promise rejects, then the downstream promise will also reject.\n\n ```js\n findUser().then(function (user) {\n return findCommentsByAuthor(user);\n }).then(function (comments) {\n // If `findCommentsByAuthor` fulfills, we'll have the value here\n }, function (reason) {\n // If `findCommentsByAuthor` rejects, we'll have the reason here\n });\n ```\n\n Simple Example\n --------------\n\n Synchronous Example\n\n ```javascript\n let result;\n\n try {\n result = findResult();\n // success\n } catch(reason) {\n // failure\n }\n ```\n\n Errback Example\n\n ```js\n findResult(function(result, err){\n if (err) {\n // failure\n } else {\n // success\n }\n });\n ```\n\n Promise Example;\n\n ```javascript\n findResult().then(function(result){\n // success\n }, function(reason){\n // failure\n });\n ```\n\n Advanced Example\n --------------\n\n Synchronous Example\n\n ```javascript\n let author, books;\n\n try {\n author = findAuthor();\n books = findBooksByAuthor(author);\n // success\n } catch(reason) {\n // failure\n }\n ```\n\n Errback Example\n\n ```js\n\n function foundBooks(books) {\n\n }\n\n function failure(reason) {\n\n }\n\n findAuthor(function(author, err){\n if (err) {\n failure(err);\n // failure\n } else {\n try {\n findBoooksByAuthor(author, function(books, err) {\n if (err) {\n failure(err);\n } else {\n try {\n foundBooks(books);\n } catch(reason) {\n failure(reason);\n }\n }\n });\n } catch(error) {\n failure(err);\n }\n // success\n }\n });\n ```\n\n Promise Example;\n\n ```javascript\n findAuthor().\n then(findBooksByAuthor).\n then(function(books){\n // found books\n }).catch(function(reason){\n // something went wrong\n });\n ```\n\n @method then\n @param {Function} onFulfilled\n @param {Function} onRejected\n Useful for tooling.\n @return {Promise}\n */\n then: then,\n\n /**\n `catch` is simply sugar for `then(undefined, onRejection)` which makes it the same\n as the catch block of a try/catch statement.\n\n ```js\n function findAuthor(){\n throw new Error('couldn't find that author');\n }\n\n // synchronous\n try {\n findAuthor();\n } catch(reason) {\n // something went wrong\n }\n\n // async with promises\n findAuthor().catch(function(reason){\n // something went wrong\n });\n ```\n\n @method catch\n @param {Function} onRejection\n Useful for tooling.\n @return {Promise}\n */\n 'catch': function _catch(onRejection) {\n return this.then(null, onRejection);\n }\n};","/*global self*/\n'use strict';\n\nexport default polyfill;\nimport Promise from './promise';\nfunction polyfill() {\n var local = undefined;\n\n if (typeof global !== 'undefined') {\n local = global;\n } else if (typeof self !== 'undefined') {\n local = self;\n } else {\n try {\n local = Function('return this')();\n } catch (e) {\n throw new Error('polyfill failed because global object is unavailable in this environment');\n }\n }\n\n var P = local.Promise;\n\n if (P) {\n var promiseToString = null;\n try {\n promiseToString = Object.prototype.toString.call(P.resolve());\n } catch (e) {\n // silently ignored\n }\n\n if (promiseToString === '[object Promise]' && !P.cast) {\n return;\n }\n }\n\n local.Promise = Promise;\n}","'use strict';\n\nimport Promise from './es6-promise/promise';\nimport polyfill from './es6-promise/polyfill';\n\npolyfill();\n// Strange compat..\nPromise.polyfill = polyfill;\nPromise.Promise = Promise;\nexport default Promise;"],"names":
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