Fundamentals Of Computer Programming With C

Introduction to GIS Programming and Fundamentals with Python and ArcGIS®

Become a Programming Master by Learning These Fundamentals. Languages. Discover the secret right here, right now! Have you ever wanted to become a programmer? If you answered “yes”, this book is made for you. You will learn the most popular computer languages to make any program you want. Here is what’s inside: An introduction of what a program really is, How to use popular languages such as C++, Java, Python. A lot of programs examples that you can do right now! Marc Rawen, the author of this book, will guide you each step of the way. This is your chance create any program you want. So start your training now and achieve the goals that you have. This book will show you how to do it precisely. Begin your journey TODAY by scrolling up and clicking the BUY button.

Program Verification

This is the first book in the two-volume set offering comprehensive coverage of the field of computer organization and architecture. This book provides complete coverage of the subjects pertaining to introductory courses in computer organization and architecture, including: Instruction set architecture and design, Assembly language programming, Computer arithmetic, Processing unit design, Memory system design, Input-output design and organization, Pipelining design techniques, Reduced Instruction Set Computers (RISCs). The authors, who share over 15 years of undergraduate and graduate level instruction in computer architecture, provide real world applications, examples of machines, case studies and practical experiences in each chapter.

Computer Programming For Beginners

Updated & Revised April 2020

Programming Basics with C#
known for their expertise and clear way of explaining concepts. Highlights of the Fourth Edition include: Updated coverage of existing topics Major updates and improvements to several chapters, including

Programming Fundamentals

With so much information about programming and online coding tutorials out there, it can be difficult to know where to start. Python for Beginners fills in the gap and provides a great place to start learning computer programming with Python. Using our bestselling, straightforward, step-by-step, visual approach, you'll learn to:

- Download and install the Python interpreter
- Setup your development environment
- Get started with Python code and syntax
- Use libraries and frameworks
- Create simple games using the PyGame module
- Techniques are illustrated step-by-step using screen prints, example code, and video demos, together with concise, easy to follow text from an established expert in the field.

If you want to learn to code quickly and easily with Python, this is the guide you need.

Python for Beginners: Learn the Fundamentals of Computer Programming

Fundamentals of Computing and Programming in C

Computer Fundamentals and Programming in C is designed to serve as a textbook for the undergraduate students of engineering, computer science, computer applications, and information technology. The book seeks to provide a thorough overview of all the fundamental concepts related to computer science and programming. It lays down the foundation for all the advanced courses that a student is expected to learn in the following semesters.

Computer Programming Fundamentals with Applications in Visual Basic 6.0

The book introduces the reader to computer programming, i.e. algorithms and data structures. It covers many new programming concepts that have emerged in recent years including object-oriented programming and design patterns. The book emphasizes the practical aspects of software construction without neglecting their solid theoretical foundation.

Fundamentals of Computer Programming and IT

You're about to lay your hands on my most proudly computer programming fundamental course. This is where to begin if you've never written a line of code in your life or even if you have, and want to review the basics. No matter what programming language you're most interested in, even if you're not completely sure about that, this course will make learning easier. We'll do this by starting with the most fundamental critical questions: How do you actually write a computer program and get the computer to understand it? We'll jump into the syntax, the rules of programming languages and see many different examples to get the big picture of how we need to think about data and control the way our programs flow. We'll even cover complex topics like recursion and data types. We will finish by exploring things that make real world programming easier, from libraries and frameworks to SDKs and APIs. But you won't find a lot of bullet points in this book. This is a highly visual course, and by the end of it, you'll understand much more about the process of programming and how to move forward with writing any kind of application. But unlike most courses, this one does not require prior knowledge of any one programming language, operating system or application. There is nothing to download, nothing to install. So just give me your attention as you go through this book. Finally, you will know how to choose the right programming language for YOU. There are so many Programming languages out there these days but in this book I show you how to choose the language that meets your specific needs, so that you can save time and energy. With my honest advice, you can not make a wrong choice.

Beginner's Step-by-Step Coding Course
This book presents computer programming as a key method for solving mathematical problems. There are two versions of the book, one for MATLAB and one for Python. The book was inspired by the Springer book TCSE 6 & A Primer on Scientific Programming with Python (by Langtangen), but the style is more accessible and concise, in keeping with the needs of engineering students. The book outlines the shortest possible path from no previous experience with programming to a set of skills that allows the students to write simple programs for solving common mathematical problems with numerical methods in engineering and science courses. The emphasis is on generic algorithms, clean design of programs, use of functions, and automatic tests for verification.

**The Art of Computer Programming**

The best guide to computer programming fundamentals. This book will give you a solid foundation if you are new to programming. For a beginner, programming can seem like something scary or hard to do. With all the technical terms and concepts out there, and the numerous programming languages available at your disposal it is so important now more than ever before to build a strong foundation. When you understand the fundamentals of programming, learning any programming language is a piece of cake. In addition, programming is not just all about coding. It is also about knowing how to plan your work, how to set deadlines, how to communicate with team members, how to use existing components, how to debug existing codes and fix issues, how to build secure systems, how to use the right tools etc. These are all covered in this book and in a way that is easy for you to understand. Once you read this book to the end, you will become more confident and equipped with the knowledge necessary for success in this field. A career in computer programming is one of the most rewarding choices you will make in your life. The opportunities are endless. This book will give you the foundation you need. Below is a preview of what you'll learn: The importance of learning computer programming? Program structure? Looping structures? Programming syntax? Algorithms in programming? Data structures? Hierarchy of programming languages? Characteristics of programming languages? Web programming? Factors to consider when choosing a programming language? Popular programming languages? Security in programming? And much more!!!

Learn the fundamentals of computer programming today by clicking the BUY NOW button at the top of the page!

**Fundamentals of Computer Graphics**

Fundamentals of Computing and Programming in C, is specifically designed for first year engineering students covering the syllabus of various universities. It provides a comprehensive introduction to computers and programming using C language. The topics are covered sequentially and blended with examples to enable students to understand the subject effectively and imbibe the logical thinking required for software industry applications. *KEY FEATURES*: + Foundations of computers + Contains logical sequence of examples for easy learning + Efficient method of program design + Plenty of solved examples + Covers simple and advanced programming in C

**Computer Fundamentals and Programming in C**

Teach kids as young as 5 years old the basic programming skills necessary to code, including sequencing and loops, without a computer. It’s never too early to learn computer coding. My First Coding Book is a playful introduction to offline coding and programming that will give young children a head start. Filled with puzzles, mazes, and games to teach the basic concepts of sequences, algorithms, and debugging, this book will help children develop critical thinking, logic, and other skills to cement lifelong computer literacy, which is extremely valuable and sought-after in today’s world. With its unique approach and colorful and creative imagery, My First Coding Book makes learning fun and one of the same and will have children playing their way to programming proficiency. Supporting STEM education initiatives, computer coding teaches kids how to think creatively, work collaboratively, and reason systematically, and is quickly becoming a necessary and sought-after skill. DK’s computer coding books are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming.

**Fundamentals of Computers and Programming in C**

Every Conceivable Topic a Complete Novice Needs To Know. The Kindle version is FREE when purchasing the Paperback! If you are a newcomer to programming it’s easy to get lost in the technical jargon, before even getting to the language you want to learn. What are statements, operators, and functions? How to structure, build and deploy a program? What is functional programming and object oriented programming? How to store, manage and exchange data? These are topics many programming guides don’t cover, as they are assumed to be general knowledge to most developers. That is why this guide has been created. It is the ultimate primer to all programming languages. Why This Book Offers Zero Knowledge Required? This guide has specifically been created for someone who is completely new to programming. We cover all the concepts, terms, programming paradigms and coding techniques that every beginner should know. A Solid Foundation This guide will form the foundation for all future programming languages you may encounter. It doesn’t focus on merely one specific language, but rather the principles that apply to all programming languages. Detailed Descriptions & Code Samples Emphasis has been placed on beginner-friendly descriptions, supported by working code samples from the most popular languages, such as C, Java and Python, to help illustrate concepts and terms. *Key Topics*: What is a Programming Language? Why Do We Need a Programming Language? The History of Programming Languages? Popular Programming Languages? Understanding the Structure of a Program? What Are the Different Types of Programs? How Is a Program Built? How Is a Program Executed? What Are Program Statements? What Are Data Types? What Are Variables? What Are Operators? Working with Numbers The Importance of Strings Making Decisions in Programs Iterative Programming Logical Grouping of Code What Are Functions? Taking Input Sending Output What Is Functional Programming? What Is Object Oriented Programming? What Are Client Server Applications? What Is Web Programming? Managing Data in a Program? Storing Data in Databases? Data Exchange Formats? Error Handling? Logging in Programs Logical Grouping of Programs? Deploying Programs? Programming for the Internet? Serverless Programming? Programming for Mobile Devices? Design Practices Get Your Copy Today!
Fundamentals of Programming

With contributions by Mikhail Ashikhmin, Michael Gleicher, Naty Hoffman, Garrett Johnson, Tamara Munzner, Erik Reinhard, Kelvin Sung, William B. Thompson, Peter Wilemensen, Brian Wyvill. The third edition of this widely adopted text gives students a comprehensive, fundamental introduction to computer graphics. The authors present the mathematical foundations of computer graphics with a focus on geometric intuition, allowing the programmer to understand and apply those foundations to the development of efficient code. New in this edition: Four new contributed chapters, written by experts in their fields: Implicit Modeling, Computer Graphics in Games, Color, Visualization, including information visualization Revised and updated material on the graphics pipeline, reflecting a modern viewpoint organized around programmable shading. Expanded treatment of viewing that improves clarity and consistency while unifying viewing in ray tracing and rasterization. Improved and expanded coverage of triangle meshes and mesh data structures. A new organization for the early chapters, which concentrates foundational material at the beginning to increase teaching flexibility.

Programming for Computations - Python

Donald Knuth is Professor Emeritus of the Art of Computer Programming at Stanford University, and is well-known worldwide as the creator of the TeX typesetting language. Here he presents the third volume of his guide to computer programming.

Computer Programming Fundamentals

This book is published open access under a CC BY 4.0 license. This book presents computer programming as a key method for solving mathematical problems. This second edition of the well-received book has been extensively revised: All code is now written in Python version 3.6 (no longer version 2.7). In addition, the two first chapters of the previous edition have been extended and split up into five new chapters, thus expanding the introduction to programming from 50 to 150 pages. Throughout the book, the explanations provided are now more detailed, previous examples have been modified, and new sections, examples and exercises have been added. Also, a number of small errors have been corrected. The book was inspired by the Springer book T CSE 6: A Primer on Scientific Programming with Python (by Langtangen), but the style employed is more accessible and concise, in keeping with the needs of engineering students. The book outlines the shortest possible path from no previous experience with programming to a set of skills that allows students to write simple programs for solving common mathematical problems with numerical methods in the context of engineering and science courses. The emphasis is on generic algorithms, clean program design, the use of functions, and automatic tests for verification.

Fundamentals of Computer Graphics

Computer Fundamentals and Programming in C 2e is designed to serve as a textbook for students of engineering (BE/B Tech), computer applications (BCA/MCA), and computer science (B Sc) for an introductory course on computers and programming in C.

HTML & CSS for Beginners

Fundamentals of Computer Programming and IT: For PTU

Do you want to start to learn the main programming languages but are are you frustrated at the idea that programming is difficult and complex for those who have never faced it? Ok, don't worry. This bundle was created for you! "The most difficult language is your first". There is this myth in the programming world. I've been there too, learning any programming language can be frustrating and discouraging. I remember well the initial difficulties in learning my first programming language. Everything would have been easier if I had a guide that made me understand the real basics of programming. Today, the computer is an indispensable tool in many fields. However, the machine can do absolutely nothing without software, that is, without a program that tells you what you have to do. A programming language can be defined as an artificial language that allows the programmer to communicate with the computer to tell him what he has to do. To this end, man has invented many programming languages, but all of them can be classified into three main types: the machine, low level, and high level. This bundle takes you to the discovery of the main programming languages required in the world of work, starting from scratch. Book 1: Coding for beginners Start from here to learn the basics! This book covers: Getting started with Coding Overview of the main programming languages Functions Strings Loops Object-Oriented Programming Algorithms and so much more! Book 2: Coding with Python Learn one of the most popular programming language in the world! This book covers: What is Python? Why Python? How to installing Python (Guide step by step) Python Basics Variables, Lists, Dictionaries, Functions and so much more! Book 3: SQL programming for beginners SQL is the most universal and commonly used database language! This book covers: SQL to Work with Databases Why is SQL? So Great Creating and exploring a Database Getting Started with Queries Subqueries SQL Views and Transactions Book 4: Coding HTML Learn the top three well-known markup languages HTML, JavaScript, and CSS This book covers: Fundamentals Of HTML HTML Styles All About Links, And Forms In HTML Frames, Colors, And Layout Of HTML Fundamentals of Javascript and so much more! After reading this book, you will be more than just a beginner, and you will be able to use that to your benefit so that you can do everything from providing yourself with service to making a lucrative income. Are you ready to learn in a simple way?
A 1998 beginner's guide to problem solving with computers - both a text for introductory-level engineering undergraduates and a self-study guide for practising engineers.

Electronics For Dummies

Computer Fundamentals is specifically designed to be used at the beginner level. It covers all the basic hardware and software concepts in computers and its peripherals in a very lucid manner.

A Gentle Introduction to Computer Programming Fundamentals

Build your electronics workbench—and begin creating fun electronics projects right away! Packed with hundreds of colorful diagrams and photographs, this book provides step-by-step instructions for experiments that show you how electronic components work, advice on choosing and using essential tools, and exciting projects you can build in 30 minutes or less. You'll get jump-started as you transform theory into action in chapter after chapter! Circuit basics — learn what voltages are, where current flows (and doesn't flow), and how power is used in a circuit Critical components — discover how resistors, capacitors, inductors, diodes, and transistors control and shape electric current Versatile chips — find out how to use analog and digital integrated circuits to build complex projects with just a few parts Analyze circuits — understand the rules that govern current and voltage and learn how to apply them Safety tips — get a thorough grounding in how to protect yourself—and your electronics—from harm Electronics For Dummies (9781119117971) was previously published as Electronics For Dummies (9781119117971). While this version features a new Dummies cover and design, the content is the same as the prior release and should not be considered a new or updated product.

Programming for Computations - Python

This book presents concepts of programming methodology and sound software development alongside the fundamentals of the Visual Basic 6.0 language. The goal is to provide a foundation of solid programming techniques and to promote an understanding of the common control structures available in most high-level languages. The book discusses the language with gradually increasing complexity, presenting the essential features of Visual Basic before introducing advanced language features. This is an appropriate book for introductory courses in computer programming as well as a reference for advanced programmers. Features: *Provides a solid foundation in computer programming fundamentals using the Visual Basic language *Contains well thought-out pedagogy, including: - Code Callouts to explain important concepts and key concepts in program source code - GUI Design Tips to enhance understanding of proper GUI design *Real-world examples from the business, math, science, engineering, and operations research communities to demonstrate the relevance of the material *Case Studies to provide insight on how the concepts apply to real-world situations *Chapter Summaries to review key terms, words, and concepts

Computing Fundamentals

Fundamentals of Computer Programming with C#

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other essential topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation in the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from http://introprogramming.info. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) A author: Svetlin Nakov & Co. Pages: 1332 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: http://www.introprogramming.info License: CC Attribution-Share Alike 7Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, Sharp, C#, book, tutorial, C#, programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithms, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733
Fundamentals of Computer Programming with C

With this visual guide to computer programming for beginners, it has never been easier to learn how to code. Coding skills are in high demand and the need for programmers is still growing. Covering three of the most popular languages for new coders, this book uses a graphic method to break complex subjects into user-friendly chunks, bringing essential skills within easy reach. Each chapter contains tutorials on practical projects designed to teach you the main applications of each language, such as building websites, creating games, and designing apps. The book teaches you at many of the main coding languages that are out there, outlining the key applications of each language, so you can choose the right language for you. You'll learn to think like a programmer by breaking a problem down into parts, before turning those parts into lines of code. Short, easy-to-follow steps then show you, piece by piece, how to build a complete program. There are challenges for you to tackle to build your confidence before moving on. Written by a team of expert coders and coding teachers, Beginner's Step-by-Step Coding Course is the ideal way to get to set you on the road to code.
Online Library Fundamentals Of Computer Programming With C

Fundamentals of Programming

This easy-to-follow and classroom-tested textbook guides the reader through the fundamentals of programming with Python, an accessible language which can be learned incrementally. Features: incudes numerous examples and practice exercises throughout the text, with additional exercises, solutions and review questions at the end of each chapter; highlights the patterns which frequently appear when writing programs, reinforcing the application of these patterns for problem-solving through practice exercises; introduces the use of a debugger tool to inspect a program, enabling students to discover for themselves how programs work and enhance their understanding; presents the Tkinter framework for building graphical user interface applications and event-driven programs; provides instructional videos and additional information for students, as well as support materials for instructors, at an associated website.

Computer Fundamentals & Programming in C

Fundamentals of Engineering Programming with C and Fortran

Combining GIS concepts and fundamental spatial thinking methodology with real programming examples, this book introduces popular Python-based tools and their application to solving real-world problems. It elucidates the programming constructs of Python with its high-level toolkits and demonstrates its integration with ArcGIS Theory. Filled with hundreds of examples and consistent exercises throughout the text, this book promotes increased interactivity between instructors and students while also benefiting professionals in the field with vital knowledge to sharpen their programming skills. Readers receive expert guidance on modules, package management, and handling shapefile formats needed to build their own mini-GIS. Comprehensive and engaging commentary, robust contents, accompanying datasets, and classroom-tested exercises are all housed here to permit users to become competitive in the GIS/IT job market and industry.

Python Programming Fundamentals

If you are a beginner and have no idea what the Computer Programming is all about, then the book Computer Programming for Beginners is what you have been waiting for. This book provides a clear understanding of what the Computer Programming entails, especially providing know-how for beginners. At first glance, the words “computer programming” might worry you, especially when described as an “extremely complex designing and building process.” However, fear not, because computer programming can be done by anyone - even beginners. Programming has existed for centuries with programmable devices, perhaps as early as the 9th-century! It was here when a programmable music sequencer was invented. Following that was a programmable drum machine and other forms of musical instruments. It wasn’t until the year 1843 when the first Computer Program was invented by Ada Lovelace, a mathematician who created an algorithm for this. The concept of storing data in machine-readable form arose in the 1880s when Herman Hollerith invented it. These were the foundations that led to Computer Programming as we know it today. With so many struggling to grasp the concept, we devised the perfect computer programming guide for beginners to take the first step towards becoming a Computer Programming Expert. We are in a technological age, after all, where computers are an essential part of life. Regardless of your experience level, anyone can read and implement this computer programming guide. Whether you are planning on making a career out of it or you just want a new hobby, you can enjoy this series of books, no matter your goals. What You Will Discover & Learn: A beginner’s approach to learning computer programming ? JavaScript & Java - essential programming languages ? Python programming - general-purpose & high-level programming language ? SQL programming - used to communicate with databases and perform queries on tables ? How to accurately program for successful computer tasking ? Easy-to-understand, clear instructions for a seamless user experience ? How to implement what you have learned into developing computer programs/software. And much more. Included with your purchase is a collection of 4 books that will help guide you through all of the necessary fundamentals of Computer Programming. No previous skills are required, even if you haven’t written one line of code before. This collection was written specifically for those who are just starting, so you can feel comfortable trying out something new and unfamiliar without the need of any pre-qualifications. Scroll up and push the buy new button!

Computer Fundamentals

Among the most important problems confronting computer science is that of developing a paradigm appropriate to the discipline. Proponents of formal methods - such as John McCarthy, C.A.R. Hoare, and Edgar Dijkstra - have advanced the position that computing is a mathematical activity and that computer science should model itself after mathematics. Opponents of formal methods - by contrast, suggest that programming is the activity which is fundamental to computer science and that there are important differences that distinguish it from mathematics, which therefore cannot provide a suitable paradigm. Disagreement over the place of formal methods in computer science has recently arisen in the form of renewed interest in the nature and capacity of program verification as a method for establishing the reliability of programs.
A paper that appeared in Communications of the ACM entitled, ‘Program Verification: The Very Idea’, by James H. Fetzer triggered an extended debate that has been discussed in several journals and that has endured for several years, engaging the interest of computer scientists (both theoretical and applied) and of other thinkers from a wide range of backgrounds who want to understand computer science as a domain of inquiry. The editors of this collection have brought together many of the most interesting and important studies that contribute to answering questions about the nature and the limits of computer science. These include early papers advocating the mathematical paradigm by McCarthy, Naur, R. Floyd, and Hoare (in Part I), others that elaborate the paradigm by Hoare, Meyer, Naur, and Scherlis and Scott (in Part II), challenges, limits and alternatives explored by C. Floyd, Smith, Blum, and Naur (in Part III), and recent work focusing on formal verification by DeMillo, Lipton, and Perlis, Fetzer, Cohn, and Colburn (in Part IV). It provides essential resources for further study. This volume will appeal to scientists, philosophers, and laypersons who want to understand the theoretical foundations of computer science and be appropriately positioned to evaluate the scope and limits of the discipline.

**Computer Programming Fundamentals**

This book is intended to present basic concepts on the most popular computer programming language C. It has been tried to present the fundamental concepts on Computer Programming with C simply and straightforwardly for the undergrad students and self-learners. More than 155 examples (codes with sample input-output) are included to clarify the topics.

**Programming**

Programming Fundamentals - A Modular Structured Approach using C++ is written by Kenneth Leroy Busbee, a faculty member at Houston Community College in Houston, Texas. The materials used in this textbook/collection were developed by the author and others as independent modules for publication within the Connexions environment. Programming fundamentals are often divided into three college courses: Modular/Structured, Object Oriented and Data Structures. This textbook/collection covers the rest of those three courses.

**Fundamentals of Computer Organization and Architecture**

This book aims to capture the fundamentals of computer programming without tying the topic to any specific programming language. To the best of the authors’ knowledge there is no such book in the market.

**Computer Programming Fundamentals**

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