

Key Programming Guide

Rational Application Developer for WebSphere
Software V8 Programming Guide
Personalized Digital Television
Solaris Multithreaded Programming
Guide
Programmer's Guide
A Guide to COBOL Programming
Programmer's Guide to Microsoft Windows 95
Graphics Library Programming
Guide
OpenGL Programming Guide
Programmer's Guide to FORTRAN
UNIX System V, Release 4
Programmer's Guide
The CICS Programmer's Guide to FEPIA
Practical Guide to Linux Commands, Editors, and Shell Programming
WebGL Programming Guide
Programmer's Guide to MS-DOS
IRIX 4D1-4.0 Transition Guide, Programming Environment
OpenCL Programming Guide
OpenCL Programming Guide
Programmer's Guide to MPW: Mastering the Macintosh
Programmer's Workshop
The COBOL Presentation Manager Programming Guide
Microsoft Jet Database Engine
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Absolute Beginner's Guide to Minecraft
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C/C++ Programmer's Guide
MySQL and JSON: A Practical Programming Guide
CNC Programming Handbook
Microsoft Visual Studio Core Reference Set:
Microsoft Visual J++ 6.0 programmer's guide
The Programmer's Guide to SQL
Turbo Pascal Toolbox--a Programmer's Guide
PL/SQL Programming: Guide to PL/SQL Programming
Programmer's Guide to the Presentation Manager
A Guide to Faculty

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Development
Developer's Guide to Social Programming
Microsoft Visual Basic 5.0 Programmer's Guide
The Peter Norton Programmer's Guide to the IBM PC.
ANSI C Programming Guide
IRIX Programming Guide
VAX C Programmer's Guide

Rational Application Developer for WebSphere Software V8 Programming Guide

A gold mine of insights, techniques and technical data, this guide includes information on the similarities and differences among IBM's five personal computers, plus tips for programming in assembly language, BASIC, C and Pascal. An Ingram computer book bestseller for over a year.

Personalized Digital Television

IBM® Rational® Application Developer for WebSphere® Software V8 is the full-function Eclipse 3.6 technology-based development platform for developing Java™ Platform, Standard Edition Version 6 (Java SE 6) and Java Platform, Enterprise Edition Version 6 (Java EE 6) applications. Beyond this function, Rational Application Developer provides development tools for technologies, such as OSGi, Service Component Architecture (SCA), Web 2.0, and XML. It has a focus on applications to be deployed to IBM WebSphere Application Server and IBM WebSphere Portal. Rational Application Developer provides integrated development tools for all

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development roles, including web developers, Java developers, business analysts, architects, and enterprise programmers. This IBM Redbooks® publication is a programming guide that highlights the features and tooling included with Rational Application Developer V8.0.1. Many of the chapters provide working examples that demonstrate how to use the tooling to develop applications and achieve the benefits of visual and rapid application development. This publication is an update of Rational Application Developer V7.5 Programming Guide, SG24-7672.

Solaris Multithreaded Programming Guide

Multithreading separates a process into many independent execution threads which can improve application responsiveness, program structure, and performance. These threads allow multiprocessors to operate more efficiently while using fewer system resources and uniprocessors.

Programmer's Guide

A guide to Linux covers such topics as the command line utilities, the filesystem, the Shells, the Editors, and programming tools.

A Guide to COBOL Programming

Programmer's Guide to Microsoft

Windows 95

Introduces the features and functions of the Presentation Manager windowing interface program, and covers windows, menus, dialog boxes, graphics, and multitasking

Graphics Library Programming Guide

IBM® Rational® Application Developer for WebSphere® Software v7.5 (Application Developer, for short) is the full function Eclipse 3.4 based development platform for developing Java™ Standard Edition Version 6 (Java SE 6) and Java Enterprise Edition Version 5 (Java EE 5) applications with a focus on applications to be deployed to IBM WebSphere Application Server and IBM WebSphere Portal. Rational Application Developer provides integrated development tools for all development roles, including Web developers, Java developers, business analysts, architects, and enterprise programmers. Rational Application Developer is part of the IBM Rational Software Delivery Platform (SDP), which contains products in four life cycle categories: - Architecture management, which includes integrated development environments - Change and release management - Process and portfolio management - Quality management This IBM Redbooks™ publication is a programming guide that highlights the features and tooling included with Rational Application Developer v7.5. Many of the chapters provide working examples that demonstrate how to use the tooling to develop applications, as well as

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achieve the benefits of visual and rapid application development. This publication is an update of Rational Application Developer V7 Programming Guide, SG24-7501.

OpenGL Programming Guide

This guide combines the proven tutorial approach to teaching SQL with a collection of major SQL statements with example code for five major database systems: SQL Server, Oracle, DB2, MySQL and Access.

Programmer's Guide to FORTRAN

Please note that this title's color insert (referred to as "Plates" within the text) is not available for this digital product. OpenGL is a powerful software interface used to produce high-quality, computer-generated images and interactive applications using 2D and 3D objects, bitmaps, and color images. The OpenGL® Programming Guide, Seventh Edition , provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library. The previous edition covered OpenGL through Version 2.1. This seventh edition of the best-selling "red book" describes the latest features of OpenGL Versions 3.0 and 3.1. You will find clear explanations of OpenGL functionality and many basic computer graphics techniques, such as building and rendering 3D models; interactively viewing objects from different perspective points; and using shading, lighting, and texturing effects for greater realism. In addition, this book provides in-

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depth coverage of advanced techniques, including texture mapping, antialiasing, fog and atmospheric effects, NURBS, image processing, and more. The text also explores other key topics such as enhancing performance, OpenGL extensions, and cross-platform techniques. This seventh edition has been updated to include the newest features of OpenGL Versions 3.0 and 3.1, including Using framebuffer objects for off-screen rendering and texture updates Examples of the various new buffer object types, including uniform-buffer objects, transform feedback buffers, and vertex array objects Using texture arrays to increase performance when using numerous textures Efficient rendering using primitive restart and conditional rendering Discussion of OpenGL's deprecation mechanism and how to verify your programs for future versions of OpenGL This edition continues the discussion of the OpenGL Shading Language (GLSL) and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL. The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential. Originally developed by SGI, the Library continues to evolve under the auspices of the Khronos OpenGL ARB Working Group, an industry consortium responsible for guiding the evolution of OpenGL and related technologies.

UNIX System V, Release 4 Programmer's Guide

The CICS Programmer's Guide to FEPI

Practical instruction on using JavaScript Object Notation (JSON) with MySQL This hands-on guide teaches, step by step, how to use JavaScript Object Notation (JSON) with MySQL. Written by a MySQL Community Manager for Oracle, MySQL and JSON: A Practical Programming Guide shows how to quickly get started using JSON with MySQL and clearly explains the latest tools and functions. All content is based on the author's years of interaction with MySQL professionals. Throughout, real-world examples and sample code guide you through the syntax and application of each method. You will get in-depth coverage of programming with the MySQL Document Store. •See how JavaScript Object Notation (JSON) works with MySQL•Use JSON as string data and JSON as a data type•Find the path, load data, and handle searches with REGEX•Work with JSON and non-JSON output•Build virtual generated columns and stored generated columns•Generate complex geometries using GeoJSON•Convert and manage data with JSON functions•Access JSON data, collections, and tables through MySQL Document Store

A Practical Guide to Linux Commands, Editors, and Shell Programming

WebGL Programming Guide

Programmer's Guide to MS-DOS

TV viewers today are exposed to overwhelming amounts of information, and challenged by the plethora of interactive functionality provided by current set-top boxes. To ensure broad adoption of this technology by consumers, future Digital Television will have to take usability issues thoroughly into account. In particular, serious attention must be paid to facilitate the selection of content on an individual basis, and to provide easy-to-use interfaces that satisfy viewers' interaction requirements. This volume collects selected research reports on the development of personalized services for Interactive TV. Drawing upon contributions from academia and industry in the US, Europe and Asia, this book represents a comprehensive picture of leading edge research in personalized television.

IRIX 4D1-4.0 Transition Guide, Programming Environment

OpenCL Programming Guide

Absolute Beginner's Guide to Minecraft® Mods
Programming Minecraft® is a registered trademark of Mojang Synergies / Notch Development AB. This book is not affiliated with or sponsored by Mojang Synergies / Notch Development AB. Now you can mod your Minecraft game environment into anything you can imagine, without becoming a technical expert! This book is the fastest way to master Minecraft

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modding and use Java to transform the Minecraft game's worlds, tools, behavior, weapons, structures, mobs... everything! Plus, you'll learn Java programming skills you can use anywhere. Learn how to do what you want, the way you want, one incredibly easy step at a time. Modding the Minecraft game has never been this simple! This is the easiest, most practical beginner's guide to creating killer Minecraft mods in Java... simple, reliable, full-color instructions for doing everything you really want to do! Here's a small sample of what you'll learn: Set up your Minecraft server and mod development tools Master Java basics every Minecraft game modder needs to know Read, write, store, and change information throughout your mod Build mods that can make decisions and respond to player actions Understand object-oriented programming and the objects you can program in Minecraft Handle errors without crashing the Minecraft game Use threads to create mobs that can do many things at once Customize your mobs, and build on existing objects to write new mods Spawn new mobs, find hidden mobs, and make one mob ride another Dig holes and build structures Create projectile weapons and potion effects Share your mods with the world

OpenCL Programming Guide

Programmer's Guide to MPW: Mastering the Macintosh Programmer's Workshop

Car keys have developed from the simple systems

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which were no more advanced than the front door key of a house to very advanced forms that use onboard computers for their operation. Modern vehicles also have push button remote locking/unlocking, it is rare these days to push your Car Key into the barrel to open it. Most cars now use Remote Control Keys to open. These improvements in the Car Keys Systems, has however made it difficult for genuine car owners to duplicate their Car keys or get a replacement when they lose them. The process requires specialize skills and knowhow for even a regular locksmith. This book has therefore been written to inform and guides anyone who wants to develop the skills required to duplicate or replace keys of modern cars.

The COBOL Presentation Manager Programming Guide

Microsoft Jet Database Engine Programmer's Guide

This is the official technical reference on Jet, the powerful database engine used in Microsoft Access and Visual Basic for Windows 95. The book starts by describing what Jet is, how to use it, and how it compares to other databases. Each chapter includes a simple Basic program that it builds upon within the chapter to illustrate points. CD includes the Jet Database Engine.

Rational Application Developer V7.5 Programming Guide

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The book "ANSI C Programming Guide" attempts to provide simple explanation for beginners about the various ANSI C programming concepts. This book is the single source you would need to quickly race up to speed and significantly enhance your skill and knowledge in ANSI C. This has been designed as a self-study material for both beginners and experienced programmers. This book is organized into five parts along with practical examples that will show you how to develop your program in ANSI C. This book a perfect fit for all groups of people from beginners with no previous programming experience to programmers who already know C and are ambitious to improve their style and reliability. Whether coding in ANSI C is your hobby or your career, this book will enlighten you on your goal. Happy Reading !!

Car Key Programming Guide

Since the first edition of A Guide to Faculty Development was published in 2002, the dynamic field of educational and faculty development has undergone many changes. Prepared under the auspices of the Professional and Organizational Development Network in Higher Education (POD), this thoroughly revised, updated, and expanded edition offers a fundamental resource for faculty developers, as well as for faculty and administrators interested in promoting and sustaining faculty development within their institutions. This essential book offers an introduction to the topic, includes twenty-three chapters by leading experts in the field, and provides the most relevant information on a range of faculty

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development topics including establishing and sustaining a faculty development program; the key issues of assessment, diversity, and technology; and faculty development across institutional types, career stages, and organizations. "This volume contains the gallant story of the emergence of a movement to sustain the vitality of college and university faculty in difficult times. This practical guide draws on the best minds shaping the field, the most productive experience, and elicits the imagination required to reenvision a dynamic future for learning societies in a global context." —R. Eugene Rice, senior scholar, Association of American Colleges and Universities

"Across the country, people in higher education are thinking about how to prepare our graduates for a rapidly changing world while supporting our faculty colleagues who grew up in a very different world. Faculty members, academic administrators, and policymakers alike will learn a great deal from this volume about how to put together a successful faculty development program and create a supportive environment for learning in challenging times." —Judith A. Ramaley, president, Winona State University

"This is the book on faculty development in higher education. Everyone involved in faculty development—including provosts, deans, department chairs, faculty, and teaching center staff—will learn from the extensive research and the practical wisdom in the Guide." —Peter Felten, president, The POD Network (2010–2011), and director, Center for the Advancement of Teaching and Learning, Elon University

Absolute Beginner's Guide to Minecraft Mods Programming

Using WebGL®, you can create sophisticated interactive 3D graphics inside web browsers, without plug-ins. WebGL makes it possible to build a new generation of 3D web games, user interfaces, and information visualization solutions that will run on any standard web browser, and on PCs, smartphones, tablets, game consoles, or other devices. WebGL Programming Guide will help you get started quickly with interactive WebGL 3D programming, even if you have no prior knowledge of HTML5, JavaScript, 3D graphics, mathematics, or OpenGL. You'll learn step-by-step, through realistic examples, building your skills as you move from simple to complex solutions for building visually appealing web pages and 3D applications with WebGL. Media, 3D graphics, and WebGL pioneers Dr. Kouichi Matsuda and Dr. Rodger Lea offer easy-to-understand tutorials on key aspects of WebGL, plus 100 downloadable sample programs, each demonstrating a specific WebGL topic. You'll move from basic techniques such as rendering, animating, and texturing triangles, all the way to advanced techniques such as fogging, shadowing, shader switching, and displaying 3D models generated by Blender or other authoring tools. This book won't just teach you WebGL best practices, it will give you a library of code to jumpstart your own projects. Coverage includes:

- WebGL's origin, core concepts, features, advantages, and integration with other web standards
- How and basic WebGL functions work together to deliver 3D graphics
-

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Shader development with OpenGL ES Shading Language (GLSL ES) • 3D scene drawing: representing user views, controlling space volume, clipping, object creation, and perspective • Achieving greater realism through lighting and hierarchical objects • Advanced techniques: object manipulation, heads-up displays, alpha blending, shader switching, and more • Valuable reference appendixes covering key issues ranging from coordinate systems to matrices and shader loading to web browser settings

This is the newest text in the OpenGL Technical Library, Addison-Wesley's definitive collection of programming guides and reference manuals for OpenGL and its related technologies. The Library enables programmers to gain a practical understanding of OpenGL and the other Khronos application-programming libraries including OpenGL ES and OpenCL. All of the technologies in the OpenGL Technical Library evolve under the auspices of the Khronos Group, the industry consortium guiding the evolution of modern, open-standards media APIs.

Rick Spence's Clipper 5.2 Power Programmer's Guide

This book explains how best to use the powerful features of Windows 95 in Win32-based applications, 16-bit Windows application, and MS-DOS-based applications. It also provides guidelines for developing virtual devices that support applications. Provided by members of the Microsoft Windows 95 technical team, this important information is not available anywhere else.

Rational Application Developer V7 Programming Guide

This book demystifies the voluminous MPW documentation by distilling exactly what programmers need to know. Volume II examines the tools and programming languages designed to be used with MPW, including C++, Object Pascal, and SADE.

C/C++ Programmer's Guide

Comes with a CD-ROM packed with a variety of problem-solving projects.

MySQL and JSON: A Practical Programming Guide

CNC Programming Handbook

This unique book is designed to complement existing CICS manuals. Focusing on programming applications rather than theory, this highly technical book is the first of its kind to cover front-end programming interface (FEPI) in detail. Written by a FEPI developer, this guide includes abundant code fragments and design tips to help readers apply what they have learned.

Microsoft Visual Studio Core Reference Set: Microsoft Visual J++ 6.0

programmer's guide

IBM® Rational® Application Developer for WebSphere® Software V7.0 (for short, Rational Application Developer) is the full function Eclipse 3.2 based development platform for developing Java™ 2 Platform Standard Edition (J2SE™) and Java 2 Platform Enterprise Edition (J2EE™) applications with a focus on applications to be deployed to IBM WebSphere Application Server and IBM WebSphere Portal. Rational Application Developer provides integrated development tools for all development roles, including Web developers, Java developers, business analysts, architects, and enterprise programmers. Rational Application Developer is part of the IBM Rational Software Delivery Platform (SDP), which contains products in four life cycle categories: - Architecture management, which includes integrated development environments (Application Developer is here) - Change and release management - Process and portfolio management - Quality management This IBM Redbooks® publication is a programming guide that highlights the features and tooling included with Rational Application Developer V7.0. Many of the chapters provide working examples that demonstrate how to use the tooling to develop applications, as well as achieve the benefits of visual and rapid application development. This publication is an update of Rational Application Developer V6 Programming Guide, SG24-6449. This book consists of six parts: - Introduction to Rational Application Developer - Develop applications - Test and debug applications - Deploy and profile applications - Team development -

Appendixes

The Programmer's Guide to SQL

Providing up-to-date advice on Windows 95 and NT Programming, a general reference guide covers their environments, key programming elements, and object-oriented essentials; and the accompanying disk includes utilities and source code. Original. (All Users).

Turbo Pascal Toolbox--a Programmer's Guide

The Microsoft Visual Basic 5.0 Reference Library is the core documentation for all editions of Visual Basic 5.0 -- Learning Edition, Professional Edition, and Enterprise Edition -- and the ultimate resource for developers at all levels. It is identical to the authoritative material presented in the Visual Basic 5.0 Help files -- presented in the open-book form that many find indispensable. Language Reference The Language Reference contains A-Z listings for the objects, functions, statements, methods, properties, and events encompassed by the Visual Basic language. Additional appendixes supply reference information to the ANSI character set, Visual Basic data types, operators, and derived math functions. ActiveX™ Controls Reference The ActiveX Controls Reference has two parts: The first provides A-Z entries for the custom controls that ship with Visual Basic. Then, for each control, the relevant properties, events, and methods are described alphabetically. Programmer's Guide Whether you are a beginning

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Visual Basic user or an experienced developer, this is the comprehensive guide to Visual Basic programming you need. Straight from the Microsoft Visual Basic product team, the PROGRAMMER'S GUIDE covers everything from programming fundamentals and ""Your First Visual Basic Program"" to optimizing and distributing your application -- documentation you can't get anywhere else in print form.i

PL/SQL Programming: Guide to PL/SQL Programming

Programmer's Guide to the Presentation Manager

Using the new OpenCL (Open Computing Language) standard, you can write applications that access all available programming resources: CPUs, GPUs, and other processors such as DSPs and the Cell/B.E. processor. Already implemented by Apple, AMD, Intel, IBM, NVIDIA, and other leaders, OpenCL has outstanding potential for PCs, servers, handheld/embedded devices, high performance computing, and even cloud systems. This is the first comprehensive, authoritative, and practical guide to OpenCL 1.1 specifically for working developers and software architects. Written by five leading OpenCL authorities, OpenCL Programming Guide covers the entire specification. It reviews key use cases, shows how OpenCL can express a wide range of parallel algorithms, and offers complete reference material on both the API and OpenCL C programming language.

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Through complete case studies and downloadable code examples, the authors show how to write complex parallel programs that decompose workloads across many different devices. They also present all the essentials of OpenCL software performance optimization, including probing and adapting to hardware. Coverage includes Understanding OpenCL's architecture, concepts, terminology, goals, and rationale Programming with OpenCL C and the runtime API Using buffers, sub-buffers, images, samplers, and events Sharing and synchronizing data with OpenGL and Microsoft's Direct3D Simplifying development with the C++ Wrapper API Using OpenCL Embedded Profiles to support devices ranging from cellphones to supercomputer nodes Case studies dealing with physics simulation; image and signal processing, such as image histograms, edge detection filters, Fast Fourier Transforms, and optical flow; math libraries, such as matrix multiplication and high-performance sparse matrix multiplication; and more Source code for this book is available at <https://code.google.com/p/opencl-book-samples/>

A Guide to Faculty Development

Using the new OpenCL (Open Computing Language) standard, you can write applications that access all available programming resources: CPUs, GPUs, and other processors such as DSPs and the Cell/B.E. processor. Already implemented by Apple, AMD, Intel, IBM, NVIDIA, and other leaders, OpenCL has outstanding potential for PCs, servers, handheld/embedded devices, high performance

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computing, and even cloud systems. This is the first comprehensive, authoritative, and practical guide to OpenCL 1.1 specifically for working developers and software architects. Written by five leading OpenCL authorities, OpenCL Programming Guide covers the entire specification. It reviews key use cases, shows how OpenCL can express a wide range of parallel algorithms, and offers complete reference material on both the API and OpenCL C programming language. Through complete case studies and downloadable code examples, the authors show how to write complex parallel programs that decompose workloads across many different devices. They also present all the essentials of OpenCL software performance optimization, including probing and adapting to hardware. Coverage includes Understanding OpenCL's architecture, concepts, terminology, goals, and rationale Programming with OpenCL C and the runtime API Using buffers, sub-buffers, images, samplers, and events Sharing and synchronizing data with OpenGL and Microsoft's Direct3D Simplifying development with the C++ Wrapper API Using OpenCL Embedded Profiles to support devices ranging from cellphones to supercomputer nodes Case studies dealing with physics simulation; image and signal processing, such as image histograms, edge detection filters, Fast Fourier Transforms, and optical flow; math libraries, such as matrix multiplication and high-performance sparse matrix multiplication; and more Source code for this book is available at <https://code.google.com/p/opencl-book-samples/>

Developer's Guide to Social

Programming

A guide to Clipper 5.2 for intermediate to advanced users covers object-oriented programming, using Clipper on a network, the new features of 5.2, using Clipper with other database programs, and other topics, and is accompanied by a disk containing the source code. Original.

Microsoft Visual Basic 5.0 Programmer's Guide

A practical book for experienced programmers working in a VAX environment who are developing applications in C. It shows how to program in the C language on VAX computers, discusses C language design, the VAX/VMS operating system, how to use VAX/VMS features from C, and how to write complete applications using VAX C.

The Peter Norton Programmer's Guide to the IBM PC.

ANSI C Programming Guide

IRIX Programming Guide

VAX C Programmer's Guide

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In *The Developer's Guide to Social Programming*, Mark Hawker shows developers how to build applications that integrate with the major social networking sites. Unlike competitive books that focus on a single social media platform, this book covers all three leading platforms: Facebook, OpenSocial, and Twitter. Hawker identifies the characteristics of superior, highly engaging social media applications, and shows how to use the Facebook platform, Google Friend Connect, and the Twitter API to create them. You'll find practical solutions and code for addressing many common social programming challenges, from site registration to search, blog commenting to creating location-based applications. Hawker concludes by walking you through building a complete, integrated social application: one that works seamlessly across all leading platforms, and draws on powerful features from each. Coverage includes Working with the Twitter API, including the Search API, Lists API, and Retweets API Authenticating users with Twitter OAuth Mastering the Facebook API, FQL, and XFBML Utilizing the Facebook JavaScript Library for creating dynamic content, and animation Exploring the Google Friend Connect JavaScript API, and integrating with the OpenSocial API Using Facebook's tools for sharing, social commenting, stream publishing, and live conversation Using the PHP OpenSocial Client Library with Google Friend Connect Creating, testing, and submitting Google Friend Connect gadgets

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