



# Open Source Used In Edge and Fog Processing Module 1.7.2

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# 1.5 async-dart 1.12.0

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# 1.6 bcprov-jdk15on 1.64

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## 1.8 boost.process 0.5

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## 1.11 com.h2database 1.4.199

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```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN" "http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
```

```
<!--
```

```
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```

```
Initial Developer: H2 Group
```

```
-->
```

```
<html xmlns="http://www.w3.org/1999/xhtml" lang="en" xml:lang="en">
```

```
<head><meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
```

```
<meta name="viewport" content="width=device-width, initial-scale=1" />
```

```
<title>
```

```
License
```

```
</title>
```

```
<link rel="stylesheet" type="text/css" href="stylesheet.css" />
```

```
<!-- [search] { -->
```

```
<script type="text/javascript" src="navigation.js"></script>
```

```
</head><body onload="frameMe();">
```

```
<table class="content"><tr class="content"><td class="content"><div class="contentDiv">
<!-- } -->
```

```
<h1>License</h1>
```

```
<a href="#summary">
```

```
Summary and License FAQ</a><br />
```

```
<a href="#mpl2">
```

```
Mozilla Public License Version 2.0</a><br />
```

```
<a href="#eclipse_license">
```

```
Eclipse Public License - Version 1.0</a><br />
```

```
<a href="#eccn">
```

```
Export Control Classification Number (ECCN)</a><br />
```

```
<h2 id="summary">Summary and License FAQ</h2>
```

```
<p>
```

```
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```

```
or under the EPL 1.0 (<a href="http://opensource.org/licenses/eclipse-1.0.php">Eclipse Public License</a>).
```

```
There is a license FAQ for both the MPL and the EPL.
```

```
</p>
```

```
<ul>
```

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```

```
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```
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```
</li><li>You don't need to provide the source code of H2 if you did not modify anything.
```

```
</li><li>If you distribute a binary that includes H2, you need to add a disclaimer of liability - see the example below.
```

```
</li></ul>
```

```
<p>
```

```
However, nobody is allowed to rename H2, modify it a little, and sell it as a database engine without telling the customers it is in fact H2.
```

```
This happened to HSQLDB: a company called 'bungisoft' copied HSQLDB, renamed it to 'RedBase', and tried to sell it,
```

```
hiding the fact that it was in fact just HSQLDB. It seems 'bungisoft' does not exist any more, but you can use the
```

```
<a href="http://www.archive.org">Wayback Machine</a> and visit old web pages of
```

```
<code>http://www.bungisoft.com</code>.
```

```
</p><p>
```

```
About porting the source code to another language (for example C# or C++): converted source code (even if done manually) stays under the same
```

```
copyright and license as the original code. The copyright of the ported source code does not (automatically) go to the person who ported the code.
```

```
</p>
```

```
<p>
```

```
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```

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## 1.19 commons-validator 1.6

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## 1.20 crypto 2.0.2

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## 1.21 csv-dart 2.0.1

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## 1.27 docker-go-units 0.3.1-6 :gf2145db

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```
package org.dsa.iot.dslink.node;
```

```
/**
```

```
 * Handles various permission levels
```

```
 * @author Samuel Grenier
```

```
 */
```

```
public enum Permission {
```

```
    NONE("none"),
```

```
    READ("read"),
```

```
    WRITE("write"),
```

```
    CONFIG("config"),
```

```
    NEVER("never");
```

```

private final String jsonName;

Permission(String jsonName) {
    this.jsonName = jsonName;
}

/**
 * @return JSON ready name of the permission
 */
public String getJsonName() {
    return jsonName;
}

/**
 * Converts a string permission received from an endpoint back into a
 * permission enumeration.
 *
 * @param perm Permission string to convert.
 * @return Converted string into an enumeration.
 */
public static Permission toEnum(String perm) {
    switch (perm) {
        case "none":
            return NONE;
        case "read":
            return READ;
        case "write":
            return WRITE;
        case "config":
            return CONFIG;
        case "never":
            return NEVER;
        default:
            throw new RuntimeException("Unhandled type");
    }
}
}
}

```

## 1.30 dslink-alarm 1.11.0

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## 1.36 git 1.8.3.1 :13.e17

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Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
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```
Yoyodyne, Inc., hereby disclaims all copyright interest in the program
`Gnomovision' (which makes passes at compilers) written by James Hacker.
```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
```

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## 1.37 glob 1.0.5

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## 1.38 go 1.6.2

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# An entry with multiple email addresses specifies that the
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# that the other addresses should be recognized as the
# same person when interacting with Gerrit.

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## 1.57 google-maps-dart 2.0.7

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# 1.58 gopass 1.6

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# 1.60 historian 0.23.0

# 1.61 http-dart 0.11.3+9

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# 1.62 http\_multi\_server 2.0.3

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## 1.63 http\_server-dart 0.9.6

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# 1.64 intl 0.15.0

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# 1.65 jackson-annotations 2.9.10

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    <option name="myName" value="msgpack" />
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    MessagePack for Java
    Licensed under the Apache License,
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    You may obtain a copy of the License at
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    See the License for the specific language governing permissions and
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  </copyright>
</component>
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## 1.70 jackson-dataformat-msgpack 0.8.18

## 1.71 jdbc-postgres 8.4.702

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## 1.73 Json.NET 11.0.2

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## 1.75 legit-dart 0.1.1

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## 1.76 logging 0.23.0

## 1.77 logrus 0.10.0-38 :g3ec0642

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# 1.78 lz4 r131 :1

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<head>



```
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<body>
  <h3>
    LICENSE
  </h3>
  <p id="text">
    <pre>
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    </pre>
  </p>
</body>
</html>
```

## 1.82 msgpack-core 0.8.17

## 1.83 msgpack-core 0.8.18

## 1.84 mysql-connector-java 6.0.6

# 1.85 netty 4.1.38

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# 1.86 netty-all 4.1.42.Final

## 1.87 oauth-dart 1.2.1

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## 1.97 runc 1.0.0-rc1-218 :ga2a6e82

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## 1.98 runtime\_shared 0.23.0

## 1.99 sanitized\_anchor\_name 0.1

:10ef21a441db47d8b13ebcc5fd2310f636973c7

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---

part of dslink.common;

```
class Permission {  
    /// now allowed to do anything  
    static const int NONE = 0;
```

```
    /// list node
```



```

static const int LIST = 1;

/// read node
static const int READ = 2;

/// write attribute and value
static const int WRITE = 3;

/// config the node
static const int CONFIG = 4;

/// something that can never happen
static const int NEVER = 5;

static const List<String> names = const [
    'none',
    'list',
    'read',
    'write',
    'config',
    'never'
];

static const Map<String, int> nameParser = const {
    'none': NONE,
    'list': LIST,
    'read': READ,
    'write': WRITE,
    'config': CONFIG,
    'never': NEVER
};

static int parse(Object obj, [int defaultVal = NEVER]) {
    if (obj is String && nameParser.containsKey(obj)) {
        return nameParser[obj];
    }
    return defaultVal;
}

class PermissionList {
    Map<String, int> idMatches = {};
    Map<String, int> groupMatches = {};
    int defaultPermission = Permission.NONE;

    void updatePermissions(List data) {
        idMatches.clear();
        groupMatches.clear();
    }
}

```

```

defaultPermission = Permission.NONE;
for (Object obj in data) {
    if (obj is Map) {
        if (obj['id'] is String) {
            idMatches[obj['id']] = Permission.nameParser[obj['permission']];
        } else if (obj['group'] is String) {
            if (obj['group'] == 'default') {
                defaultPermission = Permission.nameParser[obj['permission']];
            } else {
                groupMatches[obj['group']] =
                    Permission.nameParser[obj['permission']];
            }
        }
    }
}

bool _FORCE_CONFIG = true;

int getPermission(Responder responder) {
    // TODO Permission temp workaround before user permission is implemented
    if (_FORCE_CONFIG) {
        return Permission.CONFIG;
    }
    if (idMatches.containsKey(responder.reqId)) {
        return idMatches[responder.reqId];
    }

    int rslt = Permission.NEVER;
    for (String group in responder.groups) {
        if (groupMatches.containsKey(group)) {
            int v = groupMatches[group];
            if (v < rslt) {
                // choose the lowest permission from all matched group
                rslt = v;
            }
        }
    }

    if (rslt == Permission.NEVER) {
        return defaultPermission;
    }
    return rslt;
}

```

# 1.101 sqlite-amalgamation 3.26.0

## 1.102 stack\_trace 1.7.3

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## 1.104 stich-dart 0.2.0+4

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## 1.105 system\_info 0.0.16

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## 1.106 tcmalloc (including perftools and libunwind) 2.4.91

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## 1.107 toml.dart 0.4.0

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## 1.108 typed\_data 1.1.3

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## 1.109 utf 0.9.0+3

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## 1.110 watcher 0.9.7+3



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## 1.111 yajl-2.0.1 2.0.1

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