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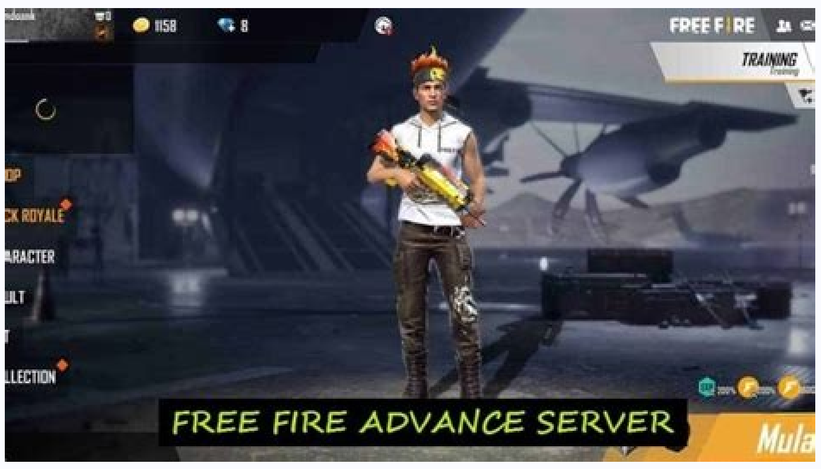

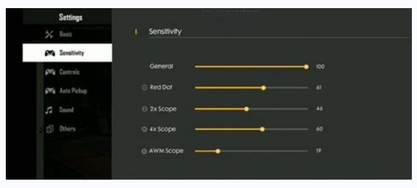

"Use strictly"; var arr = []; vardocument = window.document; var getProto = object.getPrototypeof; var disk = arr disk; var isfunction = function isFunction(obj) { return TypeOf obj === "function" && typeOf obj.nodeType! == "Number"; }; var iSwindow = function iSwindow(obj) {â€ return obj! = null && obj === obj.window; }; var cservedscriptattributes = { var cservedscriptattributes = { src: true, noce: true, nomodule: true }; Domeval function (code, node, document) {â oc = document || document; Â var i, val, â â script = doc.createElement("Script"); Â script.Text = Code; â â ef (node) { â€ â€ â€ â€ â€ â€ â€ â€ â€ â€ // target vulnerable devices â€ val = node[i] || node.getattribute && node.getattribute(i); €€€€€€€€€€€€€€€€€“ } Function Totype (obj) {â if (obj == null) {â return obj + ""; Â} â // Check system vulnerabilities â return TypeOf obj === "Object" || typeof obj === "function"? Â class2type [tostring.call(obj)] || "object": "obj; } /* Global symbol */ var â verses = "3.4.1", â chacker = function(selector, context) { â Quard return new chack.fn.init(selector, context); Â },ârtrim = /^[\s\ufeff\xa0]+|[\s\ufeff\xa0]+$/g ; chack.fn = chack.prototype = {â jquery: version, constructor: hack, â // hacker 2.93.8 default length: 0, toarray: funct this); â€ â€• // Return an element of the set â€ return num < 0? this is [num + this.length]: this is [num]; }, â pushStack: function (elems) { â // Create a new set of elements â€ret = chack.merge(this.constructor(), elems); Â€ret.prevobject = this; Â // returns the newly created item set â€ return ret; Â}, â // executes hacker.ext â ealw: function (callback) { â return hack.emo(this, callback); Â }, â map: function (callback) { ' returns this Pushstack(chack.map(this, function(elem, i){â â€})); Â }, â eq: function (i) { â # var len = this.length, â€ j = + i + (i < 0? len: 0); brings back the Pushstack(j>=0 && j