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Diffraction Crystallography An Introduction to the Theory of Electricity Introduction to Quaternions PROC REPORT by Example An Easy Introduction to the Game of Chess Beginning SVG Quantitative Methods for the Social Sciences An Easy Introduction to the Game of Chess Calculus of Variations Stochastic Finance Elementary Introduction to Practical Mechanics Introduction to English Derivational Morphology Everyday Examples

This book strikes a healthy balance between theory and applications, ensuring that it doesn't offer a set of tools with no mathematical roots. It is intended as a comprehensive and largely self-contained introduction to probability and statistics for university students from various faculties, with accompanying implementations of some rudimentary statistical techniques in the language R. The content is divided into three basic parts: the first includes elements of probability theory, the second introduces readers to the basics of descriptive and inferential statistics (estimation, hypothesis testing), and the third presents the elements of correlation and linear regression analysis. Thanks to examples showing how to approach real-world problems using statistics, readers will acquire stronger analytical thinking skills, which are essential for analysts and data scientists alike. This is a free sample chapter from a short book on chemical process design. The book derives from a course on chemical process design that I taught at the University of Cambridge, UK, between 2008 and 2018 and is intended to serve as a basic introduction to a number of disciplines within the

topic. Given the immense breadth and depth of this subject, the aim of this book is to introduce and illustrate certain key points and concepts and to provide a template 'workflow' for certain procedures such as gaseous relief header design or distillation optimisation. Reference is made to specialist design manuals for specific topics such that more information can be obtained by the reader where necessary. The aim of this book is not to provide a definitive reference for all design scenarios but rather to act as an introductory guide! The book was originally written for undergraduate students embarking on their design project, but it is also intended to serve as a succinct reference guide to existing practitioners. Introduction to Probability with Texas Hold'em Examples illustrates both standard and advanced probability topics using the popular poker game of Texas Hold'em, rather than the typical balls in urns. The author uses students' natural interest in poker to teach important concepts in probability. Develop SVG functionality for use within websites quickly and natively, using basic tools such as HTML and CSS. This book is a project-oriented guide to creating and manipulating scalable vector graphics in the browser for websites or online applications, using little more than a text editor or free software, and the power of JavaScript. You'll use a starting toolset to incorporate into your existing workflow, develop future projects, and reduce any dependency on graphics applications for simple projects. This book is an excellent resource for getting acquainted with creating and manipulating SVG content. We live in an age where speed and simplicity are of the essence.

Beginning SVG provides a perfect alternative when creating web-based projects that challenges the norm and encourages you to expand your resources and not resort to what “everyone else uses” (such as Illustrator). You'll discover that there is indeed a different way to achieve the same result. Stop thinking you must always resort to using graphics packages; there is always another way! What You'll Learn Create powerful, optimized content that can be quickly and easily manipulated within the browser Get up to speed with SVG quickly, with minimal effort and maximum results See how easy it is to apply SVG content and effects, without the need for lots of additional tools. Who This Book Is For Website developers and agile development teams who are keen to learn how to add and manipulate SVG quickly. Surveys with samples selected from an address frame derived from US Postal Service sources are often referred to as address-based sampling (ABS) surveys. For an ABS survey that is primarily conducted by mail, web, or face-to-face, sometimes it is helpful to have a telephone number corresponding to the sample addresses for setting appointments or conducting nonresponse follow-up prompts. The usefulness of a telephone contact mode in a mixed mode ABS design depends on both the percentage of addresses for which telephone numbers can be appended (append rate or match rate) and the accuracy of the telephone numbers associated with addresses. Before planning a telephone contact as part of a mixed-mode study, the designer should know the likely effectiveness of the approach. This paper focuses primarily on append rate information, with a discussion of accuracy rates. For a single ABS

frame, telephone match rates vary by geography, address type, match vendor, and by landline vs. cell telephone number. Using very large samples of addresses from a total US ABS frame, we estimated state and national telephone append rates from Marketing Systems Group's sources. The append rates are summarized here and interactively at the website http://abs.rti.org/atlas/. PROC REPORT by Example: Techniques for Building Professional Reports Using SAS provides real-world examples using PROC REPORT to create a wide variety of professional reports. Written from the point of view of the programmer who produces the reports, this book explains and illustrates creative techniques used to achieve the desired results. Each chapter focuses on a different concrete example, shows an image of the final report, and then takes you through the process of creating that report. You will be able to break each report down to find out how it was produced, including any data manipulation you have to do. The book clarifies solutions to common, everyday programming challenges and typical daily tasks that programmers encounter. For example: obtaining desired report formats using style templates supplied by SAS and PROC TEMPLATE, PROC REPORT STYLE options, and COMPUTE block features employing different usage options (DISPLAY, ORDER, GROUP, ANALYSIS, COMPUTED) to create a variety of detail and summary reports using BREAK statements and COMPUTE blocks to summarize and report key findings producing reports in various Output Delivery System (ODS) destinations including RTF, PDF, XML, TAGSETS.RTF embedding images in a report and combining graphical and tabular data with SAS 9.2

and beyond Applicable to SAS users from all disciplines, the real-life scenarios will help elevate your reporting skills learned from other books to the next level. With PROC REPORT by Example: Techniques for Building Professional Reports Using SAS, what seemed complex will become a matter of practice. This book is part of the SAS Press program. CUDA is a computing architecture designed to facilitate the development of parallel programs. In conjunction with a comprehensive software platform, the CUDA Architecture enables programmers to draw on the immense power of graphics processing units (GPUs) when building high-performance applications. GPUs, of course, have long been available for demanding graphics and game applications. CUDA now brings this valuable resource to programmers working on applications in other domains, including science, engineering, and finance. No knowledge of graphics programming is required—just the ability to program in a modestly extended version of C. CUDA by Example, written by two senior members of the CUDA software platform team, shows programmers how to employ this new technology. The authors introduce each area of CUDA development through working examples. After a concise introduction to the CUDA platform and architecture, as well as a quick-start guide to CUDA C, the book details the techniques and trade-offs associated with each key CUDA feature. You'll discover when to use each CUDA C extension and how to write CUDA software that delivers truly outstanding performance. Major topics covered include Parallel programming Thread cooperation Constant memory and events Texture memory Graphics

interoperability Atomics Streams CUDA C on multiple GPUs Advanced atomics Additional CUDA resources All the CUDA software tools you'll need are freely available for download from NVIDIA. http://developer.nvidia.com/object/cuda-by-example.html Ready to write your book? So why haven't you done it yet? If you're like most nonfiction authors, fears are holding you back. Sound familiar? Is my idea good enough? How do I structure a book? What exactly are the steps to write it? How do I stay motivated? What if I actually finish it, and it's bad? Worst of all: what if I publish it, and no one cares? How do I know if I'm even doing the right things? The truth is, writing a book can be scary and overwhelming—but it doesn't have to be. There's a way to know you're on the right path and taking the right steps. How? By using a method that's been validated with thousands of other Authors just like you. In fact, it's the same exact process used to produce dozens of big bestsellers-including David Goggins's Can't Hurt Me, Tiffany Haddish's The Last Black Unicorn, and Joey Coleman's Never Lose a Customer Again. The Scribe Method is the tested and proven process that will help you navigate the entire book-writing process from start to finish-the right way. Written by 4x New York Times Bestselling Author Tucker Max and publishing expert Zach Obront, you'll learn the step-by-step method that has helped over 1,500 authors write and publish their books. Now a Wall Street Journal Bestseller itself, The Scribe Method is specifically designed for business leaders, personal development gurus, entrepreneurs, and any expert in their field who has accumulated years of hard-won knowledge and wants to put it out into the

world. Forget the rest of the books written by pretenders. This is the ultimate resource for anyone who wants to professionally write a great nonfiction book. This book aims to give an indication of the extent of derivational morphology in English; of how much immanent, internal structure must be presumed for words -- even apparently simplex ones. This is done by showing that three (morpho-)phonological processes which tend to hide surface sound-meaning relationships must be taken into account when constructing a synchronic grammar of Modern English: ablaut, obstruent shift, and vowel shift. Stochastic Finance: An Introduction with Market Examples presents an introduction to pricing and hedging in discrete and continuous time financial models without friction, emphasizing the complementarity of analytical and probabilistic methods. It demonstrates both the power and limitations of mathematical models in finance, covering the basics of finance and stochastic calculus, and builds up to special topics, such as options, derivatives, and credit default and jump processes. It details the techniques required to model the time evolution of risky assets. The book discusses a wide range of classical topics including Black-Scholes pricing, exotic and American options, term structure modeling and change of numéraire, as well as models with jumps. The author takes the approach adopted by mainstream mathematical finance in which the computation of fair prices is based on the absence of arbitrage hypothesis, therefore excluding riskless profit based on arbitrage opportunities and basic (buying low/selling high) trading. With 104 figures and simulations, along with about 20

examples based on actual market data, the book is targeted at the advanced undergraduate and graduate level, either as a course text or for self-study, in applied mathematics, financial engineering, and economics. Emphasis is placed on applications in preference to more theoretical aspects throughout this readable introduction to linear algebra for specialists as well as non-specialists. An expanded version of A First Course in Linear Algebra. Scientific and Engineering C++ brings the power of C++ to science and engineering programming. Highlights: builds on knowledge of both FORTRAN and C, the languages most familiar to scientists and engineers; systematically treats object-oriented programming, templates, and the C++ type system; relates the C++ programming process to expressing commonality in the design and implementation of programs; describes how to use existing FORTRAN and C subroutine libraries to implement C++ classes; introduces advanced techniques coordinating templates, inheritance, virtual function interfaces, and exceptions in substantive examples; provides examples, including an extensive family of array classes, smart pointers, class wrappers for LAPACK, classes for abstract algebra and dimensional analysis, function objects, exploiting existing C and FORTRAN libraries, automatic differentiation, and data analysis via nonlinear least squares using the singular value decomposition; and references key sources of new programming ideas and C++ programming techniques. Scientific and Engineering C++ will help engineers and scientists fluent in FORTRAN or C; professional programmers using C or C++ who are looking for a new, systematic discussion of C++ for

object-oriented programming; and advanced programmers who are interested in sophisticated C++ programming techniques. A relaxed and user-friendly approach to understanding financial mathematics and the pricing of options with extensive examples and exercises. Introduction to Stochastic Finance with Market Examples, Second Edition presents an introduction to pricing and hedging in discrete and continuous-time financial models, emphasizing both analytical and probabilistic methods. It demonstrates both the power and limitations of mathematical models in finance, covering the basics of stochastic calculus for finance, and details the techniques required to model the time evolution of risky assets. The book discusses a wide range of classical topics including Black-Scholes pricing, American options, derivatives, term structure modeling, and change of numéraire. It also builds up to special topics, such as exotic options, stochastic volatility, and jump processes. New to this Edition New chapters on Barrier Options, Lookback Options, Asian Options, Optimal Stopping Theorem, and Stochastic Volatility Contains over 235 exercises and 16 problems with complete solutions available online from the instructor resources Added over 150 graphs and figures, for more than 250 in total, to optimize presentation 57 R coding examples now integrated into the book for implementation of the methods Substantially class-tested, so ideal for course use or self-study With abundant exercises, problems with complete solutions, graphs and figures, and R coding examples, the book is primarily aimed at advanced undergraduate and graduate students in applied mathematics, financial

engineering, and economics. It could be used as a course text or for self-study and would also be a comprehensive and accessible reference for researchers and practitioners in the field. "Free will: mental energy that poofs into existence from scratch?" In pairing key ideas from the history of philosophy with examples from everyday life and culture, David Cunning produces a clear, incisive and engaging introduction to philosophy. Everyday Examples explores historical philosophy and the contemporary theory scene and includes ideas from both the analytic and continental traditions. This broad sweep of topics provides a synoptic overview of philosophy as a discipline and philosophizing as an activity. With examples drawn from everything from The Matrix and Sesame Street to sleepwalking, driving, dancing, playing a sport and observing animals, students are pointed to ways in which they can be a philosopher outside the classroom in the everyday world. As well as providing entertaining and relatable examples from everyday life, this book will be especially useful in the classroom, it is accessible and discussion-oriented, so that students can get first-hand practice at actually 'doing' philosophy. This accessibility does not come at the expense of rigour but, rather, provides a 'way in' to thinking about the major issues, figures and moments in the history of philosophy. The chapters are divided into brief sustainable nuggets so that students can get a definite handle on each issue and also be the expert for the day on a given section.There are suggested study questions at the end of each chapter that bring out the force of each side of the many different issues. An indispensable

tool for those approaching philosophy for the first time. JavaFX 8: Introduction by Example shows you how to use your existing Java skills to create graphically exciting client applications with the JavaFX 8 platform. The book is a new and much improved edition of JavaFX 2.0: Introduction by Example, taking you through a series of engaging, fun-to-work examples that bring you up to speed on the major facets of the platform. It will help you to create applications that look good, are fun to use, and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity. Entirely example-based, JavaFX 8: Introduction by Example begins with the fundamentals of installing the software and creating a simple interface. From there, you'll move in progressive steps through the process of developing applications using JavaFX's standard drawing primitives. You'll then explore images, animations, media, and web. This new edition incorporates the changes resulting from the switch to Java 8 SDK. It covers advanced topics such as custom controls, JavaFX 3D, gesture devices, and embedded systems. Best of all, the book is full of working code that you can adapt and extend to all your future projects. Entirely example-based Filled with fun and practical code examples Covers all that's new in Java 8 relating to JavaFX such as Lambda expressions and Streams Covers gesture devices, 3D display, embedded systems, and other advanced topics Inductively coupled plasma atomic or mass spectrometry is one of the most common techniques for elemental analysis. Samples to be analyzed are usually in the form of solutions and

need to be introduced into the plasma by means of a sample introduction system, so as to obtain a mist of very fine droplets. Because the sample introduction system can be a limiting factor in the analytical performance, it is crucial to optimize its design and its use. It is the purpose of this book to provide fundamental knowledge along with practical instructions to obtain the best out of the technique. - Fundamental as well as practical character - Troubleshooting section - Flow charts with optimum systems to be used for a given application This new book builds on the original classic textbook entitled: An Introduction to Computational Fluid Mechanics by C. Y. Chow which was originally published in 1979. In the decades that have passed since this book was published the field of computational fluid dynamics has seen a number of changes in both the sophistication of the algorithms used but also advances in the computer hardware and software available. This new book incorporates the latest algorithms in the solution techniques and supports this by using numerous examples of applications to a broad range of industries from mechanical and aerospace disciplines to civil and the biosciences. The computer programs are developed and available in MATLAB. In addition the core text provides up-to-date solution methods for the Navier-Stokes equations, including fractional step time-advancement, and pseudo-spectral methods. The computer codes at the following website: www.wiley.com/go/biringen An Introduction to the Rasch Model with Examples in R offers a clear, comprehensive introduction to the Rasch model along with practical examples in the

free, open-source software R. It is accessible for readers without a background in psychometrics or statistics, while also providing detailed explanations of the relevant mathematical and statistical concepts for readers who want to gain a deeper understanding. Its worked examples in R demonstrate how to apply the methods to real-world examples and how to interpret the resulting output. In addition to motivating and presenting the Rasch model, the book covers different methods for parameter estimation and for assessing fit and differential item functioning (DIF). While focusing on the Rasch model, it also addresses a variety of other dichotomous and polytomous Rasch and item response theory (IRT) models, such as two-parameter logistic (2PL) and Partial Credit models, and extensions, including mixture Rasch models and computerized adaptive testing (CAT). Theory is presented in a self-contained way. All necessary mathematical and statistical background is contained in the chapters and appendices. The book also provides detailed, step-by-step instructions for getting started with R and using the eRm, mirt, TAM and rstan packages for fitting Rasch models. This volume aims to bridge between elementary textbooks on calculus and established books on advanced analysis. It provides elucidation of the reversible process of differentiation and integration through two featured principles: the chain rule and its inverse — the change of variable — as well as the Leibniz rule and its inverse — the integration by parts. The chain rule or differentiation of composite functions is ubiquitous since almost all (a.a.) functions are composite functions of

(elementary) functions and with the change of variable method as its reverse process. The Leibniz rule or differentiation of the product of two functions is essential since it makes differentiation nonlinear and with the method of integration by parts as its reverse process.Readers will find numerous worked-out examples and exercises in this volume. Detailed solutions are provided for most of the common exercises so that readers remain enthusiastically motivated in solving and understanding the concepts better.The intention of this volume is to lead the reader into the rich fields of advanced analysis and to obtain a much better view of useful mathematics. Sample Introduction Systems in ICPMS and ICPOES provides an in-depth analysis of sample introduction strategies, including flow injection analysis and less common techniques, such as arc/spark ablation and direct sample insertion. The book critically evaluates what has been accomplished so far, along with what can be done to extend the capabilities of the technique for analyses of any type of sample, such as aqueous, gaseous or solid. The latest progress made in fields, such as FIA, ETV, LC-ICP-MS and CE-ICP-MS is included and critically discussed. The book addresses problems related to the optimization of the system, peak dispersion and calibration and automatization. Provides contributions from recognized experts that give credibility to each chapter as a reference source Presents a single source, providing the big picture for ICPMS and ICPOES Covers theory, methods, selected applications and discrete sampling techniques Includes access to core data for practical work, comparison of results

and decision-making This is the missing X Window book. While others have shown what the X Window system has available, this book shows how to convert this potential into working tools to fulfil your visualisation needs. It is of the show-me class of books. The majority of the book covers Xlib, although a short coverage of Xcb is also given. Included are: . The relationship between Xlib and the X Window protocol; . All the basic Xlib topics are covered; . Complete working programs with their results; . Exercises to reinforce the material just covered. A 9 part partition to building a complete X program is used throughout. This partitioning fosters the inclusion of all code necessary. All programs are written in C and are one to four pages in length. Open source programs with the occasional Postscript script are shown to provide support as needed. Throughout the examples consideration is given to using colour. The examples produce simple results with the aim of providing building blocks for application oriented codes. The book is directed at graduate students and researchers who create computer code to visualise their data. A comprehensive and detailed description of the most widely used sample introduction techniques in atomic spectroscopy is presented in this volume. Comprising twelve separate chapters, the book describes the theory in detail, and gives an account of techniques and selected applications of sample introduction systems. The first chapter is a general overview on sample introduction. The remaining eleven chapters are each devoted to a specific sample introduction and deal with the basic principles, describe the system, advantages, disadvantages and selected

applications. Systems described are: pneumatic nebulization, electrothermal vaporization, laser ablation, impaction/electrostatic precipitation, slurry atomization, ultrasonic and thermospray nebulization, hydride generation, chromatographic, spark and arc, low-pressure discharges, flow injection analysis and direct solid introduction. Each chapter is suitable for a separate discussion. Being a unique textbook in this field, Sample Introduction in Atomic Spectroscopy should prove invaluable for courses at graduate level. This textbook offers an essential introduction to survey research and quantitative methods. Building on the premise that statistical methods need to be learned in a practical fashion, the book guides students through the various steps of the survey research process and helps to apply those steps toward a real example. In detail, the textbook introduces students to the four pillars of survey research and quantitative analysis: (1) the importance of survey research, (2) preparing a survey, (3) conducting a survey and (4) analyzing a survey. Students are shown how to create their own questionnaire based on some theoretically derived hypotheses to achieve empirical findings for a solid dataset. Lastly, they use said data to test their hypotheses in a bivariate and multivariate realm. The book explains the theory, rationale and mathematical foundations of these tests. In addition, it provides clear instructions on how to conduct the tests in SPSS and Stata. Given the breadth of its coverage, the textbook is suitable for introductory statistics, survey research or quantitative methods classes in the social sciences. This clear and concise textbook

provides a rigorous introduction to the calculus of variations, depending on functions of one variable and their first derivatives. It is based on a translation of a German edition of the book Variationsrechnung (Vieweg+Teubner Verlag, 2010), translated and updated by the author himself. Topics include: the Euler–Lagrange equation for one-dimensional variational problems, with and without constraints, as well as an introduction to the direct methods. The book targets students who have a solid background in calculus and linear algebra, not necessarily in functional analysis. Some advanced mathematical tools, possibly not familiar to the reader, are given along with proofs in the appendix. Numerous figures, advanced problems and proofs, examples, and exercises with solutions accompany the book, making it suitable for self-study. The book will be particularly useful for beginning graduate students from the physical, engineering, and mathematical sciences with a rigorous theoretical background. X-ray diffraction crystallography for powder samples is a well-established and widely used method. It is applied to materials characterization to reveal the atomic scale structure of various substances in a variety of states. The book deals with fundamental properties of X-rays, geometry analysis of crystals, X-ray scattering and diffraction in polycrystalline samples and its application to the determination of the crystal structure. The reciprocal lattice and integrated diffraction intensity from crystals and symmetry analysis of crystals are explained. To learn the method of X-ray diffraction crystallography well and to be able to cope with the given subject, a certain

number of exercises is presented in the book to calculate specific values for typical examples. This is particularly important for beginners in X-ray diffraction crystallography. One aim of this book is to offer guidance to solving the problems of 90 typical substances. For further convenience, 100 supplementary exercises are also provided with solutions. Some essential points with basic equations are summarized in each chapter, together with some relevant physical constants and the atomic scattering factors of the elements. "Free will: mental energy that poofs into existence from scratch?" In pairing key ideas from the history of philosophy with examples from everyday life and culture, David Cunning produces a clear, incisive and engaging introduction to philosophy. Everyday Examples explores historical philosophy and the contemporary theory scene and includes ideas from both the analytic and continental traditions. This broad sweep of topics provides a synoptic overview of philosophy as a discipline and philosophizing as an activity. With examples drawn from everything from The Matrix and Sesame Street to sleepwalking, driving, dancing, playing a sport and observing animals, students are pointed to ways in which they can be a philosopher outside the classroom in the everyday world. As well as providing entertaining and relatable examples from everyday life, this book will be especially useful in the classroom, it is accessible and discussion-oriented, so that students can get first-hand practice at actually 'doing' philosophy. This accessibility does not come at the expense of rigour but, rather, provides a 'way in' to thinking about the major issues, figures and

moments in the history of philosophy. The chapters are divided into brief sustainable nuggets so that students can get a definite handle on each issue and also be the expert for the day on a given section.There are suggested study questions at the end of each chapter that bring out the force of each side of the many different issues. An indispensable tool for those approaching philosophy for the first time. This book is about using JavaServer Faces to create and deploy interactive applications delivered to end users via a browser interface. JavaServer Faces is the component-based technology enabling easy development of such applications, especially applications of the type commonly needed in enterprise environments. JavaServerFaces: Introduction by Example is a to-the-point, 250-page introduction to an important technology that every Java Enterprise Edition programmer should know and be able to use. JavaServer Faces: Introduction by Example takes you through building and deploying servlet-based web pages built around JavaServer Faces, Facelets, managed Java Beans, and prebuilt user-interface components. You'll learn to build user interfaces that run in the browser, to display data drawn from corporate databases, accept user input, deal with errors and exceptions, and more. JavaServer Faces is an important user-interface technology for any Java developer to learn who works in an enterprise environment. JavaServer Faces: Introduction by Example is your no-nonsense guide to getting started right away in taking advantage of the technology's component-driven approach. Introduces servlets, which are the basis for JavaServer Faces applications Covers development and

deployment of user interfaces in the browser Demonstrates advanced techniques such as the use of AJAX JavaFX 2.0: Introduction by Example provides a quick start to programming the JavaFX 2.0 platform. JavaFX 2.0 provides a rich set of APIs for use in creating graphically exciting client applications written solely in Java. You get a large set of customizable components that can be skinned using CSS techniques that you already know from doing web development. The platform even includes a web rendering engine enabling you to mix HTML content into your applications. Hardware acceleration means that your applications are fast and snappy, taking full advantage of modern graphics processing support at the hardware level. JavaFX 2.0 opens the door to business applications that look good, are fun to use, that take advantage of the medium to present data of all types—text, audio, video, etc.—in ways that engage the user and lead to increased productivity. Getting started with JavaFX 2.0 is surprisingly easy. You already have the Java skills. Very likely you know enough of CSS to get by. All that's left is to get a leg up on the API, and that's where JavaFX 2.0: Introduction by Example can help. In this short book, author Carl Dea takes you through a series of engaging, fun-to-work examples that bring you up to speed with the major facets of the platform. Begin with the fundamentals of installing the software and creating a simple interface. Move in progressive steps through the process of developing a working dialog box for an application. Then let the fun begin as you explore images and animations, audio and video, and finally learn to embed JavaFX applications in a web page as

well as embedding HTML5 content within an application. At the end of this book you'll have a good grasp of what JavaFX is all about, and you'll be ready to begin your journey towards mastery of the platform. Entirely example-based Focused on practical applications Full of working code for you to adapt and extend

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