

## Java Programming A Comprehensive Introduction

A comprehensive Java guide, with samples, exercises, case studies, and step-by-step instruction Beginning Java Programming: The Object Oriented Approach is a straightforward resource for getting started with one of the world's most enduringly popular programming languages. Based on classes taught by the authors, the book starts with the basics and gradually builds into more advanced concepts. The approach utilizes an integrated development environment that allows readers to immediately apply what they learn, and includes step-by-step instruction with plenty of sample programs. Each chapter contains exercises based on real-world business and educational scenarios, and the final chapter uses case studies to combine several concepts and put readers' new skills to the test. Beginning Java Programming: The Object Oriented Approach provides both the information and the tools beginners need to develop Java skills, from the general concepts of object-oriented programming. Learn to: Understand the Java language and object-oriented concept implementation Use Java to access and manipulate external data Make applications accessible to users with GUIs Streamline workflow with object-oriented patterns The book is geared for those who want to use Java in an applied environment while learning at the same time. Useful as either a course text or a stand-alone self-study program, Beginning Java Programming is a thorough, comprehensive guide.

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Made Java Skills Easy !! @\_@

Introduction to Java Programming, Comprehensive Version (8Th & 10th Best Selling Edition) Easy Standard Special Beginner's To Expert Edition for Students and IT Professional's 2014. This Java Book is One of worlds Best Java Book, Author teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java. Regardless of major, students will be able to grasp concepts of problem-solving and programming — thanks to Authors' fundamentals-first approach, students learn critical problem solving skills and core constructs before object-oriented programming. Authors' approach has been extended to application-rich programming examples, which go beyond the traditional math-based problems found in most texts. Students are introduced to topics like control statements, methods, and arrays before learning to create classes. Later chapters introduce advanced topics including graphical user interface, exception handling, I/O, and data structures. Small, simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line-by-line explanations. Increased data structures chapters make the Tenth Edition ideal for a full course on data structures. BRIEF CONTENTS- ===== 1. Introduction to Computers, Programs, and Java-1 2.

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The free book "Programming Basics with C#" (<https://csharp-book.softuni.org>) is a comprehensive entry level computer programming tutorial for absolute beginners that teaches basics of coding (variables and data, conditional statements, loops and methods), logical thinking and problem solving using the C# language. The book comes with free video lessons for each chapter, 150+ practical exercises with an automated online evaluation system (online judge) and solution guidelines for the exercises. The book "Programming Basics with C#" introduces the readers with writing programming code at a beginners level (basic coding skills), working with development environment (IDE), using variables

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and data, operators and expressions, working with the console (reading input data and printing output), using conditional statements (if, if-else, switch-case), loops (for, while, do-while, foreach) and methods (declaring and calling methods, passing parameters and returning values), as well as algorithmic thinking and solving practical programming problems. This free coding book for beginners is written by a team of developers lead by Dr. Svetlin Nakov (<https://nakov.com>) who has 25+ years practical software development experience and 15+ years as software development trainer. The free book "Programming Basics with C#" is an official textbook for the "Programming Basics" classes at the Software University (SoftUni), used by tens of thousands of students at the start of their software development education. The book relies on the "explain by examples" and "learn by doing" approaches to learning the practical coding skills required to become a software engineer. Each chapter provides some concepts, explained as video lesson with lots of code examples, followed by practical exercises involving the use of the new concepts with online evaluation system (online judge). Learners watch the videos, try the sample code and solve the exercises, which come as part of each book chapter. Exercises are given in series with increasing complexity: from quite trivial, though little complicated to highly complicated, requiring more thinking and research in Internet. Most exercises come with detailed hints and guidelines about how to construct a correct solution. Download the free C# programming basics book (as PDF, ePub and Mobi formats), watch the video lessons

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and the live coding demos, solve the practical exercises and evaluate your solutions at the book official Web site: <https://csharp-book.softuni.org>. Tags: book, programming, free, computer programming, coding, writing code, programming basics, ebook, programming book, book programming, C#, CSharp, C# book, Visual Studio, .NET, tutorial, C# tutorial, video lessons, C# videos, programming videos, programming lessons, coding lessons, coding videos, programming concepts, data types, variables, operators, expressions, calculations, statements, console input and output, control-flow logic, program logic, conditional statements, nested conditions, loops, nested loops, methods, functions, method parameters, method return values, problem solving, practical exercises, practical coding, learn by examples, learn by doing, code examples, online judge system, Nakov, Svetlin Nakov, SoftUni, ISBN 978-619-00-0902-3, ISBN 9786190009023

Detailed Book Contents: Preface - about the book, scope, how to learn programming, how to become a developer, authors team, SoftUni, the online judge, forums and other resources Chapter 1. First Steps in Programming - writing simple commands, writing simple computer programs, runtime environments, the C# language, Visual Studio and other IDEs, creating a console program, writing computer programs in C# using Visual Studio, building a simple GUI and Web apps in Visual Studio Chapter 2.1. Simple Calculations - using the system console, reading and printing integers, using data types and variables, reading floating-point numbers, using arithmetic operations, concatenating text and

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numbers, using numerical expressions, exercises with simple calculations, creating a simple GUI app for converting currencies Chapter 2.2. Simple Calculations – Exam Problems - practical problems with console input / output and simple calculations, with solution guidelines, from programming basics exams Chapter 3.1. Simple Conditions - using simple conditional statements, comparing numbers, simple if-else conditions, variable scope, sequence of if-else conditions, using the debugger, practical exercises with simple conditions with solution guidelines Chapter 3.2. Simple Conditions – Exam Problems - practical problems with simple if-else conditions, with solution guidelines, from programming basics exams Chapter 4.1. More Complex Conditions - nested if conditions (if-else inside if-else), using the logical "OR", "AND" and "NOT" operators, using the switch-case conditional statements, building GUI app for visualizing a point in a rectangle, practical exercises with solution guidelines Chapter 4.2. More Complex Conditions – Exam Problems - practical problems with more complex if-else conditions and nested if conditions, with solution guidelines, from programming basics exams Chapter 5.1. Repetitions (Loops) - using simple for-loops, iterating over the numbers from 1 to n, reading and processing sequences of numbers from the console, using the for-loop code snipped in Visual Studio, many practical exercises with loops, with solution guidelines, summing numbers, finding min / max element, drawing with the "turtle graphics" in a GUI app Chapter 5.2. Loops – Exam Problems - practical problems with simple loops, with solution guidelines, from programming basics

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exams Chapter 6.1. Nested Loops - using nested loops (loops inside other loops), implementing more complex logic with loops and conditional statements, printing simple and more complex 2D figures on the console using nested loops, calculations and if conditions, practical exercises with nested loops with solution guidelines, building a simple Web app to draw ratings in Visual Studio using ASP.NET MVC Chapter 6.2. Nested Loops – Exam Problems - practical problems with nested loops and more complex logic, with solution guidelines, from programming basics exams Chapter 7.1. More Complex Loops - using for-loops with a step, loops with decreasing loop variable, using while loops, and do-while loops, solving non-trivial problems like calculating GCD (greatest common divisor) and finding the prime numbers in certain range, infinite loops with break inside, using simple try-catch statements to handle errors, building a simple Web based game using Visual Studio and ASP.NET MVC, practical exercises with more complex loops with solution guidelines Chapter 7.2. More Complex Loops – Exam Problems - practical problems with nested and more complex loops with non-trivial logic, with solution guidelines, from programming basics exams Chapter 8.1. Practical Exam Preparations – Part I - sample practical exam from the entrance exams at the Software University, with solution guidelines, covering 6 problems with simple calculations, with simple conditions, with more complex conditions, with a simple loop, with nested loops, with nested loops and more complex logic Chapter 8.2. Practical Exam Preparations – Part II - another sample practical exam from the

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entrance exams at the Software University, with solution guidelines, covering 6 problems with simple calculations, with simple conditions, with more complex conditions, with a simple loop, with nested loops, with nested loops and more complex logic Chapter 9.1. Problems for Champions – Part I - a sample set of more complex problems, requiring stronger algorithmic thinking and programming techniques, with solution guidelines Chapter 9.2. Problems for Champions – Part II - another set of more complex problems, requiring stronger algorithmic thinking and programming techniques, with solution guidelines Chapter 10. Methods - what is method, when to use methods, defining and calling methods (functions), passing parameters and returning values, returning multiple values, overloading methods, using nested methods (local functions), naming methods correctly, good practices for using methods Chapter 11. Tricks and Hacks - some special techniques, tricks and hacks for improving our performance with C# and Visual Studio: hints how to format the code, conventions and guidelines about naming the code elements, using keyboard shortcuts in VS, defining and using code snippets in VS, debugging code, using breakpoints and watches Conclusion - the skills of the software engineers, how to continue learning software development after this book (study software engineering in SoftUni, study in your own way), how to get learning resources and how many time it takes to become a skillful software engineer and start a job With a variety of interactive learning features and user-friendly pedagogy, Java 5 Illuminated provides a

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comprehensive introduction to programming using the most current version of the Java language, Java 5. In addition to providing all of the material necessary for a complete introductory course in Java programming, the book also features flexible coverage of other topics of interest, including Graphical User Interfaces, data structures, file input and output, and applets. Object-Oriented Programming concepts are developed progressively and reinforced through numerous Programming Activities, allowing students to fully understand and implement both basic and sophisticated techniques at a pace which is neither too fast nor too slow. OO concepts are blended appropriately with fundamental programming techniques, including accumulation, counting, finding maximum and minimum values, and using flag and toggle variables, and supplemented with coverage of sound software engineering practices. Distinguishing this text from other introductory Java books is the authors' extensive use of an "active learning" approach to presenting the material through abundant use of graphics, visualization exercises, animations, numerous full and partial program examples, group projects, and best practices. These and other pedagogical devices facilitate hands-on, interactive learning, and make the book equally appropriate for use in "traditional" lecture environments, a computer-equipped classroom, or lab environment. Java 5 Illuminated Errata Sheet

Combining the Deitel™ signature Live-Code™ Approach with a new Application-Driven™ methodology, this book uses a step-by-step tutorial approach to begin teaching

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the basics of programming, builds upon previously learned concepts, and introduces new programming features in each successive tutorial. KEY TOPICS This comprehensive introduction to Java covers GUI design, swing components, methods, classes, data types, control statements, arrays, object-oriented programming, strings and characters, sequential files and more. It also includes higher-end topics such as database programming, multimedia and graphics, and Web applications development. For individuals beginning their mastery of Java Programming.

Introduction to Java Programming, Comprehensive, 8e, features comprehensive coverage ideal for a one-, two-, or three-semester CS1 course sequence. Regardless of major, students will be able to grasp concepts of problem-solving and programming — thanks to Liang's fundamentals-first approach, students learn critical problem solving skills and core constructs before object-oriented programming. Liang's approach has been extended to application-rich programming examples, which go beyond the traditional math-based problems found in most texts. Students are introduced to topics like control statements, methods, and arrays before learning to create classes. Later chapters introduce advanced topics including graphical user interface, exception handling, I/O, and data structures. Small, simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line-by-line explanations. Increased data structures chapters make the Eighth Edition ideal for a full course on data

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structures.

This text is intended for a 1-semester CS1 course sequence. The Brief Version contains the first 18 chapters of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam. For courses in Java Programming. A fundamentals-first introduction to basic programming concepts and techniques Designed to support an introductory programming course, Introduction to Java Programming and Data Structures, Brief Version teaches concepts of problem-solving and object-orientated programming using a fundamentals-first approach. Beginner programmers lea.

Daniel Liang teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java. For a 1-, 2-, or 3-semester CS1 course sequence.

/\*0022R-5, 0-13-100225-2, Liang, Y. Daniel, Introduction to Java Programming, Fourth Edition\*/  
Using a step-by-step approach that fosters self-teaching for professionals studying for the SUN Java Certification Exam, this completely revised Fourth Edition of this widely used book provides an outstanding introduction to Java programming in four

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parts. This text lays a solid foundation with programming elements, control structures, and methods, and then moves on to object-oriented programming, graphical user interface, applets, internationalization, multimedia, I/O, and networking. This book clearly covers all of the required subjects in the Java Certification Exam. For beginning or experienced programmers who want a comprehensive introduction to Java programming with an expanded in-depth treatment of object-oriented programming.

Java Programming: A Comprehensive Introduction is designed for an introductory programming course using Java. This text takes a logical approach to the presentation of core topics, moving step-by-step from the basics to more advanced material, with objects being introduced at the appropriate time. The book is divided into three parts: Part One covers the elements of the Java language and the fundamentals of programming. An introduction to object-oriented design is also included. Part Two introduces GUI (Graphical User Interface) programming using Swing. Part Three explores key aspects of Java's API (Application Programming Interface) library, including the Collections Framework and the concurrency API. Herb Schildt has written many successful programming books in Java, C++, C, and C#. His books have sold more than three million copies. Dale Skrien is a professor

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at Colby College with degrees from the University of Illinois-Champaign, the University of Washington, and St. Olaf College. He's also authored two books and is very active in SIGCSE.

Revised edition of: Introduction to Java programming / Y. Daniel Liang, Armstrong Atlantic State University. Tenth edition. Comprehensive version. 2015.

For comprehensive courses on Java Programming. This comprehensive introduction to the concepts and practice of Java programming builds carefully and cumulatively from chapter to chapter. Early chapters provide the conceptual basis for understanding Java and guide students through simple examples and exercises; subsequent chapters progressively present Java programming in detail and culminate in teaching the development of comprehensive Java applications. The appendices contain a mixed bag of topics that include an HTML tutorial. To facilitate developing and managing Java programs, the book is aided by JBuilder. With a tool like JBuilder, students can not only develop Java programs more productively, but also learn Java programming more effectively.

"Introduction to Java Programming, Brief, 9e, " features comprehensive coverage ideal for a one-, two-, or three-semester CS1 course sequence. Daniel Liang teaches concepts of problem-solving and object-oriented programming using a

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fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java.

A Comprehensive Introduction to Object-Oriented Programming with Java provides an accessible and technically thorough introduction to the basics of programming using java. The text takes a truly object-oriented approach. Objects are used early so that students think in objects right from the beginning. The text focuses on showing students a consistent problem solving approach.

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What is this book about? The Java language has been growing from strength to strength since its inception in 1995. It has since proved to be both powerful and extraordinarily easy to learn and use. This is what makes it ideal for the beginner. With dramatic changes to the handling of files, and the introduction of native support for XML, Java has been updated to work faster and to be current with the incredible rise of XML as a medium for communicating data. This edition of the Beginning Java books outlines everything the beginning programmer needs to know to program with the Java programming language and the 1.4 Java Developer Kit (JDK). With the release of JDK 1.4, programmers can look forward to the most stable edition yet, and even better performance than was available previously. Over the course of the book, you will build an example application called Sketcher — a simple drawing tool — that teaches you how to build an interactive user interface with Java, how to save and open files, how to use color, and how to respond to user input. What does this book cover? Teaches the Java

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language from scratch Object-oriented Programming in Java Handling errors and exceptions in applications Manipulating data and files Concurrent programming and threads A comprehensive introduction to Swing, the graphical user interface API for Java Printing in Java An introduction to XML Who is this book for? Ivor's inimitable style has proved to be a hit with nearly half a million people with its easy to learn approach and the many useful examples. Regularly voted the most popular Java programming book, this book teaches Java from scratch and assumes no previous knowledge. It is also suitable for those who have got some programming experience, especially C or C++, which will make learning easier.

With the second edition of Absolute Java, best-selling author Walt Savitch offers a comprehensive introduction of the java programming language. This book gives programmers the tools to master the Java language. He takes full advantage of the new Java 5.0 features and incorporates the new Scanner class. There is comprehensive coverage of generic types, including how to define classes with type parameters, collection classes done as generic classes, and linked lists done with type parameters.

This text is intended for a 1-semester CS1 course sequence. The Brief Version contains the first 18 chapters of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam. For courses in Java Programming. A fundamentals-first introduction to basic programming concepts and techniques Designed to support an introductory programming course, Introduction to Java Programming and Data Structures teaches concepts of problem-solving and object-orientated programming using a fundamentals-first approach. Beginner programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced

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GUI and Web programming using JavaFX. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications and is simpler to learn and use. The 11th edition has been completely revised to enhance clarity and presentation, and includes new and expanded content, examples, and exercises.

"Introduction to Java Programming, Comprehensive, 9e," features comprehensive coverage ideal for a one-, two-, or three-semester CS1 course sequence. Daniel Liang teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java.

\* Offers an in-depth look into how Java relates to such technologies as searching, sorting, data structures, multithreading, networking, database connectivity, XML, and Java Server Pages \* Part I deals with fundamental principles of programming and problem solving \* Part II introduces advanced concepts of the Java programming \* Readers will find highlighted concepts and capsule introductions into advanced topics of computer science \* Perfect reading material for anyone interested in learning or reinforcing introductory programming concepts and who wants to take advantage of the exciting attributes of the Java language Big Java: Late Objects is a comprehensive introduction to Java and computer programming, which focuses on the principles of programming, software engineering, and effective learning. It is designed for a two-semester first course in programming for computer science students. Using an innovative visual design that leads readers step-

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by-step through intricacies of Java programming, Big Java: Late Objects instills confidence in beginning programmers and confidence leads to success. This text is intended for a 1-semester CS1 course sequence. The Brief Version contains the first 18 chapters of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam. For courses in Java Programming. A fundamentals-first introduction to basic programming concepts and techniques Designed to support an introductory programming course, Introduction to Java Programming and Data Structures teaches concepts of problem-solving and object-orientated programming using a fundamentals-first approach. Beginner programmers learn critical pro.

What is this book about? This book is a comprehensive introduction to the Javaprogramming language, updated thoroughly (more than 35% new and updated) for the latest SDK 1.5 release. This book shows readershow to build real-world Java applications using the Java SDK. Noprevious programming experience is required. The author usesnumerous step-by-step programming examples to guide readers throughthe ins and outs of Java development. In addition to fully coveringnew features of SDK 1.5, such as generic types, the author has alsoadded new chapters on Java database programming with JDBC and Javaprogramming with XML.

First on the market to cover Sun's new IDE Forte, this special edition of a Liang's widely used Java book is a comprehensive introduction to Java programming with

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an expanded in-depth treatment of object-oriented programming. The book is easy to read and well paced, and is ideal for self-study. The book covers all subjects required in the Level I Java Certification Exam -- fundamentals of programming (including primitive data types, control statements, methods, and arrays); object-oriented programming; graphics programming; exception handling; internationalization; multithreading; multimedia; I/O; networking; and Java data structures

Find out why thousands have turned to Ivor Horton for learning Java Ivor Horton's approach is teaching Java is so effective and popular that he is one of the leading authors of introductory programming tutorials, with over 160,000 copies of his Java books sold. In this latest edition, whether you're a beginner or an experienced programmer switching to Java, you'll learn how to build real-world Java applications using Java SE 7. The author thoroughly covers the basics as well as new features such as extensions and classes; extended coverage of the Swing Application Framework; and he does it all in his unique, highly accessible style that beginners love. Provides a thorough introduction to the latest version of the Java programming language, Java SE 7 Introduces you to a host of new features for both novices and experienced programmers Covers the basics as well as new language extensions and classes and class methods Guides you through the Swing Application Framework for creating Swing apps Uses numerous step-by-step programming examples to guide you through the development process There's no better way to get thoroughly up to speed on the latest version of Java than

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with Ivor Horton's latest, comprehensive guide.

What is this book about? This book is a comprehensive introduction to the Java programming language, updated thoroughly (more than 35ew and updated) for the latest SDK 1.5 release. This book shows readers how to build real-world Java applications using the Java SDK. No previous programming experience is required. The author uses numerous step-by-step programming examples to guide readers through the ins and outs of Java development. In addition to fully covering new features of SDK 1.5, such as generic types, the author has also added new chapters on Java database programming with JDBC and Java programming with XML.

This value pack consists of Introduction to Java Programming- Comprehensive Version, 6/e by Y Daniel Liang (ISBN:9780132221580); Computer Science: An Overview: International edition, 9/e by J. Glenn Brookshear (ISBN:9780321434456)

Introduction to Java Programming, Brief, 9e, features comprehensive coverage ideal for a one-, two-, or three-semester CS1 course sequence. Daniel Liang teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java.

An Introduction to Object-Oriented Programming

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with Java provides an accessible and technically thorough introduction to the basics of programming using java. The text takes a truly object-oriented approach. Objects are used early so that students think in objects right from the beginning. As with Wu's other text, he takes a consistent problem solving approach and integrates this same approach throughout the textbook.

With a variety of interactive learning features and user-friendly pedagogy, Java 6 Illuminated, Second Edition provides a comprehensive introduction to programming using the most current version in Java programming. Throughout the text the authors incorporate an “active learning approach” which asks students to take an active role in their understanding of the language through the use of numerous interactive examples, exercises, and projects. Object-Oriented Programming concepts are developed progressively and reinforced through numerous Programming Activities, allowing students to fully understand and implement both basic and sophisticated techniques. In response to students growing interest in animation and visualization the text includes techniques for producing graphical output and animations beginning in Chapter 4 with applets and continuing throughout the text. You will find Java 6 Illuminated, Second Edition comprehensive and user-friendly. Students will find it exciting to delve into the world of programming with

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hands-on, real-world applications!

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